



Blue Dwarf – Smurf (*Homus minor Magicus*)

The Smurf Creature was created after the comics of Smurfs created by Peyo, and owned by IMPS. Therefore, no commercial usage of the Smurf may be done without written consent of this company. In no way the usage of the Smurf as D&D character/race is ever allowed to be used commercially, without written consent of this company.

The Smurf as was “created” here, for use with the D&D Game, was created for personal use only, and was created in respect to and after that of the memory of their late original creator; Peyo, and his son Thierry.

Peyo and Thierry are also used in this purely fantasy piece, and are depicted as heroes in respect to their work.

I hope this “creation” as D&D race will make lots of fun with the Smurfs, and is in no way intended as an infringement of any of their incorporated rights. To Players willing to play a Smurf character, I suggest reading the Smurf and Johan & Pirrewiet comics, and viewing the Smurf cartoons. Have lots of friendly fun. Smurfs are intended to be played as a friendly race and are not fun to be played as common character races, which regularly slay other creatures. Smurfs are like fairies, more pacifistic, and should therefore be played as thus. Even Gnaps (Black smurfs) are not truly evil, yet are only a bit more malign. A Smurf can and may never be used as an evil character.

Animated	Smurf
Type	Humanoid (Created) enchanted
Climate/Terrain	Deep Forest Skothar
Frequency	rare
Organization	tribe
Activity Cycle	any
Diet	omnivore
AL	N
NA	1d8 (100 village)
Size	T; 3' = 1d2" Tall
ST	3d6=3-16
IN	3d6=3-18
WI	3d6= 3-18
DX	3d6= 3-18
CO	6+2d6 = 8-18
CH	3d6+2 = 5-20
Languages	Smurf, 1 local +1/in adj.
Spellcaster Limits;	CL36, MU 36
AC	3
AV	0 (or by armor)
HD	1 or by class
HP	By class
Move walking	60'/20'
Move Jumping	120'/40' (CO x T)
Jump up	5'+Str adj
Jump Forward	12' + Str adj
Run-Jump Forward	20' +Str adj
Swim	30'/10'
Attacks	1 punch
Damage	1
Attacks	or by weapon
Damage	by weapon
Special Attacks;	Spell casting if CL or MU
Special Defenses;	Dwarf detection suite Gnomish meddling
Immune to;	nil
Extra Vulnerable to;	nil
AM	0
Save as;	by class
ML	12
XP	10 or by class
TT	nil
Body Weight	size x 30 cn
Creation	MU 21+
Preparation Time	7 days
Assembly Time	14 days
Enchantment time	21 days
Construction Time	28 days
Enchantment cost	5000
additional cost	500

Prelude; History: Peyo

In the early years of Alpathia after landfall, a curious mage artist escaped from the bonds of the Alpathian Empire and fled to the unexplored continent of Skothar. Here he lived among the primitive Humans and strange creatures. It was here he searched for strange minerals to paint with. This mage was named Pierrot Culliford, soon named Peyo by the local population. He learned them to enjoy their fantasies, and try to live with these fantasies. He later got a son from one of the locals—Thierry—, but let him go with the mother on the regular migrations of the locals. In the year 570 BC he wandered through some unexplored hills at night, the night was clear, and open, the air should have been chilly but he felt warm. It was as if his imagination was running wild, he was looking for some clay to make a miniature golem as companion, for those days the wandering locals weren't with him.

Prelude; History: The Blue Clay



He wrote to his friend (or so he thought) Gorgolmee in Alpathia, that he located a special magical Blue clay that night, near a bed of Gold. He wasn't interested in the Gold, he could have stayed home if he was, and earn it much easier and more by professional spell casting.

But it was as if the Clay itself created—slowly—the gold over the years, which was an interesting fact indeed. That night he wrote; *'It was as if the clay was magical charged, maybe due the Blue Moon shining upon it, maybe due something yet unknown. It was filled with alteration magic'*.

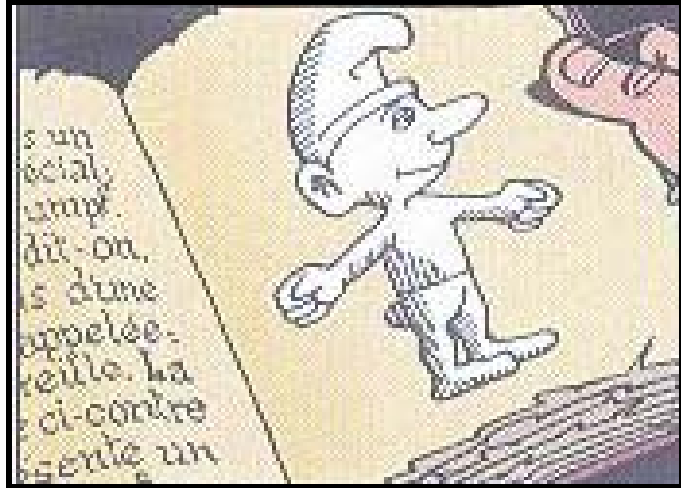
Later he discovered that the clay were remnants of the Moon Patera itself, that somehow came upon the surface of Mystara (either, by meteor impact on Patera, dispersing into Space and hitting Mystara, or much earlier (millions of years), when Patera and Mystara somehow collided,

altering the world and enabling the creation of life.

Prelude: History: The Idea

He brought it with him into his tower, to investigate. Here he had stored all components he needed to create the Golem he intended. Gnome, Sprite and Pixie Blood from creatures died by accidents (so not killed intentionally, for he wanted a friendly intelligent Golem). Together with Mandrake root harvested in a nearby swamp he shaped the Golem. The clay felt warm to the touch. He made it 3 star-apples high (as these were needed for the structure), with a round head, pear-shaped belly, and a pair of sturdy feet. In the legs he placed spring wire to keep it sturdy, stabile and mobile. It was bright blue as was the clay, maybe even brighter, it had clear eyes with a black pupil, and a short useless tail.

As Peyo was a decent and behaved person, he had made a pair of tiny clothing a small step-in pants (with hole for the tiny tail) and a Gnomish miniature hat, both white. He wanted it to be pure and clean looking, so not to frighten even the smallest of children, for he liked children, and never wanted the locals to be afraid of his creation. When he finally placed the Golem on the electrifier, a month had past, the Moon was full and again Blue, a fact he didn't notice, and thus was never written down. When the electrical charge ran through the small thing nothing happened at first.



