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COVER



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## Introduction

Why Dark Elves? Why am I doing this? These are very good questions that nobody really cares about. But it's my text and I'll answer it anyway. There are actually several answers to this question (that, again, nobody asked). The first and most surface level is that I just think Dark Elves are neat. They're glamorous and mysterious like regular elves, but they're also edgy and cool and sexy, and it really appeals to the sophomore 15-year-old dude in me. Sometimes it's not a bad idea to toss that guy a bone and then prevent him giggling about it.

The other reason is that there's not a lot of Dark Elf OSR stuff. This text was written with at least some OSR sensibilities in mind and while I could go into a whole monologue about the *meaning and philosophy* of OSR and where it succeeds/fails, I don't want to. But from my cursory searching on the topic it doesn't appear like there's like a "Book of Dark Elves," that could be used for your favorite OSRRPG. I would also be a liar if I didn't say that I wasn't inspired by "By this Axe," an excellent book by Alexander Macris about dwarves.

This book is written as a supplement for the Adventurer Conqueror King System, an excellent OSR RPG that deals with all levels of play. Not only do I strongly recommend getting it, you'll also need it for the general rules, although since this is an OSR-related product, you can really slot almost any ruleset into it, and get positive results. It will, however feature page pointers to various sections of the ACKS books.

Another RPG-related reason is that Dark Elves are kind of getting shafted in modern versions of non-OSR RPGs. To someone who's been gaming for a while, it really feels like they're being de-fanged in a way. Some of the choices some writers, RPG developers, and video game devs have left me scratching my head, so I'm doing my own take on them. Hopefully some people will see them and they'll find a place in your campaign.

The final and most important reason is one of a philosophical challenge. There's been a push against monoculturally "evil" races where it's okay to kill them on sight, not negotiate, and they exist just to be opposition to be slain with the token minority of "good ones." I'm actually in favor of this. That kind of thing lacks nuance and while this text does present this as an option, it's personally not my favorite. No, my goal was to answer a question – is it possible to create a people who are "evil" according to most Western schools of thought, but are still people who just happen to need to do "evil" in order to exist? I think I succeeded? I suppose you the reader will have to decide.

Final note, based on the previous paragraph. The Dark Elves do some heinous things IC. This most emphatically does not mean that I support these things OOC. I just tried to find reasons for things to be the way they are when I wrote this. Also, it goes without saying that this book is meant to be as a guideline only. If you want to change stuff around, buck traditional roles, or have a different interpretation than me – by all means, go for it! While I'd love to go on and on about how wonderful RPGs are, that's also a conversation for later, and I've been self-indulgent enough. But the one thing I'll say about RPGs as a whole is that the only limit is your imagination and if you would feel happier pushing past the boundaries set by this book, then do it.

All right, enough out of me. Hope you enjoy!

## The Role of the Dark Elves in a Campaign

“What exactly is the role of Dark Elves in a typical fantasy campaign?” To answer this question succinctly is that there are three roles that the Dark Elves can fill in a campaign based on their OOC (out of character) function.

- The first one is that they’re a player character race.
- The second is that they’re NPCs only.
- The third is that they’re monsters (in the RPG sense of the word).

But that’s a boring answer that doesn’t really address the question. Thus, each one of these requires a more in-depth answer.

Let’s start from the last one, the Dark Elves who are monsters only. In RPGs monsters are meant to be killed for loot and experience. Their only purpose is to act as an obstacle to the PCs and reward them for overcoming said monsters. Recently, the cultural zeitgeist has been pushing against this kind of thinking for monsters that are intelligent. This text agrees with this sentiment. If something is intelligent, it can think and reason, and ultimately communicate. This means it’s a person and thus at least has some kind of claim of being equal to you.

That isn’t to say that the Dark Elf cannot be treated as monstrous, if you take the least charitable way of looking at them. They hunt people for sport, they reproduce by kidnapping people, they practice slavery, deal drugs, live in a society where their role is determined by the amount of shadow essence in their blood, and they exploit the weaknesses and vices, acting as parasites on other societies. If this is the interpretation that one chooses to go with, then they should be played up in the “old school fae” aspect from classical Western stories, where encountering an elf was bad news and you’d be lucky if you escaped with your life. Even if you aren’t hunted for sport or taken into captivity, eating their food might end up putting a curse on you.

*The father’s stomach churned as he stumbled through the corn field, incapable of seeing where he was going. Curse him! Curse him for choosing to open the door and welcoming the stranger into his home! Who could’ve known it was a Dark Elf, covered with one of their glamours?! They materialized out of thin air, holding his*

*family at arrowpoint, while they ate his food. They killed his dog because it was making too much noise whining in the corner, cowering in fear. Then they said that if he could reach the edge of the forest he could go free. He couldn’t see or hear his wife anymore but the dark looming shapes in the starlight told him that he was getting close. Suddenly, inhuman shrieks filled the air, but with a start he realized that they weren’t shrieks. They were laughter. He tripped and fell on his face, before looking up. Nothing but dark shapes. Then all of a sudden he could see as one of the dark shadows emerged from the gloom as a glowing orb of light hovered over his palm. This was the same Dark Elf that he invited! He stood up and began to scramble away from him but then stopped. A second figure emerged, one of their women. His breath caught in his chest. She was so beautiful- but then with a closer look he fell to his knees. The woman was holding a wrapped bundle. But his wife was the one who last held – then there was a twanging sound and a flash of red, as the peasant slumped to the ground, lifeless.*

If this is the kind of campaign that one chooses, then the Dark Elves should be entirely in opposition to the players. They shouldn’t feel bad about slaughtering them. The only good Dark Elf is a dead one. They cannot be redeemed; they simply cannot coexist with regular society. They don’t even have children the proper way, so you neatly avoid the “orc baby” problem, so the players can exterminate them if they so wish. Play up their fae-like and cruel natures. This text recommends against this kind of approach but has the stats for Dark Elves as opposition.

The middle approach straddles the line between the two opposites. The Dark Elves are NPCs, which means that they’re people, but wildly different than the standard PC races. They’re alien. Their family units are more like best friendships, they study the stars from the underground, their cities are akin to fortified bunkers, their children are born from their slaves, and they practice some kind of weird hierarchy based on alchemy and blood. But they’re not so alien as to be completely inscrutable. They’re capable of human-like emotions: love, fear, sadness, and joy. They have a system of education, and businesses, and farming – but they’re different enough where they serve to emphasize the interesting bits of the world that the PCs find themselves in.

*The innkeeper's daughter timidly approached the Royal Room, slowly laboring up the stair, her condition making it more difficult than a couple of weeks ago. While technically the room was rented only to the wealthiest merchants or actual nobility (rare as they were), the Dark Elves didn't blink an eye when her father named his price. Instead the robed male dropped a small bag of their spices on the counter, nearly double the cost of the room. Accordingly, her father instructed her to wait on the Dark Elves personally. She knocked on the door. Almost immediately, the latch clicked open and the human that was with the Dark Elf group opened the door. Now that she could get a good look, she noted the quality of the fabric and the cut of her dress. If she knew anything about fancy city fashion, this dress alone must've cost at least ten gold, nearly a quarter of the inn's monthly profit! The slave smiled at her and moved to take the food from her, but a voice caused them both to halt. The Dark Elf woman called the innkeeper's daughter closer. She walked into the room, before freezing, as she noticed the Dark Elf man sitting with his chest bared on the bed, eyes closed. She didn't make a noise, but still felt herself turning red. She put the food on the table but then saw the man nod. The Dark Elf woman smiled and asked in a strange accent "Thank you. May I ask you another question? How would you like to expand the inn?" She looked at her, confused. The Dark Elf clad in chainmail continued "Don't take this in the wrong way, but we're interested in purchasing the life growing inside of you."*

In the context of the information presented in this text, this was a husband-and-wife pair of Dark Elf Commandos who were sent on a retrieval mission for a Conversion. The male Dark Elf was using his inborn Detect Magic ability, while his wife, the social superior and more charismatic of the two did the talking. Instead of stealing into the inn at night and doing something horribly unspeakable to the daughter, they offered her money. Whether she accepts or not is immaterial – but the point is that the Dark Elves see nothing wrong with offering to purchase a child. It's perfectly acceptable for groups to say, "this isn't for us" and that's obviously fine. But it does give the GM the option to have the Dark Elves to exist in his world and interact with them – whether as merchants, quest-givers, or opposition. But now, the opposition becomes intelligent and it becomes a moral question – "DO we fight the Dark Elves? Yes, they have a group of 10 children in tow, but otherwise the children would've died in a famine." And now the

world became a lot more complex and in the opinion of this text, a lot more interesting.

The final approach is to make the Dark Elves fully playable. This is the approach that this text recommends and is built around this premise. Now, obviously it cannot capture the full story of a species of non-humans who are fundamentally different on a biological, social, and individual level. The text attempted to take make the Dark Elves feel like people that RPG players would want to pretend to be. They're capable of strong bonds, they build their domains, they may seek to travel to new worlds, or to simply retire with all of their limbs intact.

*The Priestess rubbed her forehead, trying to use the meditative techniques taught at the temple to drown out the Vigilant and Cantor arguing. She sighed and glanced at the Oppressor, who gave back a smile and a small nod, before going to the large, enchanted chest where he rummages for another minute before coming back with a small wooden case. She gratefully accepted the box before opening it with a click. She opened the small jar and took out the smallest spoon, barely a sliver of metal. Scooping out some powder with the spoon, she craned her neck and inhaled sharply, her headache clearing. She wasn't going to put up with this while the Sorcerer was out on the town, purchasing what she hoped were more reagents – instead of more pleasure slaves like the last two times. She walked over and shushed the Vigilant, who was espousing the "kill them all and torch the place" plan again. With that she began to recount what she saw in her last vision.*

This text presents classes for Dark Elves, as well as giving quite a bit of lore on them that while based in a specific campaign world, can be easily adapted to something of your own, or lifted wholesale, depending on your preferred style of GMing. With this approach, it allows for the players and GM to utilize the Dark Elves to their full potential. Whether it's the central spotlight as protagonists played by the PCs, odd and quirky NPCs, or just vile and malevolent opposition to the party, it also allows the GM to use these Dark Elf components to be used to add as flavor to a campaign. It must be stressed and highlighted that you really can't mix and match. If the Dark Elves are all monstrous then they can't be NPCs and vice versa. And while an NPC can be a monster from a narrative perspective, they should still use an NPC stat block rather than a monstrous one.

## **Importing the Dark Elves to Your Campaign World**

The question that really needs to be asked is “Why would other

people put up with a species of parasites who hunt other sapient and peddle in vice?” The same question that is often asked about various sorts of sapient undead. The premise of this text is that there are two answers, with them being intrinsically linked. The first one is that the best way to unify a disparate group of people is to give them a common enemy. In the History section of this text, this was the Dark Dwarf Empire and the Dark Elves joined the coalition to defeat them.

The second is the byproduct of the first – as part of the coalition, the rest of the various sapient species got to interact with the Dark Elves and learned that they weren’t ALL bad. And then trade began, and cultural exchange happened, and maybe some immigration, and possibly some treaties, and lo and behold, the Dark Elves, while certainly not loved, are at least accepted, and not killed on sight. Certainly, at least in more cosmopolitan cities.

So, if you choose to include the Dark Elves in your world/campaign setting, the advice of this text is: give the world a common enemy worse than the Dark Elves. Don’t make it into a competition of misery, but certainly play up the fact that whatever the Dark Elves are, this common enemy is worse. An oft-repeated adage is that banal or petty evil is more hated than over-the-top villainy. Dehumanize the greater evil and humanize the little evil, and people will welcome the little evil, especially if they’ve got quirks that are endearing.

Another aspect is to consider them as what “role” they fill in the alliance of species/races in your setting. Everyone knows the cliches and tropes – the humans are the everyman, the dwarves are hardworking and gruff, the elves are aloof and mysterious, etc. Note that this refers to the general stereotypes, and it might be different in your world! Thus, in this framework, one race will be the one that’s kind of shady and sneaky and be willing to do violence and questionable things – but still on the side of the civilized “good guy” races. And the Dark Elves could be this – yes, they’re slavers and require other species to reproduce and sell drugs and so on - but they’re not as bad as whatever the chief “bad

For a TL;DR – if you want to include the Dark Elves, use these two factors: a common enemy and profitability of trade.

guys” are, and thus are on the side of the civilized alliance. Likewise, if you choose to go for a more nuanced view of the Dark Elves as a “bad guy” race, you can point to the fact they have a civilization and still care for their own and form families – but they need to parasitize on others as a biological imperative.

The above applies to Dark Elves as PCs and NPCs. If you want them to be purely as an opposing force, then you can apply the same logic to them. Play up the fact that they are slavers, downplay the fact that they have families and feelings, overplay their pointless cruelty, and you’ll have a nice, villainous groups to throw at your players. If this approach is the one you choose, this text suggests using the Dark Elves as middle-tier antagonists. If the low-tier opposition are things like goblins and bandits, and the high-tier opposition are things like dragons and demons, then the Dark Elves in an opposition should be on the middle-scale. A quick and dirty set up is to have goblins be manipulated/enslaved by the Dark Elves who in turn worship a demon – but as always, the only limit is your imagination.

### **Resolving Dark Elf Dynamics in a Single Party**

It just might happen that you have multiple Dark Elves in the group. This might cause a slight stumbling block as the Dark Elves have a rather strict blood hierarchy, where your position is literally determined by the amount of shadow essence in your blood. The High Blood Priestesses rule over all, the Low Bloods carry out their will, then the higher strata, middle strata, the lowest strata, and then the foreigners and slaves. So what should one do if you have a group of Dark Elves in the party from different castes?

Well, the first thing that absolutely needs to be kept in mind is the clear differentiation between IC and OOC interactions. Just because someone has authority in the game doesn’t mean they have authority in the real world. So just because a Priestess told a Gladiator to fall on their sword, doesn’t mean that the player of the Gladiator has to obey.

The in-character reason is that despite the fact that the castes are biologically hardwired and every Dark Elf knows where their position is, they are still meritocratic. Unless she is a complete idiot, the Dark Elf Priestess is going to defer to the Gladiator in matters of war and strategy. Likewise, Dark Elves generally enjoy their

freedoms and thus will take steps if some higher up is being too onerous and demanding. Whether those steps involve filtering them via common sense, ignoring the nonsensical bits, maliciously complying, or even “solving” the problem in a more permanent fashion, there are plenty of opportunities of that sort. No special imperative to obey a higher caste exists after all, just recognition. Another approach is to have a mixed-caste family. All Dark Elf families are adoptive and it’s fairly easy to justify an entire family choosing to uproot themselves, working towards the mutual goal of advancing themselves. All in-character conflicts can be resolved as family spats, and so on. No family is without troubles of course. There are other possibilities – mercenary work, typical adventurer guild stuff, stronger party forcing them to work together, and so on.

The other thing to consider is when a party is composed of some number of Dark Elves and some number of non-Dark Elves. Again, the OOC should triumph over the IC here – if that’s what the players rolled/chose, then that’s what they should play and an IC justification should be found. That said, the positions could range from the non-Dark Elves being slaves of the Dark Elves, to the Dark Elves being paid mercenaries, or even the bond of friendship, or mutual cooperation. This all assumes you’re running the Dark Elves as people approach. Otherwise it becomes a lot harder to justify, but at the same time, players shouldn’t be playing as literal monsters anyway – speaking from a purely mechanical perspective. If your players want to be monstrous in their behavior, that’s for your table to decide and outside the scope of this text.

The chief takeaway from this is that OOC player fun can and should triumph over IC issues. That said, the baby shouldn’t be thrown out with the bathwater – adhering to the biologically encoded hierarchy of the Dark Elves should add some variety and fun to the game. Monitor the situation, solicit feedback from your players, and you’ll be bound to have a good time with the darkly dangerous, mysteriously exotic, and uncannily powerful Dark Elves.

## Dark Elf Historical Concept Dictionary

**Aeon** – An entity that serves as the equal and opposite of an Archon.

**Ara-Neelut** – One of the daughters of Baz-Kinor, who chafed under the dominion of the Nokor-Etar and established a second Dark Elf society on the Western Continent.

**Archon** – A deity that came from another realm. More powerful than daemons and spirits.

**Baz-Kinor** – The First Prophet-Queen of the Dark Elves.

**Bitid Kelkom** – The competing oligarchy, established by Ara-Neelut on the Western Continent.

**Blood** – Dark Elf ruling class, divided into the Low Blood and High Blood.

**Blood Hierarchy** – The social organization of the Dark Elves, where a Dark Elf has a certain place in society determined on the amount of shadow essence in their blood. Divided into the Blood and the not-Blood (Strata).

**Capheoli Derenok** – The kingdom ruled by Baz-Kinor, created after Cavigh Istion got wiped out by the Nokor-Etar

**Cavigh Istion** – The first Dark Elf political oligarchy. Roughly translates to "Dominion of the Sixteen Families."

**Conclave, Elven** – The council of representatives from the four elven sub-groups to decide on the future of the elven race in the new world.

**Conversion** – The process by which a person is transformed into a Dark Elf, regardless of whether it was done via alchemy or the Infuser.

**Daemon** – Any sort of supernatural creature that is non-native to the material world, for example demons, angels, valkyries, and so forth.

**Daemon Lord** – Any sort of leader of lesser daemons or when a daemon represents a concept, such as Yig being the original Daemon Lord of the Cold-blooded.

**Elven** – A language from the old world of the elves.

**Ged-Lokol** – A reformer of Dark Elf society on the Western Continent who proposed a more symbiotic rather than parasitic relationship between the Dark Elves and the rest of the world.

**Inner Sea** – A large sea that separates the Western and Eastern Continents.

**Kami** – A greater spirit that represents a large and important place or object or concept in the real world.

**Kog-Makus** – The first astrologer and priestess of the Dark Elves.

**Mur-Felet** – The current Prophet-Queen of Capheoli Derenok.

**Nightfall Dominion** – An empire on the Western Continent ruled by vampires.

**Nokor-Etar Empire** – The empire of the Dark Dwarves who achieved global hegemon status by being the first to discover necromancy.

**not-Blood** – Every other Dark Elf. Synonymous with stratum/strata. Consist of higher, middle, and lowest strata.

**Planefall** – The catastrophic event that brought the Elves to the current world.

**Sada-Dakat** – The first Dark Elf.

**Shadow Infuser** – The artifact that empowers a person with shadow energy and turns them into a Dark Elf.

**Shattered Empire** – The most powerful geopolitical entity in the world, also known as the White Empire

**Shining Cities** – A theocratic nation in the Southern Jungle, devoted almost entirely to Yig.

**Sixteen Families** – The founding members of the Dark Elf race that chose to embrace the conversion process and founded pre-Nokor-Etar Dark Elf society.

**Spirit** – Any sort of entity that is native to the world and usually is the patron of a place or object in the physical world.

**Strata** – The regular Dark Elf peoples. Divided into the Upper, Middle, and Lowest Strata.

**Syzygy** – An Archon and Aeon pair.

**The Old World** – Nothing is known about it beyond the fact that it was populated entirely by elves and that they sought to escape it due to some great calamity.

**Thirty Survivors** – The original 30 survivors of the subterranean elves.

**Tisz-Furew** – The alchemist who was able to replicate the powers of the Infuser and weaken them to allow for greater rates of success.

**Underdwellers** – The old enemy of the proto-Dark Elves. Now subjugated and lobotomized on a regular basis.

## General History of the Dark Elves:

### *The Previous World and Planefall:*

To understand the history of the Dark Elves one needs to look at the history of the Elves in general. The Elves do not hail from this world, rather more than eight thousand years ago, the Elves arrived from somewhere else. No factual information exists about this prior world. There are two trends of thought throughout greater Elven society regarding this. One is that even for the Elves, the fog of ages is a factor and that eight thousand years is a lot of time even for elves that are truly ageless. The competing and more compelling theory is that the nature of the magics that brought them to this world demanded the sacrifice of history. It would be trivial to use magic to preserve books, clothing, art, and other such artifacts - so the fact that the early Elves didn't is indicative that it wasn't a possibility for some obscure arcane reason. There are of course some things that survived. Language is one of them - Elven did not evolve naturally, at least not at first, but was brought over wholesale from the old world. Other things like names, some cultural heroes, and oral tradition was passed along as well, but these things definitely suffered the ravages of time. In truth, there is a kernel of truth to both theories, but the "sacrifice of history theory" is the more accepted one. This theory is further reinforced by the fact that Planefall - the potent spell that brought them to this world - ended in catastrophe that ended up geographically separating the Elves into four groups. The smallest contingent landed near a forest eventually becoming the High Elves, the next smallest landed on a small archipelago who would become the Sea Elves, the third ended up in the cave network - these would later become the Dark Elves, and the largest contingent made it safely to a large forest, becoming the Wood Elves (and eventually the Wild Elves).

### *Early Survival of the proto-Dark Elves:*

The group of elves that ended up ensconced in some sort of cave network were in an unenviable position. They were located in a place with no light or readily edible food, they lacked their magics, and there were horrible monsters lurking in the darkness of the caves. By a cruel twist of fate, had the subterranean elves been able to fight their way up to the surface, they

would've been able to contact their more numerous cousins, who were located only a couple of miles away on the surface. The food situation was the first to be resolved, as the elves still had some connection to nature, so they were able to identify which of the various underground fungi and lichens were edible and which were poisonous. The loss of their magic was a far more serious blow. It was expected of course, since this would be a new world with new and unknown laws of magics and had the proto-Dark Elves had time, perhaps they would have been able to bend the flows of magic to their whims and ensure their survival. Alas, time was the one thing they did not have, as the final challenge, the beasts below found elven flesh to be tender and delicious. Large manta rays, with twin tails that secreted a sticky acid, the power to manipulate sound, and also resistant to magic. In the first year, the population of about two thousand survivors went down to about 500. Then in the second year, down to just 30.

It is still a matter of debate of why the Infuser was there deep in the caves. Some say it was one of the spirits or daemons taking pity on the struggling elves. Others chalk it up to blind fortune that some forgotten mage did his experiments in a private place. Others whisper of a plot by a spirit or daemon to corrupt these newcomer elves to their service. The truth is not known. What is known is that the Infuser was found in a cave with nothing else in it. It was a matter of life and death as this was the last elven warband. The oldest of the elven survivors, Sada-Dakat volunteered to enter the device, as the little magic they did possess let them know that it would grant them more power, power that could be used for survival. Immediately, needles pierced his flesh, and emitters of magical energy surrounded him, as the device analyzed him and then improved him. Over the course of an hour, he was turned from his fair self into something similar, but more. More powerful, stronger, faster. The device immediately attuned him to the magic flows of the world around him. But it also left him with a certain harshness of soul. Before, he was known to be wise and generous. After the transformation, he was still wise and generous, but only for the benefit of those around him. The most striking changes were physiological. His skin turned black as obsidian as his eyes turned purple and his hair white. He no longer bled red when cut, but instead a black liquid the color of pitch would ooze out from where the wound was dealt before rapidly sublimating into a black

smoke. There was also a final change yet to be discovered.

Being able to access even the most basic of magics without bothering with complicated rituals and research that was necessary to discover and use the magics of the new world, proved to be the most immediately useful. He commanded the others to start subjecting themselves to the power of the Infuser. In less than two days, the elven survivors of the caves became the first Dark Elves. While their struggles were far from over, their abilities served them well, and while their predators were still resistant to magic, the Dark Elves were able to fight back and then eventually push back against them. This is where the shadowed power of the Infuser turned the instinct of survival into the desire to conquer and dominate. The Dark Elves hunted the cave-dwelling beasts, destroyed their egg clutches, poisoned water reservoirs with poisons that affected their strange physiology but left the Dark Elves unharmed. In less than a decade the Dark Elves became masters of the cave network that they have found themselves in. A few lobotomized beasts existed, more as a reminder of their triumph rather than out of any real necessity. Having achieved physical security, they began focusing on their next task - seeking out the other survivors of Planefall.

#### *The Failed Reunification:*

Some twenty years after Planefall the elves that would end up becoming the High Elves managed to find the Dark Elves. They were the last to be found and only after the Dark Elves raised a magical beacon of sorts - being hidden deep within the caves didn't make it easy to be detected by the divinations of others. Regardless, contact was established and the Dark Elves reunited with the rest of the Elves. To say that their appearance caused a furor would be an understatement. The Sea Elves were also changed but to a much lesser extent than the Dark Elves. Doubly shocking was the fact that so few of the Dark Elves remained. But the Conclave needed to be held. And the first question set the tone for the rest of the interactions of the Dark Elves and the rest of Elf-kind. The High Elves from their hidden towers proposed this question - should they even be considered Elves? Have they not given up their blood? Had they not changed their essence from that of creatures of magic and nature into creatures of foul sorceries and shadows? Truly the worst thing to accuse one of, for elves had always valued the fact that their

essence was that of Elves. The vote was called. The Dark Elves voted against this, as was natural. They were still elves, even if they had to undergo some minor transformations in order to survive. The Sea Elves voted with the Dark Elves. They knew that this was a dangerous precedent and that they too had to adapt to their dangerous conditions - though to a far lesser extent than their Dark Elven cousins. The Wood Elves voted for this proposal. The Dark Elves had rejected nature in their pursuit of survival and sought to dominate and control where they could guide and nudge. The High Elves were filled with sorrow but they made their position clear - by infusing this shadowed magic into themselves, they have given up their elvenhood and become something else, but certainly not Elves.

The deciding vote was held with the High Elves, as by dint of being the organizers of this Conclave, as well as their political maneuvering, they were able to declare themselves the tiebreakers. And in such a tie, after much deliberation, the tiebreaker sided with the rest of his kin. It was at this moment that the Dark Elves truly became the Dark Elves. Nothing more needed or could have been said. The Dark Elves, in the eyes of the High Elves and Wood Elves could not be present. The Dark Elves left in a fury, swearing vengeance against their cousins. The Sea Elves left too, outraged by their betrayal. The Conclave made some more proclamations but in truth, none cared about them, as the Elven Conclave had failed completely. The Dark Elves and Sea Elves remained in some limited communication afterwards and relations between the two proceeded as normal. But it was at this point that the Dark Elves swore death and destruction of the Wood Elves and High Elves and everything that they hold dear.

#### *Pre-Imperial Dark Elf Society:*

When the 30 Dark Elves returned from the Conclave, they re-assessed their situation. With 9 men and 21 women, the solution was fairly obvious. And it was at this point that the third change of the Infuser became obvious. The Dark Elves were all sterile. The physiological components were there but no child would form from this union. A great despondence fell over the survivors. Were the High Elves right? Were they truly cursed? Did they manage to secure their domain but only to die out within a single generation? The answer came from the stars. Since the Dark Elves were capable of reaching the surface now, one of them

named Kog-Makus began divining the future using astrology, since she had failed to get an answer with regular magics. She learned that there was a human child nearby that could potentially survive being exposed to the Infuser. Not willing to refuse this opportunity, Kog-Makus traveled to the primitive human village and under the cover of night stole the child out of his crib. She left behind a couple of trinkets and baubles as a sort of payment and then brought the child back to the Infuser placing him inside of it. Dark energy suffused the child and he was transformed from a human into another Dark Elf. Calling the others, she presented her triumph.

This caused a massive schism among the survivors. A minority of them thought that this was a step too far. Were they to be cursed by others, stealing their children in the night like hideous monsters. But the majority was a lot more pragmatic. To all tests, the child was an elf. The High Elves were wrong. The Dark Elves did not give up their essence and the Infuser replicated it perfectly. Well, almost perfectly. The first Dark Elf created not of elves perished, as the stresses of the artifact were too much for the child-now-Dark-Elf. Nonetheless, the theory was sound. There was a brief struggle and several minutes afterwards, there were only sixteen Dark Elves remaining. Sada-Dakat had perished and Kog-Makus had ascended. She taught the principles of astrology to the rest of them, so that they could all divine future targets for the conversion process. The Dark Elves had a great task ahead of them - vengeance - and if the wheels of this engine needed other people? This was a price they would pay. Besides being a Dark Elf certainly had advantages - aptitude for magic, longer life span, sharpened senses, a drive to survive and dominate. Truly it would be an improvement for many. These were the honeyed words of Kog-Makus and one by one the rest of the first Dark Elves were swayed.

As with all things, there were setbacks. The first is that while some of the primitive humans were glad to exchange their children for wealth, magic, and/or crafts, some were not and thus more sneaking and stealing had to be done during the night. This led to certain tensions with the local settlements. The other is that the stars were uncaring and often would foretell that a person who could be converted would be far away or even at another continent, and thus out of the reach of the Dark Elves. Additionally, the attrition rate was

staggering. Only four of ten would survive to become Dark Elves and out of those four, one would be a horrible mutant (but still a Dark Elf). By using the power of astrological divinations, the rate went up to seven out of ten. A new method needed to be worked out that would allow for greater success rates and this was answered by the alchemists.

Tisz-Furew was the one who managed to reverse engineer the Infuser. She was able to figure out how to control it and set the parameters slightly different, but she was also able to replicate its effects and weaken them. By subjecting a person to a complicated regimen of alchemical infusions, over the course of a season, a person can be turned into a lesser variant of a Dark Elf, but still a Dark Elf. Tisz-Furew and Kog-Makus quickly realized the implication of this – they could create a hierarchical society, dedicated entirely to the goals and ambitions of themselves but also to the benefit of the Dark Elves.

Thus, the three castes were created: the slaves, the not-Blood, and the Blood. The slaves were everyone who could not become a Dark Elf but could still serve. They served roles of the primary fighting force and pleasure slaves. They also had breeding lines that they would sell to other groups that dealt in slaves and even to this day, slaves bred by the Dark Elves are considered to be some of the best. The not-Blood is the next caste, that is created via alchemical infusion. They are Dark Elves, but slightly less so. They are the warriors, police, merchants, and so on. Straight middle class who make the Dark Elven lands function. Finally, the Blood, who are the ruling and leading class, which is divided into the Low Blood and High Blood. The Low Blood is the ones with the greatest sorcerous power created via alchemical infusion, while the High Blood is the caste of the Priestesses, born from the Infuser. The society was engineered to be matriarchal, with the Priestesses concentrating political, arcane, and divine might, doling out this power to all others based on merit and sealed with blood.

At this point, several centuries had passed since the disastrous Conclave and the Dark Elves were thriving, already doing strikes against their neighboring Wood Elf cousins, that they bordered, as well as raiding the humans and dwarves. Their armies were often bolstered by beastmen as well as slaves. The Dark Elves had become established and the first Dark Elf kingdom formed, calling itself the Cavigh Istion, though strictly

speaking it was an oligarchy of the Sixteen Families. While this was going on the Dark Elves started reaching out to other entities for power. Both spirits and daemons answered their call, but given the proclivities of the Dark Elves and their rejection of the natural approach found with other elves led to demon worship taking root in this nascent kingdom. While it was not unknown for spirits and other daemons to be worshipped in exchange for power, many Dark Elves gravitated towards the power that daemon lords offered. Yig, the King of the Cold-Blooded; Gorshok Syadom, the Cauldron of Poisons; Bleak Moon the Demon Tyrant-King; and Neliceruge the Eternal Weaver were the ones that achieved the highest resonance in Cavigh Istion, with grand temples being built both above and below the surface with many slaves given over to demons, granting the High Blood Priestesses great power. Some spirit worship ended up taking root too, with the Spirit of Caves being the obvious one, though its patronage was shared with the dwarves forming an odd sort of religious common ground. Another popular one was the Spirit of Fear, because where the raiding parties of Cavigh Istion roamed, nobody was safe.

At this time, the Dark Elves became the greatest threat on both continents. While they were certainly originally driven by their great purpose of vengeance against the High and Wood Elves, it evolved to seeking domination and justifying it as survival. Humans prayed to the spirits and ancestors that the Dark Elves would spare their children and that their folk would not just disappear when they would stray from their homes. The Dwarves gnashed their teeth and set their machines to watch without rest for signs of Dark Elf infiltration. The High Elves retreated further away from civilization, warding themselves with great magics against Cavigh Istion, while the Wood Elves sought allies of beasts to warn them against the onslaught of the Dark Elves. Cavigh Istion grew fat and wealthy, the demons and spirits were sated with blood and power. True, the Dark Elves kept alliances with the Sea Elves, and even the Dark Elves could not contend with the strange might of the Shattered Empire. Beyond these exceptions they were the cruel masters, capricious and awe-inspiring, terrifying and beautiful, lords of all they surveyed.