Prelude: History: The Greedy Antagonist

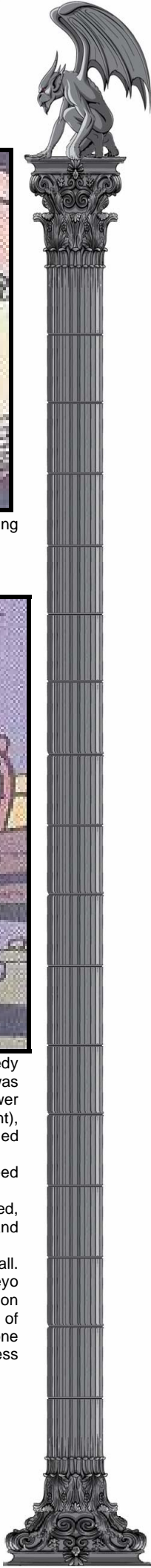


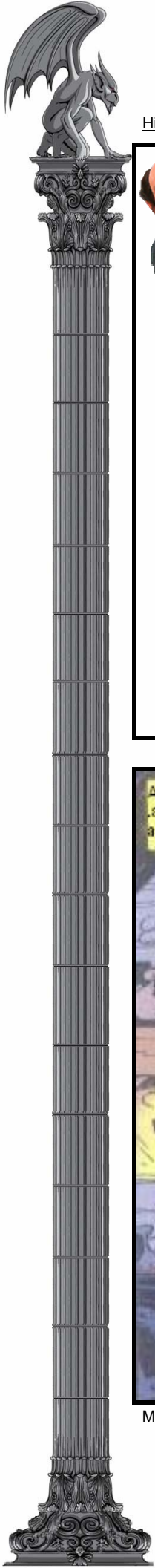
Unbeknown to Peyo, his "friend" Gorgolmee had located him, secretly arrived after Peyo's letters of Gold generating Clay. Greedy as Gorgolmee was, he wanted to have this unlimited supply of magical wealth. In some of his own very old books the clay was mentioned as a means in creating a philosophers stone. But Peyo was the only one who knew the location. He arrived at the tower of Peyo at the morning prior the next Blue Moon. He was friendly at first, shown the "failed" Golem experiment (or so Peyo thought), and listened eagerly to the stories Peyo told him. But Peyo didn't speak about the clay, or about the gold. It was only about his failed creation, his family, the locals, and other, to Gorgolmee, uninteresting stuff.

Gorgolmee became angry, threatened to destroy all Peyo had unless he explained the location of the Clay. Surprised of the Greed and violence of his supposed friend, he agreed, there was enough for both of them the good-willed and Lawful Peyo thought.

He took the failed "Golem", and together they set off. Gorgolmee became more and more agitated. And when they finally arrived, the night had fallen and the moon had risen, it was bleu. Peyo saw the importance, and wanted to return to the electrifier and animate his creation.

But Gorgolmee literally dove in the Clay, searching for gold, but their wasn't enough 'to satisfy his greed. He wanted to have it all. Then he pointed a wand in the direction of an estranged and baffled Peyo. A wave of a Wand and a ray of Disintegration took Peyo almost by surprise. But something else did happen also. The magical aura of the clay combined with the shining of the blue moon greatly increased the energy of the blast, which literally catapulted Gorgolmee several miles away, while also dispersing energy of the Disintegration Ray—through the bag in which the still inactive Smurf Golem was stored. But when the Blue moon had shone upon it all night, it became alive. Stiff and immobile as it was it, it could not be seen that the creation was a success, a great success for the Golem was not a Golem but alive.





History: The Rising



It remained silent for several minutes, and then something moved. From the remains of Peyo's backpack a small blue creature walked toward Peyo's face. Trying to call for help the still living Peyo sputtered, unable to speak complete words, the words Schtroumph and Smurf seemed to be said, and the creature thought that was his name. The creature, intelligent as it was, tried to save Peyo, its creator (possibly due that it held some of Peyo's life energy, and intelligence and knowledge). The creature traveled back towards the tower, along the tracks of its master, in a futile attempt to acquire help to its wounded master. He took an amulet, as it glistened like him blue and maybe it could help. When the creature arrived to Peyo again, he saw Peyo was dying, slowly fading away. It took the amulet and placed it on the forehead of it's creator. Unbeknown to the creature, it was a failed Amulet of ESP, now only transferring thoughts. The creature now gained all knowledge of its creator, together with all Peyo's abilities, in a moment smaller than the Whisper of a Thought. After which Peyo died of his wounds. His soul travelled to Limbo and eternal rest forever. The small Golem learned to work with the newly found (jumbled and confusing) knowledge rapidly: live, death, wounds, words, all of its creator, shambled together with his last words, "Smurf", and so a complete new language was created.



History: The Great Smurf

Its creator killed by an evil being of the creator's kind, it thought that it would return. The Smurf as the creature now called himself, took all efforts to hide the corpse of his creator and buried it near the Blue clay cave. His white clothing had turned blood red in the work. With the last strongest thoughts of Peyo continuously resounding through its little head, it started to copy Peyo's last handlings; the creation of a Golem as company. And so the Smurf did, and did, and did.

History: The Creation

It was 170 years later (400BC) when the creature saw the blue moon again. It had created from



local mushrooms a small house and laboratory. The spell book of Peyo was accidentally shrunk by spilling a potion of Diminution on it, however, this was actually more a benefit than a curse. He also had created a hundred Golems of equal size as himself, dressed all in white, from the same clay, shaped like him. The smurf knew now that the blue moon was necessary in his creations. When all magic was released the Smurf knew he was never to be alone. A hundred Smurfs like him became sentient, all with different personalities (why he didn't knew). He had aged and wore now a little Gnome-like beard. He learned all the other Smurfs the basics they needed to know, with them he raised a

Mushroom village securely hidden in the forest in case the dangerous Human (Gorgolmee) would return.

History: The Antagonist's Sun as a new Nemesis



And indeed Gorgolmee had survived, searched for decades to find "his" lost riches. But failure upon failure weakened him. From a local Witch he got a child, which he named Gargamel (403BC). Soon thereafter he perished.

Gargamel became a mage also, a master in the black arts. His tracks fell upon the Smurfs, as his father had written in his spellbook. With this creature it maybe could be possible to create the legendary Philosopher Stone, able to turn metal in Gold, and having more magical powers. The clay was, however, described inadequate, and therefore neglected to be studied.

Greedy as his father, Gorgolmee, but lacking any Wisdom and clear reason, Gargamel tried to capture the Smurfs, time upon time. And every time he failed. The Smurfs were working together perfectly, and continuously destroyed his evil plans. Only the attempt of lengthening his own lifespan succeeded).

One of his evil plans was to create a female Smurf from some blue clay stuck to the paws of a killed Wild Boar. It was an attempt to destroy the Smurfs, by bringing feminine chaos. But even this failed.

He never knew that the clay he used was the same which his father intended to possess, and for the same reason he intended to possess the Smurfs.



With the Help of the Papa Smurf this first Smurfette was adjusted to a proper Smurfette, free-willed, with its own psyche, and physically much more improved. In the beginning, she brought the chaos Gargamel hoped for, but her love for the smurfs actually strengthened the Smurf ranks, and created the base for a fertile and living race. The Smurfette soon left the village for a while. Soon thereafter a baby Smurf came.



The Smurfette already had returned, completely forgotten, that she had given birth to a new Smurf. The child was safely brought to the Smurf village by a Scorch after secretly been born away from the village by the Smurfette.

Four Smurfs, magically turned to youngster age, later created a second Female Smurf from the same pages of Gargamel (they had stolen these pages from Gargamel's Spellbook), for they knew were the clay could be found, and wanted a female youngster like them.



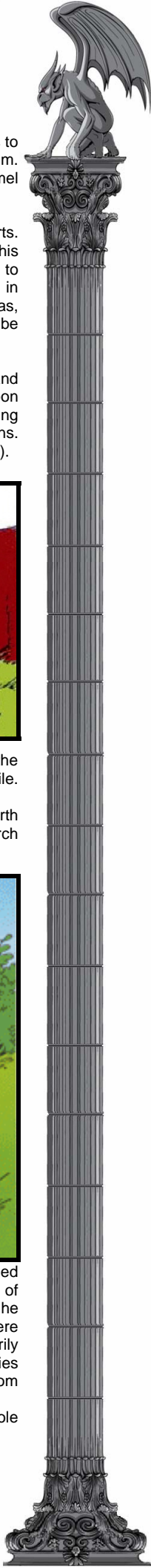
History: The Son brings protection to his father's creations.

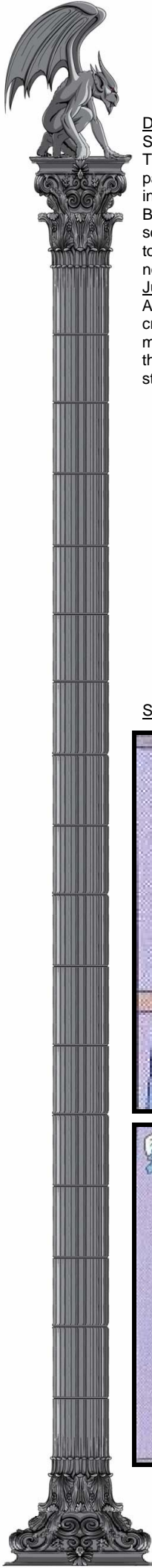


It was now 5 AC, 575 years after the Death of Peyo. His son, now an aged and well experienced mage Thierry Culliford, living under the guise of Omnibus, was on the Quest for Immortality. Although he failed, he succeeded to let the Immortals protect the creatures he had learned were his father's creations. The Smurfs had spread over Skothar, living primarily in the forests, in villages of rarely more than 100 inhabitants. (The stories of one such village are known to today humans). Villages made from special mushrooms, and/or natural materials.

Today; 1000 AC; It will not take long before they would wander the whole

world of Mystara.



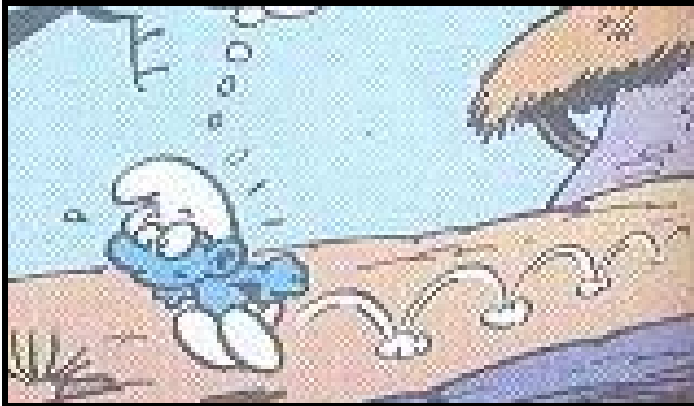


Description Smurfs may be used as PC Class.

Smurfs are 3" to 5" high weigh about 100cn, and can be of any character class they want. They have bright ink blue skin, round ears, and a small tail, protruding from their white pants. They're Neutral Good. They're traditionally dressed in white, and the Great Smurf in Red. Most are bald, but can grow beards (which Elders shave no more). Females have Blond, Black or Red hair, worn long. They wear dresses and female attire (Shoes, flowers, scents, etc.) to clearly place the as a female. Today Smurf villages have about one female to every forty males, so it's clear why they act like this, to keep the race alive. They have no other special abilities other than the Dwarf Detection Suite, Meddling, and their Jumping way of movement.

A Detect life spell reveals all of them (even those normally born) as living-yet-not-living creatures (to any mage or cleric a very confusing fact). Detect magic reveals their minute magical residue they possess as a Golem. Mages that ever made a Golem can recognize this residue as one belonging to that of a Golem at an Intelligence check at -5, yet would still be confused by the life (-energy) these "Golems" possess.

Blue Dwarf	Smurf
Prime Requisite	by class
Size (inches)	3+1d2"
Weight (Lbs)	size x 30cn
Fitness	1d12
AC	3 (due size)
Alignment	any good
Detect;	
Stonework Traps	1-4 0n 1d6
Sliding Walls	1-2 0n 1d6
Sloping Passages	1-2 0n 1d6
New Construction	1-2 0n 1d6



All Smurfs can Jump regularly, fast and far. With this jumping they can move as fast and long as any normal human would be walking. Their normal movement is only 60'/20' (thus running 60'/ r.) And while jumping they can move at 120'/40' and keep this up for as many turns as their constitution is. And they can jump at far greater ranges than a normal human ever could expect. Their jumping ranges are five feet up, twelve feet forward, and twenty feet forward if running (or jumping) at least twenty feet. These numbers are increased by the individual smurfs strength adjustment. A Smurf with a Jumping skill will double basic ranges to be jumped, (if his skill check is successful, then the strength adjustment is added. It also can move jumping twice the normal duration.

Smurf Character Classes



Smurfs can be of any main character class, ad at the same experience tables. Their size is penalty enough to compensate for their abilities. Most are like common Gnomes only fighter class. They rarely wear armor of any kind as it hinders them in movement (primarily jumping), and is rarely available, but when then they wear miniature armor that gives them normal Improved AV as per normal sized armor, but weighs only 5% of the normal size but (if made by non-Smurfs will costs triple due the miniature work). They rarely use weapons of any kind (preferring; Glue, Rope, Distraction, Itching powder, magic or other incapacitating ways of disabling an enemy), but if needed to use weapons, they use miniature weapons, which do much less damage than normal sized weapons, but they still have the normal class or Immortal restrictions. These weigh only 1-5% further as Armor example. Their maximum reach is no more than 1' or with Pole Arms 3'. They could use Human-Kubitts weapons and visa-versa, without penalty. A Smurf never intends to truly harm any other creature, preferring to temporarily incapacitate them. They also may use improvised weapons, like kitchen tools using as a lance.