*The Nokor-Etar Empire, the Fall of Cavigh Istion, and the Imperial Dictate*

A popular historical notion is that the overconfidence of the Dark Elves is what led to the creation of the Dark Dwarf Empire. The Nokor-Etar were just another dwarven clan hold on the other side of the World's Spine, and thus were rarely targets of the Dark Elves. Also, like most elves the Dark Elves were certain of the superiority of their magic and that no mere dwarf would ever be able to rival them. Their automatons were effective, but crude, expensive, and not infallible, so the spies of Cavigh Istion missed the discovery of necromancy as a type of magic. When the Nokor-Etar began to conquer the other clans, the Dark Elves barely paid attention. But when a massive force of automata and hordes of the walking dead decimated the Wood Elves of the Golden Forest, this got the Dark Elves to sit up and pay attention. By then it was too late. In a baleful tide, the Empire of the Dark Dwarves rolled over the mountains, on their massive quest for domination over all.

Cavigh Istion fought back, of course. The undead were not invulnerable, spell and steel worked against them and their masters, but this was a new type of warfare. Dark Elf military doctrine calls for going after commanders, cutting off supply lines, and only facing the enemy in a decisive battle when they were certain they would win, using fear, harassment, and disruption as their chief weapons. All this to make up for their lack of relative manpower, supplemented with powerful arcane casters, and guided by the Priestesses. These tactics were completely ineffective against the Nokor-Etar. The undead and automata needed no supply lines, the Dark Dwarves had magicians of their own, and quite a few of them had transitioned into a state where they were undead themselves. The forces of Cavigh Istion failed to decapitate the enemy leadership and the Dark Dwarves decided to punish the Dark Elves for their impudence. The regular forces of Cavigh Istion fought bravely, but the Nokor-Etar were inexorable, and the kingdom fell.

This was not the end of the Dark Elves of course. There were other cities and other leaders. One in particular, Baz-Kinor saw this as an opportunity, and negotiated a pledge of fealty to the Nokor-Etar. She was an excellent diplomat and in exchange for some minor services that the Dark Dwarves would ask of the Dark Elves, she could rule her lands unmolested. With the implicit strength of the Nokor-Etar backing her legitimacy, she proclaimed herself as the first Prophet-Queen of the Dark Elves,

changing the capital to Capheoli Derenok, and reforming the kingdom as a more feudal society, granting access to the Infuser to more than just the Sixteen Families, elevating a great deal of new Blood to the highest echelons of power, ensuring their loyalty. This of course led to a further fracturing of Dark Elf society, but under the Imperial Dictate of the Nokor-Etar, she, and later her descendants would be the ones to rule over Capheoli Derenok.

During the roughly 4000 years that the Nokor-Etar ruled about a third of the world, the Dark Elves entered into a period of stagnation. The more outré forms of magical research were either outlawed by the Nokor-Etar or heavily controlled. The Dark Elves were allowed to engage in their typical methods of population growth, but they were given specific territories which could be harvested and which were to be untouched as the Dark Dwarves had no reason to allow the Dark Elves to grow stronger. Generally speaking, the Nokor-Etar left Capheoli Derenok alone, making sure that no major crisis brewed and demanding the bodies of their dead. In fact, some of Baz-Kinor's descendants were able to get further concessions and slightly more independence from the Dark Dwarves. Soon, the Dark Elves were in fact paying the Dark Dwarves to build them magnificent halls underground, to the point where the Dark Elves had a network of tunnels used exclusively by them for the purpose of trade and raiding, hidden beneath the Eastern Continent. Despite this, the Dark Dwarves were not fond of the Dark Elves, even though both tended slightly more towards Chaos - the Dark Dwarves wanted to improve the world until it suited their needs, while the Dark Elves cherished fomenting weaknesses in others. Thus, while the Nokor-Etar viewed Capheoli Derenok with a grudging tolerance, every once in a while, it needed to be smacked down, when the excesses of the Dark Elves would spill over to where it would bother the Dark Dwarves.

Several hundred years into the Imperial Dictate, when it became obvious that the Nokor-Etar Empire would not be dislodged so easily, not an insignificant number of Dark Elves fled across the Inner Ocean to the Western Continent, where a rival kingdom of more traditionalist Dark Elves was founded by Ara-Neelut. As these things tend to go, immediately the two states declared a war on each other, but it was a war with only the barest minimum of conflict, mostly assassinations and ambushes, rather than any real conflict, as Capheoli

Derenok was under the heel of the Nokor-Etar; and Bitid Kelkom was establishing itself and seeking dominance over the lands. For several centuries it appeared as though the Dark Elves would achieve a similar level of "the child-snatching elves in the night," but it was stymied by two factors. One was that the High Elves made sure to check the spread of their cousins, but also that a new Priestess arose to lead Bitid Kelkom, who instituted a series of massive reforms, leading to a more mutualistic relationship, somewhat hearkening back to Kog-Makus, where money, goods, or services would be offered for the child - though if the family would prove to be intractable, kidnapping would be done anyway.

Eventually, these reforms would spread from Bitid Kelkom in the West to Capheoli Derenok in the East, and the reputation of the Dark Elves slowly improved where their traders were at least tolerated in cities, and some Dark Elf enclaves would spring up in places controlled by the other races. While the Dark Elves could not compare to the Dwarves (Dark or otherwise) in utilizing caves, they were absolute masters in mapping them out and using the tunnels for rapid movement of goods or people. They still practiced their slaving and kidnapping but it was more regulated on both sides of the Inner Ocean and while people still feared them, Dark Elves were no longer kill on sight (except of course, among the High and Wild Elves). With the rise of the Nightfall Dominion on the Western Continent, Bitid Kelkom also suffered quite a few setbacks, but was able to keep the vampires at a stalemate and occasionally making treaties with them, what with them being more open-minded. And slowly over time, as the world stagnated under the Nokor-Etar, the reputation of the Dark Elves changed from violent sadists who would cart off whole villages and brutally hunt random peasants instead morphed into a group of epicureans who would get what they wanted one way or the other, but likewise could provide you with what you wanted so long as you were willing to pay.

### *The Advent of the Aeons and the Great Victory*

The Nokor-Etar established the Imperial Dictate and ruled for a slightly over 4000 years. Other than the periodic raids of the Shattered Empire which proved too tough for the Nokor-Etar and the conflicts on the war-torn Western Continent, there was not much call or cause for innovation. Using their necromantic arts, the

deathless clan-lords of the Dark Dwarves ruled over the world.

This stagnation, also known as the Imperial Edict, lasted until the Aeons came and with them, greatly empowering divine spellcasters. Healing magic was becoming more reliable, blessings were strengthened, but the most wondrous thing was that even someone with a tiny bit of faith could turn the undead, while high priests could obliterate hordes of undead with a simple prayer. The Aeons too, were on a magnitude of power greater than the previous daemons and spirits, as well as better organized as a pantheon. They were able to get the disparate races and governments to work together in a Coalition of Free Peoples to fight back against the Nokor-Etar Empire.

The Dark Elves were instrumental in this process and joined this alliance. They worked closely with the Dark Dwarves previously but when they pulled out, a great chunk of the tunnels and caves that the Nokor-Etar thought usable suddenly became hostile. While the Priestesses did not convert as a group to the worship of the Aeons, quite a significant number did, which bolstered the powers of the priesthood significantly, leading to yet another divide in Dark Elf society - those in Capheoli Derenok were more likely to embrace the new pantheon out of necessity, while the ones in Bitid Kelkom were more likely to stay true to the old ways of worshipping spirits and daemons.

The damage done to the economies of the Dark Dwarves was immense and the fact that the Dark Elves would often allow for raid groups of other races into their tunnels helped show the world that despite all, the Dark Elves chose freedom from the tyranny of the deathless lords of the Nokor-Etar. What is most surprising is that at the time, the various Dark Elf leaders got together in a sort of mini-conclave of their own and on pain of death, torture, and obliteration of the soul forbade conflicts between themselves, but also to temporarily set aside the eight-thousand-year-old enmity between the High Elves and the Wood Elves. Aided by diplomats of the Sea Elves an understanding was reached. The situation was certainly not resolved, but temporarily assuaged, and the warriors and sorcerers of the Dark Elves fought alongside the rangers of the Wood Elves and the spell swords of the High Elves.

After approximately 300 years, the Nokor-Etar Empire was pushed back into the regions of their old domain. The world was united in celebration as the Great Victory had been achieved. The Empire still existed of course and still claimed some domain over lands that were considered to be inhospitable. Their power was broken however, and the alliance made sure that the Nokor-Etar would not rise again. Soon after the Coalition of Free Peoples turned their attention to the Nightfall Dominion and over the span of forty years, dispersed it completely. The tyranny of undeath had ended - and so did the alliances and truces of necessity, as the former members of the Coalition, Capheoli Derenok and Bitid Kelkom included - as well as several other splintered Dark Elf city-states - resumed pursuing the interests of themselves and their people. Still, approximately one hundred years since the Great Victory has passed and nobody has made the first move. Yet.

## **Biology of the Dark Elves**

### *Physiology:*

The Dark Elf is obviously humanoid and thus fairly easy to envision. They have pointed ears, ranging in length from slightly smaller than human to protruding several inches. Like the baseline elf, their eyes are highly developed, capable of seeing in a greater spectrum than a human. These two sensory organs working in tandem allow for the almost-supernatural perception that all elves are famed for. However, on the dissection of a Dark Elf's eye, there are additional growths near the optic nerves that allow them to see monochromatically in the dark. Dark Elf eyes have a great variety of colors that seem to be independent of biological caste and range from eye colors found in humans to exotic colors like reds, purples, yellows, and so on. Hair color tends to be naturally some variant of white. A Dark Elf's natural lifespan is generally in the 500-600 year range. They have lost the true agelessness of the Elves.

### *Conversion and Blood:*

Because of the artificial nature of their 'births' their physiology is remarkable due to the general healthiness and robustness of each and every Dark Elf. They have strong bones, dense musculature, powerful lungs, dexterous limbs, and so on. Dark Elves never suffer from inborn conditions unless the process of Conversion went poorly. Dark Elves are considered physically

mature when the body is 26 years of age – so if a child was Converted, they would mature until they turn 26. If an older adult is converted, then they are considered to be physically mature. Mentally, Dark Elves are sharp, aware, and do not have weak personalities. In practically all cases, Converted Dark Elves do not retain the memories of their past selves, regardless of the age at which Conversion took place, but generally are given no more than a couple of years to adjust.

The blood of a Dark Elf is a supernatural thing, carrying out the functions that blood does in all other things, but is indicative of their artificial origins. It is a black liquid with the same consistency as black ink. It is able to transport oxygen, nutrients, and other gases throughout the body of the Dark Elf. Interestingly, it is completely invisible while inside the Dark Elf, becoming visible only when outside the body. It also doesn't remain stable outside the body for more than approximately ten minutes, during which it will all sublimate into an odorless black vapor.

Alchemically and magically speaking, it counts for blood for the purpose of rituals. In fact, some of the darker recipes call for blood of Dark Elves, usually for things like potions of Invisibility and Amulets of Proof against Scrying and Detection. Vampires have made reports that the shadow essence tastes like regular blood, albeit one with a flavor that can be described as “smoky.”

#### *Sexual Dimorphism and Blood Caste:*

Physiologically, the only difference between the blood castes is one of skin color. The High Bloods, products of the Infuser will have skin as black as onyx. The Low Bloods, made from either alchemy or the Infuser will generally have skin that's dark blue or dark violet. The upper echelons of society will generally be light shades of purples, blues, or dark grays. The middle stratum is lavender, light cyan, or grey. Finally, the lowest caste will be light greys, powder blue, or even light pink. Regardless of color, all Dark Elves are capable of differentiating blood caste by sight, leading to the credence that their eyes are adapted for both infravision and caste differentiation – or it could be more supernatural and that the Dark Elves are able to sense the amount of shadow blood one has.

All castes save for the High Bloods have both genders but skew towards females in a 3/1 ratio, due to Conversion. There are no High Blood males, though

there are records that they existed at some point. Each member of a caste is physically larger than the previous one and males are on average smaller than the females within the caste, so the High Blood females are the tallest, but a Low Blood male will be larger than an upper caste female. In a seamless blend of biology and sociology, this is also the way their social hierarchy is organized. Additionally, this is also the way their arcane and divine talents lie – the High Blood Priestess caste is the most magically adept in both the arcane and divine, then the Low Blood, then the upper stratum, middle stratum, and lower stratum. Body fat distribution is approximately the same across castes – 5% to 15% for males and 15% to 25% for females. Due to the Conversion process selecting for physical robustness, there are almost no obese or underweight Dark Elves.

#### *Reproduction and Sexual Characteristics:*

Dark Elves exhibit standard humanoid sexual characteristics. Genitalia is present but is incapable of creating life. Males produce seed but it is non-viable. Females do not produce eggs and do not undergo menstruation. What is noteworthy is that despite the fact that both sexes are barren, intercourse still happens, and the libido as well as stamina is greatly increased following Conversion. Many consider it a blessing and advantage of their new form. Dark Elf females are biologically incapable of lactation and as such, Dark Elves are all lactose intolerant.

Reproduction is entirely artificial. All rumors of those with blood of Dark Elves is nonsense, as being a Dark Elf is binary – you either have shadow essence for blood or not. That said, there is a chance that a candidate survives the ordeal of Conversion but will mutate in the process – and these mutations range from horrible tentacled beasts to someone who looks only slightly like a Dark Elf, providing a basis for these rumors. It must also be noted that the Conversion process doesn't respect the previous sex of the individual and human/demi human males have become Dark Elf females and vice versa.

### **Dark Elf Culture and Society:**

#### *Religion, Worship, and Death:*

As with most cultures in the world, the Dark Elves are polytheistic. Unlike most cultures who tended towards

spirit and ancestor worship, the original Dark Elves got very big into daemon worship, with the thought that it's better when the patrons are further away and more alien, meaning it was possible to cajole more power from them.

Additionally, it helped the High Bloods maintain their

mystique. It must be noted that the spirits and kami weren't neglected – in fact Neliceruge is a kami that is still currently worshipped - and most Dark Elf homes would have a shrine to some kind of spirit. Ancestor worship is of course not a thing since blood ties aren't really a thing in Dark Elf society, instead being a system of adoptions. Before the Advent of the Aeons, there were four entities that were primarily worshipped:

This text gives names and descriptions. Feel free to omit these if they do not match your campaign setting and keep them as nebulous "demon worshippers."

- *Gorshok Syadom, the Cauldron of Poisons* – A powerful Daemon Lord that had dominion over all toxins, harmful alchemy, and even poisons that could be used as curatives, or recreationally. Its worship involved imbibing of a great deal of aforementioned toxins. It was also seen as the patron of all the upper, middle, and lower classes of Dark Elves, as well as some of the Low Bloods, as they were all the products of alchemy, and many Conversion processes would start and end with offerings to Gorshok Syadom. Interestingly, it was also responsible for dye-making and had a school of assassins, leading to syncretic worship with Neliceruge. It was usually represented as a literal cauldron or as a Dark Elven woman wearing a lot of greens and purples. Its priestesses would often wear the same colors. It is no longer extant, having been defeated by the Cupbearer.
- *Yig, the Cold-Blooded King* – The king of all reptiles and amphibians, as well as lizardmen, kobolds, serpentmen, and so forth, who are collectively called the Shining Ones. While Yig's worship never reached the same levels as in the Shining Cities, the Dark Elves appreciated him for his cunning intellect and the power that he offered – as well as the fact that Yig went from being a minor daemon, grew into a daemon lord, and then temporarily gave up his power and authority to do the same thing as a spirit

and then a kami. For the Dark Elves, all born of transformation, this held a certain appeal. The Dark Elves were never Yig's chosen, however, and thus his blessings generally were the most subdued. His representation is a giant snake with heterochromia. His Priestesses generally wore lots of specially blessed snake leather. Yig's worshippers are still around, even as the worship of the Lady spreads.

- *Bleak Moon, the Demon-Tyrant-King* – A Daemon Lord that is worshipped in multiple nations, including the Dark Elves. He represents the brutality and inexorability of tyranny and battle, that in order to be able to thrive in the world, you need to conquer your enemies to guarantee your safety and prosperity. Given the hardships that the Dark Elves faced, there was a lot of resonance with his creed and thus his worship was one of the most numerous, though it took a pretty severe hit while the Dark Elves were subjugated by the Nokor-Etar, since Bleak Moon's creed stated that the Dark Elves deserved to be conquered if they were incapable of securing their independence. It hasn't fully recovered to this day, but there's a bit of a resurgence amongst the more traditionalist Dark Elves. He is represented as a muscular Dark Elf male dressed in blacks and purples, wielding a gargantuan sword. Most of his Priestesses dress in similar colors and wear heavy armor.
- *Neliceruge the Eternal Weaver* – She is the Kami of spiders and one of the first kami to answer the Dark Elves. They were gifted the secrets of spider silk for the purposes of crafting, resulting in fine clothing, putting most other silks to shame. Spiders were also worshipped as ambush predators, which reflected the fighting style of many Dark Elves, leading to the formation of a specialized assassin Commando school, working in tandem with the worshippers of Gorshok Syadom. Her colors are greys, whites, and blacks and her Priestesses were always the most well-dressed. Her worship has recently seen a revival due to demand of spider silk products, as well as the absorption of Gorshok Syadom's worshippers.

In the modern age, the worship of the Aeons has spread throughout the lands of the Dark Elves, since

they grant greater power, are more well-organized, and are in fact less demanding than the daemons of old. All of the Aeons are worshipped, though some more than others. The big three are the Bravo, the Cupbearer, and the Woodman, with the Speaker and the Lady being less so. No Archons have declared themselves and remained unchallenged so there is no organized worship of them yet.

- *The Bravo* – The patron of warriors, murderers, and violence. The Bravo is one of the major Aeons that is worshipped by the Dark Elves. Whenever an assassination is required, or a gladiator marches off to fight, or when the Dark Elves impose their will on others, a prayer to the Bravo is expected. Since the Bravo is not a particularly demanding or formal deity, his worship is rather haphazard, though of course organized temples do exist. All followers of the Bravo are expected to be scarred, but the Dark Elves have an aversion to this, as scarring is a sign of weakness, so they generally get scars on places that are not readily visible.
- *The Speaker* – The silent one is not very popular among the Dark Elves. They are passionate while he is patient; they are associated with dark colors, while he is pristine white; and generally speaking, death is a private affair amongst the Dark Elves, so his priesthood is small. That said, they do appreciate the concept of inexorable unavoidable death and some Dark Elf assassins have adopted him as their patron. Additionally, as someone who preserves things that are beautiful, he is often worshipped as a patron of the high arts.
- *The Drummer* – The warrior goddess and guardian of civilization is perhaps surprisingly, not very popular with the Dark Elves. Yes, she is celebrated as the goddess of festivals, but the Dark Elves have moved on past protecting themselves and instead prefer to project power. While the fact that Capheoli Derenok and Bitid Kelkom are both highly hierarchical societies does resonate with the Drummer's belief system

of cooperation, Dark Elves still prefer the Cupbearer to her.

- *The Cupbearer* – If the Dark Elves could have a chief Aeon, it would most likely be her. Many Dark Elf High Bloods adopted her tenets of blood and birth, transformation and desire, pain and pleasure with gusto. Her temples are lavish affairs, her Priestesses are gorgeous, flush with blood and beauty. No morsel is left undevoured, no cup remains empty, no voice is silenced.
- *The Woodman* – One of the more mysterious Aeons that the Dark Elves worship. He does not have much in common with most of their lives as the Dark Elves generally stay away from the woods, leaving them to their hated Wood and Wild Elf cousins. But all Dark Elves are born of transformation, and the Woodman is the patron lord of all things that change their shape. Further, astrology is in some ways his domain, as part of prophecy, but often goes along with madness, so his Priestesses are not entirely all there. But a significant majority of Dark Elves give praise to him for giving them their new forms.
- *The Prophet* – Many Dark Elves do not appreciate the Prophet as he has become the chief Aeon for the High Elves. That said, a small number of Dark Elves do worship him due to the fact that astrology and divination is important for the Conversion of more Dark Elves. Thus, there is a grudging respect. His Priestesses are also the ones more likely to actually be able to talk to High Elves without flying into a murderous rage, though conversions and correspondence is still quite icy.
- *The Builder* – She is the most “taken for granted” Aeon of the Dark Elves. Dark Elves are excellent craftsmen, but they generally do not enjoy work for the sake of working or creating something – they are far more utilitarian than that. So, the few dedicated Dark Elf craftsmen do worship her, and she obviously plays an important role in Dark Elf society, only almost everybody overlooks her and her worshippers.

- *The Scrivener* – Another Aeon that reasonably popular, but not overly so. Dark Elves appreciate knowledge, both hidden and overt, but they generally do not have public libraries or academies in the same way that humans and High Elves do, so his worship is more theoretical than practical.
- *The Lady* – She is an Aeon that is hard to pin down. She is definitely worshipped by Dark Elf Commandos, since they utilize almost all aspects of her domains – poisons, opening locks, and dealing wounds, as well as slinking around by moonlight. Other than that, she is in competition with the established worship of Yig, and the Dark Elves prefer the worship of Yig for now, though it is expected that a Syzygy will form between the Lady and Yig.

Dark Elves have a rather dismissive attitude towards death, unlike most other Elves. Despite the fact that a Dark Elf who loses their life ends up losing at least a couple of centuries, the general attitude is one of victim-blaming. The dead Dark Elf should've been more powerful, more clever, and/or more cautious. That is not to say that family members do not grieve – they do and most strenuously, especially given the way that Dark Elf families form by common interest and adoptive bond, reinforced by blood rather than the other way around. But even grieving tends to be based more around remembering the good and learning from the mistakes of the deceased rather than just anguish for the sake of anguish. A good dead relative teaches a lesson, at least according to the Dark Elves. Suicide is condemned in all circumstances however. Unlike the High Elves who can grow weary of the world, the Dark Elves never do – survival at any cost

Due the Nokor-Etar Empire demanding the bodies and souls of the dead, coupled with the fact that each Dark Elf body was at least without physical flaws, they tried to destroy the bodies as much as possible, and thus funeral rites are very quick affairs. Bitid Kelkom, being further away from the Dark Dwarves would destroy the bodies with fire, while those Dark Elves in Capheoli Derenok would resort to more alchemical and magical means of destruction of the body. Now that the Nokor-Etar no longer demand their macabre tithe, many Dark Elves have taken to transforming the body of deceased into jewelry, so that they can be worn as a reminder of

the lesson. On the other hand, if a Dark Elf dies of old age, their body will generally still be destroyed.

As nobody has yet found the artificial world where the Dark Dwarves sent all the souls of the dead, nobody is quite sure what happens to the souls of Dark Elves. Before the Nokor-Etar created their artificial afterlife, the souls of Dark Elves would reincarnate back into the world, where the odds of them being chosen by the stars for Conversion again would be quite high. Since there is no diminishment in souls, clearly there is some kind of net outflow from the artificial plane of death, but nobody knows more than that, save for possibly the Speaker, but as always, he remains silent.

### *Laws and Legal System*

The Dark Elves are nominally a theocratic society, with the High Blood Priestesses technically being the ultimate authority on things, so no true legal code exists per se. So, in almost all legal cases, a Priestess can step in and declare that “this is now so.” In practice this is almost never done because the Priestesses are sane, understand the importance of politicking, and of course there's the chance that another Priestess might take an interest and take the opposite side of a dispute. Thus, there are generally two methods of conflict resolution both of which have equal weight in Capheoli Derenok and Bitid Kelkom, though some of the smaller domains might lean more towards one or the other.

The first one is debate and what other humans and demi humans might find most recognizable. The two litigants go in front of a jury consisting of a thirteen High and Low Bloods. Sometimes upper and middle strata are permitted to serve but this is done rarely when nobody else is available. Both sides present their arguments, backed up with whatever evidence they have. Magically induced evidence is admissible if there are at least two of the Blood are present since they could determine whether the magic is genuine. Afterwards, the jury votes, with High Blood having three votes each, Low Blood having two votes each, and non-Blood having one vote each. The side with the most votes is considered correct in this dispute. This decision is noted down and can be referenced, but generally holds no weight in future disputes.

The other method of conflict resolution is gladiatorial combat. Far from being only a source of entertainment, people fight in the arenas themselves, or have

champions fight on their behalf. Whenever a legal dispute to vote is tied it also goes to an arena fight. This is the preferred method for the non-Blood, due to the vote weight disparity and the fact that they hypothetically on equal footing with the High Bloods. But at least in this case it's simple – if you or your champion win the fight, you win the dispute. If you or your champion lose, you lose the dispute. Gladiatorial combat in disputes is usually not to the death, though there are exceptions. These outcomes are recorded but also have very little impact on future resolutions.

Contract law operates on similar principles, but obviously, previous contracts are given more weight in a dispute. As Dark Elves have a long lifespan, contracts are generally well-written and pretty iron-clad. Written contracts have more weight, but again, a dispute can be resolved using the aforementioned debates/combat trials. Hiring eloquent speakers or skilled fighters is accepted and commonplace, though often it's a matter of pride if you're able to do both yourself. Slaves have no legal rights, but a Dark Elf can initiate a dispute on behalf of a slave. When dealing with foreigners, these rules are observed maybe slightly more formally due to their insistence on concepts like rule of law. Dark Elves as a whole are too individualistic and not numerous enough to need anything more beyond this somewhat informal and rather vicious system.

#### *Gender Roles, Classes/Strata, Blood, and Slaves*

All of Dark Elf society used to be divided into those of the Blood, not-Blood, and slaves. Whether those slaves were already slaves or were going to be slaves accurately reflected the mindset that the Dark Elves of the time had towards everybody else. After being served quite a bit of humble pie under the Nokor-Etar Empire and having started trade and cooperation with the other races, they have split off "foreigners" from "slaves." There are also two other minor categories – "categorical enemies" for the High Elves, Wood Elves, and Wild Elves; and Sea Elves are just called Sea Elves, since the Dark Elves still remember how they backed them during the Elven Conclave.

Dark Elf society is horizontally matriarchal, in the sense that within the same "level," the word of a female is worth more than that of a male, they are entrusted with greater tasks, delegated more responsibility, and so on. Vertically, caste predominates – so a Low Blood male can and should command a female of a non-Blood

stratum. Lowest stratum males thus only hold dominion over slaves. Technically, according to the rules of the hierarchy, foreigners would be in the slave category, but the modern Dark Elves are far more progressive and don't expect them to conform to the same rules, neatly avoiding conflict between their blood hierarchy and the chaotic mess that's foreigners and outsiders.

The Dark Elves have a unique society because while your position is "locked" by your level of shadow essence replacing your blood, that is a choice that is bestowed upon an individual during Conversion. Thus, the High Bloods rule over all as the Priestesses. They are all created by the Shadow Infuser, have the darkest skin, command powers both arcane and divine, guiding other Dark Elves by the stars, and being the ones who push magical research and construction forward. Their word is often literally law. No High Blood males exist officially, though historic records show that they did exist, such as the very first Dark Elf, Sada-Dakat. The Priestesses are certainly unwilling to share this information with outsiders, but two theories are most popular – that the High Blood males are hidden for some reason which is less likely because nobody could think of such a reason, or that something has been changed in the Shadow Infuser that prevents the creation of High Blood males.

Low Bloods are the premier arcanists of the Dark Elves and consider themselves the "hands" of Dark Elven society. The Sorcerers have the power to draw more magic than other spellcasters and exist as mobile weapons and to shut down other spellcasters in arcane duels. They are predominantly male. The Sorcerers as a whole are incapable of the highest-tier ritual magic, unlike the High Bloods. This allows for the High Bloods to rule unchallenged by them. The Commandos fulfill two primary purposes: disruption of the enemies of the Dark Elves, but they are also the chief source of securing targets that the High Bloods have indicated for Conversion. Their population skews towards the female. They are not barred from ritual magic but are often away from Capheoli Derenok and Bitid Kelkom, so they are rarely capable to challenge the High Bloods. Some High Bloods also enter the ranks of the Commandos, but that's fairly rare.

The not-Bloods are also known as the "strata" of Dark Elf society. While they have freedom and independence to fulfill their task, they have less freedom than that of the Blood. To provide a flawed analogy, the Blood are

the landed nobility, while the not-Blood are landless knights. While not accurate, they are still Dark Elves and enjoy the privileges of their position.

The higher stratum consists of the Oppressors and the Vigilants. The Oppressors are the enforcers of the wills of the Blood. They fulfill the position of police, secret police, and empowered warriors, who act as the disciplined soldiers (versus the warriors of the Gladiators). The Vigilants generally are used to explore either new lands or range out on existing land and keep a tab on things, that are outside the direct control of the Bloods. They Oppressors tend to have more males than females and the Vigilants tend to have an equal gender split.

The middle stratum is the Provocateurs and Cantors. The Provocateur is partially a misnomer – they do not necessarily act disruptive, though they can do so if necessary. Instead, they are the heart of the mercantile networks that the Dark Elves establish. The Cantors are the primary entertainers of the Dark Elves, both in their lands and outside of them – but also spies. Both groups tend to have more women than men.

The lowest stratum is the Dark Elf Gladiators, who basically exist to fight in the arenas, but also form the other core part of the Dark Elf regular armies, but in the role of warriors and shock troopers, as compared to the Oppressors. In that stratum the ratio of males to females is roughly equal. Strictly speaking, the Mutants are also part of the lowest stratum, but socially they are even lower than the Gladiators. They too, are warriors, but their biology has been made unstable by the Conversion, and thus they often bear the mark of their grisly appearance. Nonetheless, they are still Dark Elves, though many other Dark Elves pretend that they do not exist. The gender ratio for them skews male.

There are two main approaches to handling slaves in Dark Elf society. One approach is to use them like tools. Yes, you take care of them, but ultimately you care about their function. When the warrior slave is injured enough, when the pleasure slave is no longer appealing, when the laborer is too old to work, you get rid of them and get new ones. No thought is given to their welfare, just their efficiency. The other approach is that to pets or farm animals. Yes, you still expect them to be productive, but you groom them, take them to vets, buy them treats, let them get away with some things if they're cute enough, and so on. Instead of getting your

adopted daughter a pony, you get them a nice showman gladiator slave, or your son gets to buy a pleasure slave instead of a body pillow.

Dark Elf society as a whole is split approximately evenly between the two approaches. Settlements that are further from civilization might have a tendency towards the tool approach, while more settled domains lean more towards the pet method, but the opposite has also been observed. As mentioned previously, slaves have no legal rights or standing, but potentially a Dark Elf can choose to engage in a dispute for a slave, though this happens very infrequently. Slaves now are sourced primarily through breeding stock, though slave capture/purchase is still done and has actually seen an increase in both Capheoli Derenok and Bitid Kelkom. Slave uprisings do happen, especially now that the unified threat of the Nokor-Etar is no longer present. Rarely these are put down violently with extermination of all the slaves. Instead, the Dark Elves will wipe out the leadership and the rebellion will fall apart. Most Dark Elf families will have a minimum of one slave, with only far-flung colonies that lack breeding stocks or sources of foreigners that could be turned into slaves. That said, small settlements of humans or demihumans might just disappear when next to a Dark Elf settlement.

### *Marriage and Familial Relationships*

Dark Elves have families. In fact, when one says, “blood is thicker than water,” the Dark Elves can tell you how thick. That said, families aren't formed spontaneously, since there are no natural births. Instead, Dark Elves practice complex adoption and marriage strategies. A person can be adopted into a Dark Elf family before or after Conversion. Adopting before is risky, due to the inherent chance of failure, but it is considered prestigious if your potential Convert manages to become a full-fledged Dark Elf. Post-Conversion adoptions are safer but generate little prestige, beyond your family becoming more numerous, and thus influential. Some of the Blood families have special rituals, such as gifting weapons, or bonding with an animal, or requiring the murder of a slave, but the average family cannot afford such luxuries. But all families will educate an adopted Dark Elf into the proper way of things, of custom and behavior.

Marriage is also complex. Since no child can be born of the union, most marriages are out of mutual favor, or in many cases, out of genuine friendship. In any case,

marriage contracts are the norm rather than the exception. The standard one will talk about joint ownership, pooled resources, mutual vengeance, lower taxes, and so on and so forth. Surprisingly to many, marriage between castes are not uncommon, either in the case of political maneuvering or friendship, though usually there will still be a gap between Blood/not-Blood, but mostly due to the fact that the two groups move in different circles. Marriage between slaves IS allowed assuming both owners consent.