Smurf Weapon	Damage	Ranges (S/M/L)
Battle Axe	1d6	
Club	1d2	
Dagger	1d2	3/6/10
Mace	1d3	
Sling	1d2	10/20/30
N. Sword	1d4	
2H Sword	1d6	
Bow	1d4	10/30/50
Crossbow	1d3	15/30/45
Hand Axe	1d3	
Pole Arm	1d6	
Spear	1d4	5/10/20
S. Sword	1d3	
War Hammer	1d4	



Lots of them have the tendency to become merchants, so when allowed access to Merchant-Guilds they may become normal Merchants. There is one major handicap in becoming a merchant, smurfs do not know the use and value of monetary systems, they prefer barter. They do know the value of their items. The one time smurfs tried to introduce money; it failed due to the inherent sharing characteristic of all smurfs.



Some follow one of the Thief class paths, (Thief, Scout, Bard, Rake) without any restriction, except maybe the tools of the trade and their size.



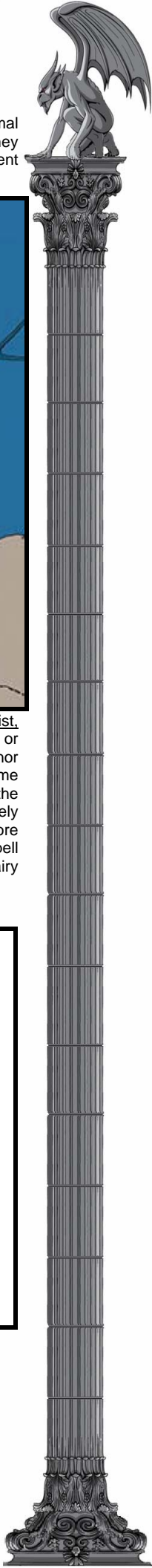
Some others follow the path of magic, and then mostly Alchemist, Wicca, or common Mage, but never Necromancer, Deathmaster, or similar. They can't become any Craft-Mage other than Wicca, nor can they specialize in a specific school. Thus they can't become Frost mages, Illusionists, or similar. This doesn't restrict them in the spells they can cast—the only restriction is that they severely dislike destruction, death, wounding or similar spells. Therefore they have a difficulty of an extra 200% when learning such a spell initially. Probably due to their Gnomish, Elvish or even partial Fairy origin, they can use Fairy spells if ever learned by a Fairy.

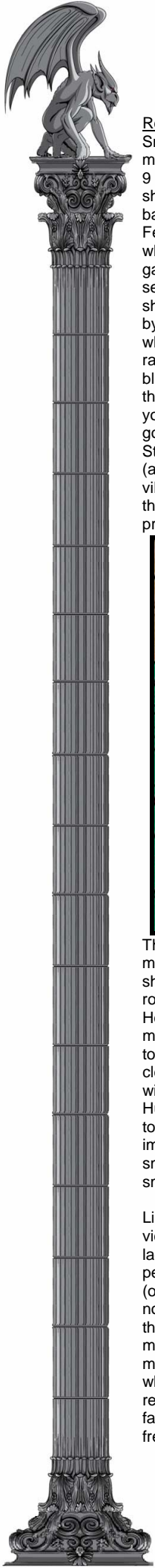


Rarer still are the Clerical Smurfs. If they don't know off or don't respect the Immortals, nobody knows. Probably—if they know one or several Immortals—they would give them respect out of their decent well-mannered nature, but could well dislike the Ways of the Immortals. Most Smurf Clerics will be nature-Immortal followers or Pacifists (Like Alphantia) and mostly be Healers or Shaman. Some can become regular Clerics. Other Clerical classes aren't available to Smurfs due their psyche. Whatever Clerical class, they can't Turn Undead. One of the immortals affiliated with the smurfs is Asterius due to his connection with the moon. He could well be the first and foremost immortal granting clerical smurfs spells.



The poet smurf and Brainy are said to be clerical, but this is unproven. The Smurfette at least is clerical.





Reproduction

Smurfettes only have tiny breasts, which only grow larger when mating takes place, during their 15 month pregnancy, and the next 9 month period after birth. When she finally returns to the village she'll look like before again, until the next period—at least until the baby is brought by the Storch.

Females are treated equally, and children are brought forth by the whole village (as the female Smurfs continuously forget that they gave birth, or with whom they mated, and they mate with many to secure offspring). When she senses she has become pregnant, she'll leave the village. The 15 month pregnancy is always followed by a period of 9 months solitude, where the female Smurfs hide the whole pregnancy. Most babies are born singularly (twins are very rare) on the first blue moon day, and delivered by Storches the next blue moon. This variant period (3 to 12 months) is with Storches (in their nests, under the warm feathers). The storches feed the youngster together with their own offspring. Smurfs have a very good contact with Storches and often use them to ride. The Storches know the Smurfs and will bring babies left behind to them (although they sometimes mistake themselves in which Smurf village the baby Smurf belongs to), but wherever they are placed, the Childs are treated as gifts of nature and are always accepted by all smurfs of the village. Why female smurfs forget their pregnancy in total is unknown. Created smurfs always are adults.



Extremely rarely, the baby grows up in the forest singly. Often this is the case when the storches leave, are lost or worse. These smurfs learn all themselves, or by other animals (mostly squirrels). These Jungle-Smurfs can't speak, but when encountered by Smurfs, and teacher simple words, they learn rapidly. These single Smurfs can't live in the villages, having adapted to the forest-life. They prefer to live with their Squirrels family and often become their group leader, which will in turn bring more food to this group. They're all Scouts by self teaching, and are never of any other class, the skills they'll use and know will reflect this existence and way of life.