Polygamy is also normal, if again, not common, though with the skewed gender ratios, sometimes males will be able to exercise a little bit more freedom than normal if they are particularly lucky or skilled. Since there is no actual blood mixing going on, there is no taboo against incest, though there's still a social condemnation of going after low-hanging fruit.

#### *Life Before, During, and After Conversion*

The defining aspect of a Dark Elf's life is the Conversion process or among the more poetically inclined, Apotheosis. It erases who you were before and gives you a new body, that even on the lowest rung of the blood hierarchy will still live longer, move faster, and be better than what you were before. It is not unknown that some people petition Dark Elves for the process, especially the old and infirm. Rarely do those people survive the process.

The first step for Conversion is to be selected for it. In almost all cases, a member of the High Blood divines the information and location of a person who is predicted to be a valuable addition to the Dark Elves. Then that person is procured. There are two major and two minor ways this happens. The first major way is that Dark Elf representative will just outright buy the person, especially if they are a peasant or low-born child. Human or demi human life has value, sometimes down to the copper piece, and sometimes the life of the child is exchanged for a herd of cattle or a supply of medicines for the other children. The farmer will have other children who need to be fed and in exchange the child will live for potentially centuries. Even when the target is not a child, sometimes people go willingly, in exchange for money paid out to loved ones. Or in exchange for other favors, really. If the target is unwilling, then it's the job of the Commandos to arrange for a kidnapping – or the local thieves guild if the coin is good enough. And of course, sometimes the

potential convert will be born to slaves or captured as such, in which case they'll just be seized.

The next step is preparation. Dark Elves do not truly have blood relations, despite the fact that their society is ruled by blood, but rather via a complex web of adoptions. The selection process for this begins during the spring New Year festival of a Dark Elven domain. There, those that are going to be Converted are bid on if anyone is risky. The bidding can be done using money or favors. So, it might end up that a particular Dark Elven Gladiator may wish to work for the benefit of a Sorcerer for a year in exchange for a prospective Convert. Pre-Conversion bids are rare but result in significant respect for the bidder, as it means that they are blessed by the stars. Conversions happen during other times as well, but this is the major one. Given how long Conversion takes, the next festival, Concupiscence, is when the Converts that survive are presented.

The prospective Converts, once all of them have been dealt with, they are sent off for the Conversion process and the newly Converted Dark Elves are brought on to the stage. Again, there are sometimes fancy ceremonies, massive orgies, or fights; but sometimes it's as simple as reading names off a list and lining them up. Now the bidding gets a lot more intense because these are fully-fledged Dark Elves that will go into a family. The preference follows blood caste – the Blood choose first, then down the stratum, where the lowest stratum might end up with no family members. There are no official restrictions on whom you can bid for and it's conceivable that the lowest stratum may acquire a Convert that is of the High Blood. Practically, the number of times this has happened is vanishingly small, and usually the subject of beautiful and heart-wrenching plays. Usually, Dark Elves pick Converts to be their children within their caste since they could also provide the training necessary to do their job in the blood hierarchy.

Those that are about to undergo Conversion are told what is expected – that the need to do their absolute best to survive the ordeal up ahead. Those that are to be given alchemical infusions, which is most of them, whether Low Blood or not-Blood and then led into tanks, where over the course of approximately three months, their minds will be scoured clean of their past lives and they will be reborn as Dark Elves. Those that are to be turned into High Bloods would be taken to a hidden bunker located somewhere below an island in

the Inner Sea, where they will be subjected to the Shadow Infuser, and over the course of an hour will be turned into a Dark Elf High Blood. It is a poorly kept secret that there are of course ways to use powerful magics to turn somebody else into a High Blood Dark Elf, but if this is done without the agreement of the Priestesses, there will be both figuratively and literally hell to pay. Once the Converts are decanted out of their tanks, sedated, and then taken to the next festival – which also becomes their birthday – and are then bid upon for adoption, as described above.

Once they are adopted into a family, if they are part of the same caste and one or both of the family members have the same profession, then they will train and tutor the young Dark Elf themselves. If not, then some kind of arrangement will be made with another family, usually that requires the same service. This serves to create stronger bonds in the community. Otherwise, academies and schools exist, often with a long and storied history, but not as formal as that of the High Elves. Once a Dark Elf has been trained and “come of age,” which is usually anywhere from two to ten years. Afterwards, they will stay with the family until they are ready to start their own.

#### *Politics and Economics*

The Dark Elves have two primary domains, Capheoli Derenok and Bitid Kelkom. They are separated by the Inner Sea with the split having come during the Imperial Dictate of the Nokor-Etar. There has been talk of re-unification and the resurrection of Cavigh Istion, the first Dark Elf union, but at this point they are too different and pursue somewhat different goals on their respective continents.

Cavigh Istion was a theocratic oligarchy established by the remainder of the Thirty Survivors, who chose to embrace Conversion and ended up founding the Sixteen Families. The leadership of the Priestess caste could only be chosen from members of the Sixteen Families. As time went on, more families split off, but they could never seize power because the Sixteen Families jealously guarded the Shadow Infuser and had a controlling stake in the alchemical rituals that would produce lesser Dark Elves. They ruled over the lands with fear, terror, producing many a legend about Dark Elves ready to snatch your children while they slept and then kidnap you into slavery. In fact, if it wasn't for the Nokor-Etar coming out of nowhere, the Dark Elves

would've been seen as the greatest evil in the world. Of course, they were shattered by the Nokor-Etar Empire and the two current domains emerged from the wreckage.

Capheoli Derenok considers itself the direct successor of Cavigh Istion, located on the Eastern Continent. For the entire duration of the Imperial Dictate, they held on to the Shadow Infuser, which functions like the kingly regalia of human and demi human kingdoms. Also, it was the first one founded after the crushing defeat. A bold Priestess by the name of Baz-Kinor proclaimed herself as the first Prophet-Queen of the Dark Elves, negotiated a peace treaty with the Dark Dwarves. She did so by breaking the power of the Sixteen Families, elevating a whole slew of her supporters to positions of power and her family rules the kingdom to this day, with the current Prophet-Queen, Mur-Felet being rather new to her position.

The other domain, Bitid Kelkom is in some ways more traditionalist, but in others, a bit more reformist. They formed about 300 years into the Imperial Dictate of the Nokor-Etar and left in a huge wave to the Western Continent, mostly by the original Sixteen Families, but also by many others who chafed under the rule of the Nokor-Etar. There they established a theocratic oligarchy much like Cavigh Istion was, but there the Council of Thirteen – the ruling body – was open to all High Bloods. Almost immediately, they declared a war against Capheoli Derenok that they fought via assassinations and sabotage.

After the Advent of the Aeons and the Great Victory, Bitid Kelkom managed to snatch the Infuser away from Capheoli Derenok. This was an outrage and the latter was ready to wage a war of extermination against the former. But in light of the cooperation that resulted from the Great Victory, they were able to come to an agreement, putting the Shadow Infuser on a remote island in the middle of the Inner Sea, protected by a staggering number of wards, summoned beasts, weather phenomena, bargains made with Aeons, and so on and so forth. It also is a place where the two domains can converse freely, the center of diplomacy between the two. Admittedly, relations are still frosty; but due to the shared hatred of the High and Wood Elves, and the fact that other than that, their goals have now diverged the two are able to maintain trade and travel between the two domains. It also allows for the proliferation of new domains, both out in the

wilderness and in the domains of others. Some talk has been made regarding reunification, but nobody takes it seriously. So far.

Despite the couple of millennia of divergence, the economies of both Capheoli Derenok and Bitid Kelkom share an economic model. Free enterprise is absolutely allowed and encouraged. The Blood generally stay out of the economy as a whole, beyond acting as patrons for the not-Blood. The not-Blood and slaves are the primary engines, with the middle stratum used to make sure the Dark Elf domains are capable of functioning economically. The Imperial Dictate did wonders for making the economies of the various client states operate under similar coinage and measures, so the Dark Elves aren't trying to reinvent the wheel.

Their primary source of income is slavery. Many nations use slaves and the slaves of the Dark Elves, subject to the ruthless eugenics. They tend to be in high demand anywhere slavery is practiced. Most slaves sold to foreigners will come with a detailed pedigree, meaning that when you buy from Dark Elves, you're buying quality. The other major source of income is overland trade and smuggling. Generally speaking, the Dark Elves have a knowledge of local subterranean geography that is unmatched by anyone (save the dwarves). So, they'll generally move goods around through these tunnels. Capheoli Derenok is the more mercantile of the two nations, as they use the expansive tunnel network that the Dark Dwarves built. They usually don't bother with bulk transport and try to go for items that are reasonably luxurious – dyes, spices, monster parts, alchemical supplies and so on. Additionally, for a sum they will gladly move items or people of questionable legality. Due to their treaties and alliances with the Sea Elves, often they will also passively take part in blue-water trade as well. The third and final leg of the Dark Elven economic might rests on their alchemical production and trade. The Dark Elves make alchemical-derived spices in vast quantities and artificially inflate the rarity of them to keep a stranglehold on the spice market. Their other alchemical innovations are also in high demand.

There are other components to their economy as well. Dark Elves are the chief purveyors of vices. Dark Elves provide the best pleasure slaves and due to the quirks of their physiology often find work as entertainers and courtesans in human and demi human cities, since the Dark Elves have an almost intuitive understanding of

what people want. They do not judge, they facilitate. This is also why very often Dark Elf businesses will operate both above and below the table. Bribes, intimidations, kidnappings, and favors are used to keep these businesses open. Due to the alchemical inclinations of the Dark Elves, they produce a great deal of recreational substances as well that flow into domains of others. They also provide services when people need to be removed.

This is not to say that Dark Elves do not have legitimate production as well. Again, due to the importance alchemy has in their society, they are able to produce a great deal of alchemical supplies, potions, ingredients, and so on. Additionally, they are the most war-like of the elves and produce a great deal of weaponry which is competitive with that of the dwarves – the elves make up the difference in skill with magic. Likewise, magic is another product of the Dark Elf economy. Many of the Dark Elves are gifted with magic and provide spellcasting services, especially in cases where too many questions would be a bad thing. Spices, as mentioned earlier, are a major product, due to them being produced synthetically in their alchemy labs but so are dyes for both clothing and food. For instance, the Dark Elves invented a type of artificial salt that makes food taste delicious and get people to crave more because it's so savory. Sure, some people get headaches but they're a minority. Another example of a legitimate product is spider silk, as a product of the giant spiders that the Dark Elves have domesticated.

## Lifestyle

### *Architecture and Civic Planning*

Despite stereotypes, the Dark Elves do not have to live underground and have large villages that are located on the surface, usually dedicated to food production or slave breeding. It is however a mark of prestige to live underground. The Dark Elf blood hierarchy is reflected in the physical location of their homes. The lowest and middle stratum will generally tend to live above the ground, since there is room for the sprawling structures necessary for the food production, slaves, arenas, marketplaces, and so on. The upper stratum will generally have the small and functional transterranean houses. The Blood are going to have houses that are completely underground or transterranean. The mark of

the highest wealth and prestige is when you have a complex of multiple free-standing structures underground, showing off the fact that you can afford to own so much land in a cave, where space is at a premium. This is usually reserved for the High Bloods, but the Dark Elves are meritocratic enough to recognize that someone who earned that much money and influence is someone who deserves to hob-nob with the elites.

Those homes that are aboveground are fairly similar to the aboveground homes of other races. They will generally have few, if any windows, or at least not large ones. Those that are involved in farming will be built like a standard farm complex, with extra accommodations for slaves. There is a tendency to have a lot of color aboveground due to the presence of natural light, so this is something that the not-Bloods use for creative expression, so you might see things like wallpapers and paintings on the walls of the houses as well as paints.

Transterranean houses are houses that essentially have both an aboveground and underground entrance. They are generally the “upper middle class” houses for those of the higher strata or the Low Blood, who have business on both sides. Owning such a house is a mark of prestige as well, since it means that the owner is independent of the central shaft of the Dark Elf settlement. Additionally, it can serve as a source of income and favors to those who wish to bypass the central shaft for whatever legitimate or nefarious reason.

The underground homes come in two types. The most common ones are those that are excavated out of the naturally existing cave networks, or those that are caves that have been repurposed for it. These will usually be somewhat cramped, but nonetheless are a sign of prestige in the Dark Elf community since you are living underground. These houses will generally not have any paintings or any color whatsoever, since the underground is usually not lit, with the Dark Elves relying on their natural infravision. That said, things like sculptures or bas reliefs are quite popular, as are cultivations of bioluminescent fungi or alchemical glowing crystals. The other type of house is a mark of true prestige, a building that looks like something found aboveground, but built entirely on the surface of a tunnel (though sometimes at an angle). It’s a mark of prestige that you are taking this limited space and

putting something on it. One of the largest such complexes is the Shadow Conclave of Bitid Kelkom or the Royal Palace of Capheoli Derenok, though there are some other Dark Elf families who own such magnificent estates underground. To further show off their wealth, they will have things like underground fountains, hedge mazes artificially kept alive with magic and so on.

The average Dark Elf village is going to strive to have both an aboveground and underground component. The hub of such a village is going to be the central shaft. It will also be the administrative center of the town, with terminals on both ends of the central shaft, marking and logging all who pass through it. The rest of the village is going to radiate out of it. The surface is generally going to be dedicated to resource extraction, resource processing and the low-class industries, as well as some military facilities; while the underground is going to have the administrative buildings, residences of the Blood, the high-end military facilities, and the various spellcasting services. The marketplace is going to be based around the central shaft too, with some of the wealthier shops that have a permanent place being transterranean, to allow their shoppers to bypass the central shaft.

Very few Dark Elves own buildings that are tall. When a Dark Elf community goes vertical, it will almost always dig down and excavate, instead of reaching for the skies. While there is no fear against it, there is a deal of cultural conditioning. There are two exceptions, both found in the Blood caste. The first are defensive structures – it’s hard to beat a guard tower after all for getting line of sight on the enemy. The other are the observatories of the Priestesses. If a settlement has one it will usually be the tallest buildings and if the terrain permits will be placed as high as possible (often leading to competition between the Priestesses for the best real estate). It will also generally be close to the central shaft, for the sake of expediency and efficiency. Underground observatories powered by magic do exist, but are very expensive and are found in larger cities.

The two primary utilities of a Dark Elf settlement are going to be aqueducts and ventilation shafts. The Dark Elves, despite being absolutely incompetent as far as having a navy goes generally enjoy swimming and water recreation. One of the defining features that separates a Dark Elf village from a small town is the presence of a public bathhouse. Dark Elf waterworks are generally complex and convoluted, lacking the efficiency of ones

made by the dwarves, but are generally more aesthetically pleasing, and utilize magic to weave them in creative and interesting ways. The more affluent Dark Elf homes are going to have their own water systems, including things like pools, hot tubs, private bathrooms, fountains, and so on. Bitid Kelkom the city (not the nation) actually uses aqueducts as a method of public transport around the city and has the largest artificial pool in the world, coupled with a transterranean water-based amusement park that is open to all, and a major source of prestige for all the foreigners who visit.

The other utility network is the complex system of air shafts. There are three main types: passive, mechanical, and alchemical. The passive ones are just shafts bored in the ground that passively allow for the exchange of gases. These are usually coupled next to the various transterranean buildings of a Dark Elf settlement. Mechanical ones are rarer, as that tends to be more of a dwarven innovation. Still, those settlements that have regular trade with the dwarves will have these. Sometimes they are powered by magic or golems, but that only happens in the larger Dark Elf cities. Alchemical ones are an ingenious invention, a type of crystal that clears the air and makes it breathable. These are usually placed in the various locations of a settlement, ensuring cleaner air for all. Unfortunately, they do need to be replaced on a fairly frequent basis, so these will also be less common in the smaller villages.

### *Animals*

The Dark Elves were forced to adapt to their first cave habitats and thus were also forced to learn how to use the various cave-dwelling animals. Due to the Conversion process and the resulting changes to their biology, philosophy, and magic they no longer have the intrinsic connection to animal life to that the other elves still retain. They rely on more traditional methods of animal training, such as the stick and carrot – sometimes literally. These following descriptions are obviously non-exhaustive: other animals are also used by the Dark Elves but aren't part of their cultural heritage. Above-ground settlements have things like cows and horses, and many Dark Elves appreciate cats and dogs. Still, most Dark Elf animals are those that are found naturally in their caves.

The most common animal subtype that the Dark Elves have are the various cave lizards. Ranging from livestock to pet to war beast, the lizard has been with the Dark

Elves since the time of the Thirty Survivors. Small lizards are used as pets and poultry, while large lizards are used as beasts of burden, mounts, and attack animals. Lizard meat is commonly available as are lizard eggs. Any and all lizards are used by the Dark Elves, filling different niches in their society based on the natural inclinations of the lizard. Naturally, those Dark Elves that worship Yig tend to both use lizards more frequently and take better care of them. The same goes for the other two cold-blooded animals domesticated by the Dark Elves. All snakes are prized for their highly adept sensory organs, often used as a tracking animal. Snakes that are venomous are of course used for combat and assassinations. Frogs are mostly a decorative pet (and a source of recreational high) but some Dark Elves swear by giant toads who can swallow their prey whole and then regurgitate their valuables.

Spiders are another popular household animal (arachnid) that are domesticated by the Dark Elves. Most Dark Elf spider trainers have enough training to utilize them as a source of spider silk that is used by the Dark Elves to make their clothing. It is only those who are devout worshippers of Neliceruge who possess the skills and talents to use spiders for mounts and trained attack animals. It is a mark of one's faith when one has a spider for a pet. Admittedly, some other Dark Elves also know the secrets, but they make sure that these secrets are kept hidden, because angering the worshippers of the spider Kami tends to result in poisonings.

Bats are another popular animal. They mostly fill the same niche as the falcon does on the surface – that of a hunting bird. Long ago, when the Dark Elves were the terrors of the night, they were used to pursue prey in the pitch darkness on moonless nights. They still do the same thing, only on a less massive scale. Another use of the bat is for the purposes of sending messages between Dark Elf settlements and to that of their allies. Many a human trader has started to expect a bat with a tiny scroll case attached to their leg to hang from their rafters in the morning. Generally speaking, fruit bats are used for messaging while vampire bats are used for hunting and tracking.

The greatest triumph and vengeance of the Dark Elves was the victory and pacification of the cave horrors that plagued their race from the moment they made Planefall in the cave. The cave horror, or more properly, the Underdweller looks like a flying manta ray with two

tails, and no bones to speak of. They are resistant to magic, secrete acid, and can manipulate sound waves – resulting in a predator that is perfectly adapted to the caves. They were naturally animalistically cruel, delighting in tormenting their prey before killing it. Naturally, after the Dark Elves became what they are, they were able to press the horrors until only a small breeding population of them remained. And so, the Dark Elves were able to alchemically lobotomize them and make them obedient to the wills of the Dark Elves. That said, a great social stigma still exists against these creatures, so they are not used frequently. When they are used, they are used as a force of destruction only, unleashed against the enemy and then caged again. It is hypothesized that the creatures were on the verge of becoming sapient, which is why the Blood watches carefully for curious outliers and make sure that no spark of thought can be detected in the horrors. If there was, they would all be culled immediately.

### *Cuisine*

Dark Elven food, if one were to use a single word to describe it, is flavorful. Using their inclinations towards alchemy, the Dark Elves have created spices and additives that render their foodstuffs the kind of flavor profiles that can either replicate the taste of something natural... or sometimes even a flavor that isn't found in the real world. The actual base food is really more of an afterthought, and surprisingly to many, Dark Elves keep a diet that is very similar to that of other elves. There are also some dwarven influences due to the fact that both races occupy a similar ecological niche.

The staple of Dark Elf food is plant-based. Like other elves, they are capable of extracting maximum nutrition from plants. Leafy greens are the most popular, such as kale, spinach, arugula, and so on. Cabbages are also consumed though less popular, seen as more of a human food. Dark Elven communities that are near the coastline and trade heavily with the Sea Elves will gladly consume the various seaweeds that are traded. Tubers and root vegetables are rarely consumed unless heavily spiced.

All elves will eat meat, but the Dark Elves developed a taste for it. Almost all meat would be eaten and there are of course rumors that in Cavigh Istion, human and demi human flesh were consumed, and that nowadays, the temples of the Cupbearer sometimes practice the consumption of sapients. These rumors have not been

verified. That said, Dark Elves will eat any kind of meat – whether red, white, fish, reptilian, and even insects are consumed. The surface settlements of the Dark Elves raise these animals themselves, or trade them with any nearby humans/demi humans. Fish is mostly sourced from the Sea Elves. Insects are generally produced by the Dark Elves or the dwarves and once a foreigner gets past their initial disgust, the flavor profile, supplemented by alchemy is quite enjoyable. Reptilian meat is also produced by the Dark Elves as well.

A common misconception about Dark Elves is that they are very big on mushroom farming. This is untrue. Dark Elves enjoy a good fungus mostly for recreational purposes and are rarely used as a food staple, since the amount of space required for mushroom farming is better taken up by other facilities. Besides, the Dark Elves will trade with the dwarves, Dark or otherwise, and will absolutely partake in the mycoculture of the latter. Recreational mushrooms, especially those that are used as a precursor for more complex recreational alchemical substances are cultivated by the Dark Elves themselves in highly specialized farms that are smaller in scope to that of the dwarves and generally rely on animal-derived substrate supplemented with more alchemy.

Dark Elven spices are, without a doubt, the most precious legal substance that they produce. Using their alchemy, they have managed to produce flavors that can make a potato taste like a roast, water taste like lemons, and so on. There are massive groups of arcane and divine researchers that study how to turn a white powder into something that'll taste like something out of this world – sometimes even literally, for times when a Dark Elf Priestess is entertaining a daemonic guest. Whole competitions exist about who can consume the strongest flavor available, with some Dark Elves actually dying due to respiratory failure.

The Dark Elves make sure to regulate their market to some degree, making sure that the secrets of their production do not escape, but also so that the prices of these artificial spices remain competitive with naturally produced ones. An example of such a spice is a modified salt that is saltier than the original, but also imparts a savory taste to the food that regular salt doesn't, and despite a few people experiencing headaches from it, it's still one of the most popular Dark Elves exports. Some spices also impart extra nutrition in their food, so lizard meat jerky prepared by the Dark Elves is treated

with a curious powder that staves off scurvy for longer periods of time.

There are some curious exceptions to Dark Elven food. For instance, milk and milk-based product are almost never consumed directly, due to the natural lactose intolerance of the Dark Elves. Bird eggs are rarely consumed, with a strong cultural preference for lizard eggs. Eating food without any sort of spices is practically unheard of – even slaves will get spices in their meal. There are almost no restrictions on beverages in Dark Elf society, but fermented alcohol is much less popular than distilled alcohol, and the latter will usually have all sorts of infusions in them. Fruits are mostly used for the aforementioned infusions and aren't frequently eaten raw, due to the fact that most Dark Elven settlements don't cultivate them.

### *Fashion*

The Dark Elves have two primary sources of fabric. One is cotton via the limited amount of cultivation and processing of cotton. Truth be told, the majority of cotton comes from trade with others. The other one is spidersilk, which was originally done by the faith of Neliceruge, but has since expanded beyond it, with vast spider farms churning out spidersilk by the yard. Other fibers, such as hemp and flax are used, but nowhere near the level that the two have. There have been some relatively successful experiments with using alchemy to create fabrics, but remain the domain of specialized and expensive equipment – though some who wish to flaunt their wealth may choose the alchemical fibers.

Fashion among the Dark Elves tends to fall into two categories – showing a lot of skin or showing no skin, with very little in between. Those Dark Elves that choose the former are appreciative of their bodies, as well as the bodies of well-proportioned slaves and allies, and see no reason to cover the body up. Instead, clothing is used to accentuate the body's natural beauty, and hide any blemishes that detract away from it. The other group sees their appearance as something special, or perhaps a reward, and thus do not readily reveal it to the casual observer. With this group, there are two further sub-groups: ones that prefer clothing that conceals the body but contours it – usually by utilizing spidersilk or leather – and the other group that believes in bulky clothes and armor. The latter group tends to use their clothing as a canvas to create ensembles that convey some sort of message.

While there are no hard and fast rules, there are certain trends in the blood hierarchy. The Blood tend to go for either very revealing or very concealing outfits, either to flaunt their beauty or keep it away from those who are unworthy. The upper stratum tends towards the very concealing outfits due to the rigors of their social role and the specialization of their equipment. Those Dark Elves that deal with other humanoids tend to use clothing as a tool and thus will use whatever clothing style best fits their purposes. Slaves are obviously dressed by their owners, generally based on the function that they serve.

### *Gladiators*

This is the second most popular form of entertainment for Dark Elves in general and the most popular public arena kind of entertainment. It must be immediately noted that gladiator fights are not just a form of entertainment – they are also a method of conflict resolution in courts of law. But the philosophies and inclinations of the Dark Elves took the concept of trial by combat and decided to make a spectacle out of it. The more witnesses to the victory the more “real” the decision feels.

Gladiator fights come in many different forms. The most common one are slave fights. They happen very frequently – in fact, at the height of Cavigh Istion, there were free slave fights going on every day. They are simultaneously the most popular, because they're cheap and plentiful, but also the least popular because there's usually low stakes, low interest, the slaves aren't all good looking, and so on. It'll do in a pinch, but if there's something better out there, most Dark Elves will flock to that.

The next scale is the gladiator fights of the lowest stratum of Dark Elves. They are created for this kind of thing where their shadowed blood sings out when they are fighting in an arena. These are the most popular ones – the lowest stratum are still Dark Elves so they're a treat to watch, there's genuine risk if someone dies (since the life of a Dark Elf is obviously greater than that of one who is not), and in general, because of their biological imperatives and training, the entertainment is top notch.

The higher castes and the Blood sometimes also engage in gladiator combats, but there are rarely championships that are exclusively upper stratum or

Low Blood, for example. Instead, what is more likely is due to some reason or another – whether personal interest, or a court case, or wanting to make some money by betting on yourself, the higher-ranked castes will engage in the same championships as those in the lower castes. This is also the only time when the rigid blood hierarchy can be upended. It has happened where an unprepared Oppressor was brutally murdered by a Gladiator. It goes without saying that a couple of days later, the Gladiator in question was poisoned in his own home, but nevertheless, it remains an important way for the lower strata to vent their frustrations against their rigid positions in life. It also goes without saying that the Blood do not engage in fights unless they are sure they can win.

There are also other types of fights as well. The standard fight is combat between two gladiators, but you also have massive melees, or animals and beasts versus demi humans. Prisoners are often sold into slavery and are then allowed to fight for their freedom, in a way making a court case of “I deserve to be free,” and their victory in the pits proving that yes, they in fact do deserve it. Due to Dark Elf culture being what it is, almost all fighters engage in some kind of doping, including the slaves. There are fighters who claim to not be, but nobody buys it of course. Most fights do not have restrictions on magic – the harsh meritocracy of the Dark Elves says that if you have magic or own magic items, then why shouldn’t you have access to it?

There is a great deal of culture around the fights as well. Betting is very common and bookies exist to facilitate this. Many wealthier families will have it as a matter of pride to own several fighting slaves who participate in the pits or even adopt in a lowest stratum Gladiator who can represent them in the pits and the courts (the two being the same). Smaller families will come and cheer for their favorite gladiator. The gladiators themselves can get quite popular and in fact go on fighting tours from settlement to settlement. Even slave gladiators that make a name for themselves are given respect, as is appropriate – and even if one doesn’t really qualify for Conversion via the stars saying so, the option might be offered as a prize... with survival not guaranteed.

### *Sexuality*

Sex is the primary source of entertainment for Dark Elves. Since it cannot be used for procreation, it is used

as therapy, diversion, a fun pastime, a competition, a method for political advancement, and so on. There are almost no religions that require a Dark Elf to take up a vow of celibacy and the few that do are seen as weird deviants. There are no formal rules on sexual relationships because sex, marriage, and procreation are completely separate from one another. Dark Elf attitudes towards sexuality are derived from their biology.

The first is the obvious one – no sexual union will result in a child, which defeats the primary biological purpose of sex in other species. This means there’s no risk of getting pregnant, no need to be concerned about bastards, or having any sort of physical evidence of an affair. Most marriages in Dark Elf society are monogamous and might even be stipulated in the marriage contract. Polygamy is not frowned upon and it really depends on the family unit.

The other aspect of Dark Elf sexuality is the gender ratio. Women outnumber men three-to-one, so while female-male pairs are the goal, they are not always possible. First off, many Dark Elf women tend to engage in homosexual relationships, against which there is no stigma. The other is the role of men. Generally speaking, men are the lesser sex in the Dark Elf matriarchal society, and as such, unless they are married, they will be passed around from woman to woman with no real say in the matter. And the truth is, this does happen. But a pragmatic-minded male can absolutely use this attitude to leverage his position to “climb the ranks,” and achieve greater personal goals.

Because of these two chief components, Dark Elves have a very laid-back attitude towards sex. Outside of the marriage contracts that expect monogamy, sex is free and readily available in many social situations. Almost all taverns will have a brothel attached to them. Most religions will have a sexual component. Pleasure slaves are always in high demand and there are those who made their fortunes doing so. Dark Elves are not shy about having sex with slaves and foreigners and quite a few of them work as prostitutes, courtesans, entertainers, and so forth in human and demi human regions, with no cultural stigma against it internally, though obviously there are those who decry the loose morals of the women and men of the Dark Elves.

With all this, it must also be noted that in addition to being entertainment, Dark Elves do recognize the power

of using sex as a trade good and method of influence. As mentioned before, Dark Elf men can be passed around within the same social group to generate favors and influence for both the women and the men. The Dark Elven courtesans use their beauty and sexual prowess to influence the foreigners. And since Dark Elf society generally has their obsession about power and dominance, there is no real concept of power imbalance in sexual relations beyond the most obvious slave-master relationship.

### *Drugs and Recreational Alchemy*

When one refers to drugs, one refers to both naturally found substances and ones synthesized in an alchemical workshop. Drug use permeates every single layer of society. From slaves being fed fertility-enhancing drugs to the Priestesses using mind-altering substances to better open their third eye, there isn't a level of Dark Elf society where drug use isn't a thing. Drugs are used to enhance performance, to relax, to heal, to hurt, to supplement a diet, and so much more.

Dark Elves make a clear distinction between drug use and drug abuse. The informal policy is simple – if you're capable of functioning within your role in society, you're fine. If you cannot, then it's drug abuse. Given the harshness of Dark Elf society, there is no particular sympathy for the abusers. They generally are left to fend for themselves or rendered aid by their families. This is coupled with the fact that Dark Elves as a whole are generally healthy of both mind and body so drug abuse is fairly uncommon. Not true for the slaves of the Dark Elves. There, drugs are used quite often to keep them performing, breeding, and generally compliant. The slave that can function without drugs is considered to be exemplary and will often be used for breeding purposes.

Drugs are also a major component of trade for the Dark Elves. More than half of it is legal drugs and medicines used for things like control of fertility, medicine, and even some physically non-addictive relaxants. Of course, the dark side of this is that there are often addictive substances sold as well, and the Dark Elf traders are more than happy to provide. The apothecaries and alchemists of the Dark Elves pride themselves on being able to make drugs tailored for some species over others, so everyone can get exactly what they want – the Dark Elves do not question or judge, just provide.

### *Festivals and Celebrations*

Like any people, the Dark Elves enjoy a good party and operate under the adage of “work hard, party hard.” That said, when you're youthful for a couple of centuries, can have sex with no consequences, access to all sorts of recreational alchemy, and live in a society that is based on hedonism, survival, domination, and a hierarchy? Your parties tend to be quite a bit more rambunctious than of the other species.

The Summer festival is called the “Concupiscence” and is one that is devoted entirely to carnal pleasure. It is considered extremely impolite to say “no” to a proposition. In fact, culturally, this is around the time when most couples end up getting married. This is also a festival of showing off – whether wealth, physical prowess, magical power, conquests, so on and so forth. People wear their best, decorations are all over the place, and everyone is trying to impress everyone else. Which in turn, fuels the aforementioned carnal pleasures. This is a festival where the Blood and not-Blood freely co-mingle. The celebrations last anywhere from a day to a week, depending on the size and wealth of the settlement. Naturally, the Priestesses of the Cupbearer are the busiest during this time. Foreigners are welcomed to participate, which makes Dark Elf settlements very popular during the summer and those that can afford it tend to remember it fondly. It is also when those that began Conversion during the New Year festivals would be transferred to their families.

The Autumn festival is referred to as the “Wild Hunt.” It harkens back to a time when the Dark Elves of Cavigh Iston would range from their dark domains, seeking victims of their cruel hunts – whether hunted for sport, kidnapped for slavery, or participants in the capricious games of the Dark Elves of yore. In modern times, the Dark Elves have mostly moved away from that tradition – though it is not necessarily entirely safe to be a small hamlet close to a group of particularly traditionalist or Chaotic Dark Elves. Instead, the Wild Hunt has taken two new meanings. The first is that of a harvest festival. Hunting is still done, and in addition to game, people bring in the crops and the livestock, and the lizards, and so on and so forth. The other aspect is that of exploration. Usually, the younger Dark Elves might choose to leave the family home and strike out on their own during this festival. The family will give going-away presents and the young Dark Elf will leave, either for a time, or to look for a new family of their own.

The Winter festival is known as “The Day of Reckoning.” It is most associated with the Scrivener and the Speaker. It is one of the more subdued celebrations of the Dark Elves, inasmuch as anything they do is subdued when partying. The drugs and booze still flow freely, but at the same time, this is a time of reflection and tallying. People tally their wealth, their friends made, their favors owed and so on and so forth. It is also a day of when grudges are officially decided on. Not necessarily shared, but the Dark Elves have a long memory and a proclivity towards domination and survival at any cost. Nevertheless, work tends to pause during these couple of days as the tallies are made and recorded.

The Spring festival is “New Year.” The first and obvious is that this is the day during which the process of Conversion begins. See the section on Conversion for that, but generally speaking, those lucky (or unlucky) to be selected for Conversion are selected and then shipped off to the vats for Conversion. Officially the festival lasts only for a day, but unofficially, Dark Elves take the day off whenever a batch is decanted and released back into bidding, or whenever a family adopts a newly Converted Dark Elf. This is also why it marks the start of the calendar year. It is also a time when the Dark Elves start planting, begin mining operations, and in general restart the industries. It is also the time that planning for the next year is done.

There are some commonalities to all of the festivals of the Dark Elves. Other than Concupiscence, most of the Bloods and not-Bloods keep their celebrations separate, barring the Priestesses. The latter are usually the leaders of the various ceremonies, prayers, and so on. All of the festivals have a sexual component to them, some more than others – but the Dark Elves don’t need a reason, they need an excuse. The same applies for recreational drug use. Slaves are usually allowed to not work on festivals, but this would depend on the size of the settlement and how lenient these particular Dark Elves are.

### *High Arts*

This doesn’t refer to art produced under the influence of alchemical substances, though it could. Instead, it refers to the various ways that Dark Elves choose to express themselves. The Dark Elves are still elves after all, and prefer to be surrounded by beauty, and where beauty is absent, they create it. Due to the circumstances of Dark Elf society being the way it is,

there are some aspects of art that is more popular than others.

Dark Elven music is probably the thing they share the most with the rest of their elven cousins. Unlike the rest of the elves, who generally go for small troupes in communal spaces, the Dark Elves prefer things a little bit more dramatic. They utilize natural caverns for concert halls and have a very complex form of music consisting of trained performers trained in a single instrument, who then play in symphony with others. Bombastic and melodramatic performances with a beautiful singer belting out an aria while an orchestra of three hundred accompanying them is a transcendental experience and popular among all Dark Elves as well as foreign visitors to their domains. Any large Dark Elf city is going to have an underground concert hall, which will often be found next to the various gladiator arenas, which tend to form the central hub of the entertainment district. To this day, aficionados of symphonic concerts and operas bemoan the loss of the Tenebrous Circle, the massive complex that could house six thousand attendees and host three performances simultaneously.

This is not to say that other styles of music are not popular. Dark Elves are fond of entertainment in all shapes and sizes and one half of the middle stratum is well practiced in creating entertainment. While those that tend to remain in existing Dark Elven nations tend towards the classical styles, the ones that go out into human and demi human lands prefer to adapt and improve on styles that are popular there. Sometimes, this modern music will wind up being the subject of being re-written in the symphonic style to better appeal to Dark Elven sensibilities. But music is not exclusively limited to the Cantors – nobody would bat an eyelash if a Gladiator, Oppressor, or even a Priestess chose to learn how to perform on an instrument. In fact, this is one of the ways that groups of Dark Elves of different levels of the blood hierarchy travel together, by being in a band of performers – and if they become renown enough, they might get an opera written about them.

There is another type of popular performance art among the Dark Elves – shadow puppetry. Given the fact that light isn’t a necessity for their communities, it wasn’t something that the Dark Elves thought about. At the height of Cavigh Istion, a Dark Elf Blood realized that light can be used for the purpose of entertainment and his work caught the attention of one of the Sixteen

Families. It spread like wildfire, turning something that was seen as a curiosity into something that is enjoyed by the underground denizens. Using different colored light, magic, and alchemically treated screens, the most phantasmagorical and complex performances are made. They are often accompanied by the symphonic music and almost never with vocal accompaniment.

Sculpture is the primary form of visual art in Dark Elven structures, no matter what their location is. More spacious homes will have large free-standing statues, while more compact homes will have bas-reliefs or statuettes. Large spaces will often have statuary gardens and tradition dictates that the central shaft of any Dark Elf settlement should be decorated with statues in alcoves, the walls carved with bas-reliefs to please the eye as one descends or ascends. Some Dark Elf architecture will incorporate the statuary right into the various columns and arches of the larger and more official administrative buildings.

Painting is not very big in the underground sections of Dark Elf settlements, due to the general lack of light. Thus, painting is considered to be the domain of those who have less money and prestige. As such it is generally underdeveloped and in fact rarely considered to be "art," instead being used as illustration or decoration instead. Despite this, paints and dyes are a major export of the Dark Elves due to their alchemical heritage, prized by human and demi human painters. Even Sea Elves appreciate the fact that the Dark Elves have created paints that work underwater. Obviously, the High Elves and Wood Elves wouldn't be caught dead using pigments produced by the Dark Elves.

Mosaics are very popular alternatives to pigmented art. The alchemists of the Dark Elves have created materials that have different opacities to Dark Elf infravision, and thus three-dimensional mosaics were created. Additionally, due to the fact that the Blood have better infravision than the not-Blood, the pinnacle of mosaic design is that depicts one thing for foreigners and slaves, another for the not-Blood, and only revealing its dizzying beauty, or complex meaning to those at the top of the blood hierarchy.

Dark Elven script and language has mostly gone unchanged since Planefall. The Dark Elves use two methods of writing, the classical and the modern. The classic method is ink on paper and they use luminous ink to write in the dark. Sometimes a single book will

have different texts by utilizing luminescent ink of different colors and lenses that block out other colors. The other method is a shorthand version consisting of raised dots on a flat metal or stone surface. The delicate and sensitive fingertips of a Dark Elf can discern what these raised dots say. It is considered to be a more vulgar method, but one cannot deny its effectiveness.

Dark Elf literature tends towards two extremes. It is either extremely pragmatic and curt, relaying only the information that should be conveyed and nothing more. This is usually written in the vulgar style and used for bills of sale, letters to foreigners, accounting, and so on. The other, more popular, and classic style is the esoteric and flowery language often coached in riddles, euphemisms, and metaphors. All literature is written in this style, whether fiction or non-fiction. Spell books, alchemical manuals, love poetry, and even intelligence reports are written this way. Dark Elven literature is not for the faint-hearted and thus isn't quite popular outside their domains. That said, Dark Elves are universally literate and enjoy their own literature, as well as that of others. In fact, some slaves are prized for their ability to tell a good story and often fetch a high value on the market.

## **Military and Foreign Relations**

### *Armies*

Generally speaking, Dark Elves do not field massive armies as they do not have the population capacity for it. This isn't to say that the Dark Elf military is non-existent. Both Capheoli Derenok and Bitid Kelkom have robust militaries that they use to project power. But compared to almost any other race barring the High Elves, the Dark Elven military is forced to creatively supplement their low manpower. Thus, the Dark Elves have come up with several solutions to this problem.

The first and most obvious is the use of mercenaries. They have enough money to buy mercenary companies, especially when they can pay them in things that aren't necessarily tangible goods and services, such as favors, blackmail, opportunity to indulge in vices, and so on and so forth. Cold hard cash is also available, especially in the larger settlements. Human and demi human mercenaries are most often used defensively. High Elves and Wood Elf mercenaries are obviously never employed. The Dark Elves are also not picky, and they

absolutely will use beastmen as mercenaries as well, especially considering the fact that the Priestesses know words of command that speak to their tainted blood. Generally speaking, the Dark Elves make sure to use either one group or the other, and mixed units of humans and goblins are almost never a thing – unless they're particularly Chaotic humans, but those are usually used to project power rather than being used defensively.

The regular armies as fielded by the Dark Elves that aren't contracted have several different groups. The first and most numerous are the slave warriors. Not very effective, as befits most slave labor, but they get the job done. Slaves that survive for multiple battles will be given their freedom and the opportunity to undergo Conversion, even if the odds are low.

The bulk of the army that's composed of true Dark Elves are the Gladiators and Oppressors. It goes without saying that the Gladiators are practically bred for fighting, though as a trend, they're better at individual fighting than when fighting as a unit. That's where the Oppressors come in, who are the exact opposite – they are better as a unit than individually, so the two complement each other's strengths and cover for their respective weaknesses. Generally, then, the regular army is going to consist of a large group of slave warriors, who are being driven by the Gladiators, who in turn are led by the Oppressors. The other strata are often attached to armies, but usually in a more irregular fashion. The Mutants, depending on their mutations are used accordingly. The Provocateurs, while primarily non-combat do have a talent for disrupting the opposition. Vigilants are used as scouts, but also provide excellent ranged capability. The Blood, when not operating in leadership positions are also in a leadership position, providing heavy magical support.

### *Magical and Alchemical Support*

Magic is a great asset on the battlefield and the Dark Elves use it to their absolute maximum potential. While a great deal of Dark Elves have access to magic, the Blood are the most magically inclined of them all. The Commandos specialize in sabotage and subterfuge, though they are not restricted from blasting the enemy into smithereens. The Sorcerers have massive reserves of arcane spell power that they can draw on. They use this to devastate the opposition or to shut down other

enemy spellcasters. Finally, the Priestesses are both arcane and divine casters. As the primary source of the blessings of the Aeons, Daemons, Kami and so on, their role on the battlefield generally deals with support – but it would be foolish to assume that they couldn't bring their arcane might down on the opposition as well.

There are other uses for magic – conjured beasts, illusions over ravines, shaping of terrain, and so on are the domain of mages. Over the ages, the Dark Elves have developed a plethora of spells dedicated to modifying the battlefield in such a way that practically ensures their victory. The fact that the Dark Elves are more than happy to make pacts with the various supernatural entities of this world and the world beyond also makes their victory more likely. Many armies were broken by hordes of vicious daemons called by the conjurers of the Dark Elves.

Drugs, poisons, and alchemy also have a place. Almost all the forces will be using drugs of some form or another. The slave armies will be dosed with or without their consent, but the Dark Elf regulars will also want that edge. Even the mercenary armies will be likely to partake and the Dark Elves would be more than happy to provide, especially if it results in "repeat clients." Likewise, using the various drugs to affect the enemy is a tried-and-true tactic. Why poison a well and make the enemy realize that it's poisoned when the first soldiers die, when you can instead put in a slow-acting poison that'll make them sick or drive them to attack their own allies? Most Dark Elves will poison their weapons as well, making it that much more likely for a lethal outcome.

### *Overview of Strategy*

The Dark Elves have a word for someone who fights fair. It translates to "imbecile," or if one insists on being translating accurately "someone who doesn't have their heart in it." The Dark Elves absolutely do not fight fair. Like any intelligent military, they prefer fighting battles they have already won. Of course, their attitude towards what's considered acceptable is a lot more open than others. So, they see nothing wrong with assassinations, poisoning wells, burning crops, chevauchee, and so on and so forth. Breaking the spirit of the enemy is also considered fine, such as trapping the bodies of captured prisoners, or using poisons. They

use their natural enhancements to their advantage, such as only attacking during the night due to their infravision, or using magic to debilitate as much of the opposition as possible. Sometimes they even will just pay a group of people off to not deal with the whole situation and still call it a victory, especially when dealing with the shorter-lived races.

If combat absolutely needs to happen then the Commandos and Provocateurs are absolutely going to do their best to do as much damage to the opposing force from stealth as possibly. Whether that involved sabotaging bridges, or sniping away at sentries, or poisoning wells, they are going to do everything to utterly break the morale of whoever they're fighting. If a trapped ambush could be prepared, they would lead the enemy into it. So, when the actual battle begins, the enemy should already be broken and not have the will to fight.

The actual combat sequence is that in almost all cases the slaves, beasts, and mercenaries go in first, in that order. The Dark Elves themselves will generally not commit to the fighting unless they absolutely have to, considering that they generally value their lives that much more. This gives them a reputation for cowardice, but the general Dark Elven attitude towards that is that it is better to be thought a coward than to be dead. According to Dark Elf warriors there's not a lot of room for the notions of chivalry on the field of battle.

Naturally, this does have some negative knock-on effects. The first is that generally speaking Dark Elves are slightly more prone to being routed when confronted head on. If their disruptive tactics fail to achieve the demoralization effect and the enemy is committed to a fight of attrition, the Dark Elves will generally cut their losses, throw the expendable slaves, beasts, and mercs into the meatgrinder, and retreat – whether to a more advantageous position where they can regroup or just in general. The other is that due to the harshness of the way the Dark Elves fight, it has given them a certain reputation. And while it is known that the Dark Elves pay handsomely for prisoners of war, the truth is that many do not wish to deal with Dark Elf prisoners, due to this aforementioned reputation. Though they obviously would make decent slaves physically – whether as warrior slaves or pleasure slaves – the truth is that the Dark Elven survival instinct makes them almost impossible to control, and thus,

very few bother. So, it's either ransom or a slit throat with a tendency towards the latter.

Finally, there are two enemies that the Dark Elves do not fare so well against. The first is the Dark Dwarves. Since they use the undead and machines in combat, many of the demoralizing tactics that the Dark Elves use are completely useless and the Dark Dwarves are masters of attrition-based warfare, which is the weak point of the Dark Elves. The other is their hated enemies, the High Elves. While in a straight up skirmish, the Dark Elves might have the upper hand if everything else was equal, the fact is that the High Elves have a greater command of magic than the Dark Elves. Of course, no Dark Elf would admit to it where others could hear, but at the same time, this is the reason why Bitid Kelkom was held at bay by the comparatively smaller forces of the High Elves.

### *Navy and Marines*

The Dark Elf navy is an absolute joke. It exists, yes, and the Dark Elves make sure to keep it supplied and the ships in tip-top shape and all that, but the truth is, that the Dark Elves just don't deal well with the concept of naval power, ship to ship combat, and so on. This is something that they prefer to let their Sea Elf cousins to deal with and pay them good money to do so, or to hire mercenaries. That said, a Dark Elf Commando does make a pretty good marine if the situation calls for it, so if the Dark Elves can actually land a boarding party, then it's a toss-up. Still, the general attitude is that the Dark Elves just don't do naval combat and prefer to outsource it.

### *Foreign Relations with non-Elves*

Given the history, biological imperatives, and social proclivities of the Dark Elves it comes as no surprise that nobody really likes the Dark Elves. The reverse is also true – ultimately the Dark Elves care about other Dark Elves. Obviously, this is a gross generalization – Dark Elves are all individuals as are members of the other races and as such, people have individual opinions. Having said that, stereotypes exist and, in many cases, have a basis in reality.

The Dark Elves view humans as the perfect people to deal with. They are plentiful, they haven't achieved full mastery over their domains, and the vast majority of

them are prone to indulging their vices. Thus, the Dark Elves have no compunction about focusing their efforts on them – whether in trading, enslaving, entertaining, or Converting. Likewise, the average human dislikes the Dark Elves. Legends of a darker time when the Dark Elves were the boogeymen hiding in each shadow, ready to snatch your child away, and either murder you if they were merciful or take you into captivity if they were not - they still persist to this day.

At the same time, few can deny the dark, dangerous beauty of the Dark Elves or the value that they bring in. And many a human family have given up a child to the Dark Elves in exchange for money and medicines that would ensure that the other children would live and thrive... and in return the child will become beautiful, strong, and live for several human lifespans. Nevertheless, there is a low-level resentment at all Dark Elves and while more trade-oriented and cosmopolitan settings might be more accepting of them, willing to balance the risks; the more security-minded groups might be actively hostile or at least unwelcoming. Curiously, some humans take it further and despite not being eligible for conversion and unwilling to become actually enslaved, act as though the Dark Elves are actually superior to all other humans, and hope that by sucking up to the Dark Elves, they will be spared or rewarded. The Dark Elves view these humans as useful tools.

As is generally the case, exceptions abound. Some humans that are more morally flexible enjoy working with the Dark Elves. And those that are more cosmopolitan realize that the Dark Elves are the way they are and they cannot change their nature. Likewise, some Dark Elves will treat with humans almost as equals, often offering Conversion or enslavement to those who impress them. Even when those aren't on the table, they could develop a patronizing attitude towards their favored humans, rewarding good behavior and punishing behavior that the Dark Elf sees as bad, even if the relationship is that of nominal equals.

Regardless of circumstance, ultimately these are all trends that may or may not be true. Yes, the average peasant farmer will think negatively of the average Dark Elf. But a peasant who had his children saved by the ministrations of a Dark Elf alchemist? Or a wizard apprentice who had a Dark Elf roommate? Their

opinions might be entirely different, running the gamut from “the only good Dark Elf is a dead Dark Elf” to “I will give my life for my Dark Elf best friend.”

The dwarves and Dark Elves have had an interesting history. Despite occupying similar geographical niches, the dwarves are far more focused on the underground than the Dark Elves. And they both understand the notion of being a race that breeds slowly and every child is a blessing. And truth be told they are far too different almost to the point of being incomprehensible to each other. So, while the Dark Elves and dwarves sometimes have conflicts, they are both very lukewarm, and quickly hushed. There is a great deal of trade between the two but other than that, unless there's a particular cave that both want, there isn't much contact. Interestingly, astrologically speaking, the dwarves are rarely pointed to by the stars for Conversion and even if they are, the Priestesses of the more established settlements often choose not to pursue it, due to the breakdown in diplomacy it would cause since both races live for a long time.

The Dark Dwarves are a different story. During the Imperial Dictate, the Dark Elves were a client race of their, just as everybody else that they conquered. And while the Dark Elves managed to ingratiate themselves to the Nokor-Etar Empire, the truth was that the Empire barely tolerated them and there were several calls for their extermination. Cooler heads often prevailed, but the unlike the regular dwarves, the races were simultaneously alien and recognizable enough to elicit a hatred. Likewise, the Dark Elves let their hatred simmer for millennia until they were able to gleefully unleash it against the Dark Dwarves. No compunction against Converting Dark Dwarves exists either – in fact, many Dark Elves who lived through the Great Victory relish this. And while some groups of Dark Elves trade with some groups of Dark Dwarves, it's almost always done with armed guards on both sides on neutral territory, or even better, with go-betweens.

The Shining Ones, also known as the People of Yig are the mixed groups of cold-blooded intelligent peoples that live in the Southern jungles. The Dark Elves generally had reasonably favorable relations with them, due to Yig worship being fairly popular in Dark Elf lands before the Advent of the Aeons and even now, his worship is barely diminished. The Shining Ones often have rare and exotic plants and fungi from the jungle,

so the Dark Elves enjoy a relatively fruitful trade with them. That said, the People of Yig rarely need anything from the Dark Elves, with their cold-blooded placidness contrasting with the passionate shadow blood of the Dark Elves. There is some resentment regarding the fact that the Priestesses seem to know the right words to sway the minds of some of the lesser Shining Ones, but at the same time, the Shining Ones fight in a such a way that almost perfectly counters the Dark Elves, so the two remain carefully close with each other. Especially given that most regular humans and demi humans dislike them both equally.

Dark Elves do not think much of the free-willed undead. They fought with the Nokor-Etar and the Nightfall Dominion before, but they recognize the realpolitik of the situation. They also know what it's like to be hated by all, so they will generally tolerate them. They dislike the fact that there are few things that they can use to target them and the fact that the undead are dangerous in large numbers, so they prevent the accumulation of said large numbers in their territories. They are also careful with vampires since they are almost as good at exploiting vices as the Dark Elves themselves and in fact, Dark Elves have fallen prey to vampires in the past. Curiously, with a slight modification to the Conversion process, vampires can be Converted. Of course, the reverse is true and vampires can convert Dark Elves to more vampires, so generally the two will treat each other with guarded neutrality.

Beastmen are generally seen as the perfect race of warrior-slaves – but the Dark Elves recognize that often they require a delicate touch and that you catch more flies with honey. Ergo, the Beastmen are mollified with meaningless but cheap gifts and titles full of pomposity in exchange for servitude. The actual treatment that the beastmen get is fairly low, generally lower than slaves – in a combat situation, it is expected that the beastmen will go to fight first and take the brunt of it. Any survivors are of course lauded and praised, until it's time for them to die in the next skirmish.

Most intelligent monsters will generally be viewed favorably by the Dark Elves and the reverse is almost always true. Creatures like wargs, lamias, nightmares, and so on will gladly work with the Dark Elves, in exchange for a steady supply of food, treasure, and the respect the Dark Elves give them. Unintelligent dragons are fairly common if bribed with copious amounts of

food and treasure, as well as slaves to satisfy their cruelty. Intelligent dragons will work with Dark Elves, in exchange for more complex payment. True, treasure is exchanged, but tithes of laborers, political favors, magical services, Dark Elf concubines, and so on. Indeed some dragons voluntarily choose to undergo a process similar to Conversion called Infusion, which, while stunting their overall maximum growth and limiting their lifespan, they instead receive a massive boost in power, which the Dark Elves are more than happy to use.

The Shattered Empire remains as much of a mystery to the Dark Elves as it does to the rest of the world. Some Dark Elves have lost their minds to figuring out their secrets. It is known that some Dark Elves are found as members of the crews of the white submarines, and that the crews will sometimes attack Dark Elf settlements, with the Dark Elves not being able to prevent it. It is a mystery with no clear answer.

### *Elven Relations*

The Dark Elves remember the Elven Conclave. They remember the betrayal and those who stood with them. Thus, the relationship between the Dark Elves and other elves is simultaneously straightforward and full of complications.

The Sea Elves supported the Dark Elves during the Elven Conclave and the Dark Elves remember this. They never take Sea Elves as Converts. They are the most cherished trade partner, because of their shared heritage, the capability of establishing truly long-term trading relations, and the fact that they are masters of trade in their own domains. Thus, while the Dark Elves have no issue with logistics over the land, the Sea Elves are the masters of the waves. Sea Elves are often found in Dark Elf cities; especially given the curious affinity the Dark Elves have for complex water networks. Few Dark Elves visit Sea Elf cities because of this reason – it's concerning to the average Dark Elf to be under so much water, though of course diplomats exist. The Sea Elves also act as go-betweens between the Dark Elves and the other Elves.

The Wood Elves took the brunt of Dark Elven hatred for two reasons. The first one is proximity – the Wood Elves were closest to Cavigh Istion and then Capheoli Derenok, so this made them a target of choice. The

other is that the Dark Elves are more powerful in the magical sense, which gives them an advantage. The Wood Elves and Wild Elves (there is no true distinction to the Dark Elves) repay this hatred with their own, showing a kind of animalistic brutality that sometimes catches the Dark Elves off-guard. And the truth is that in a contest of guerilla warfare, the Wood and Wild Elves are better at it than the Dark Elves, so the two remain in competition. After the Great Victory, the Wood Elves have become insular in their former Golden Forest (now the Desert of Gold) and thus very resistant to the Dark Elves, while the Wild Elves are scattered to the various forests and cities, which makes them a better target for the hatred of the Dark Elves, and many human and demi human settlements have to deal with poisoned Wood Elves or skinned Dark Elves.

This all pales to the mutual hatred between the Dark Elves and High Elves. The High Elves were the ones who cast the tie-breaking vote against the Dark Elves, in their concern for Elven purity. And given the long memories of the two races, this enmity is practically in the blood at this point. Some outsiders have noticed to the chagrin of the two is that when Dark Elves and High Elves work together, they complement each other in a way that allows for amazing feats of magic, warfare, and society... but the instances of such cooperation happen maybe once every millennium. The Dark Elves are also sore at being second-fiddle to the High Elves in matters arcane and divine, which is why overt conflict between them is rare. That said, the High Elves have always acted as a damper on the power of the Dark Elves, and the Dark Elves oppose the plans of the High Elves preventing them from getting too powerful, so the two seethe at each other from a distance, and their conflicts are usually more destructive than that with the Wood Elves.

## **Dark Elf Race Mechanical**

### **Descriptions**

Minimum Requirements: 9s in all the stats. Dark Elf Conversion makes sure that only the fittest survive.

#### **Dark Elf 0 – 160 XP:**

Very pale, with skin maybe a very light grey, a delicate lavender, or powder blue. Dark Elves at this level are the underclass of their society, relegated to physical labor, or war, with little consideration from their fellow. This is considered to the Lowest Stratum. They enjoy the following benefits: They can detect secret doors with a proficiency throw of 8+ when actively searching and a 14+ on a casual glance. They are also immune to the paralysis of ghouls, as well as enjoying a lifespan of about 500 or so years. However, their time underground has given them eyes that can see in the darkness, giving them infravision out to 60 ft. They are also naturally at home in caves, meaning that on a throw of 11+, they can figure out the route they took to get there. Finally, Dark Elves are considered to be particularly inhuman. The character suffers a -1 reaction, morale, and loyalty of non-chaotic humans and demi humans; but a +1 to other Dark Elves and those in a subservient position to other Dark Elves. All Dark Elf Gladiators are Dark Elf 0, as are all Dark Elf Mutants (though they socially are even lower).

#### **Dark Elf 1 – 360 XP:**

Generally lavender, light cyan, or darker grey in color. These are the Middle Stratum, more adapted towards survival and domination. They gain a Thievery 1, on top of all the bonuses of the Lowest Stratum. All Provocateurs and Cantors are Dark Elf 1.

#### **Dark Elf 2 – 1185 XP:**

Usually light purple, violet, blue, or dark grey. These are the Higher Stratum and they receive all the powers of the Middle Stratum as well as increasing their Thievery by +1 to Thievery 2. It is also at this point that magic starts to come naturally to them granting them Arcane 1. All Oppressors and Vigilants are Dark Elf 2.

#### **Dark Elf 3 – 1970 XP:**

Usually dark purple or navy blue. These are the Low Bloods of Dark Elf nobility. The shadow blood imparts greater power, where their Arcane +1 power augments their natural abilities to Arcane 2. On top of the powers of the Higher Stratum, they gain one extra follower more than they normally could and increase the base morale score of all henchmen by 1. Additionally, if they concentrate for a turn, they can see magical auras for 2 turns (Detect Magic at will/1 turn). Their infravision has a range of 120 ft. All Dark Elf Sorcerers are Dark Elf 3 and all Dark Elf Commandos are mechanically Dark Elf 3, but can be Dark Elf 4 socially (as in they are High Blood, but mechanically treated like Low Blood).

#### **Dark Elf 4 – 2550 XP:**

The pinnacle of Dark Elf society, the High Bloods. Pitch black, obsidian, and onyx in color. They gain all the powers and skills of their lower brethren, but also enjoy Fighting +1. Additionally, their blood will literally whisper words of power and binding towards lesser chaotic entities. The character will enjoy a +2 bonus on reaction rolls when encountering intelligent chaotic creatures and they will be at -2 on all saving throws versus any charm spells cast by the character. Finally, the High Bloods have more potential than other Dark Elves and have their level cap increased by 1. All Priestesses are Dark Elf 4.

### **Stat Generation**

Due to the way Dark Elves exist there are a couple of ways to generate the stats. The first and most obvious is the one presented in the core book – you roll 3d6 down the line. Another option, is to roll 2d6+6, where at that point you're almost guaranteed a stat block that is going to be sufficient for a Dark Elf. For fairness, the Judge should use these rolls for other players. A more randomized option would be to generate two stat blocks using 3d6, but allow you to swap in between them, either with no restrictions, or only once vertically or horizontally. The final option is to roll up a character with whatever method you wish and then to have them undergo the Conversion process detailed on page XX, which, if the character survives, would raise all stats below 9 to 9.

### **Character Generation:**

Once you have selected a class, you may either roll for your HP for 1<sup>st</sup> level or just select the maximum. Likewise, you may roll 3d6 x 10 gp and spend it, as well as selecting any Proficiencies allowed by your class.

### **General Rules Conflicts:**

This text is written to be compatible with the Adventurer Conqueror King System, which in turn should be compatible with most d20-based OSR systems. That said, some of the rules here diverge from the core book. Generally speaking, the rules here supersede the ones in the core book. You are of course free to rule otherwise.

## Conversion Rules

The Conversion process is the way Dark Elves reproduce. They take a humanoid, subject them to the original Infuser or one of the alchemical infusion vats, and after some time, a Dark Elf emerges, with no memories of their past life. Of course, this process is fraught with peril, and even with the guidance of the stars, failures abound. A stronger human or demi-human specimen is more likely to survive the process. No beastmen have ever survived Conversion – they always die. Failures are most commonly mutants or dead. This is wholly dependent on the rank of the blood caste that the Conversion process is going to create – the High Blood require the strongest specimens, while the low stratum can afford a couple of mistakes in the process.

Priestess using her secrets of the cold stars (pg. XX) ability, the Conversion subject gets a number of rerolls equal to the highest stat bonus of the Priestess that they can spend. If the Conversion subject is a child under the age of 10, and they get a number of rerolls equal to 10 minus their actual age, with a child under 1 year old having 10 rerolls. Finally, if you are using Fate Points, they can be spent normally on the rolls: reroll any roll unless you rolled a natural 1.

So, what are the consequences for failure. For High and Low Bloods, it's always death. The Conversion subject failed to survive the process and is discarded. For the Strata ranks, it depends on the number of failures. If they failed less than the Mutant threshold, they successfully emerge as a Dark Elf. If they generated a number of failures less than the Death threshold, they become a Dark Elf mutant – technically a Dark Elf, but

### Conversion Failure Roll Threshold

<u>Blood Caste</u>	<u>Mutant Threshold</u>	<u>Death Threshold</u>
Low Stratum	3	4
Middle Stratum	2	3
High Stratum	1	2
Low Blood	0	0
High Blood	0	0

Conversion is dependent on the physical and mental strength of the Conversion subject. After a subject undergoes the Conversion process, at the conclusion of the incubation period, they roll a d20, and they need to roll under or equal to their stat. So, if their Strength is a 13, the need to roll a 13 or lower. They repeat this process for all of their stats. Failures mean that there's a chance of the subject dying or becoming a mutant. Consult the following chart for the thresholds, based on the rank of the blood caste that the Conversion subject is being Converted into. These rolls are made at the end of the Conversion process.

There are some caveats to these thresholds. Both the original Shadow Infuser and the alchemical infusion tanks allow the operator (almost always a Priestess) in charge to set the biological sex of the resulting Dark Elf. If a woman is to be created, the Mutant threshold increases by 1 for the Strata. It must also be noted that the Shadow Infuser is the only one that can make High Bloods and cannot create Dark Elf men. Furthermore, if the subject of the Conversion has been chosen by a

with a highly unstable physiology and being the lowest rank in the blood castes. If they generate failures equal to or greater than the Death threshold, their bodies couldn't handle it and they died.

On the other hand, if the conversion process is successful, any stats that were below 9 are raised to 9. Any experience that the character had is put into their new class that is chosen when the new Dark Elf finishes undergoing the Conversion process. They are then taken in by their new family and given schooling and tutoring, becoming a full-fledged member of their society. During this training, they make a save vs. Staffs or Wands every day. On a failure, they recall something from their past life, assuming there is something to recall. They repeat this process until they succeed, at which point, all other memories of the previous life are destroyed beyond any sort of psychic intrusion.