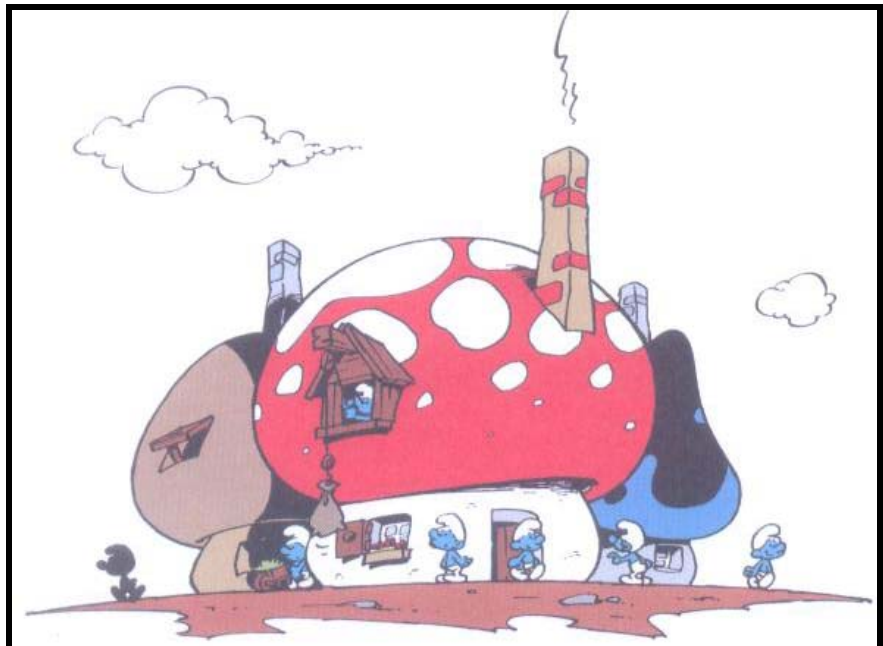
Habitat/Society

Smurfs mostly make only fun and relax, but every single Smurf has a special profession, or skill or usage in the small village. To reach it required magic or traveling through dense forests, deep marshes, a scorching desert and a high mountain range. The Smurfs themselves use storks in order to travel long distances, such as the kingdom where Johan and Peewit live and keep up-to-date with events in the outside world.

The Smurf village is made up of mushroom-like houses of different shapes and sizes in a desolate and rocky land with just a few trees.

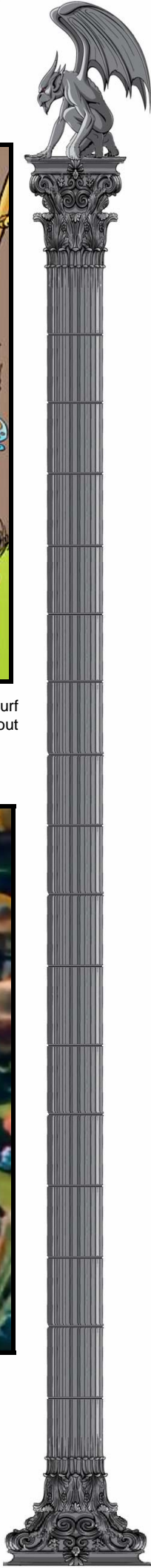
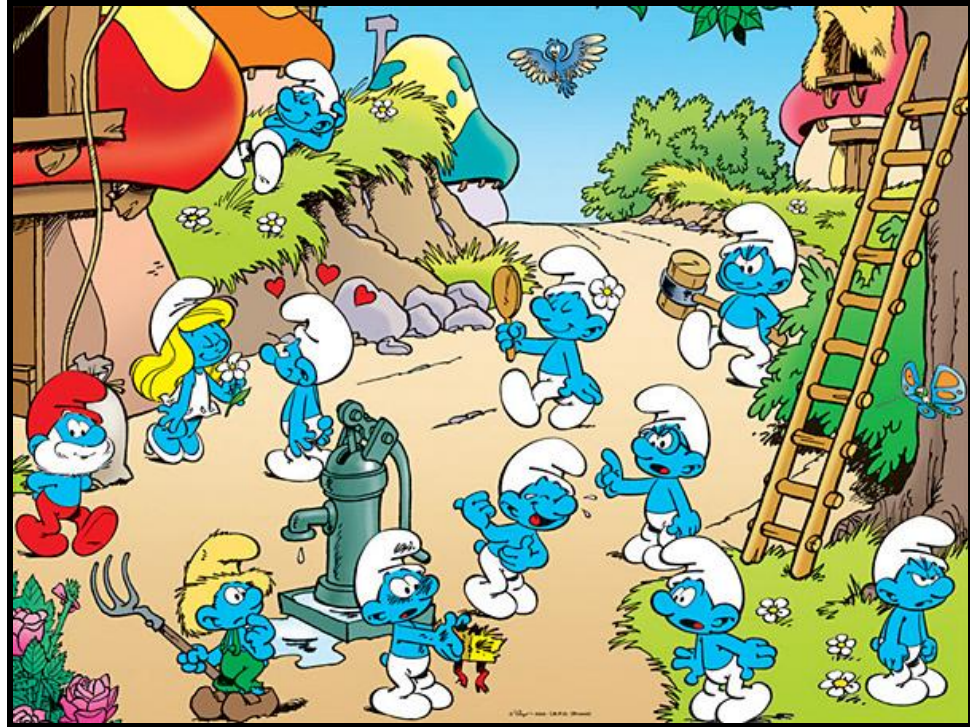
However, in the Smurf series itself the mushroom-like houses are more similar to one another and are located in a clearing in the middle of a deep forest with grass, a river and vegetation. Humans such as Gargamel are shown to live nearby, though it is almost impossible for an outsider to find the smurf village except when led by a smurf.

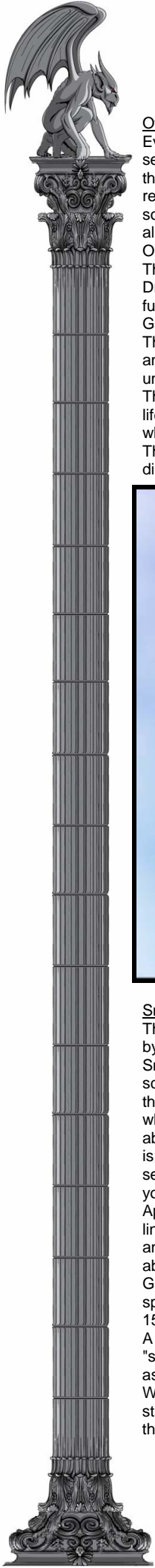
Like Humans Smurfs can become violent, often this happens when they lack leadership (in case of temporary periods when the Great Smurf is away (or gone). Friendship to Smurfs is normally forever, like as is fear, but they know how to forgive a turned miscreant. They seem to make all the mistakes adolescent Humans make. So when it becomes necessary for a replacement leader it often becomes a faulty leadership, with restrictions on freedom, like many young Human leaders do, to hold up their rank and "might".



They are led by tradition, by the oldest of Smurfs, the Great Smurf—or Papa Smurf. It is not known how old Smurfs can become, the oldest known example is 1250 years old and though old, still fit. The regular Great Smurfs are about 500 years or more. Common Smurfs are about 100 to 300 years. Smurfettes die earlier than males (at about the age of 1000, (maybe due an initial flaw by Gargamel). When the Smurf village consists of more several Elders (500+) and lots of children the village splits up. The Great Smurf resigns and may live on his own often with an Elderly female of his choice. When they die they simply sink in the ground and become the original clay again.

The Smurfs' community generally takes the form of a cooperative, sharing and kind environment based on the principle that each Smurf has something he or she is good at, and thus contributes it to Smurf society as he or she can. In return, each Smurf appears to be given their necessities of life, from housing and clothes to food without using any money in exchange.