It's also important to note that the Conversion process isn't instantaneous. The Shadow Infuser works fast, turning the Conversion subject into a Dark Elf over an

hour. An alchemical infuser works much slower, over 3 months. Thus, it may be possible to rescue a person from one. If they are rescued within the first month, they may make a saving throw versus Death. On a failure, they are no longer capable of sustaining life and expire. On a success they are fine. In the second month, the same rules apply but the saving throw is made with a -4 penalty. On a success they are fine, but have developed some physical characteristics of a Dark Elf – pointed ears, darker skin, change in biological sex, etc. In the third month, rescue is impossible. Only a wish spell, or the like can restore such a person back to life as their soul has also been altered.

Let’s look at an example. We have a character, named Geraldo the Effervescent, a 3<sup>rd</sup> level fighter that made the mistake of drinking beer and eating candy made by an alchemist. His stats are STR 12, INT 11, WIS 5, DEX 11, CON 10, CHA 10 as well as 3 Fate Points. A conniving Dark Elf Priestess by the name of Jufo-Neek, with her highest stat being an INT 13, for a +1 bonus learned of this man and ordered him captured. To make a long story short, her underlings succeeded. She places him into an alchemical infuser where he undergoes the Conversion process for 3 months. She has set the device to produce a Low Blood woman and just to be safe, consulted the secrets of the cold stars to shift the odds into Geraldo the Effervescent’s favor. At the end of the three-month Conversion period, the player rolls 6d20, and gets a 7, 13, 4, 16, 8, and 5. Comparing those against Geraldo’s stats, we generated 4 successes and 2 failures. Normally, this would be the end for our bubbly hero, but he has one reroll from the ministrations of Jufo-Neek, as well as his Fate Points. The player decides that they don’t want Geraldo to die, so he spends the secrets of the cold stars reroll. He needs to roll lower than an 11 on both stats, so he rolls another d20 and gets an 11. That’s a success, but there’s still one 11 left to beat. Geraldo spends a Fate Point and rolls a 3! That’s a success. The player has the option of playing a Dark Elf Sorcerer or a Dark Elf Commando, and on being assured by the GM that playing a Sorcerer is like playing a barbarian with spells, opts to emerge as a Dark Elf Sorceress.

### **Simplified Conversion Rules:**

On the other hand, if you want to just do a quick and dirty estimation, without going through it on an individual basis, consult the following chart:

<b><u>Simplified Conversion Rules Table</u></b>	
<b><u>Condition</u></b>	<b><u>Odds of Success</u></b>
Baseline	36%
Converted into Female	68%
Child	92%
Priestess Uses Astrology	68%
Child Converted into Female and Priestess Uses Astrology	100%

Thus, if you want to just see whether a given individual survives the Conversion process, just roll 1d100 under the Odds of Success percentage and just pick the Blood Caste that they’re born into. Likewise, if you have a group of people, you can just say that depending on their conditions of Conversion, that many of them based on the Odds of Success percentage end up Dark Elves, and the rest end up dead.

# Dark Elf Cantor

**Prime Requisite:** INT and CHA

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 12

**Lore:** The Dark Elf Cantors are the primary entertainers of Dark Elf society but also often range beyond it, bringing their culture with them. Inasmuch as Dark Elves are welcome in other places, the Dark Elves are the ones who are generally more accepted. This of course leads to the fact that they often act as the eyes and ears to those who support them. The young and inexperienced Cantor travels around much like a traveling bard would, whereas one who's been around for quite some time has people coming to them, whether to attend their performances, or to retain their services.

**Mechanics:** The Dark Elf Cantor is a lover not a fighter. At first level, Cantors hit an unarmored foe (AC 0) on a 10+ and they advance in attack throws once every two levels (like a thief). They make a cleave once per two levels. Their saves advance twice every six levels (like a wizard). They are trained in wearing chain mail or lighter and do not know how to use shields but are instead trained how to duel with a one-handed melee weapon. They can use any magic item meant for arcane casters or thieves as well as any specialized equipment like magical instruments.



**Racial Abilities:** The Cantor occupies the middle stratum, so they have several advantages due to their tainted dark blood. They have **infravision** out to 60 ft. They have standard Elven strengths – they **can detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely of **shadow** essence and so they generally live to about half a millennium or so, but they still enjoy immunity to ghoul paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for **inhumanity**– they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

## Dark Elf Cantor Level Progression

XP	Name	Level	Attack	Petrification	Poison &	Blast &	Staffs &	Spells	Spell Progression				
			Throw	& Paralysis	Death	Breath	Wands		1	2	3	4	
0	Minstrel	1	10+	13+	13+	15+	11+	12+	1	1	0	0	0
2,735	Rhymer	2	10+	13+	13+	15+	11+	12+	2	1	0	0	0
5,470	Gleeman	3	9+	13+	13+	15+	11+	12+	3	2	0	0	0
10,940	Bard	4	9+	12+	12+	14+	10+	11+	4	2	1	0	0
21,880	Troubadour	5	8+	12+	12+	14+	10+	11+	5	2	1	0	0
43,760	Conductor	6	8+	12+	12+	14+	10+	11+	6	2	1	0	0
87,520	Cantor	7	7+	12+	12+	13+	9+	10+	7	2	2	1	0
175,000	Concertmaster	8	7+	11+	11+	13+	9+	10+	8	2	2	2	0
325,000	Maestro	9	6+	11+	11+	13+	9+	10+	9	2	2	2	0
475,000	Maestro, 10th lvl	10	6+	11+	11+	12+	8+	9+	10	3	2	2	1
625,000	Maestro, 11th lvl	11	5+	10+	10+	12+	8+	9+	11	3	2	2	1
775,000	Kappellmeister	12	5+	10+	10+	12+	8+	9+	12	3	3	2	2

**Class Abilities:** The training of a Dark Elf Cantor is generally aimed at being very sociable. At first level they gain several things that let them do just that. Thus, one of the first things they can do is to **play the audience** like a fiddle. Once per day the Cantor may choose to spend 1 round either doing a performance that inspires courage or saps the willpower of their audience. If the Dark Elf Cantor chooses to inspire courage, all allies within 50' get a +1 bonus to their attack throws, damage, morale checks and saves vs fear. If they choose to sap willpower, then all enemies within 50' will get a -1 to the same. They can use this ability one time per experience level per day. Encouraging allies must be done before they are in melee combat, but sapping willpower can be done at any point, though it does consume their action for the round. Additionally, the Dark Elf Cantor may choose to incorporate this into their performance, thus extending this benefit for the duration of the entire performance, instead of just 1 turn. The Cantor also knows the **art of treachery**: any time the Cantor uses diplomacy or bribery to successfully parley with an NPC or NPCs, scoring a Friendly result, they and their party gain a +3 bonus to surprise the NPCs if they immediately initiate combat thereafter. In order for their party to benefit from this ability, the Cantor must either have some way of secretly signaling them to attack or must have planned the treachery to occur in advance. The art of treachery cannot be used if the NPC opposition also has a character with this feature handling negotiation, due to professional courtesy and mutual paranoia.

Furthermore, the Dark Elf Cantor knows how to **impersonate others**. The Cantor has the ability to create a persona, disguise their appearance, and/or take the identity of another individual in order to avoid retribution, put a mark at ease, or potentially surprise a target. The chance of characters successfully impersonating others starts at 14+ and improves by 1 point per level. Characters who select the Disguise proficiency gain a +4 bonus to their proficiency throws to impersonate others. Mimicry and other relevant proficiencies may add additional bonuses to the throw, depending on the circumstances. The Judge should adjust the target value depending on the impersonation intended and the tools, trappings, and time available to the impersonating character. Typically, general impersonations are far easier to accomplish than impersonations of individuals. A character who is intimately familiar with the impersonated subject may make a proficiency throw of 14+ to see through the impersonation. The character may add his WIS modifier to the roll but must apply a penalty of -1 if the impersonator is 2nd level, -2 if 6th level, and -3 if 10th

level. This is aided by the Dark Elf Cantor's **mastery of charms and illusions**. When the Cantor casts charm spells (such as charm person) or illusion spells (such as phantasmal force), the spell effects are calculated as if they were two class levels higher than his actual level of experience. Targets of their charm spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions.

At 5<sup>th</sup> level, the Dark Elf Cantor becomes a master of reading the **currents of power**. When located in a settlement, the Dark Elf Cantor may spend a whole day making conversation with people. If they do this, the Cantor automatically learns 1d4 interesting rumors from various contacts and associates. Alternatively, if no rumors are available or the Dark Elf Cantor wishes, they can instead receive a +1 bonus to all proficiency, attack, and saving throws on a specific task that the Cantor chooses when they make use of this ability. This bonus persists for a week or until the activity is considered to be complete at the discretion of the Judge. A good guideline is that "take over the underworld of the city" is not a valid task, but "take out the local gang" is. And for when peace isn't an option, the Cantor also develops a **charismatic ferocity** where when attacking with one-handed melee weapons or thrown weapons, a character may apply his CHA modifier instead of his STR modifier on your damage rolls.

At 9<sup>th</sup> level, the Dark Elf Cantor may build a **hall**, just like a Bard. They gain 1d4+1 x 10 level 0 mercenaries and 1d6 1<sup>st</sup>-3<sup>rd</sup> level Dark Elf Cantors. Otherwise, it functions exactly as the bardic hall. All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased. At 10<sup>th</sup> level, the Dark Elf Cantor learns how to **craft basic magic items** such as scrolls and potions.

**Proficiencies:** Adventuring, Ambushing, Bribery  
Command, Diplomacy, Eavesdropping, Illusion  
Resistance, Intimidation, Knowledge Language,  
Leadership, Lip Reading Loremastery, Magical Music,  
Mimicry, Mystic Aura, Performance, Precise Shooting,  
Quiet Magic, Riding, Seduction, Signaling, Sniping,  
Swashbuckling, Unflappable Casting, and Weapon  
Finesse.

The Dark Elf Cantor starts with Adventuring, one class proficiency, and one General proficiency, as well as any extra General proficiencies from having a high INT bonus. They gain an extra class proficiency at levels 3, 5, 9, and 12. They gain an extra general proficiency at levels 5 and 9.

# Dark Elf Commando

**Prime Requisite:** STR or DEX and INT

**Requirements:** STR 9, INT 9, WIS 9,  
DEX 9, CON 9, CHA 9

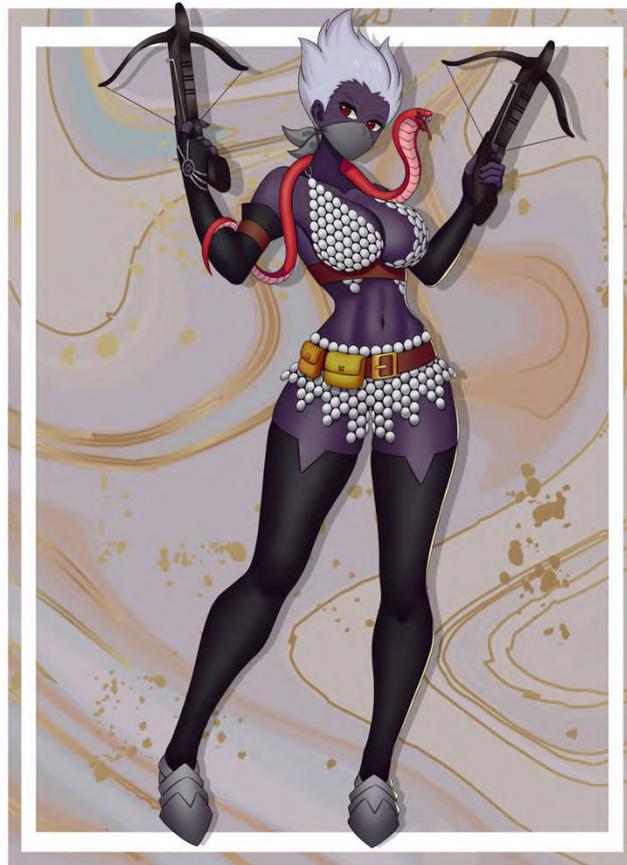
**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 11

**Lore:** The Dark Elf Commandos are the aspect of the Dark Elven Blood that is most commonly encountered by the various surface dwellers. They usually operate independently or in small groups, doing the bidding of the Priestesses. The most common task that is assigned to them is the retrieval of suitable targets for the purpose of Converting them into more Dark Elves. When called upon, they also do sabotage, assassinations, and looting – without anybody realizing that they were there. Commanding arcane might, combat prowess, and the deft hands of an assassin, there is little the Dark Elf Commando cannot achieve.

**Mechanics:** The combat training that the Commandos receive is grueling and is as intensive as any warrior. At first level, Commandos hit an unarmored foe (AC 0) on a 10+ and advance in attack throws by two points every three levels of experience (like a fighter). They cleave once per level. They are more focused on offense and not being seen, so their defensive capabilities suffer – they cannot use a shield, they are only trained in wearing chainmail, and their saves increase by two every six levels (like mages). They do enjoy a damage bonus to ranged weapons: +1 at 1<sup>st</sup> level, and an additional +1 at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level. They start with the two weapons fighting style, giving them a +1 to attack throws when wielding two weapons. Their training allows them to use magic items meant for mages, fighters, and thieves. They are only trained in the use of swords, daggers, bows, and crossbows.

**Racial Abilities:** As befitting the Blood caste of the Dark Elves, a Dark Elf Commando has **infravision** out to 120 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is now entirely composed of **shadow essence** - generally living to about half a millennium or so, but they still enjoy immunity to ghoulish paralysis, as well as



a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surface cousins, the Dark Elves are more at home in caves – they start with **the Caving proficiency**. The fact that they are of the Low Blood lets them **Detect Magic** by entering a meditative state – if they focus for a turn, they can then Detect Magic as the spell for a turn. Additionally, they are **naturally stealthy**, receiving a +2 bonus to their Move Silently and Hide in Shadows throws. However, all Dark Elves have a certain reputation for **inhumanity** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

Hand crossbows (pg. XX) get any damage added only once to the damage roll, not twice (as per the standard dual-wielding rules). Hand crossbow **mastery** allows you to add the extra 1d4 from the 2nd crossbow to damage. If the 2nd hand crossbow is magical, then as per the dual-wielding rules, you can add the magic bonus to your attack throw, but not to damage.

### Dark Elf Commando Attacks and Saving Throws

XP	Title	Level	Attack Throw	Petrification and Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Damage Bonus
0	Recruit	1	10+	13+	13+	15+	11+	12+	+1
4,220	Specialist	2	9+	13+	13+	15+	11+	12+	+1
8,440	Sergeant	3	9+	13+	13+	15+	11+	12+	+2
16,880	Troubleshooter	4	8+	12+	12+	14+	10+	11+	+2
33,760	Agent	5	7+	12+	12+	14+	10+	11+	+2
67,520	Whisper	6	7+	12+	12+	14+	10+	11+	+3
135,040	Chosen	7	6+	11+	11+	13+	9+	10+	+3
230,000	Commando	8	5+	11+	11+	13+	9+	10+	+3
380,000	Shadow	9	5+	11+	11+	13+	9+	10+	+4
530,000	Shadow Hand	10	4+	10+	10+	12+	8+	9+	+4
680,000	Will of the Shadows	11	3+	10+	10+	12+	8+	9+	+4

**Class Abilities:** The extra training that a Commando undergoes grants them some extra skills as well. They enjoy a +1 **accuracy** bonus to attack throws with all ranged weapons, as well as being able to **precisely shoot** into melee with a -4 to their throw, which can be further improved by taking more Precise Shooting proficiencies. This training also lets them make backstab attacks with ranged weapons at short range like a **sniper**. When a Dark Elf Commando is dual-wielding two hand crossbows, their **mastery** of said weapon means that they do not get the standard dual-wielding proficiencies but instead roll double the dice (2d4 instead of 1d4).

At 4<sup>th</sup> level, the Dark Elf Commando undergoes a binding ritual with a **Familiar**, due to the fact that they are expected to work long-term and possibly independent of any support, so they get to pair-bond with a loyal companion. At 5<sup>th</sup> level, they receive special magical infusions that allow them to cast the following spells once every 8 hours by concentrating

for 1 round: **Silence, 15' Radius, Invisibility,** and **Knock**. This does not necessarily grant them the spells in their spellbooks. Additionally, they may begin to **craft basic items** like scrolls and potions.

At 9<sup>th</sup> level, the Dark Elf Commando may establish a Den and attract some followers. Additionally, they may now **craft more complex** things, like weapons, rings, and staffs. At 10<sup>th</sup> level, they gain a type of **resolve** – their class level cap increases to 11. Finally, at 11<sup>th</sup> level they may **craft any** kind of magic item, craft constructs, and engage in crossbreed or necromancy research.

### Dark Elf Commando Thief Skills and Arcane Spellcasting

Level	Remove Traps	Find Traps	Move Silently	Hide in Shadows	Backstab	Arcane Level	1	2	3	4	5	6
1	18+	18+	17+	19+	x2	1	1	0	0	0	0	0
2	17+	17+	16+	18+	x2	2	2	0	0	0	0	0
3	16+	16+	15+	17+	x2	3	2	1	0	0	0	0
4	15+	15+	14+	16+	x2	4	2	2	0	0	0	0
5	14+	14+	13+	15+	x3	5	2	1	1	0	0	0
6	13+	13+	12+	14+	x3	6	2	2	2	0	0	0
7	11+	11+	10+	12+	x3	7	3	2	2	1	0	0
8	9+	9+	8+	10+	x3	8	3	3	2	2	0	0
9	7+	7+	6+	8+	x4	9	3	3	3	2	1	0
10	5+	5+	4+	6+	x4	10	3	3	3	4	2	0
11	3+	3+	2+	4+	x4	11	4	3	3	3	2	1

**Proficiencies:** Acrobatics, Adventuring, Alchemy, Battle Magic, Black Lore of Zahar, Craft, Cat Burglary, Climbing, Combat Reflexes, Combat Trickery (disarm, incapacitate), Diplomacy, Disguise, Eavesdropping, Illusion Resistance, Kin-Slaying, Language, Lip Reading, Lockpicking, Passing Without Trace, Precise Shooting, Quiet Magic, Running, Seduction, Signaling, Skirmishing, Skulking, Survival, Tracking, Trap Finding, Weapon Finesse.

The Dark Elf Commando starts with Adventuring, one class proficiency, and one General proficiency, as well as any bonus General proficiencies from a high INT bonus. They gain a class proficiency at levels 3, 5, and 9; and a General proficiency at levels 5 and 9.

### **Dark Elf Den**

The Dark Elf Den represents a hideout from where the Dark Elf Commando may perform various sorts of hijinks. They are also the primary source of increasing the growth rate of a Dark Elf domain. A Dark Elf Den can only be built in a civilized area. They are usually built in civilized areas of other races since they need a steady source of victims for the Conversion process. In addition to the Den providing hideout services, the owner may engage in magical research as though it were a mage sanctum and may construct a dungeon to populate it with monsters for parts harvesting.

A Dark Elf Den, when constructed will attract the following: 2d6 level 1 Dark Elf Commandos, 2d6 level 0 Dark Elf Commando recruits, 10d6 random level 0 Dark Elves as well as 4d6 pleasure slaves, 3d6 household slaves, 2d6 labor slaves, and 1d6 warrior slaves. After 1d6 months, each of the level 0 Dark Elf Commando recruits makes a 14+ proficiency throw with a bonus of their INT modifier. On a success they become 1<sup>st</sup> level Dark Elf Commandos and leave if they do not. Each year the Dark Elf Commando dwells in their Den, they may attract an additional 1d6 0<sup>th</sup> level Dark Elf Commando recruits.

The hijinks available to the Dark Elf Den are limited to Assassination, Kidnapping, Smuggling, Spying, and Treasure Hunting as described in ACKS Core pg. 135 as well as AXIOMS #12. Kidnapping can be used normally, or the Commando can attempt to increase the growth of a Dark Elf domain somewhere else by +0.5%. This requires a Hide in Shadows throw and takes a month. The number of Dens that can contribute to another Dark Elf's domain is equal to the Morale Score of the domain in question +1, but never lower than 1.

All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

# Dark Elf Gladiator

**Prime Requisite:** STR or CON

**Requirements:** STR 9, INT 9, WIS 9,

DEX 9, CON 9, CHA 9

**Hit Dice:** 1d8, then +2 per level after 9<sup>th</sup> level

**Maximum Level:** 13

**Lore:** The Dark Elf Gladiator is the premier blood sport entertainer of Dark Elf society. Everybody loves them despite the fact that they are technically on the lowest stratum of their society. There are several different types of gladiators – ones who are brutal and vicious, those who know how to play the crowd and manipulate the audience, those who survive everything thrown at them and just don't give up, and finally those that lead bands of slave warriors. Additionally, they often fill the roles of champions working on behalf of somebody else in a legal trial. Their final function is serving as the core of the Dark Elven armies. Good gladiators are known through the land, but bad ones don't make it past their first tournament.

**Mechanics:** Life in the pits teaches the Gladiator all they need to know about fighting. At first level, Gladiators hit an unarmored foe (AC 0) on a 10+ and advance in attack throws by two points every three levels of experience. They can make a cleave once per level. Their saves advance once every two levels (like a thief). They are trained in wearing chain armor and they do not start knowing how to use a shield, though they can of course learn to do so later and in fact may be modified by the specialization that they choose. They receive a +1 bonus to damage to their melee and ranged attacks at 1<sup>st</sup> level, and an additional +1 at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> level. They do not start with any fighting styles but are proficient in all weapons and can use any item meant for a fighter. The Dark Elf Gladiator can cleave once per level.

**Racial Abilities:** Being a member of the lowest stratum means they have a low amount of shadow essence in their blood. They have **infravision** out to 60 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely out of **shadow essence** so they now generally live to about half a millennium or so, but they still enjoy immunity to ghoulish paralysis, as well as a +1 bonus to their saving throws vs



Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surface cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for being **inhuman** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

**Class Abilities:** At 1<sup>st</sup> level, the various slaves that live and fight in the pits recognize the **bloody authority** of a Dark Elf Gladiator. All henchmen, mercenaries, and slave warriors are at +1 to their morale throws when led by this character. At 5<sup>th</sup> level, the Dark Elf Gladiator gets to pick a **specialization**: they can become a Wrath, a Ringmaster, an Unbreakable, or Pit Boss. Additionally, the Gladiator gets to pick up a free **Fighting Style proficiency** unless they chose Wrath.

At 9<sup>th</sup> level, the Dark Elf Gladiator may establish an **Arena** of their own.

<b>Dark Elf Gladiator Level Progression</b>									
<u>XP</u>	<u>Rank</u>	<u>Level</u>	<u>Attack Throw</u>	<u>Petrification &amp; Paralysis</u>	<u>Poison &amp; Death</u>	<u>Blast &amp; Breath</u>	<u>Staffs &amp; Wands</u>	<u>Spells</u>	<u>Damage Bonus</u>
0	<b>Fresh Meat</b>	1	10+	13+	13+	16+	14+	15+	+1
2,160	<b>New Meat</b>	2	9+	13+	13+	16+	14+	15+	+1
4,320	<b>Seasoned Meat</b>	3	9+	12+	12+	15+	13+	14+	+2
8,640	<b>Survivor</b>	4	8+	12+	12+	15+	13+	14+	+2
17,280	<b>Scrapper</b>	5	7+	11+	11+	14+	12+	13+	+2
34,560	<b>Prizefighter</b>	6	7+	11+	11+	14+	12+	13+	+3
69,120	<b>Gladiator</b>	7	6+	10+	10+	13+	11+	12+	+3
140,000	<b>Veteran Gladiator</b>	8	5+	10+	10+	13+	11+	12+	+3
260,000	<b>Arena Master</b>	9	5+	9+	9+	12+	10+	11+	+4
380,000	<b>Arena Master, 10th level</b>	10	4+	9+	9+	12+	10+	11+	+4
500,000	<b>Arena Master, 11th level</b>	11	3+	8+	8+	11+	9+	10+	+4
620,000	<b>Arena Master, 12th level</b>	12	3+	8+	8+	11+	9+	10+	+5
740,000	<b>Arena Conqueror</b>	13	2+	7+	7+	10+	8+	9+	+5

### Specializations:

The **Wrath** is a ferocious combatant reveling in as much blood and violence as possible. They fight with no weapons, letting their primary fury overtake them. Those who sit in the seats closest to the Wrath are often covered in blood and gore, though obviously not as much the Wrath. The Wrath doesn't heal naturally. Instead it can only heal via magic, or by **consuming the flesh** and/or blood of recently dead sapient beings. The Wrath may recover 1d6 hit points by eating the flesh of a recently slain sapient creature of at least 1 HD. Alternatively, it can drink the blood of a living creature, causing 1d4 points of damage per round and restoring that amount to its own hit points, up to a maximum of half the target's hit points.

The Wrath fights with no weapons save its **fists**, each one doing 1d6-2 damage and allowing it to make two attacks a round. These attacks count as magical for the purpose of bypassing immunity to normal weapons. Finally, the Wrath can invoke a **dark fury** – by inflicting 1 point of damage per level of experience to themselves as a free action. By doing so, they get +2 to all attack throws and damage rolls as well as immunity to fear. The character may not retreat from combat while combat lasts. The Judge may rule that the character has to attack, to the best of their lethal ability, the nearest combatant, even if the player thinks it is not a prudent choice. This lasts until the combat ends.

The **Ringmaster** is not only someone who fights in the arena, but also knows how to play the audience, turning

the blood sport into a spectacle. The audience boos his enemies and cheers for their new favorite, or vice versa if the Ringmaster decides to be the heel for a bit. Regardless, everyone is entertained – except, of course, the dead. The Ringmaster knows how to add a **wounding flourish** to one-handed melee weapons or thrown weapons, adding their CHA bonus instead of their STR bonus.

They can also enter into a **death-spin pirouette**, where they become a whirlwind of flashing blades, making it into a bloody spectacle. They gain one bonus melee or thrown attack each round and deal an extra 1d6 bonus points of damage with every successful melee or thrown attack (including cleaves). Activating a death-spin pirouette is a free action and once begun will continue until all visible enemies are slain, the Ringmaster is incapacitated or chooses to end the dance, or 1 turn elapses, whichever comes first. The Ringmaster can do this once a day. Finally, the Ringmaster has a **winning smile** – they receive a +2 bonus to reaction rolls to impress and intimidate people they encounter. If the bonus results in a total of 12 or more, the subjects act as if charmed within the Ringmaster's presence. Creatures with a WIS greater than your CHA are immune to this power.

The **Unbreakable** is a slow and methodic fighter that is capable of simultaneously controlling the fight and being almost impossible to bring down. They can keep going even past the most horrific wounds and watching them fight is like watching an inexorable landslide. The unbreakable knows how to **taunt** people: they can goad

an intelligent creature to heedlessly berate or attack the character in preference to all else. The taunted creature must be within 30', be able to see or hear the character, and must succeed at a saving throw versus Spells or be overcome with rage of 1d4 rounds plus 1 round per level of the character. In combat environments, hostile creature who have been successfully taunted will heedlessly attack the character in preference to all others for the duration with disregard for their own safety, while in more social situations, the creature's reaction immediately turns unfriendly or hostile (if already unfriendly) and the creature will become verbally or possibly physically abusive to the character should the chance present itself. The Judge may grant bonuses or penalties to the saving throw depending on circumstance. The character may taunt a creature no more than once per hour.

If the Unbreakable has taunted someone, they can **control the fight** they receive +1 to all attack throws, damage rolls, saves, and proficiency throws, as well as reducing incoming damage by 1 (though never to below 0) versus the target of their taunt. This bonus increases to +2 at level 9 and +3 at level 13. Finally the Unbreakable is completely **undaunted**. They receive +1 to all saving throws and can wear any sort of armor. If they are reduced to 0 hp or less, If reduced to 0 hp or less, the character may choose to remain conscious and fight on, doing so for up to four rounds. If they fight on for one round, they suffers a -2 penalty on the eventual mortal wounds table roll. Two rounds is a -5, three rounds is a -10. If they fight for four rounds, they die at the end of their initiative (and the -10 penalty applies).

The **Pit Boss** is at home when surrounded by people – whether allies or friends, it doesn't matter all that much to them. They know how to motivate other fighters or terrorize other ones into submission. They usually fight in massive melees and emerge victorious atop a sometimes-literal pile of corpses. The Pit Boss knows that sometimes to win you need to break a few eggs and **make an example of the weak**. They can execute a teammate. If they do this, they need to either be a slave or restrained. Execution is immediate and fatal and all allies (including the Pit Boss) within 50' will gain temporary hit points equal to the HD of the executor. These temporary hit points will last for 1 turn or until depleted due to damage. To benefit from this ability, the allies must be of the same alignment and broadly speaking "on the same team" as the Pit Boss. Executing a non-slave forces a morale check to any non-slave henchmen, mercenaries, and so on.

The Pit Boss can also **lift the spirits** of their allies or **weaken the resolve** of their foes. They can spend 1 round either making a speech to their allies or trash-talking their foes. If they target their allies, all allies within 50' get a +1 bonus to their attack throws, damage, morale checks and saves vs fear. If they target their foes, then all enemies within 50' will get a -1 to the same. They can use this ability one time per experience level per day. Encouraging allies must be done before they are in melee combat, but trash talking can be done at any point, though it does consume their action for the round.

**Proficiencies:** Acrobatics, Alertness, Armor Training, Berserkerang, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Fighting Style, Gambling, Intimidation, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

The Dark Elf Gladiator starts with the Adventuring proficiency, one class proficiency, and one General proficiency, as well as any bonus proficiencies from having a high INT modifier. They gain a class proficiency at levels 3, 6, 9, and 12. They gain a general proficiency at levels 5 and 9.

## Dark Elf Arena

The Arena exists for gladiators to both keep honing their skills in combat but also to host fighting championships for gladiators, slaves, and other hopefuls – as well as taking bets on the outcomes of fights. Since Dark Elf Gladiators are rarely allowed to become true rulers of their own domains they are usually built in civilized areas or borderlands, but if an exception is made, then an Arena could serve as a defensible keep in the wilderness. Regardless of where it's established, it will attract  $1d4+1 \times 10$  level 0 fighters or Dark Elf Gladiators (player's choice). It will also attract  $1d6$  1<sup>st</sup>-3<sup>rd</sup> level Dark Elf Gladiators, but these can be swapped out for a human Bard or Fighter.

All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per  $1d10$  bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of  $+9d10$  families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

The primary purpose of the Arena is to host tournaments or championships. A tournament may be done monthly and costs no money to host. A championship costs as much as a festival, but also acts as a festival for the domain. All the participants make an unmodified attack throw and saving throw for their level. Those that fail both rolls are slain. Those that succeed on one are seriously injured and retire from arena fighting. Those that succeed on both are survivors and possibly victorious. To determine the victory, determine which one had the highest net roll. Subtract the attack throw and saving throw from the target number and then add the two values together. The

person with the highest number is the victor. During a championship, an NPC may gain a level if they are the victor. On reaching level 5, they retire from fighting to either become an adventurer or enjoy their winnings. They may continue to fight in the arena but will not gain any further levels. The ruler of the domain (whether it's the Dark Elf Gladiator or not) may throw prisoners into the fighting pits of the Arena. Prisoners may never become a champion unless they are freed.

The Dark Elf Gladiator in charge of the Arena also receives a cut of the money from people betting on fights. Consult the Arena Prize Money chart to determine how many gold pieces each contestant will bring in. The multipliers are cumulative. For instance, if a 4<sup>th</sup> level Dark Elf Gladiator becomes the champion, and they roll a 7 on their  $2d6$  roll, they will generate a total of 84 gp ( $7 \times 3 \times 4$ ) gp for the Arena owner, while a dead warrior slave will generate nothing. You can have any number of participants in your Arena assuming it can support them – discuss this with your Judge. A hastily dug pit in the ground would support only two fighters, while a grand multi-million gold piece Colosseum might allow for thousands of warriors.

In a domain where slavery or slave fighting is illegal, the prize money is tripled on top of what the chart says. However, the owner of the Arena must make a throw to organize it without being found out by the authorities. If they roll a natural 1, the owner of the Arena is arrested and must follow the rules for getting caught with the crime being equivalent to Kidnapping, Manslaughter, and Mayhem. The player may hire attorneys, pay bribes, and so on. Hosting a championship in such a domain doesn't count for a festival, but still costs as much.

### Arena Prize Money

Class Name	Base (in gp)	Dead	Injured	Victor	Champion	Level 0-1	Level 2-3	Level 4+
Fighter	1d6	x1	x1	x3	x2	x1	x2	x3
Bard	2d6	x1	x1	x2	x2	x1	x1	x2
Gladiator	2d6	x1	x1	x3	x3	x1	x3	x4
Prisoner	1d6	x1	x1	x1	x1	x1	x1	x2
Warrior Slave	2d6	x0	x0	x2	x2	x1	x1	x2

# Dark Elf Mutant

**Prime Requisite:** STR or CON

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 13

**Lore:** No Dark Elf Conversion goes smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

**Mechanics:** The harsh life of being the dregs of Dark Elf society teaches the Dark Elf Mutant to be a capable fighter. While they aren't proficient with any armor or weapons, beyond any natural weapons that are part of their mutations, they hit an unarmored (AC 0) foe on a 10+ and advance in attack throws by two points every three levels of experience (like a fighter). They advance in saves by one every two levels (like a thief). They do not receive any special weapon training, but they do enjoy a +1 bonus to melee strikes at 1<sup>st</sup> level. This bonus increases by +1 at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> level. They can cleave once per level. They can use any magic item meant for a fighter, assuming they have the proficiency.

**Racial Abilities:** Being a member of the lowest stratum means they have a low amount of shadow essence in their blood. They have **infravision** out to 60 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely out of **shadow essence** so they now generally live to about half a millennium or so, but they still enjoy immunity to ghoulish paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**.



Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for being **inhuman** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

## Dark Elf Mutant Level Progression

<u>XP</u>	<u>Name</u>	<u>Level</u>	<u>Attack Throw</u>	<u>Petrification &amp; Paralysis</u>	<u>Poison &amp; Death</u>	<u>Blast &amp; Breath</u>	<u>Staffs &amp; Wands</u>	<u>Spells</u>	<u>Damage Bonus</u>
1,860	<b>Discard</b>	1	10+	13+	13+	16+	14+	15+	+1
3,720	<b>Failure</b>	2	9+	13+	13+	16+	14+	15+	+1
7,440	<b>Derelict</b>	3	9+	12+	12+	15+	13+	14+	+2
14,880	<b>Wretch</b>	4	8+	12+	12+	15+	13+	14+	+2
29,760	<b>Reject</b>	5	7+	11+	11+	14+	12+	13+	+2
59,520	<b>Outcast</b>	6	7+	11+	11+	14+	12+	13+	+3
120,000	<b>Mutant</b>	7	6+	10+	10+	13+	11+	12+	+3
240,000	<b>Freak</b>	8	5+	10+	10+	13+	11+	12+	+3
360,000	<b>Abomination</b>	9	5+	9+	9+	12+	10+	11+	+4
480,000	<b>Abomination, 10th lvl</b>	10	4+	9+	9+	12+	10+	11+	+4
600,000	<b>Abomination, 11th lvl</b>	11	3+	8+	8+	11+	9+	10+	+4
720,000	<b>Abomination, 12th lvl</b>	12	3+	8+	8+	11+	9+	10+	+5
840,000	<b>Apotheosis of Flesh</b>	13	2+	7+	7+	10+	8+	9+	+5

**Class Abilities:** At 1<sup>st</sup> level and then every level up until 9<sup>th</sup>, the Dark Elf Mutant may select a single **mutation** from the natural attack or utility mutation charts. At 9<sup>th</sup> level, the Dark Elf Mutant may construct a Refuge, which is treated almost exactly like a fighter's castle, except that under normal conditions it cannot be built in a civilized area owned by other Dark Elves and it attracts 1d4+1 x 10 0<sup>th</sup> level mercenaries and 1d6 1<sup>st</sup>-3<sup>rd</sup> level other Dark Elf Mutants.

All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are

capped to a number of investments equal to the experience level of the domain owner (so a 9<sup>th</sup> level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

At 9<sup>th</sup> level, the Dark Elf Mutant may begin taking **greater mutations** from the greater mutation chart – or take standard natural attack or utility mutations if they wish.

**Mutations:** The Dark Elf Mutant gets to mutate every time they level up. From levels 1 through 8, they must select from the list of natural attack mutations or utility mutations. From levels 9 through 13, they may choose to take a greater mutation, natural attack mutation, or utility mutation. Some mutations have a prerequisite. For every outwardly visible mutation you have (subject to the Judge's discretion) you are at -1 to reaction checks to all human and humanoid races. Non-humanoids do not have the same kind of revulsion and so this penalty will not apply.

The natural attack mutations: Claw, Bite, and Tentacle do not stack. Whenever you choose to make a natural attack, you select which of your mutations you will use. When you reach 5<sup>th</sup> level, your natural attacks will count as magical weapons. When you cleave, you may choose a different natural attack. Additionally, the substances secreted from the Venom and Paralytic Slime mutations can survive for 1 turn outside the body of the Dark Elf Mutant unless they are harvested and stabilized. Doing so takes a week, 250 gp, and an Alchemy proficiency throw, if the Dark Elf Mutant is alive. A slain Dark Elf Mutant can be harvested for the same price and Alchemy throw, but it takes 1 day.

**Proficiencies:** Acrobatics, Adventuring, Alchemy, Alertness, Ambushing, Animal husbandry, Animal Training, Beast Friendship, Blind Fighting, Cat Burglary, Climbing, Combat Reflexes, Contortionism, Craft, Disguise, Dungeon Bashing, Endurance, Goblin-Slaying, Intimidation, Kin-Slaying, Labor, Mimicry, Naturalism, Skirmishing, Survival, Tracking, Wakefulness, Vermin-Slaying.

The Dark Elf Mutant starts with the Adventuring proficiency, one class proficiency, and one General proficiency, in addition to any bonus General proficiencies from having a high INT bonus. They get an extra class proficiency at levels 3, 6, 9, and 12. They get an extra General proficiency at levels 5 and 9.

<b>Natural Attack Mutation Table</b>	
<b>Mutation Name</b>	<b>Mutation Description</b>
<b>Claw</b>	Your unarmed strike now deals 1d3 damage.
<b>Claw II</b>	<b>Prerequisite: Claw.</b> Your unarmed strikes now deal 1d3/1d3 damage, granting you two attacks.
<b>Bite</b>	Your unarmed strike deals 1d6 damage.
<b>Bite II</b>	<b>Prerequisite: Bite.</b> Your unarmed strike now deals 1d8 damage.
<b>Tentacle</b>	Your unarmed strike now deals 1d4 damage and you may strike from the second rank.
<b>Tentacle II</b>	<b>Prerequisite: Tentacle.</b> Your unarmed strike now deals 1d6 damage and you may strike from the second rank.
<b>Venom</b>	<b>Prerequisite: Bite.</b> When you make an unarmed bite attack, once per day you may inject a venom. If you attack succeeds, the enemy makes a save vs poison & death. On a failure, they take an extra 1d10 damage.
<b>Venom II</b>	<b>Prerequisite: Venom.</b> The damage from the venom increases to 3d6.
<b>Paralytic Slime</b>	<b>Prerequisite: Tentacle.</b> Once per day, when you successfully strike an opponent with a tentacle, they make a save vs paralysis. On a failure, they are paralyzed for 4d4 turns. It takes a full 24 hours to regenerate this slime.
<b>Paralytic Slime II</b>	<b>Prerequisite: Paralytic Slime.</b> You generate more slime. You can use it three times per day and a dose regenerates every 8 hours.

<b>Utility Mutation Table</b>	
<b>Mutation</b>	<b>Mutation Description</b>
<b>Climbing</b>	You can climb up walls at half speed.
<b>Climbing II</b>	<b>Prerequisite: Climbing.</b> You can climb up walls and ceilings at full speed.
<b>Gliding</b>	You can drop from any height and not take any falling damage. You also have a limited form of flight where you can move horizontally at your movement speed, so long as at least 10'/30' of it is downward.
<b>Suppressing</b>	Your flesh is malleable enough that you can hide your obvious mutations. You no longer suffer the social penalty when you're hiding your mutations. If someone witnesses you reveal your mutations, then the penalty re-asserts itself.
<b>Humanoid</b>	<b>Requirement: Suppressing.</b> You can alter your flesh like the Alter Self spell - you can look like any normal humanoid. Your equipment is unaffected. You can use the Disguise proficiency to disguise yourself as a particular individual.
<b>Stretchy Body</b>	Your body can stretch and compress easily. You gain the Contortionism proficiency and make the check at a +4.
<b>Rubbery Body</b>	<b>Requirement: Stretchy Body.</b> Your body composition is rubbery now. You gain the Acrobatics proficiency and may make the checks at a +2.
<b>Animal Pheromones</b>	You gain the Beast Friendship proficiency with a +2 bonus on the proficiency check to understand animals (but not plants).
<b>Humanoid Pheromones</b>	<b>Prerequisite: Animal Pheromones.</b> You gain the equivalent to the Mystic Aura proficiency: a +2 check on all reaction rolls. A 12 or more on a reaction roll has the humanoids be charmed in their presence. Creatures with a WIS greater than your CHA are immune to this power and this doesn't work on other Dark Elves or anyone wearing any sort of inhalation protection.
<b>Healthy Body</b>	At level 1 you get +2 hp. At level 7 you get an additional +3. At level 13 you get +4.
<b>Healthy Body II</b>	<b>Prerequisite: Healthy Body.</b> Double the amount of HP you gain from Healthy Body.
<b>Unnatural Resilience</b>	Gain +1 to your AC. At level 7, your AC increases by +2. At level 13 it increases by +3.
<b>Unnatural Resilience II</b>	<b>Prerequisite: Unnatural Resilience.</b> Increase your AC by +2.
<b>Inhuman Anatomy</b>	Reduce the damage from any non-magical attack by -1 per die. At level 7, reduce it by -2. At level 13, reduce it by -3. You can reduce damage to 0 per die, but never below 0. Attacks from monsters with more than 5 HD count as magical.
<b>Scent</b>	You gain +1 to your surprise checks vs corporeal creatures. You gain a +2 bonus to your Tracking proficiency if you have it.
<b>Olfactory Supremacy</b>	<b>Prerequisite: Scent.</b> You may make a proficiency check at 8+ to identify a substance by smell alone if you've encountered it before or the most similar thing you've encountered if it's not an exact match.
<b>Camouflage</b>	Enemies are at -1 to surprise rolls when encountering you.
<b>Stalker</b>	<b>Prerequisite: Camouflage.</b> This grants you the Ambush proficiency. Furthermore, if you strike from surprise, you may attack with all your natural attack options (up to four, if you have Claws I & II, Bite, and Tentacle), rolling each attack at +4.
<b>Rapid Adaptation</b>	You gain +2 to all your saving throws.

Greater Mutation Table	
Mutation Name	Mutation Description
Compressor Muscles	<b>Prerequisite: Venom.</b> You may spit your venom at Dart ranges. On a successful hit, if the target fails on their save, they are also blinded.
Constrictor Muscles	<b>Prerequisite: Tentacle.</b> On a successful hit with your tentacle, you may attempt to choke the target. The target makes a save vs blast and breath. On a failure, the target will take 1d6 points of damage per round and be unable to take any action. The target may make the save at the end of every round. While you are choking the target, your tentacle cannot be used to attack. While the target is being choked, if the target is smaller than you, you may move freely. If the target is the same size, you may move at half speed. If the target is much larger than you, you may not move without releasing it.
Flight	<b>Prerequisite: Gliding.</b> You are no longer required to spend any of your movement on descending, essentially granting you true flight. If you fly for more than an hour, you become fatigued and need at least 2 hours of rest.
Shapechanging	<b>Prerequisite: Humanoid.</b> Once per day you may shapechange into a normal animal. While in animal form, the character has the movement, armor class, attacks, damage, and powers of the animal. You retain your HD, hp, attack throws, and saving throws.
Liquid Body	<b>Prerequisite: Rubbery Body.</b> You automatically can slip out of any physical restraint unless it's completely sealed. The minimum size hole you need to escape is 1/16th of an inch. So, you would be able to escape a regular barrel but not a welded metal one. You can attempt to burst a sealed container the same way you would force open a door (assuming it's possible).
Swallow Whole	<b>Prerequisite: Bite, Rubbery Body.</b> On a natural 19-20 on your Bite attack you can swallow a person of approximately your size or less whole. Every round you have swallowed someone, they take 2d6+your damage bonus points of acid damage. They may also attempt to attack you from the inside at a -4 to their attack throw. If they die inside you, they cannot benefit from restore life and limb. You may regurgitate or pass all inorganic bits. If you have defeated someone with this attack, you don't need to eat for a number of days equal to their HD.
Stench	<b>Prerequisite: Humanoid Pheromones.</b> Anybody fighting in melee with you must make a save vs blast and breath. On a success, they are at -1 to all further attack and saving throws. If they fail, then they collapse to the ground, capable of moving at half speed and can take no actions. This ability lasts for 1 turn after which your scent glands need to regenerate their supply, which takes 24 hours, during which you can't use Stench, Humanoid Pheromones, or Animal Pheromones. This doesn't work against other Dark Elves or anybody wearing any sort of inhalation protection.
Redundant Organs	<b>Prerequisite: Healthy Body, Unnatural Resilience, Rapid Adaptation.</b> You gain +1 AC, +1 to all saves, and +3 hp.
Blindsight	<b>Prerequisite: Olfactory Supremacy.</b> The character can see to a range of 60', regardless of light sources, magical darkness, or other visual phenomena. However, it is useless in high wind.
Greater Camouflage	<b>Prerequisite: Camouflage.</b> Enemies are at an additional -1 (for a total of -2) when encountering you.

# Dark Elf Oppressor

**Prime Requisite:** STR or CON

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d8, then +2 per level after 9<sup>th</sup> level

**Maximum Level:** 11



**Lore:** The Dark Elf Oppressor are from the highest non-Blood stratum of Dark Elf society. They are the most organized soldiers of the Dark Elven armies, but they have another function. They enforce the laws determined by the courts and/or duels of the Dark Elves, but they also make sure that the cultural and societal norms of Dark Elf society are practiced. They obey the will of the Blood and work with them most directly. Of course, a Dark Elf Oppressor that has climbed high enough in station might get away with quite a lot if they put their mind to it.

**Mechanics:** The combat training afforded to the Dark Elf Oppressors is second to none. They hit an unarmored (AC 0) foe on a 10+ and advance in attack throws by two point every three levels of experience (like a fighter). They can cleave once per level. They advance in saves once every two levels (like a thief). They start knowing how to use all weapons and all armor, and their specialized training means they start out knowing both the two-handed fighting style, as well as weapon and shield. They receive a damage bonus to all weapons at 1<sup>st</sup> level, with this bonus increasing by +1 at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels. They can use magic items meant for fighters.

**Racial Abilities:** Being of the highest stratum affords the Dark Elf some inborn privileges. They have **infravision** out to 60 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely out of **shadow essence** so they now generally live to about half a millennium or so, but they still enjoy immunity to ghoulish paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfer cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for being **inhuman** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

## Dark Elf Oppressor Level Progression

XP	Name	Level	Attack Throw	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Damage Bonus	Arcane Level	1		2	
											1	2	1	2
0	<b>Pest</b>	1	10+	13+	13+	16+	14+	15+	+1	1	0	0	0	0
3,485	<b>Toady</b>	2	9+	13+	13+	16+	14+	15+	+1	2	0	0	0	0
6,970	<b>Rascal</b>	3	9+	12+	12+	15+	13+	14+	+2	3	1	0	0	0
13,940	<b>Bully</b>	4	8+	12+	12+	15+	13+	14+	+2	4	1	0	0	0
27,880	<b>Tough</b>	5	7+	11+	11+	14+	12+	13+	+2	5	1	0	0	0
55,760	<b>Browbeater</b>	6	7+	11+	11+	14+	12+	13+	+3	6	2	0	0	0
110,000	<b>Oppressor</b>	7	6+	10+	10+	13+	11+	12+	+3	7	2	0	0	0
	<b>Chief</b>													
220,000	<b>Oppressor</b>	8	5+	10+	10+	13+	11+	12+	+3	8	2	0	0	0
370,000	<b>Persecutor</b>	9	5+	9+	9+	12+	10+	11+	+4	9	2	1	0	0
	<b>Master</b>													
520,000	<b>Persecutor</b>	10	4+	9+	9+	12+	10+	11+	+4	10	2	1	0	0
670,000	<b>Overlord</b>	11	3+	8+	8+	11+	9+	10+	+4	1155	2	1	0	0

**Class Abilities:** At 1<sup>st</sup> level, the Dark Elf Oppressor is taught a **killing instinct**, which gives them a +1 bonus to all initiative rolls. And in a pinch, they may embrace their primary technique – their **cruel domination**. This allows them to make attack rolls with a +2 and makes them immune to fear, but it also gives them a -2 to AC and makes them incapable of retreating from combat, lasting until the combat is over. At 3<sup>rd</sup> level, their **cruel domination** leaves them less vulnerable to attack: their AC penalty is reduced by 1 to a total of -1 and they deal an additional +1 point of damage.

At 5<sup>th</sup> level, they learn how to tap into their shadowed blood and invoke their **dark passions**. They become immune to all diseases including magical ones such as lycanthropy and mummy rot. They also receive a +2 bonus to all of their saving throws. They also know how to **prolong suffering** which allows them to cure 2 hit points per level with a touch to themselves or others, which stacks with the Lay on Hands proficiency. They also develop a **dark aura** which gives them a +1 to saves and AC versus Good creatures and creatures of opposite alignment. Finally, they know how to **inflict misfortune** where once per day they may cast the Bestow Curse spell (reverse of Remove Curse).

At 7<sup>th</sup> level, their **cruel domination** reaches apotheosis. They receive a +3 to their attack throws and the AC penalty is eliminated. Furthermore, while under its effects, they are immune to charms, holds, and sleep effects. At 9<sup>th</sup> level, they can establish a **Fortress**, much like a fighter, where they attract 1d4+1 x 10 0<sup>th</sup>-level mercenaries and 1d6 1<sup>st</sup>-3<sup>rd</sup> level Dark Elf Oppressors. All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

Also at 9<sup>th</sup> level, once per day they may meditate for 1 turn focusing on their darkness. On doing so, they **unleash their inner monster** and transform into a standard, non-regenerating hydra with a number of heads equal to the Hit Dice of the Dark Elf Oppressor, otherwise following the rules for the polymorph self spell. The level-based damage bonus granted by the

Dark Elf Oppressor's training applies to each hydra head strike.

**Proficiencies:** Alertness, Ambushing, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, incapacitate, knock down, overrun, sunder), Dungeon Bashing, Endurance, Fighting Style, Intimidation, Illusion Resistance, Kin-Slaying, Laying on Hands, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Theology.

The Dark Elf Oppressor starts with the Adventuring proficiency, one class proficiency, and one General proficiency, as well as any bonus General proficiencies from having a high INT bonus. They gain one class proficiency at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level. They gain a General proficiency at 5<sup>th</sup> and 9<sup>th</sup> level.

# Dark Elf Priestess

**Prime Requisite:** INT and WIS

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 11

**Lore:** The Dark Elf Priestesses rule over all other Dark Elves by being the lynchpins of their society as the High Blood caste. The source of their power is their shadow-essence infused blood, knowledge of the stars, selecting more potential targets for Conversion into more Dark Elves. They also set the template for Dark Elf society, who are naturally powerful, work hard, and party hard. Combining arcane and divine might, they are the women in charge.

**Mechanics:** Dark Elf Priestesses receive some small level of combat training, where they hit an unarmored (AC 0) target on a 10+ attack throw and advance by one every two levels (like a thief). Their saves go up by two every six levels (like a mage). They are trained in all types of armor, but no shields. Their weapon choice is more limited: crossbows, hand crossbows, daggers, maces, staves, and whips. They do not start with any fighting styles and they get to cleave once every two levels. They can use items meant for divine casters, arcane casters, and thieves.

**Racial Abilities:** Since they are the pinnacle of all Dark Elves, the High Bloods, a Dark Elf Priestess has **infravision** out to 120 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is now entirely composed of **shadow essence** - generally living to about half a



millennium or so, but they still enjoy immunity to ghoul paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with **the Caving proficiency**.

The fact that they are of the High Blood lets them **Detect Magic** by entering a meditative state – if they focus for a turn, they can then Detect Magic as the spell for a turn. Additionally, they are **naturally stealthy**, receiving a +2 bonus to their Move Silently and Hide in Shadows throws. Their **dark triumph** increases their level cap to 11. The **shadow essence** in their blood calls out to other creatures of the dark, and they receive +2 to reaction rolls when encountering intelligent chaotic monsters and they are at a -2 to saving throws vs any charm spell cast by the Dark Elf Priestess. However, all Dark Elves have a certain reputation for **inhumanity** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

**Dark Elf Priestess Level Progression**

XP	Name	Level	Attack	Petrification	Poison &	Blast &	Staffs &	Spells	Arcane					Divine							
			Throw	& Paralysis	Death	Breath	Wands		Level	1	2	3	4	5	6	Level	1	2	3	4	5
0	Seer	1	10+	13+	13+	15+	11+	12+	1	1	0	0	0	0	0	1	0	0	0	0	0
4,450	Augur	2	10+	13+	13+	15+	11+	12+	2	2	0	0	0	0	0	2	1	0	0	0	0
8,900	Clairvoyant	3	9+	13+	13+	15+	11+	12+	3	2	1	0	0	0	0	3	2	0	0	0	0
17,800	Haruspex	4	9+	12+	12+	14+	10+	11+	4	2	2	0	0	0	0	4	2	1	0	0	0
35,600	Soothsayer	5	8+	12+	12+	14+	10+	11+	5	2	1	1	0	0	0	5	2	2	0	0	0
71,200	Oracle	6	8+	12+	12+	14+	10+	11+	6	2	2	2	0	0	0	6	2	2	1	1	0
140,000	Astrologer	7	7+	11+	11+	13+	9+	10+	7	3	2	2	1	0	0	7	2	3	2	1	1
290,000	Priestess	8	7+	11+	11+	13+	9+	10+	8	3	3	2	2	0	0	8	3	3	2	2	1
440,000	Prophet	9	6+	11+	11+	13+	9+	10+	9	3	3	3	2	1	0	9	3	3	3	2	2
590,000	Pythia	10	6+	10+	10+	12+	8+	9+	10	3	3	3	3	2	0	10	4	3	3	3	2
740,000	Sibyl	11	5+	10+	10+	12+	8+	9+	11	4	3	3	3	2	1	11	4	4	4	3	3

**Class Abilities:** Given their lofty positions in Dark Elf society, all 1<sup>st</sup> level Dark Elf Priestesses are **wary** receiving +1 to their initiative. One of the very first things they know is how to channel a **shadow ward** which gives them a +2 bonus to all of their saves. They know how to make an enemy **quake in fear** by orating for 1 round, after which all foes in a 50' radius from the Priestess will be at -1 to their attack throws, damage rolls, and morale checks. She can do this once per day per level. Nonetheless, they have a **dark allure** to them, tempting people to their beauty. She receives a +2 bonus on reaction rolls and if she rolls a 12+ on it, the creature spoken with acts as though charmed by her. Creatures with a WIS greater than your CHA are immune to this power.

Additionally, all Dark Elf Priestesses may **turn the undead**. First, they determine whether the undead can be turned by consulting the table. Then a d20 is rolled for the specific type of undead and if it is equal to or greater than the number, the Dark Elf Priestess rolls 2d6 to determine how many undead are turned (run away in fear). If there is a T, it means that no roll is necessary and 2d6 are turned automatically. A D means that 2d6 undead are destroyed. She can keep doing this indefinitely, unless she fails the roll – at which point she can no longer turn undead during this combat. Most Dark Elf Priestesses are Chaotic and thus can take control of the undead instead for 1 turn per level of the cleric. If they would be destroyed, they are instead controlled for 1 day.

At 5<sup>th</sup> level, the Dark Elf Priestess may do **basic crafting** such as making scrolls and potions. Furthermore, she knows how to **draw power from suffering** - she may spend 1 turn whipping, branding, or scarring a willing victim. An NPC charmed by the Dark Allure ability will allow themselves to be tortured if they fail a save vs spells. When the torture is complete, the Dark Elf Priestess recovers HP equal to the amount of damage dealt to the victim, but no more than the character has

HP. If the torturer chooses, they can leave the victim with a scar. A minor scar can recover a 1st or 2nd level spell slot, a major scar 3rd or 4th, and a grotesque scar will recover a 5th level spell slot. A creature can only carry one of each type without penalty, afterwards making saves vs Death with a cumulative penalty based on the amount of spells levels recovered, dying if failing. (For example, a creature with 3 scars of any type would make the Death saving throw at a -2).

At 7<sup>th</sup> level she learns how to **draw power from blood**. The Dark Elf Priestess gains double the divine power from blood sacrifice and may store this power indefinitely. She also learns the **secrets of the cold stars**. This lets her see the fates of mortals. By concentrating for a turn, she can tell how many Fate Points (if any) the target has (assuming the group is using Fate Points). Alternatively, once per week she can cast the Fate spell by concentrating for a turn. Finally, she can spend a turn reading the stars and modifying the Conversion roll for a target undergoing Conversion, as detailed on page XX. If the Dark Elf Priestess is cooperating with the owner of a Dark Elf Den, she may add half her level, rounding up, to the special Kidnapping hijinks roll.

At 9<sup>th</sup> level, the Dark Elf Priestess learns the arts of **flesh twisting** allowing her to make magical crossbreeds at half the usual base time and cost of your character class. She may also grant a +2 bonus to any number of rolls made by the subject of a Conversion. She learns **advanced crafting** of things like rings, staffs, and magical weapons. Finally she may construct a **penumbral observatory** which acts as the hub of a domain, a magical sanctum, and a temple. At 11<sup>th</sup> level she learns **expert crafting** being able to craft any magic items, magical constructs and perform crossbreed and necromancy research.

Dark Elf Priestess Divine Spell List					
	First Level	Second Level	Third Level	Fourth Level	Fifth Level
1	Command Word	Augury	Cure Blindness	Create Water	Atonement
2	Cure Light Wounds	Bless	Protection from Normal Missiles	Cure Serious Wounds	Commune
3	Darkness	Delay Poison	Prayer	Sticks to Snakes	Quest
4	Detect Evil/Good	Enthrall	Cure Disease	Dispel Magic	Create Food
5	Detect Magic	Hold Person	Glyph of Warding	Divination	Strength of Mind
6	Faerie Fire	Resist Fire	Remove Curse	Poison	Flame Strike
7	Protection from Good	Spiritual Weapon	Speak with Dead	Vigor	Restore Life and Limb
8	Remove Fear	Swift Sword	Striking	Tongues	Sword of Fire
9	Resist Cold	Find Traps	Winged Flight	Fate	True Seeing
10	Trance	Shimmer	Water Walking	Smite Undead	Insect Plague

**Proficiencies:** Adventuring, Alchemy, Apostasy, Battle Magic, Black Lore of Zahar, Collegiate Wizardry, Command, Contemplation, Contortionism, Craft, Diplomacy, Divine Health, Elementalism, Familiar, Healing, Intimidation, Knowledge, Language, Leadership, Prophecy, Quiet Magic, Seduction, Sensing Power, Soothsaying, Theology, Transmogrification.

The Dark Elf Priestess starts with Adventuring, one class proficiency, and one General proficiency, as well as any bonus General proficiencies from a high INT bonus. They gain a class proficiency at levels 3, 5, and 9; and a General proficiency at levels 5 and 9.

Dark Elf Priestess Turning Undead											
Undead Type	Cleric Level										
	1	2	3	4	5	6	7	8	9	10	11
Skeleton	10+	7+	4+	T	T	D	D	D	D	D	D
Zombie	13+	10+	7+	4+	T	T	D	D	D	D	D
Ghoul	16+	13+	10+	7+	4+	T	T	D	D	D	D
Wight	19+	16+	13+	10+	7+	4+	T	T	D	D	D
Wrath	-	19+	16+	13+	10+	7+	4+	T	T	D	D
Mummy	-	-	19+	16+	13+	10+	7+	4+	T	T	D
Spectre	-	-	-	19+	16+	13+	10+	7+	4+	T	T
Vampire	-	-	-	-	19+	16+	13+	10+	7+	4+	T
Greater*	-	-	-	-	-	19+	16+	13+	10+	7+	4+

\*This category includes very powerful beings or unholy beings such as demons and so on.

Priestess activity. If one (or more) is present in a Dark Elf community it is a mark of great prestige. First, it takes 50% of the cost of building, due to the faithful contributing to the labor costs. If the owner of the Penumbral Observatory chooses to build a dungeon, it does not enjoy the same cost reduction.

It attracts 1d6 other Dark Elf Priestesses of 1<sup>st</sup>-3<sup>rd</sup> levels. It attracts 2d6 level 0 Dark Elf Priestess hopefuls. After 1d6 months, each of the level 0 Dark Elf Priestess hopefuls makes a 14+ proficiency throw with a bonus of their INT modifier. On a success they become 1<sup>st</sup> level Dark Elf Priestesses and leave if they do not. Each year the Dark Elf Priestess dwells in their Penumbral Observatory, they may attract an additional 1d6 0<sup>th</sup> level Dark Elf Priestess hopefuls. Additionally, they attract 10d6 other random Dark Elves of 0<sup>th</sup> level, as well as 4d6 household slaves, 3d6 pleasure slaves, 2d6 warrior slaves, and 1d6 labor slaves.

A Penumbral Observatory can be constructed in any kind of place, whether civilized, borderlands, or wilderness. If it is constructed within the borders of a civilized non-Dark Elf domain, the "host" domain suffers a -1 morale penalty.

All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9<sup>th</sup> level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

**Dark Elf Penumbral Observatory:** The Dark Elf Penumbral Observatory represents the hub of Dark Elf

# Dark Elf Provocateur

**Prime Requisite:** CHA

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 12

**Lore:** The word “provocateur” may be a bit of a misnomer for the Dark Elf Provocateur, as they have many other functions in Dark Elf society and especially beyond it. That isn’t to say that the Provocateur doesn’t act provocative or can in fact provoke people to do stupid things, but that’s what you sometimes need to do to get ahead. The Dark Elf Provocateur is an expert in trade, wielding her influence and coin to achieve the goals set before them. Their skill and talents mean that despite the reputation of the Dark Elves, they are welcome everywhere – even if watched more closely than others.

**Mechanics:** The Dark Elf Provocateur isn’t the best fighter, instead focusing on the social aspects of things. They hit an unarmored foe (AC 0) on a 10+ at 1<sup>st</sup> level and increase in attacks and saving throws at a rate of once per two levels (like a thief). Their weapon choice is very limited – daggers, darts, and saps, but they are trained in the missile fighting style. They aren’t proficient with leather armor, but no shields. They cleave once every two levels. They can use items meant for thieves only.



**Racial Abilities:** The Dark Elf Provocateur occupies the middle stratum, so they have several advantages due to their tainted dark blood. They have **infravision** out to 60 ft. They have standard Elven strengths – they **can detect hidden and secret doors** on an 8+ when actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely of **shadow** essence and so they generally live to about half a millennium or so, but they still enjoy immunity to ghoul paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for **inhumanity**– they are at -1 on reaction rolls with humans and regular demihumans, but at a +1 when dealing with other Dark Elves and their servants.

Dark Elf Provocateur Level Progression										
XP	Name	Level	Attack Throw	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Arcane Level	1 2
0	Flirt	1	10+	13+	13+	16+	14+	15+	1	0 0
2,200	Tease	2	10+	13+	13+	16+	14+	15+	2	0 0
4,400	Charmer	3	9+	12+	12+	15+	13+	14+	3	1 0
8,800	Enticer	4	9+	12+	12+	15+	13+	14+	4	2 0
17,600	Coquette	5	8+	11+	11+	14+	12+	13+	5	2 0
35,200	Inveigler	6	8+	11+	11+	14+	12+	13+	6	2 0
70,400	Orator	7	7+	10+	10+	13+	11+	12+	7	2 0
170,000	Provocateur	8	7+	10+	10+	13+	11+	12+	8	2 0
270,000	Honeypot	9	6+	9+	9+	12+	10+	11+	9	2 1
370,000	Honeylips	10	6+	9+	9+	12+	10+	11+	10	2 2
470,000	Silvertongue	11	5+	8+	8+	11+	9+	10+	11	2 2
570,000	Elocutrix	12	5+	8+	8+	11+	9+	10+	12	2 2

**Class Abilities:** At 1<sup>st</sup> level, the Dark Elf Provocateur learns how to **deal and dicker**, which acts as the Bargaining proficiency. Additionally, they have access to their **network** which means that whenever they buy and sell equipment, hire retainers, and engages in mercantile ventures in a market they have previously visited, they treat the market as if it were one market class larger than its actual size. Class I markets are unaffected. The Dark Elf Provocateur also knows the skill of **deadly deception** where anytime the Provocateur uses diplomacy or bribery to successfully parley with an NPC or NPCs, scoring a Friendly result, they and his party gain a +3 bonus to surprise the NPCs if they immediately initiate combat thereafter. In order for their party to benefit from this ability, the Dark Elf Provocateur must either have some way of secretly signaling them to attack or must have planned the treachery to occur in advance. Deadly deception cannot be used if the NPC opposition also has a character with this feature handling negotiation, due to professional courtesy and mutual paranoia.