Other Racial Contacts

Even the contacts with local Humans were made in time. Smurfs learned that not all Humans were evil, but most were greedy, seeking for power and control. The Smurfs decided to hide deeper in the forest, as the Humans slowly encroached upon them with their petty kingdoms and farmlands. They kept far from most races due the risk of being captured, enslaved or worse. Their history revealed many bad Human and even humanoid contacts, and although Smurfs have a feeling when to trust a lawful Human, sometimes they only listen to their sense of hunger, curiosity, courage or whatever. It is rumored that this sense is a sort of Know alignment ability.

Only a few Human Friends are known of; The Wizard Omnibus and his Clerk, The Knight (actually Paladin) Johan and the Jester-Thief Pee wee (Pirrewit), and their King of the local region, a Merchant Tribute and a few unnamed ones. Known enemies were the Dragon Trainer (captured by Johan and the Smurfs), local hunters (deluded to leave), the gypsy merchant thieves(who captured, funny, almost abdicated the King, but was captured by the king due the clever Smurfs), and the witch Horrendee, (who like Gargamel wants to have the Smurfs but not for Gold, only to become Beautiful).

They have good contact with most Gnomes and aren't really afraid of Human children, but hide for Elves, Gnomes and Dwarves, and especially for Humanoids of any race (these are absolutely unaware of Smurf existence, and if learned would regard them as un-intelligent, food or irritating like a Fairy). They build up great relations with Fairies of any kind, but the Evil ones, which they avoid. Their best contact is with storches, followed by squirrels (who are roughly the same size). Storches play an important part in their life, almost to a symbiotic way. The same accounts for squirrels. These creatures seem to understand the need smurfs display, even when the smurfs can't speak to animals. (See next chapter)

They use large snails for ground transport, and caterpillars and butterflies as pets. Storches are true friends and used for rapid great distance and air transport



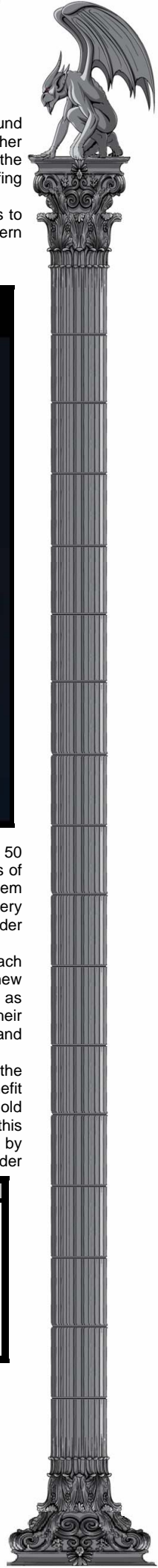
Smurf Language

The language of Smurfs is a strange one, all Nouns, Verbs are replaced by the words Smurf (a Smurf, two Smurfs, I Smurf, We Smurf, You Smurf, We Smurfed, etc.), and other words are partially replaced. A cork screw can be a Smurf-screw or a cork-Smurf (this dialect depending on the village, could even react to Smurf-battles about who's right and who's wrong). Nobody other than a Smurf or those with telepathic abilities can clearly understand a Smurf (for do you know; What a Smurf is; "When a Smurf asks you to bring you a Smurf??", or what does the sentence; "If you Smurf the Smurf to Smurf the Smurf" could this be; "If you break the dam, to fill the lake", or something completely different). Apparently the Smurfs seem to possess an innate form of telepathy linked to this word and senses somehow the meaning of it. Luckily for any other race, they mostly learn languages rapidly, and every Smurf is able to learn an extra language for every Intelligence point over 9. The Great Smurf will know to speak at least all local languages. Smurfs can speak with animals if both their Wisdom and Intelligence is higher than 15. But keep in mind most animals aren't very clever.

A characteristic of the Smurf language is the frequent use of the word "smurf" and its derivatives in a variety of meanings. The Smurfs replace enough nouns and verbs in everyday speech with "smurf" as to make their conversations barely understandable: "We're going *smurfing* on the River Smurf today."

When used as a verb, the word "Smurf" typically means "to make," "to be," "to laugh," or "to do." When a word is replaced in a statement, that same replacement is made in every repetition of it, even by other Smurfs: as an example, the statement "A dragon that breathes fire" becomes "A smurf that smurfs smurf", no matter which Smurf says it.





It was implied a number of times that Smurfs still understand each other due to subtle variations in intonation. Humans have found that replacing ordinary words with the term "smurf" at random is not enough: in one adventure, Peewit explains to some other humans that the statement "I'm smurfing to the smurf" means "I'm going to the wood," but a Smurf corrects him by saying that the proper statement would be "I'm smurfing to the smurf"; whereas what Peewit said was "I'm warbling to the dawn." So "I'm smurfing to the smurf" is not the same as "I'm smurfing to the smurf."

it was revealed that the village was divided between North and South, and that the Smurfs on either side had different ideas as to how the term "smurf" should be used: for instance, the Northern Smurfs called a certain object a "bottle smurfer," while the Southern Smurfs called it a "smurf opener."

The Blue Moon

The Blue Moon is a holiday for them, great parties of dance, drinking, eating and laughter are made, but many other semi-religious congregations (like the day of 100 Smurfs) are often held. Most of these dates are repeated regularly, some monthly, most yearly, and a few once a decade. The Blue Moon will randomly appear each full moon and the day preceding and following. It has a 5% each full moon to appear. Many magical influences created by the Rays of a Blue Moon affect the magical world of Mystara in unknown ways. Some say these Blue Moon Days are created by the Magical effect of a secondary, invisible magical Moon, affecting somehow the light of Patera the visible Moon. Others say that the Immortals live in a pocket Dimension on the visible Moon Patera, viewing their followers from above, radiating their immense magic and thus affecting the light of Patera. What ever the cause, the light of a Blue Moon has great effects on the life of Smurfs and their way of life and reproduction.



Food

Like Humans they store food in the winter, and are sometimes overcome by lack of it. The original tower of Peyo still stands on its spot, as a forgotten ruin, with many to be found. Humans haven't located it yet, as the Smurfs keep it from finding.

Smurfs have a nature sense similar to that of Elves, when something is wrong they can (sometimes, however, they don't notice this sensation, though) sense it. They love to eat sarsaparilla (a species of Smilax) leaves, whose berries the smurfs naturally call smurfberries; the Smurfs further eat the leaves from the Smilax. They also eat nuts, fruits, berries, vegetables, and the occasional dead animal (roasted or otherwise safely prepared)

Life and Death



Life as a Smurf is divided in several periods. Like Dwarves; with first

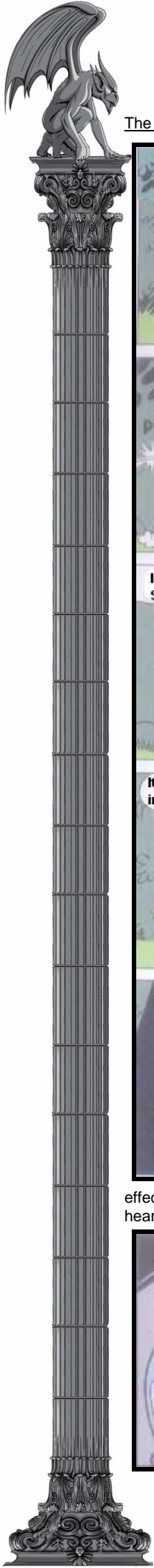
childhood which lasts about 20years as a baby and about another 60 and 50 as a child and teenager. Then there is the next period. After the first signs of puberty at 151 (always!!) the Smurf becomes more responsible, but still seem to live like youngsters. Actually, fun, music, game and sports are very important to Smurfs. They will keep doing this until their death, but the older they get the more responsible they become.

When the village is exceeding the one-hundred limit already and they reach the age of 500, they often leave, with several younger Smurfs to start a new village somewhere else. They're allowed to do so earlier, but rarely do as they like the comfort of being treated for, and dislike great changes on their lives. This live is full with the burden of raising, protecting, teaching, and guiding the other Smurfs.

When they reach the age of about 1000 they often start to live separate of the other Smurfs as the handicaps of old age could be too great a limit to benefit the Younger Smurfs. These old Smurfs often live together with an old Smurfette, and seem to live a live like everybody's Grand-parents. Until this date Smurfs have never died of old age yet, but more by accident, preying by human (oids) or predators or by deprivation. Dead Smurfs are buried under

the light of a Bleu Moon into the ground, preferably Blue Clay, thought to return to the Moon or the earth. A sad Ceremony will be performed by all Smurfs present, even when not of the dead Smurf's village, and even when the dead Smurf was transformed into a Gnap. Those rare Smurfs who died alone will leave a small humanoid skeleton as with any normal creature. Smurfs can never be animated, raised, resurrected, affected by undead powers like paralysis or level draining, and not even by a Wish or an Immortal. Whenever the Granddaddy Smurf or Grandma Smurfette will die (or reach Immortality) all Smurfs will become instinctively aware of the passing away of the first of them, and all want to return to show their feelings of remorse. Only Gnaps remain unaware of this until returned to Smurf shape.

Smurf	Age	Behavior
Baby	0-40	Baby
Youngster	41-100	Child
Teenager	101-150	Child
Young Adult	151+	Puperty
Adult	250-360	Adolescence
Mature	361-450	Adult-like
Elder	451+	Adult
Great Elder	1000+	Mature
Death	1500+3d100	--

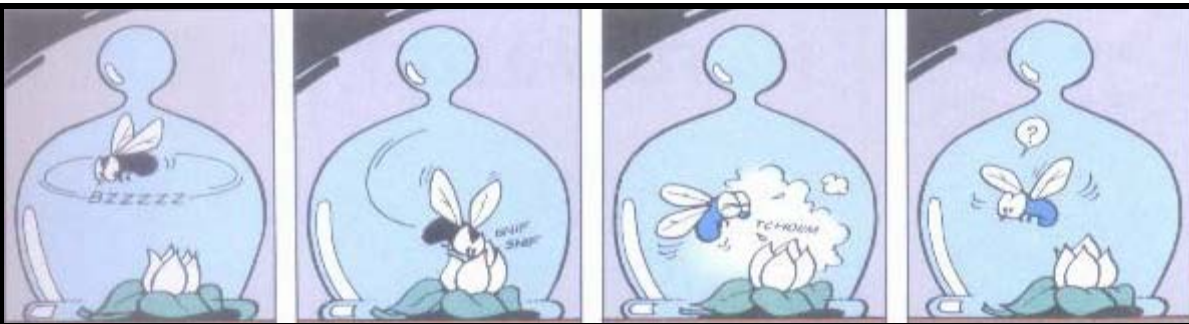


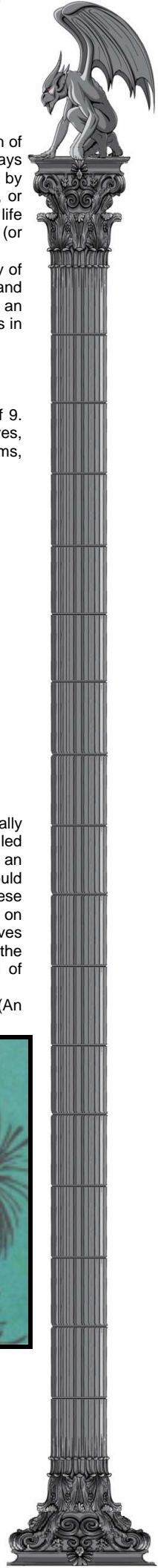
The Black Smurf Disease



There is a very contagious disease (probably created by Gargamel to kill the Smurfs) that makes them into equal sized (only hopping) black skinned Chaotic Neutral, very selfish, creatures only able to speak the word Gnap. The Black smurf disease is created from the sting of the Bzzt fly, a black Clay fly (probably living on the magical clay). The disease works extremely rapidly after being stung to the tail of a Smurf. To non-Smurfs the disease brings the effects equal to the black plague (equally cured—yet not deadly). Only one village of Gnaps seemed to survive, as all the Smurfs there have become Black smurfs. Gnaps aren't interested in anything else than spreading their disease, sleeping, eating and more mischievous selfish acts. The lost all Wisdom and Intelligence (which instantly drops to no more than 5 upon infection). Smurfs and Gnaps can jump at great lengths (twice normal), and can thus easily move as fast as a normal Human (for con. x Hours instead Turns). Gnaps are always Chaotic Neutral, and will further behave like Wood Imps. Not even Gnaps ever become truly evil. The Smurfs have learned that the pollen of a Daffodil almost instantly cures the disease. The side

effects of the one stung, is that it becomes more melancholic and grumpier, even when cured, their alignment and good-heartedness remains the same as before the sting, however.





Magic Effects

Smurfs are created from the Blue Moon Clay under the light of the Blue Moon. As thus they contain the immense magical creation of life power of the moon. Their body could be used as major component in creating a living creature, but this creature will always behave like the alignment of the Smurf prior to the Smurf's death. As Smurfs are naturally resistant to alignment change (except by the Buzz-Fly disease) their body or blood is used as a protection against alignment changes, Magic Jar effects, possessions, or Exorcism spells. The body of Smurfs are thought to be able to create resistance to some undead powers, due to their powerful life energy. It is rumored that seven Smurfs are needed in the creation of the Philosophers Stone, which in effect could turn any lead (or other metal) to Gold (or Silver, Platinum or similar valuable metal), or generating other magical effects.