The Provocateur also has access to **lethal beauty** allowing them to add their CHA bonus instead of their STR bonus to one-handed melee or thrown weapons. Coupled with this she has **unerring sight** giving her +1 to hit with all ranged weapons. She can also choose to **motivate** her allies. This requires a few moments of oration before a battle(one round), and grants the character's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls(for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes (1 turn). The character can inspire courage in any given character once per day per class level. The character

cannot inspire courage on characters who are already engaged in combat.

At 5<sup>th</sup> level, the Dark Elf Provocateur learns how to **defuse the situation**. In lieu of moving or attacking on his initiative, the character may demand surrender from a group of hostile creatures. The group can be of any size, but the creatures must be able to see, hear, and understand the character, and must be either outnumbered or surprised by the character and his allies in order to be affected. Affected creatures must make an immediate morale roll with a penalty equal to the character's CHA bonus. A result of Retreat or Fighting Withdrawal will lead to their immediate surrender. If the demand fails, a character may not demand surrender from the same creature or creatures again until other circumstances have triggered a morale roll by the creature or creatures. She also knows how to be **enticing**, gaining a +2 bonus to reaction rolls with creatures you speak to. If this bonus results in a total of 12 or more, the subjects act as if charmed while in your presence. Creatures with a WIS greater than your CHA are immune to this power.

Alternatively, the Provocateur may wish to **manipulate the opposition** by teasing, taunting, and flirting the character can use her alluring beauty to provoke the passions of an intelligent creature that is potentially attracted to her. Provoking the passions of a creature requires one round (10 seconds), during which time the character must remain stationary and take no other action. A creature must be within 30' of the character and able to both see and hear her in order to be the target of provocation. The targeted creature must make a saving throw versus Spells. The Judge may grant bonuses or penalties to the saving throw depending on

<b>Dark Elf Provocateur Thief Skill Progression</b>								
<u>Level</u>	<u>Open Locks</u>	<u>Find/Remove Traps</u>	<u>Pick Pockets</u>	<u>Move Silently</u>	<u>Hide in Shadows</u>	<u>Climb Walls</u>	<u>Hear Noise</u>	<u>Backstab</u>
1	18+	18+	17+	17+	19+	6+	14+	x2
2	17+	17+	16+	16+	18+	5+	13+	x2
3	16+	16+	15+	15+	17+	5+	12+	x2
4	15+	15+	14+	14+	16+	4+	11+	x2
5	14+	14+	13+	13+	15+	4+	10+	x3
6	12+	13+	12+	12+	14+	4+	9+	x3
7	10+	11+	10+	10+	12+	3+	8+	x3
8	8+	9+	8+	8+	10+	3+	7+	x3
9	6+	7+	6+	6+	8+	3+	6+	x4
10	4+	5+	4+	4+	6+	3+	5+	x4
11	3+	3+	2+	2+	4+	2+	4+	x4
12	2+	2+	-1+	2+	3+	2+	3+	x4

circumstances, the temperament of the creature, and its training or familiarity with the character. If the save succeeds, the creature is not provoked. If the save fails, the creature is provoked for 1d4 rounds plus 1 round per level of the character. The effect of provocation depends on the creature's current reaction to the character. A hostile creature will become enraged, attacking the characters in preference to all others without regard for its own safety for the duration of the provocation. An unfriendly creature will become hostile, seeking to harass the character verbally or physically for the duration. A neutral creature will become distracted, ignoring other duties or activities to pay attention to the character for the duration. An indifferent creature will become friendly, seeking to assist the character for the duration. A friendly creature will become enamored, helping the character as if charmed for the duration of the provocation. If the character or one of her allies attacks a creature while it is provoked, it immediately becomes enraged.

Coupled with this the Dark Elf Provocateur has access to **questionable investments**. The Provocateur can borrow money from the merchant guild at an interest rate of 3% per month without collateral or at an interest rate of 1% per month with collateral. There is no limit to how much they can borrow in total, but each market only has a limited pool of capital for use each month, shown on the adjoining table. If the character fails to pay interest each month, you become disreputable in that market. While disreputable, you cannot use your network. If you allow the interest payments to build up such that you owe more in GP than your total in XP, then your former business partners will begin to send rival adventurers after you, with wages by level that total the monthly interest payment. A henchman will not use this ability on behalf of his employer, but a player character can do so on behalf of his fellow party members.

At 9<sup>th</sup> level, the Dark Elf Provocateur learns how to fight in a **lethal tempo**, where they become a whirlwind of flashing blades, making it into a bloody spectacle. They gain one bonus melee or thrown attack each round and deal an extra 1d6 bonus points of damage with every successful melee or thrown attack (including cleaves). Activating a lethal tempo is a free action and once begun will continue until all visible enemies are slain, the Dark Elf Provocateur is incapacitated or chooses to end the dance, or 1 turn elapses, whichever comes first. The Provocateur can do this once a day. Also at 9<sup>th</sup> level, the Dark Elf Provocateur may construct a **front** for her activities.

**Proficiencies:** Acrobatics, Adventuring, Art, Bargaining, Battle Magic, Bribery, Cat Burglary, Collegiate Wizardry, Combat Reflexes, Contortionism, Diplomacy, Disguise, Familiar, Kin-Slaying, Illusion resistance, Language, Leadership, Lip Reading, Magical Music, Mimicry, Precise Shooting, Quiet Magic, Seduction, Signaling, Sniping, Swashbuckling, Weapon Finesse.

The Dark Elf Provocateur starts with Adventuring, one class proficiency, and one General proficiency, as well as any extra General proficiencies from having a high INT bonus. They gain an extra class proficiency at levels 3, 5, 9, and 12. They gain an extra general proficiency at levels 5 and 9.

**Dark Elf Front:** The Dark Elf Front acts as both a place of legitimate business and a cover for any and all shady activities of the Dark Elf Provocateur, or other Dark Elves. As it is technically a hideout, it can only be established in a civilized area. It will attract 2d6 1st Dark Elf Provocateurs, which can be expanded if so wished. It can carry out the standard hijinks of Assassination, Carousing, Smuggling, Spying, Stealing, and Treasure Hunting, as detailed in ACKS Core page 135 and AXIOMS #12. If a proper guildhall is established, it can carry out these hijinks under the veneer of a legitimate business, providing a +1 bonus to mitigating the fallout if one of these hijinks goes poorly. Additionally, it can be used to mitigate the morale penalties for a domain that is losing people due to Dark Elf kidnappings. If the owner of a Dark Elf Front negotiates with the owner of the domain being targeted and pays the tax expenses of the peasants (2 gp/family), then there are no morale penalties due to the actions of the Dark Elves.

All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

# Dark Elf Sorcerer

**Prime Requisite:** INT

**Requirements:** STR 9, INT 9, WIS 9, DEX 9, CON 9, CHA 9

**Hit Dice:** 1d4, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 10

**Lore:** The Dark Elf Sorcerers are the Low Blood fonts of magical power. They practice a type of magic that grants them incredible power, allowing them to draw on magic that other casters can only dream of. A single Sorcerer is capable of shutting down other casters with ease due to their brutal training and later on to devastate whole armies. The dark secret is of course that for all their broad power, Sorcerers never reach the pinnacles of ritual power as other casters – which suits the High Blood of Dark Elf society just fine, preventing these powerhouses from upsetting the status quo. The Sorcerers are still satisfied with their lot as Low Bloods in the hierarchy, so long as they get to flex their power over others.

**Mechanics:** The Dark Elf Sorcerer is not trained in combat whatsoever. They can hit an unarmored foe (AC 0) at level 1 with a throw of 10+, but their attack throws and saving throws advance twice every six levels (like a mage). They are proficient with no armor or fighting styles and the only weapons they can use are the staff, dagger, dart, and sling. They can wield any magic item meant for arcane casters.

**Racial Abilities:** As befitting the Blood caste of the Dark Elves, a Dark Elf Sorcerer has **infravision** out to 120 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when actively



searching, or a 14+ on casual inspection. Dark Elf blood is now entirely composed of **shadow essence** - generally living to about half a millennium or so, but they still enjoy immunity to ghoul paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with **the Caving proficiency**. The fact that they are of the Low Blood lets them **Detect Magic** by entering a meditative state – if they focus for a turn, they can then Detect Magic as the spell for a turn. Additionally, they are **naturally stealthy**, receiving a +2 bonus to their Move Silently and Hide in Shadows throws. However, all Dark Elves have a certain reputation for **inhumanity** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

Dark Elf Sorcerer Level Progression														
XP	Name	Level	Attack	Petriification	Poison &	Blast &	Staves &	Arcane						
			Throw	& Paralysis	Death	Breath	Wands	Spells	Level	1	2	3	4	5
0	Slave-Apprentice	1	10+	13+	13+	15+	11+	12+	1	2	0	0	0	0
4,400	Apprentice	2	10+	13+	13+	15+	11+	12+	2	3	0	0	0	0
8,800	Apprentice-Tutor	3	10+	13+	13+	15+	11+	12+	3	3	2	0	0	0
17,600	Arcane Trainee	4	9+	12+	12+	14+	10+	11+	4	3	3	0	0	0
35,200	Arcane Journeyman	5	9+	12+	12+	14+	10+	11+	5	3	3	2	0	0
70,400	Arcane Adept	6	9+	12+	12+	14+	10+	11+	6	3	3	3	0	0
140,000	Arcane Master	7	8+	11+	11+	13+	9+	10+	7	5	3	3	2	0
280,000	Sorcerer	8	8+	11+	11+	13+	9+	10+	8	5	5	3	3	0
430,000	Arcanist	9	8+	11+	11+	13+	9+	10+	9	5	5	5	3	2
580,000	Arcane Powerhouse	10	7+	10+	10+	12+	8+	9+	10	5	5	5	5	3

**Class Abilities:** At 1<sup>st</sup> level, the Dark Elf Sorcerer knows how to **move and cast**. They can cast a spell and then move or move then cast a spell. If they are mounted, they can cast spells as well without losing them. They are also capable of drawing on magical energy and **overcasting**, which is explained in its own section. Finally, they are **attuned to places of power**. If a Dark Elf Sorcerer is in a sinkhole of evil or a Dungeon (assuming you are using the Dungeon optional rules on page XX) you can recover expended spell slots. If you're in a shadowed sinkhole or the 1<sup>st</sup> or 2<sup>nd</sup> level of a Dungeon, you can recover an expended spell slot every 3 turns. If you're in a blighted sinkhole or the 3<sup>rd</sup> or 4<sup>th</sup> level of a Dungeon, it takes you 1 turn. Finally, if you're in a Forsaken sinkhole or a 5<sup>th</sup> or 6<sup>th</sup> level of a Dungeon, you can recover an expended spell slot in a single round. Regardless, using this ability, you can recover only one spell slot of each level per day. This is separate from the Contemplation proficiency and thus stacks with it.

At 5<sup>th</sup> level, the Dark Elf Sorcerer is capable of **basic crafting**, making things such as magic scrolls and potions. They also learn how to **counterspell**. When a Sorcerer becomes the target of a spell or ability similar to a spell (Judge's discretion), he may spend a spell slot. If the Sorcerer does this, they get a bonus to the saving throw of the effect equal to the level of the spell slot spent (for example, if they are being affected by the charm ability of a nymph or the charm spell, they could spend a 3<sup>rd</sup> level spell slot and receive a +3 bonus to their saving throw, but they couldn't do it against the breath of a dragon).

Also at 5<sup>th</sup> level, the Sorcerer learn how to unlock the **power in blood**. The Dark Elf Sorcerer may spend 1 turn (or 1 round if the Sorcerer does it to themselves) inflicting a cruel scar on a willing target, a restrained victim, or the Sorcerer. A minor scar can recover a 1st or 2nd level spell slot, a major scar 3rd or 4th, and a grotesque scar will recover a 5th level spell slot. A creature can only carry one of each type without penalty, afterwards making saves vs Death with a cumulative penalty based on the number of scars. The Dark Elf Sorcerer may also cure a scar that they have inflicted on themselves by ritually torturing a number of sapient humanoids equal to the Sorcerer's Hit Dice. Each such torture session takes 8 hours and the Dark Elf Sorcerer cannot cast spells on these days, otherwise the process fails and needs to be restarted.

At 9<sup>th</sup> level, the Dark Elf Sorcerer may construct a **sanctum** just like the mage and attract 1d6 1<sup>st</sup>-3<sup>rd</sup> level Dark Elf Sorcerers and 2d6 level 0 Dark Elf Sorcerer apprentices. All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased. After 1d6 months, each of the level 0 Dark Elf Sorcerer apprentices makes a 14+ proficiency throw with a bonus of their INT modifier. On a success they become 1<sup>st</sup> level Dark Elf Sorcerers and leave if they do not. Each year the Dark Elf Sorcerer dwells in their Den, they may attract an additional 1d6 0<sup>th</sup> level Dark Elf Sorcerer recruits.

Also at 9<sup>th</sup> level, the Dark Elf Sorcerer learns **advanced crafting** being able to make magic items such as weapons and rings. They also learn how to **master overcasting** and may add their INT bonus to their Overcasting throw (or double the INT bonus to double time overcasting).

**Proficiencies:** Adventuring, Alchemy, Art, Battle Magic, Black Lore of Zahar, Collegiate Wizardry, Contemplation, Craft, Elementalism, Familiar, Illusion Resistance, Intimidation, Knowledge, Language, Lore mastery, Magical Engineering, Naturalism, Navigation, Prestidigitation, Profession, Prophecy, Quiet Magic, Riding, Running, Sensing Power, Skulking, Soothsaying, Unflappable Casting.

The Dark Elf Sorcerer starts with Adventuring, one class proficiency, and one General proficiency, as well as any bonus General proficiencies from a high INT bonus. They gain a class proficiency at levels 3, 5, and 9; and a General proficiency at levels 5 and 9.

**Overcasting:** You may attempt to cast a spell that is in your spell repertoire, even if you have no spell slots remaining. Whenever you overcast, you make a d20 throw vs the numbers provided in the table. The throw gets more challenging for every attempt. If you take double the time to cast the spell, you use the second set of throw values. If you fail the roll, you lose the spell and roll on the Calamity table.

<b>Overcasting Table</b>		
<u>Attempt of the Day</u>	<u>Throw</u>	<u>Throw with Double Time</u>
1st	6+	4+
2nd	11+	9+
3rd	16+	14+
4th	20+	18+
5th+	N/A	23+

### Calamity Table

Roll	Name	Description
1-50	Lost	You lose the spell, but nothing untoward happens
51-70	Stunned	You lose the spell and may take no other actions this round, your AC is lowered by 4
71	Random	A different, random spell of the same level is cast from your repertoire
72	Internalized	You take 1d4 damage, and at the beginning of your next initiative make a save vs. Spells or take an addition 1d4 damage. This continues until you make the saving throw.
73	Target Self	The spell targets you. If this wouldn't be a negative effect, take 1d6 damage per spell level.
74	Target Ally	The spell targets a random ally within range. If there are no allies within range, the spell targets you instead, as per the above.
75	Explosion	The spell explodes, centered on you. The radius is 5' per spell level and damage is 1d6 per spell level. You can make a save vs. Blast and Breath for half damage.
76	Spell Signature	You gain a spell signature.
77	No Spells	You lose the ability to cast Arcane spells for 1d4+1 rounds.
78	Unconscious	You lose consciousness for 1d4+1 rounds and cannot be roused by mundane means.
79	Repertoire Loss	You lose the spell for 8 hours from your repertoire.
80	Casting Slot Loss	For one week, you lose a spell slot of the same level that the spell was. For example, if you Overcast a 2nd level spell, and had 3 2nd level spell slots, for one week, you would only have two.
81	No More Casting	You lose the ability to cast Arcane spells for 8 hours.
82-83	Frog	Depending on the spell level, you are polymorphed into a frog for 1d4 hours (1-3) or days (4-5).
84	Wasting Disease	You are struck by a magical wasting disease causing you to suffer -2 on all attack and Charisma throws and reducing your natural heal rate by half. You will die in 2d6 days unless a Cure Disease spell is cast upon you.
85	Turned to Stone	You are turned to stone as per the spell Flesh to Stone. No saving throw is allowed.
86-87	Aged	You age 1d4 years per spell level
88-89	Gone from Repertoire	You permanently lose the spell from your repertoire.
90	Essence Drain	All life is drained in a 5' radius around you per spell level. All living creatures must make a save vs. Spells or age 1d4 years per spell level. All flora within the radius dies. All food in the radius spoils and all potable water evaporates.
91	Geas	An extra-planar creature that is thematically appropriate for the spell places a Geas on you, with no save. Until the Geas is completed, you may not cast this particular spell.
92	Singularity	A whirling vortex with a radius of 5' per spell level centered on you opens. All creatures are pulled in unless they make a save vs. Staffs/Wands. Those that are pulled in are teleported to a random place in the world (Judge's Choice) or 1d10x1d10 miles in a random direction.
93	Prone to Calamity	Permanently increase your Overcasting success throw difficulty by 1.
94	Summon Monster	A monster with HD equal to the caster's +2 is summoned right next to you. It will immediately rampage, starting with the caster.
95	Implosion	You immediately implode on yourself, dying. No save.
96-100	Judge's Choice	The Judge comes up with something large-scale, either from this table or from their imagination and applies it. For example, an entire village is consumed by a wasting disease, or all dragons in one mile are afflicted with vampirism.

# Dark Elf Vigilant

**Prime Requisite:** STR or DEX

**Hit Dice:** 1d6, then +1 per level after 9<sup>th</sup> level

**Maximum Level:** 11

**Lore:** The Dark Elf Vigilants are the eyes and ears of the Dark Elves, ranging far and wide, reporting on both the people and the wilderness, having knowledge of the land. This puts them close to the traditional Elven roles that the Dark Elves have mostly abandoned, putting them in a unique position of being close to their hated enemies... which is both a strength and weakness.

**Mechanics:** The training of the Dark Elf Vigilant is a serious affair since they will often be operating alone for long stretches of time. They hit an unarmored foe (AC 0) on a 10+ at level 1 and advance in attack throws twice every three levels (like fighters). They advance their saves once every two levels (like a thief). They are proficient in chainmail and lighter but not with shields. Instead, they are taught how to use two-weapon and missile fighting styles. They are proficient with all missile weapons, swords, and daggers. They get to cleave once per level. They also enjoy a +1 bonus to all missile damage at 1<sup>st</sup> level, with the bonus increasing by +1 on levels 3, 6, 9, and 12.

**Racial Abilities:** Being of the highest stratum affords the Dark Elf some inborn privileges. They have **infravision** out to 60 ft. They have standard Elven strengths – they can **detect hidden and secret doors** on an 8+ when



actively searching, or a 14+ on casual inspection. Dark Elf blood is composed entirely out of **shadow essence** so they now generally live to about half a millennium or so, but they still enjoy immunity to ghoul paralysis, as well as a +1 bonus to their saving throws vs Petrification/Paralysis and Spells. Dark Elves start with a free **Languages proficiency**. Unlike their surfacer cousins, the Dark Elves are more at home in caves – they start with the **Caving proficiency**. However, all Dark Elves have a certain reputation for being **inhuman** – they are at -1 on reaction rolls with humans and regular demi humans, but at a +1 when dealing with other Dark Elves and their servants.

## Dark Elf Vigilant Level Progression

XP	Name	Level	Attack Throw	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Damage Bonus
0	Patroller	1	10+	13+	13+	16+	14+	15+	+1
2,715	Spotter	2	9+	13+	13+	16+	14+	15+	+1
5,430	Scout	3	9+	12+	12+	15+	13+	14+	+2
10,860	Spectator	4	8+	12+	12+	15+	13+	14+	+2
21,720	Explorer	5	7+	11+	11+	14+	12+	13+	+2
43,440	Watcher	6	7+	11+	11+	14+	12+	13+	+3
86,880	Vigilant	7	6+	10+	10+	13+	11+	12+	+3
175,000	Outrider	8	5+	10+	10+	13+	11+	12+	+3
295,000	Obersver	9	5+	9+	9+	12+	10+	11+	+4
415,000	Observer, 10th lvl	10	4+	9+	9+	12+	10+	11+	+4
535,000	Observer, 11th lvl	11	3+	8+	8+	11+	9+	10+	+4
655,000	Roving Eye	12	3+	8+	8+	11+	9+	10+	+5

**Class Abilities:** At 1<sup>st</sup> level, the Dark Elf Vigilant undergoes extensive training with all ranged weapons, enjoying a +1 bonus to all ranged weapons with their **deadeye**. They are **supernaturally wary**, receiving a +1 bonus to their initiative and surprise rolls, except for when casting a spell. They become capable of **independent operations** which gives them a +1 bonus to AC, as well as attack throws, saving throws, thief skills, and proficiency throws so long as they're more than 1 turn worth of movement from their allies (except their own familiar, if they have one). This bonus increases to +2 at 6<sup>th</sup> level and to +3 at level 12.

At 3<sup>rd</sup> level, they learn how to perform an **ensorcelled shot**, where they can choose to expend a spell slot on as part of any action. If they do so, their attacks will have a bonus to hit and damage equal to the spell expended for 1 turn. They are **attuned to the darkness** receiving a further +1 bonus to their surprise and initiative rolls when fighting in the darkness. Natural light, torchlight, lamplight, or magic will break this ability. Furthermore, this gives the Vigilant a +2 bonus on their thief skills of Move Silently and Hide in Shadows (not factored into the table).

At 5<sup>th</sup> level they have **darkling vision**, giving them a +4 bonus to saving throws to disbelieve illusions. Additionally, if they focus for 1 round, they can see things that are invisible within 60' for 1 turn. They can use this every hour.

At 9<sup>th</sup> level, the Dark Elf Vigilant may establish an **outpost**. This can only be built in borderlands or wilderness. This will attract 3d6 x 10 1<sup>st</sup> level Dark Elf Vigilants to protect the outpost and perhaps help found a future Dark Elf settlement. All Dark Elf domains experience no population growth due to adventuring without a Dark Elf Den to increase population growth rate. Agricultural investments may be made at a cost of 10,000 gp per 1d10 bonus and are capped to a number of investments equal to the experience level of the domain owner (so a 9th level Dark Elf domain owner

Dark Elf Vigilant Thief Skill and Spellcasting						
Level	Move	Hide in	Backstab	Arcane	1	2
	Silently	Shadows		Level		
1	17+	19+	x2	1	0	0
2	16+	18+	x2	2	0	0
3	15+	17+	x2	3	1	0
4	14+	16+	x2	4	1	0
5	13+	15+	x3	5	1	0
6	12+	14+	x3	6	2	0
7	10+	12+	x3	7	2	0
8	8+	10+	x3	8	2	0
9	6+	8+	x4	9	2	1
10	4+	6+	x4	10	2	1
11	2+	4+	x4	11	2	1
12	2+	3+	x4	12	2	2

may invest at most 90,000 gp for a bonus of +9d10 families per month). Additionally, domain gross income is reduced by 25% unless each family is given a labor and household slave (for a cost of 140 gp each). Purchasing slaves for your families reduces the cost of the next festival by the amount of slaves purchased.

**Proficiencies:** Alchemy, Alertness, Animal husbandry, Animal Training, Blind Fighting, Climbing, Combat Trickery (incapacitate, knockdown), Eavesdropping, Endurance, Kin-Slaying, Familiar, Land Surveying, Mapping, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Skirmishing, Skulking, Sniping, Survival, Swashbuckling, Tracking, Trapping, Weapon Finesse, Weapon Focus.

The Dark Elf Vigilant starts with the Adventuring proficiency, one class proficiency, and one General proficiency, as well as any bonus General proficiencies from having a high INT bonus. They gain one class proficiency at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, and 12<sup>th</sup> level. They gain a General proficiency at 5<sup>th</sup> and 9<sup>th</sup> level.

## Dark Elf Army Information and Lists

The Dark Elves take a very unorthodox view on the military. A good chunk of their military is slave units, which have their own advantages – their price – and disadvantages – bad morale, not very well trained, etc. Their regular units are more expensive than their counterparts. Pound-for-pound they're stronger because of the rampant use of drugs and poison, but likewise, end up costing more, requiring alchemists and raw materials that other armies do not. Thus, fielding armies is always a very risky venture for the Dark Elves.

Likewise, the fact that Dark Elves aren't born naturally ends up being both a boon and a curse. The fact that their population growth is contingent on a steady influx of other living beings and that out of those only 36% end up being true Dark Elves means that they simply cannot replenish their numbers like the other races. On the other hand, it does mean that hypothetically, each and every prisoner they take can be Converted into a new Dark Elf, although even so, they'll only get so many.

Because of these two factors, the Dark Elves prefer to deal with military conflicts via assassinations, disruptions, kidnappings, as well as economic warfare. If there's a nearby duke that talks about how the Dark Elves should be brought to heel, well – the duke has enemies and tragic accidents do happen. Or if the neighboring duchy relies too heavily on trade, the Dark Elves would be better off making sure the traders never end up there, or even better – trading with the Dark Elves directly. This is exactly why the Dark Elves don't do so well against armies that utilize the constructs or undead (or both, in the case of the Dark Dwarves) – they don't need to rely on supply lines and their commanders are notoriously hard to kill.

Another consideration is that the Dark Elves are more than happy to use beastmen and mercenaries of other humanoids in their armies. Depending on circumstances, beastmen can be cannon fodder, or respected (but not equal!) troops alongside the Dark Elves, depending on the Dark Elf hiring them. The same goes for mercenaries, though mercenaries that distinguish themselves in battle may be offered a chance to undergo Conversion (and if the Dark Elves are feeling particularly demanding, it might even be an offer they cannot refuse).

The rules in this section are contingent on the rules presented in the Adventurer Conqueror King System: Domains at War. While you ostensibly could use the unit stats as monsters, it's much simpler and more rewarding to use the rules as presented there.

### Unit Descriptions

All Dark Elf combat units, whether actual Dark Elves or slaves use combat drugs and poisons, which ends up making their units more powerful with their battle rating increased accordingly. This does also make them more expensive than comparable units of the other races.

**Slave Guards** – Peacekeeper units that can fight in a pinch but used for patrolling and keeping the peace. Armed with clubs and heavy padded armor.

**Slave Gladiators** – Not a proper combat unit, but they're armed and they know how to fight. Armed with short swords, hide armor, and shields.

**Slave Soldiers** – These are proper trained military. They wield spears, shields, outfitted in leather armor.

**Slave Hopefuls** – These are the slaves that are so desperate to prove themselves worthy of Conversion, they volunteer for the most difficult tasks. They're armed with a long sword, shield, and scale armor.

**Dark Elf Slicers** – These are Strata Dark Elven shock troops designed to do a lot of damage. They wear leather armor and are armed with two short swords.

**Dark Elf Scouts** – Strata Dark Elves who use generally fulfill a reconnaissance role. Armed with several daggers, leather armor, and a shield.

**Dark Elf Blood Strikers** – Light infantry composed of the Blood Dark Elves. Armed with spears, needle armor, and shields.

**Dark Elf Guardians** – Defensive Strata units kitted out in chain mail, shields, spears, and long swords.

**Dark Elf Slayers** – Heavy armored Strata shock troops designed to break through formations. Equipped with banded plate, shield, spear, and long sword.

**Dark Elf Blood Guardians** – Similar to the Guardians, but composed of the Blood, they generally serve a defensive purpose. Armed with spidersilk bodysuits, shields, spears, and long swords.

**Dark Elf Gunners** – Strata Dark Elf crossbowmen, armed with a dagger, crossbow, and chainmail.

**Dark Elf Marksmen** – Dark Elf crossbowmen armed with two hand crossbows, dagger, and chainmail, from the Strata.

**Dark Elf Artillerist** – A heavily armored Strata crossbowman. Wears plate mail and carries two hand crossbows.

**Dark Elf Blood Sniper** – A member of the Blood, wearing a spidersilk bodysuit and wielding two hand crossbows.

**Dark Elf Mounted Gunner** – A Dark Elf Gunner astride a leadfoot lizard. Armed with a crossbow, dagger, and chainmail.

**Dark Elf Mounted Blood Sniper** – A Dark Elf Blood Sniper mounted on a leadfoot lizard, wearing a spidersilk bodysuit, with two hand crossbows, and a dagger.

**Dark Elf Mounted Harrier** – A Strata Dark Elf wielding a spear, clad in chainmail, riding a leadfoot lizard.

**Dark Elf Mounted Blood Harrier** – A member of the Blood wearing a spidersilk bodysuit, wielding a spear.

**Dark Elf Charger** – A member of the Strata, mounted on a leadfoot lizard, clad in plate, with a lance, longsword, and shield.

**Dark Elf Blood Knights** – A Dark Elf Blood with a leadfoot lizard, wearing a spidersilk bodysuit, a shield, a lance, and a short sword.

**Dark Elf Blood Purifier** – A units composed entirely of Dark Elf High Bloods, wearing plate armor mounted atop a leadfoot lizard, armed with a mace, and two hand crossbows.

### Dark Elf Unit Quick Stats

Name	Type	AC	Move	HD	HP	Att	Dmg	SV	ML*	BR	Wage (gp)
Slave Guards	Light Infantry	1	120'	1-1	3	1	BW NM	-2	.008	0	0
Slave Gladiators	Light Infantry	2	120'	1	4	1	BW NM	-1	.013	0	0
Slave Soldiers	Light Infantry	3	120'	1	4	1	BW NM	0	.017	0	0
Slave Hopefuls	Heavy Infantry	5	90'	1+1	5	1	BW NM	+1	.025	0	0
Dark Elf Slicers	Light Infantry	2	120'	1	4	1	BW T1	-1	.029	21	21
Dark Elf Scouts	Light Infantry	3	120'	1	4	1	BW T1	-1	.033	24	24
Dark Elf Blood Strikers	Light Infantry	3	120'	1	4	1	BW F1	+1	.058	52	52
Dark Elf Guardians	Heavy Infantry	5	90'	1	4	1	BW T1	-1	.050	36	36
Dark Elf Slayers	Heavy Infantry	6	90'	1	4	1	BW T1	-1	.058	42	42
Dark Elf Blood Guardians	Heavy Infantry	5	90'	1	4	1	BW F1	+1	.075	68	68
Dark Elf Gunners	Crossbowmen	4	120'	1	4	1	BW T1	-1	.042	30	30
Dark Elf Marksmen	Crossbowmen	4	120'	1	4	1	BW T1	-1	.050	36	36
Dark Elf Artillerists	Crossbowmen	6	90'	1	4	1	BW T1	-1	.075	54	54
Dark Elf Blood Snipers	Crossbowmen	4	120'	1	4	1	BW F1	+1	.075	68	68
Dark Elf Mounted Gunners	Mounted Crossbowmen	3/1	180'	1/2	4/8	1	BW T1	-1	.125	90	90
Dark Elf Mounted Blood Snipers	Mounted Crossbowmen	4/1	180'	1/2	4/8	1	BW F1	+1	.250	225	225
Dark Elf Mounted Harrier	Light Cavalry	4/1	180'	1/2	4/8	1	BW+1 T1	-1	.158	114	114
Dark Elf Mounted Blood Harrier	Light Cavalry	4/1	180'	1/2	4/8	1	BW+1 F1	+1	.217	195	195
Dark Elf Chargers	Heavy Cavalry	7/1	90'	1/2	4/8	1	BW+1 T1	0	.250	180	180
Dark Elf Blood Knights	Cataphract	5/1	180'	1/2	4/8	1+1	BW+1 F1	+1	.250	225	225
Dark Elf Blood Purifiers	Cataphract	6/1	90'	1/2	4/8	1+1	BW+1 F1	+2	.400	360	360

\*Increase morale of all Dark Elf units by +1 if there are any Dark Elf Blood units present.