Smurfs don't know this, but Mages could more or less easily discover this fact, and thus taken over by greed become an enemy of the Smurfs. Those discovering are affected by the Curse of Thierry Culliford. He created this in his attempt to become Immortal and to save his father's creation. The curse of Thierry Culliford aka Omnibus, can only be removed by the power of a Wish or an Immortal itself, but would also always wipe all the knowledge of Smurfs away from the accursed's mind. The curse itself consists in continuous bad luck in all attempts against Smurfs, without knowing or discovering this bad luck effect. Also Read Gnomes.

Gnomish Meddling

Smurfs can, and often do, create Gnomish inventions; they can use the Gnomish Meddling ability even from level 1 instead of 9. Smurfs use inventions like we own to day but sparingly. Inventions known off and recorded are, Gunpowder, Other Explosives, Fertilizer (to extremes), Tree-Log Cars, Cucumber Flower Phone, Weather Changing Machine, Lunar-Rocket, Mining-Train, Dams, Wind-Mills, Sleds, Flying apparatus, Boats, Playground Machines, Sports (most resembling those of the today real world).

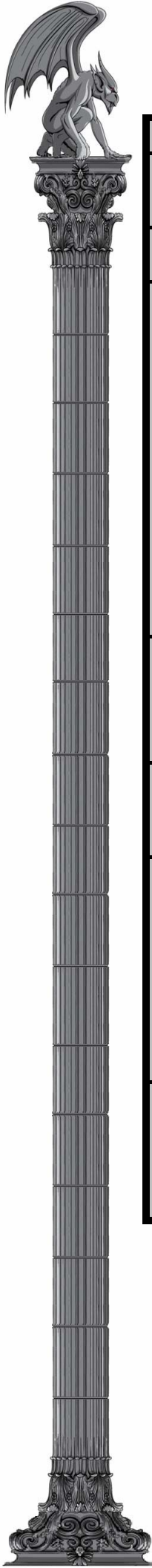
Space smurfs



There is a very persistent rumor that some magically transformed Smurfs have even reached a air-filled crater on the Mystara moon Matera, possibly with an earlier Lunar-Rocket or magical effect, but this could easily be an abandoned and died out volcano. These Brown, long-haired Lunar Smurfs were as primitive on the moon as Neanderthals and called themselves "Gnoefs". They were further in all effect similar to the Smurfs, even in language (using "gnoef" instead of "Smurf").

Having similar characters and leader. (An uppergnoef)





Examples of Smurfs and others from the equally named comics and cartoons as per 1000AC-one village known on Skothar																			
Smurfs										Friends					Enemies				
Habit	Com	CH	CO	DX	WI	IN	ST	Class/Level	Profession	Skill	Age	name							
research	10	13	12	15	16	17	11	Wicca	Great Smurf	K; human tradition/habits	597	Papa Smurf							
training	11	11	16	14	7	8	18	Fighter	worker	Alchemy intimidate	183	Hefty							
self-admiration	16	18	12	14	12	9	8	Rake	barber	K; beauty K; History/Traditions (detailed)	171	Dandy							
obnoxious teaching	9	13	12	8	14	15	6	Scribe	scribe	mathematics	208	Brilly							
distraction	18	15	9	9	12	11	6	Cleric	mother	seduction flora	175	Smurfette							
curious	12	12	12	14	14	15	6	Scout	child	sports	55	Sassete							
inquisitive	11	12	14	12	5	15	12	Forester	explorer	Astronomy machine building	195	Lunar							
building	8	12	16	15	14	14	15	Fighter	blacksmith	Meddling mathematics machine building	258	Technic							
horrific music	12	15	18	14	12	11	10	Bard	musician	Reading music	202	Music							
always warm dressed	9	9	9	8	7	12	12	Fighter	foodkeeper	Survival; winter Fire-building weather	188	Freezy							
writes all in poems	10	12	13	6	17	14	15	Bard	speaker	Art writing	266	Poem							
sleeps 90% time	15	16	18	7	8	9	11	thief	bedtester	hiding sleeping	308	Sleepy							
each much (sweets)	12	14	15	13	12	12	16	rake	cook	eating cooking	278	Cooky							
gives explosive gifts	9	12	12	17	9	17	10	thief	explorer	alchemy explosives	322	Funny							
makes lots of art	12	12	11	8	6	5	5	Fighter	artist	papermaking art	287	Arty							
tries healing	12	14	9	9	11	13	8	healer	healer	alchemy healing	301	Doc							
survival	6	12	17	18	9	11	17	scout	squirrel leader	climbing squirrel empathy	105	Jungle							
farming	8	12	16	14	9	8	16	Fighter	farmer	tooluse farming	255	Farmer							
storytelling	12	15	8	6	18	18	8	mage	first great smurf	alchemy leadership	1570	Grandpa							
grand-mothering	9	9	9	11	16	12	5	healer	first smurfette	teaching seduction	989	Grandma							
playing	17	18	9	6	9	9	8	mage	baby	-	12	Baby							
aggressive	-5	-5	as	as	3-6	3-5	as	as was	lost all skills	variable (as smurf, but mor primitive)	average	Gnap							
variable	as	as	as	as	as	as	as	variable	Creator of first smurf	Responsible for diverting immortal attention to smurf race	average	Gnoef							
pacifist artist	12	15	14	11	17	16	11	Mage	son of creator	Indirect responsible for activation of first smurf	dead	Peyo							
quested for immortality	12	15	8	6	11	17	12	Mage	nemesis creator	Paladin	dead	Thierry							
greedy opportunist	4	5	15	15	9	18	4	Mage	knight	Jester / Thief	dead	Gorgimee							
hero	15	15	8	11	11	12	16	Paladin	jester	King	42	Johan							
making fun / mischief	11	15	16	16	11	16	9	Thief	king	Alchemy	29	Peewee							
lazy	11	12	9	8	12	9	8	Fighter	mage-witch	Tracking	74	King							
hunting smurfs	5	5	5	10	8	16	6	mage-witch	cat-familiar	Alchemy	75	Gargamel							
hunting smurfs	5	5	16	17	3	4	14	HD4	ugly witch	Orientation	12	Azrael							
hunting smurfs	3	3	6	8	8	12	4	Wicca	air transport	Direction Sense	91	Horrendee							
lazy	3	5	16	3	2	2	12	HD6	gypsee merchant	Driving	6	Vulture							
captor	8	8	12	14	8	12	12	Thief	gypsee merchant	Acrobatics	52	??							
friendly	10	12	14	14	14	12	7	Thief	gypsee jester	Driving	23	??							