### Dark Elf Unit Quick Math

Name	Daily Move (Miles)	Weekly Move (miles)	Monthly Wage (gp/month)	Supply Cost (gp/week)*	Specialist Cost (gp/month)**	Total Cost (gp/month)	Battle Rating
120 Slave Guards	24	96	0	60	380	620	1
120 Slave Gladiators	24	96	0	60	380	620	1.5
120 Slave Soldiers	24	96	0	60	380	620	2
120 Slave Hopefuls	18	72	0	60	380	620	3
120 Dark Elf Slicers	24	96	2,520	66	380	3,164	3.5
120 Dark Elf Scouts	24	96	2,880	66	380	3,524	4
120 Dark Elf Blood Strikers	24	96	6,240	75	380	6,920	7
120 Dark Elf Guardians	18	72	4,320	66	380	4,964	6
120 Dark Elf Slayers	18	72	5,040	66	380	5,684	7
120 Dark Elf Blood Guardians	18	72	8,160	75	380	8,840	9
120 Dark Elf Gunners	24	96	3,600	66	380	4,244	5
120 Dark Elf Marksmen	24	96	4,320	66	380	4,964	6
120 Dark Elf Artillerists	24	96	6,480	66	380	7,124	9
120 Dark Elf Blood Snipers	24	96	8,160	75	380	8,840	9
60 Dark Elf Mounted Gunners	36	144	5,400	264	340	6,796	7.5
60 Dark Elf Mounted Blood Snipers	36	144	13,500	300	340	15,040	15
60 Dark Elf Mounted Harriers	36	144	6,840	264	340	8,236	9.5
60 Dark Elf Mounted Blood Harriers	36	144	11,700	300	340	13,240	13
60 Dark Elf Chargers	18	72	10,800	264	340	12,196	15
60 Dark Elf Blood Knights	36	144	13,500	300	340	15,040	15.5
60 Dark Elf Blood Purifiers	18	72	21,600	300	340	23,140	24

\*Supply costs for Dark Elf units is 10% higher for Strata units and 25% higher for Blood units, to represent their higher maintenance costs.

\*\*The specialist cost includes an alchemist, so that the troops have access to combat enhancing drugs and poisons. Without an alchemist, the Specialist Cost (and therefore Total Cost) goes down by 250 gp per month, but the BR of each unit goes down by 1.

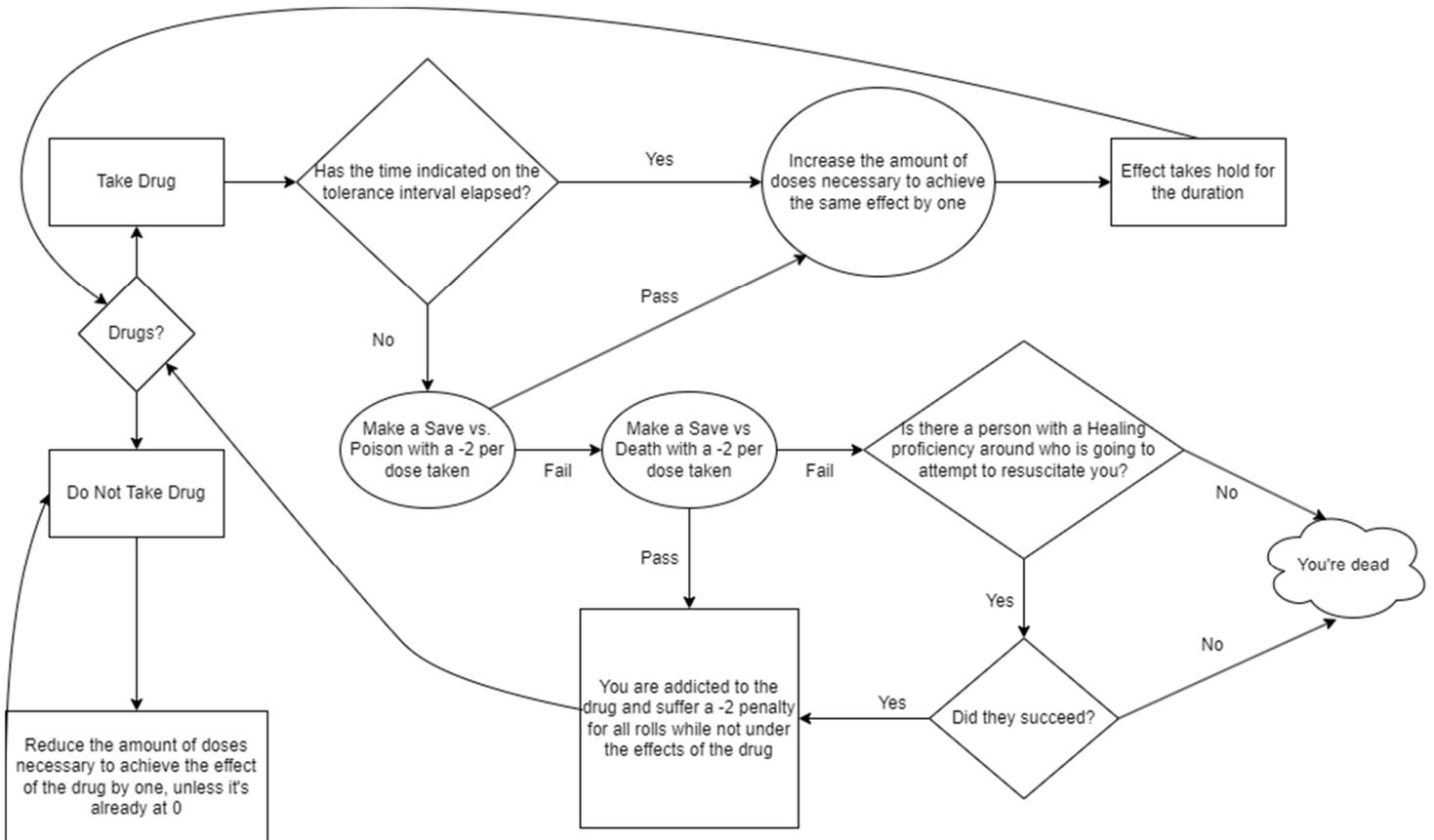
## Dark Elf Items

### Drugs

Drugs are a kind of consumable item that can be taken to enhance one's performance or just have a good time. The problem with them is that someone who uses drugs runs the risk of addiction or death by overdose, due to the fact that you need more and more to achieve the same effect, unless the user allows his body time to fully metabolize and fully flush the drug out. To those that are careful, it can provide an edge of their competition. To those who are not end up in a downward spiral that ends up in the same place. Dark Elves enjoy drugs and drug usage but have no mercy or sympathy for those who get addicted – except to provide them with more.

one. If you pass the save, you're fine and get to enjoy the effects of the drug.

On the other hand, if you fail the save, you immediately make a save vs. death with the same penalty. If you pass, you're addicted. When you're addicted you basically need the drug to function. When you are not under the effects of the drug, you are at -2 penalty to all rolls, per addiction – plus many drugs will have withdrawal symptoms of their own. If the save is failed, you have overdosed and will die in 1 turn, unless you are administered treatment. A Healing proficiency check to neutralize poison will stabilize you at 1 hit point, but you will automatically be addicted. A Delay Poison spell will buy you more time equal to the duration of the spell, while a Neutralize Poison will automatically stabilize you at 1 hit point, and you're



You may consult the drug flowchart above for clarity. When you take a drug for the first time, you experience its effects, but you also note that you took one dose. Then you consult its tolerance interval. If you want to experience the same effect, you would need to take one more dose – and it's always one more dose than before. If you do decide to do this, you need to make a save vs. poison with a -2 penalty for every dose past the first

also still addicted. Otherwise, if the turn passes with nobody assisting you, you're dead. You may treat yourself if you have the proficiency or magic to do so.

If you give your body time to detox, you need less doses to feel the effects. Every time you allow the amount of time indicated on the tolerance interval to expire, the number of doses you need to have the effect take hold decreases by one, to a minimum of zero. Thus, by allowing your body to rest between partaking, you can

avoid the negative effects of drug use. It must be noted that addiction is permanent, beyond the use of powerful magic, due to the fact that Dark Elf drugs alter a body's chemistry permanently.

Synthesizing Dark Elf drugs requires the Alchemy proficiency, but also requires the purchase or creation of specialized recipes. Each recipe doubles the number of drugs that can be produced and gives a +2 to the creation check. Creating a drug recipe requires an 11+ proficiency throw, with a -3 penalty, unless the researcher is a Dark Elf. Regardless, this takes 3 months. The alchemy throw for synthesis is a standard 11+, and an alchemist, Dark Elf or otherwise, can produce 50 gp worth of drugs at rank 1, 100 gp at rank 2, and 250 gp at rank 3. A 4000 gp alchemist library and workshop costing the same is sufficient to make any of these drugs.

Selling drugs is illegal in most places. The prices for the drugs listed are in places where drugs are sold willy-nilly, which is mostly in the domains of Dark Elves. In cities where the drug trade is criminal, a variant of the Smuggling hijink is used. The person wishing to sell drugs rolls their Move Silently check and if they succeed, they can liquidate 100 x their level in gp for the cost of the drug when produced. This takes a month. But the return on investment is much greater, with the drug seller making money according to the chart below.

<u>Market Class</u>	<u>Drug Sell Price Multiplier</u>	<u>Profit Paid to Boss*</u>
VI	x1.5	10%
IV – V	x2	20%
II-III	x3	30%
I	x4	40%

\*Ignore if the person doing the hijink is the boss

Consider an alchemist that produced 250 doses of Soft Lips in a month. He then reaches out to his buddy in the black market of a Market Class III city. She is a level 5 Thief and can sell up to 500 gp worth of product. She can easily sell that, and so she does. Consulting the chart, she makes 3 times the cost, generating a gross profit of 750 gp. She makes the roll and succeeds. She pays her boss 225 gp, leaving her with 525 gp. It's up to her how much she chooses to pay the alchemist, but since she wants to keep a working relationship, she pays him 350 gp and keeps 175 gp for herself. If she was in charge of her own thief's guild, she would keep her own cut. Likewise, if she is skilled in both alchemy and thief

skills, she could sell her own drugs after making them (though not in the same month).

In Dark Elf cities, this doesn't apply, except for Wishgranter, which is the one drug the Dark Elves have problems with. Normally, the punishment for drug running is the same as Burglary and Smuggling, but the Judge might rule that a particular society is more or less lenient on drug trade – and in fact decide that some drugs are acceptable. Usually this applies to Healer's Friend but more open societies might be okay with Mellow Oil, Soft Lips, or Softer Lips; and certain militaries might not punish the soldiers for taking things like Biter Chew and Liquid Blue.

### List of Drugs

**Alarm:** An compound administered directly into the eyeball. On injection, it provides the user with a constantly active Detect Magic effect.

**Biter Chew:** A popular chewable gum found in all castes of Dark Elf society for warriors that need an edge. It's popular because it's cheap and doesn't take too long to detox from. It provides a +1 bonus to all attack throws. On the other hand, those in withdrawal from the drug develop shakes, providing an additional -2 penalty to AC and attack throws.

**Clear:** A very popular Dark Elf product for those who partake in their drug trade. It is an injectable that immediately reduces the number of doses needed for any other drug by one, to a minimum of 0. It is often used by enterprising drug pushers to lull people into a false sense of complacency, getting them hooked. Withdrawal from the drug itself gives the person an additional -2 to any save vs. Poison.

**Dragonblood:** This is a pill that when taken immediately makes the user immune to all fear by blocking the "flight" response of fight-or-flight. This also makes the user more reckless, giving anyone challenging the user a +1 bonus (Judge's discretion).

**Featherfoot:** A powder that when applied to a mucous membrane reduces the sensation of fatigue in the user. It provides the Endurance proficiency to the user for the duration. In the case of withdrawal, the afflicted suffers an additional -2 to attack throws, as well as halving their movement speed.

**Healer's Friend:** A pill that is ingested and makes a person more resistant to pain and injury. Popular with

anyone and in fact many physicians give these. It provides the user with 1d3 temporary hit points that are depleted when the effect of the drug runs out, or when they're depleted through damage. It also gives the user a +3 bonus on any save when they're exposed to pain. Finally, if a person is being treated by the Healing proficiency, the healer receives a +4 bonus to their proficiency throw. On the other hand, someone in withdrawal from it is in constant pain where they receive an additional -2 to all of their rolls.

**Liquid Blue:** An injectable that heightens the senses. It provides some very mild constructive synesthesia, incorporating the five senses into a more cohesive whole. It provides a +1 bonus to any sort of check to avoid surprise, notice something hidden, detect a pattern, and so on. It modifies any sort of racial ability to notice secret doors, traps and so on. Withdrawal symptoms from this give an additional -1 to the same kind of perception, notice, etc. throws.

**Lothario's Lash:** A liquid that can be mixed with any sort of alcoholic beverage, massively strengthening its effects. It makes a person confused, forgetful, and experience memory loss. Any sort of persuasion attempt made against the user is at a +2 bonus. Additionally, the user would need to make a save vs. Poison to remember what happened to them for the duration of the drug's effects.

**Mellow Oil:** A modified oil that when smoked or added as flavoring into food provides the user with a relaxed mood and heightens enjoyment. There are no particular mechanical benefits unless the Judge rules otherwise. The second most popular of Dark Elf drugs, found all over the world.

**Pocket Sorcery:** An injection of pure magical energy, via a long needle right up the nose and into the brain. This drug is only made by spellcasters; thus, the syringe is enchanted to fire immediately on touching the brain. The effect of this drug is that it allows the user to immediately recover one expended spell slot per dose. If you experience withdrawal of this drug, you also lose access to all spellcasting, until you take another dose. Due to the entirely magical nature of this drug, Clear does not work on this, and it can only be made by a spellcaster.

**Slavedriver:** Usually found in pill or powder form, this is used by a significant stretch of Dark Elf society &

beyond (who can afford it, as it is rather expensive). It provides a +1 bonus to all Proficiency throws, a +2 bonus to any intellectual or knowledge-based proficiency throw (things like Collegiate Wizardry, Loremastery, Knowledge, Signaling, and so on), and finally, a +3 bonus to any proficiency throw for any General proficiency gained from having a high INT modifier at level 1. These bonuses are not cumulative, applying only the largest bonus. People who go into withdrawal from this drug go vegetative - as in, their higher brain functions are gone. The person is still technically alive but can't do any actions, reactions, move, and so on.

**Soft Lips:** This beverage is usually added to alcohol. When imbibed it makes the user more glib, more empathetic, more down to party, and so on. They receive a +2 bonus to any kind of social throw. In turn though, any sort of Seduction attempt against the user is at a +1 as well. Very popular at celebrations. Very similar to the drug Softer Lips.

**Softer Lips:** The most popular Dark Elven drug, this is a liquid that may be drank straight, but has a very strong, unpleasant flavor. When mixed with an alcoholic beverage of choice the unpleasant taste is masked. It overcharges a person's libido and heightens their awareness, to the point where even a casual touch feels like a riot of sensation. Popular for obvious reasons, though generally on the more expensive side. Due to its Dark Elven name and its effects, it's colloquially known as "Softer Lips" by those who partake, due to the similarity of the name in Dark Elven. It provides a +4 bonus of any Seduction throw against the user, but they rarely mind.

**Sunpowder:** This is a powder that is either smoked or insufflated (snorted). It allows the user to move at 1.5x their movement speed, whether in combat or exploring. Additionally, it lets them take an extra action, but due to the severe muscle twitches that accompany it, the extra action cannot be an attack of any kind or a spell of any kind - but things like moving objects or mounting an animal are fine. Withdrawal from Sunpowder is horrible, as ugly weeping lesions start plaguing the addict. Every day, a save vs poison must be made or the sufferer takes 1d3 points of damage that bypasses any sort of resistance.

**Twitcher:** This injectable solution functions in a way that manages to unobtrusively generate synesthesia but

also manages to make some actions completely reflexive requiring no conscious thought. It provides the user with a +3 bonus to Blast & Breath, Staffs & Wands, and Spells saving throws, provided it is something that quickened reflexes could help with (Judge's discretion).

**Wishgranter:** This is a drug only in the most abstract way. It cannot cause physical addiction and yet there are people enslaved to it anyway. It is a simple pill that when taken makes the user experience whatever they wish. Anything at all, with no way to tell that it's an illusion, until it ends. For all the freedoms that the Dark Elves enjoy, even they condemn the synthesis, distribution, and use of the drug. They want to peddle vices, not obliterate people's souls. Rumor has it that this drug wasn't originally created by the Dark Elves either and they discovered the recipe from somewhere else.

## Poisons

In addition to using naturally occurring toxins, Dark Elves synthesize their own. Each and every natural poison can be synthesized with an Alchemy throw of 11+. That said, an alchemist produces only 250 gp worth of poisons in a month, with a 50% reduction if they have the formula for said poison. Researching a formula is also a throw of 11+ on an Alchemy throw. For example, an alchemist attempting to synthesize a synthetic version of Spitting Cobra Venom would produce two doses in a month with no formula, but five doses if they did. Synthesizing one dose of Dragon Blood Venom would take 6 months to do. A 4000 gp alchemist library and workshop costing the same is sufficient to make any of these poisons.

As part of the cultural exchange with the People of Yig, the Dark Elf alchemists (and then others) learned how to concentrate toxins. Sometimes you can't just sit around and wait for the poison to take hold and you need the target dropped now. By doubling the amount of poison and concentrating it, you make the poison far more potent, reducing its onset time. Curiously, dilution of poisons doesn't seem to work. Dark Elves have also created some additional, entirely synthetic toxins, used for the capture and pacification of slaves. See the Synthetic Toxins table. Creating synthetic toxins follows the same rules as synthesizing natural ones.

<b>Concentrating Poisons</b>					
	Ending Onset Time				
<u>Starting Onset Time</u>	<u>1d10 turns</u>	<u>1d6 turns</u>	<u>1 turn</u>	<u>1 round</u>	<u>instant</u>
<u>1d10 turns</u>	-	2 doses	4 doses	8 doses	16 doses
<u>1d6 turns</u>	-	-	2 doses	4 doses	8 doses
<u>1 turn</u>	-	-	-	2 doses	4 doses
<u>1 round</u>	-	-	-	-	2 doses
<u>Instant</u>	-	-	-	-	-

<b>Synthetic Toxins</b>				
<u>Toxin Name</u>	<u>Cost/Dose</u>	<u>Onset Time</u>	<u>Save Mod.</u>	<u>Effect on Failed Save</u>
<b>Impending Doom</b>	100 gp	instant	+2	Sickness 1 day
<b>Knockout</b>	300 gp	instant	+4	Asleep for 1 hour
<b>Mudhead</b>	400 gp	1 round	+2	Confusion for 1 turn
<b>Thief of Breath</b>	750 gp	1 round	+4	1d6 damage per round for 1d4 rounds as the target chokes and can take no other actions

## Weapons & Armor

### Armor

**Seductive Armor:** Dark Elves often realize the “necessity” to wear armor that, while sub-par in protection, will enhance their natural beauty, preventing combat altogether. Usually this is done by removing various bits to reveal more skin, making leather more supple (but thinner), and using shapes that don’t deflect blows as well otherwise. Nonetheless, it is hard to argue with results, or a gorgeous Dark Elf wearing this kind of armor. This isn’t a particular type of armor, but just a variant on existing armor. If the wearer has all scores of STR, CON, DEX, and CHA at 11 or higher, they receive a +1 bonus to any sort of attempt to seduce, negotiate, and flatter their way to someone who would be receptive to this. As a consequence, though, the AC provided by this armor is reduced by 1.

**Intimidating Armor:** Sometimes the best way to win a fight is to make sure the other person is too scared of you to actually go through with the combat. By adding decorative elements like spikes, leering faces, closed visors, and other sorts of threatening symbols this provides a +1 bonus meant to intimidate or demoralize a foe. All the extra ornamentation makes the armor bulkier and less protective, reducing the AC provided by the armor by 1.

**Needle Armor:** This armor was developed very early on, even before the Dark Elves were truly Dark Elves. It is a suit of leather armor that is covered with thin, razor-sharp needles. It was designed to discourage the old enemy of the proto-Dark Elves from grabbing them. Since then, the armor design has been kept around because it’s useful versus these kinds of foes. If a target is physically grabbed, restrained, swallowed, and so on, it will automatically deal 1d3 points of damage to the grabber at the start of the initiative round. It provides an AC of 2.

**Mirrored Shield:** This was developed by the Dark Elves to fight against the vampiric threat. The shield is coated with a special alchemical substance causing it to retain a mirrored sheen, allowing one to fight a vampire (or any other creature with a vision-based attack) and wield a shield. While stronger than glass, the coating is still fragile, and so the shield loses this quality after the bearer of this shield blocks three attacks with their AC. At that point, the shield functions as a shield, but cannot be used as a mirror, forcing the bearer to switch to another shield like this, or drop the shield and get a

regular mirror out. Repairing the mirror sheen takes an alchemist 5 gp.

**Spidersilk Bodysuit:** This is a suit of form-fitting spidersilk fabric, reinforced and strengthened with bits of leather and metal plates in some vital places, but still retaining flexibility, ease of motion, and has the advantage of not clinking with every step. Thus, a person who is proficient in chain mail (or more) can wear this armor, which has the same statistics as chain mail, but still allowed to use their thief skills with no penalty. Despite the fact that these bodysuits are non-magical, they are rare and expensive, and not often found outside the hands of the Dark Elves. Because of the material, it has an encumbrance of 2 rather than 4.

### Weapons

**Hand Crossbow:** This is a small, pistol-grip crossbow that launches bolts at foes at short distances meant to be held in one hand. It is possible to dual-wield these. If you do so, you get one more cleave at range than with a regular crossbow (for a total of 3 cleaves). It is also known that the Dark Elf Commandos are masters of this weapon, able to unleash a flurry of bolts unsurpassed by any other wielder. This requires the wielder to be proficient with crossbows. It has the same range increment as a short bow.

**Slavetaker:** This is a variant of a crossbow, requiring crossbow proficiency, meant for range rather than damage. It was originally designed to deliver knockout poison to runaway slaves, or potential slaves. Its purpose has been greatly expanded to delivering poisons at long distance. It has the same range as an arbalest.

**Bladed Whip:** This is a particularly cruel weapon, being a whip with jagged blades embedded at intervals on the body of the whip. It deals horrible wounds and gives a +2 to disarm and knockdown maneuvers, like a regular whip, and thus requires the wielder to be proficient with whips.

**Adhesive Spidersilk Net:** Like the regular net, it provides a +2 bonus to wrestle maneuvers. Unlike the regular net, if a person struggles against it, they will take 1 point of subdual damage every round they attempt the saving throw versus Paralysis to attempt to break free, as the adhesive pulls on the skin, hair, and tangles them up even further. Once a net has been used, it cannot be used without spending 1 gp on applying more adhesive.

## Dark Elf Spidersilk

Spidersilk is a massive commodity among the Dark Elves. It's strong, durable, has a high tensile strength, and thanks to the ministrations of the Priestesses of Neliceruge became a staple in their society. Some settlements are devoted entirely to spidersilk production. It's used both domestically and exported, providing high-quality fabrics for the discerning customer.

**Spidersilk Bag:** Comes in two sizes, a pack worn around the waist, or a larger one on the back. The small bag can hold 1 stone worth of material and the large one can hold 4 stone. They retain some of the original roughness of the spidersilk, and so they can be attached to a wall, provided it's not coated in oil or something else slippery and it isn't overloaded beyond capacity.

**Spidersilk Bathing Suit:** Most Dark Elves are proud of their bodies and their bathing clothes are designed to reveal as much of it without being actually fully nude. Designed for both men and women, may provide a +1 bonus to any sort of seduction-like throw at the discretion of the Judge.

**Spidersilk Clothing:** Spidersilk is used to produce regular clothing again. It comes in all standards and sizes, though due to its expense, usually isn't made for peasants, outside of Dark Elf domains, of course. It's prized among those who appreciate quality clothing among the other human and demi human races, though of course no High Elf or Wood Elf would be caught dead wearing one.

**Spidersilk Rope, 50 ft:** A rope that is made from spidersilk. It has nearly double the tensile strength of a regular hemp rope, capable of bearing about 100 stone before breaking, equivalent to roughly five humanoids.

**Waterproof Covering:** A bag that can stretch over something and then be sealed with an alchemical adhesive. The price is doubled for every stone of weight it can cover and it requires an application of adhesive every time it is sealed. Anything inside it is protected from water and moisture.

## Dark Elf Alchemy

The Dark Elves are the premier alchemists of the land, taking the study of the properties of elements to hitherto undiscovered heights. They guard their secrets jealously, but it also seems that the other races just don't have the same kind of knack for the kind of alchemy that they do. A non-Dark Elf alchemist suffers a

-2 penalty when making an Alchemy 11+ proficiency throw to craft these items. An alchemist, Dark Elf or otherwise, can produce 25 gp worth of materials at rank 1, 50 gp at rank 2, and 100 gp at rank 3. A 4000 gp alchemist library and workshop costing the same is sufficient to make any of these alchemical items.

**Adhesive:** A single dose of adhesive is enough to stick 1 stone of something to a surface, assuming that the surface isn't coated with oil or some kind of other lubricant. Something that is glued in place can be removed by making a throw of 6+, with every point of STR bonus giving a +4 to the roll. Each dose contains enough to coat a 1' x 1' square. This can be cleaned off with omnisolvent.

**Adhesive Grappling Hook:** A grappling hook that has been coated with an adhesive. It provides a +2 bonus to the attack throw necessary to attach it to something. Additionally, it makes practically no noise, requiring a Hear Noise check or equivalent to hear it attach. On the other hand, the adhesive runs out after every use and needs to be re-applied for 1 gp.

**Adhesive Saddle:** This is a saddle used by Dark Elves to be able to ride on their leadfoot lizards, when they choose to climb on walls and ceilings, preventing them from falling out of their saddles. The saddle needs to have the adhesive re-applied after every use.

**Antacid:** A specially formulated pill that is able to neutralize acids secreted by living things. It prevents damage from monsters that deal acid damage, swallow whole abilities, and the like. Regular acids, magical acids, or the acid of a dragon's breath weapon are too potent for this alchemical item. It also inactivates omnisolvent and the digester capsule.

**Artificial Spices:** One of the major exports of the Dark Elves. Their alchemists have created a plethora of spices that can make even the blandest food taste like the meal fit for a king. The price is for 1 stone worth of spices, which is enough to spice roughly 5000 meals.

**Cosmetics:** Powders, paints, oils, and brushes to delight the eye. With the Judge's discretion they can be used to provide a +1 bonus to some throws, such as seduction, disguise, negotiation, and so on. Otherwise, they exist to make people more beautiful. They are waterproof.

**Digester Capsule:** A bundle of powder that is roughly the size of a forearm. When dropped into a 10' x 10' x 10' container of water, it quickly dissolves turning the water gel-like and slightly acidic, for the next 72 hours. During this time, anything organic that would be placed into it would be digested and gone. A 10' x 10' x 10'

volume of water can fit eight humans or one larger creature. Inorganic material is left behind. This cannot be used to actively damage something as it takes far too long. It can be neutralized by the antacid.

**Fire Extinguishing Powder:** This is a powder that when thrown onto a non-magical flame will extinguish a 10' radius of flame or completely extinguish a target that is on fire as a result of a non-magical attack. It cannot deal with magical flame and if the fire is larger than the area it can extinguish, the area might catch fire again. IN this case it provides reprieve for 1d3+1 rounds, during which the rest of the fire can be dealt with.

**Glowcrystal:** A crystal that has been artificially grown. When exposed to the air, it begins to a glow, emitting practically no heat. Dark Elves use these to light their homes for when their natural infravision isn't sufficient. They come in different colors, including ones that work in the infravision spectrum, meaning they would provide "illumination" to Dark Elves, but not others.

**Infravision Ink:** A special kind of ink that is very good at absorbing heat. If exposed to a little bit of heat for a round, it will be legible to infravision for 1 hour afterwards. The heat of a glowcrystal is sufficient, as would holding it above a flame, taking care not to burn it. Even being in a warm climate is enough. The price is for an inkwell's worth.

**Insoluble Ink:** A product made mostly for the only elven trade partners; this is ink that works underwater. It can only be washed away with omnisolvent. The price is for an inkwell's worth.

**Insulating Flask:** A metal flask inside of another flask and the intervening space is filled with one of two powders. One variant keeps a hot drink hot, while the second keeps a cold drink cold. Very popular with travelers, soldiers, and adventurers. It carries about as much fluid as a waterskin.

**Lubricant:** A slippery substance. A single dose is enough to coat a 5' x 5' area or a single humanoid target. Doing so will prevent adhesives from sticking to it, including magical ones, such as the web spell. This can be cleaned off with omnisolvent.

**Omnisolvent:** This is a liquid that can be used to remove most cases of Dark Elf alchemy. It can clear adhesive and lubricant, but also render artificial spices flavorless, clean off cosmetics, stop the action of a digester capsule, dissolve a glowcrystal, clean off insoluble ink, prevent a portable meal from reheating, ruin the active part of a rebreathing mask or a refresher crystal, wash off skyclad oil, and completely dissolve a traceless rope.

It can also dissolve other things at the discretion of the Judge. It can be neutralized by the antacid.

**Polyresin:** A type of material that is somewhat similar to wood, but it feels springier. It comes in three variants: translucent, where you can sort of see things through it; stratum, which appears to be opaque to regular vision, but can be seen through with 60' infravision; and blood, which can be seen through only with 120' infravision. While it can be used as a construction material, making the object in question cost three times as much, it's used by Dark Elves for their mosaic art, where different people will see different things depending on where they are in the blood hierarchy. The price is for one ingot (half a stone), which is roughly the size of a brick.

**Portable Meal:** A type of gelatinous substance that heats up to become piping hot, when mixed with water. It won't replace a meal, but it can turn terrible dried rations into a warm stew. Most soldiers swear at it but can't deny the fact that when you're on the march it's a lifesaver.

**Rebreather Mask:** A portable version of the refresher crystal, it is a leather mask that is tied with straps around the mouth and nose, and a small pouch containing an alchemical powder. When the powder is moistened, it starts giving off breathable air. The mask has 2 turns worth of breathing, before the powder is depleted and needs to be replaced. At the Judge's discretion it may provide a +1 bonus to saving throws for inhalants. It also prevents a Dark Elf Mutant's pheromones from affecting the wearer.

**Refresher Crystal:** An artificial crystal used by the Dark Elves in the ventilation of their cities. It absorbs carbon dioxide and gives off oxygen and water. It can be used to purify and freshen the air underground. One stone of a crystal is enough to freshen the air of a standard Dark Elf village for 24 hours. Larger settlements need more refresher crystals, keeping the alchemists of a large Dark Elf city very busy.

**Skyclad Oil:** Sometimes you don't want to be armored at all. When this oil is applied to the skin, which takes 1 turn by a professional masseuse, it sets your AC to 1 for one hour. Clothes can be worn over it, but many who use the oil prefer to be as revealing as possible anyway. This oil can be applied only once every full day, otherwise the skin will develop a rash that will provide a -1 to attack and proficiency throws due to the itching.

**Traceless Rope, 50':** An experiment from a long time ago attempted to replicate spidersilk artificially using alchemy. It failed miserably, partially because the researcher was eaten by spiders. Regardless, something

useful did come from it. This functions like a normal hemp rope, able to support 45 stone or 3 people but if exposed to the omnisolvent, it will dissolve completely and without trace.

**Synthetic Cloth:** The alchemists of the Dark Elves have worked out how to create fiber entirely out of alchemical transmutation. It is rather expensive and slow to produce, so it remains a luxury or specialty item. The synthetic cloth comes in two variants – one is just clothing, which is just expensive, four times the cost of regular clothing. The other, specialized protective fiber-cloth that has a slight resistance to fire, reducing any damage from fire by 1, making relatively popular with wealthy blacksmiths and alchemists. This latter thing is bulky, weighing 1 stone of encumbrance.

**Water Purifier Bottle:** A bottle filled with an alchemical filtration system. If dirty water is put into it, it will filter out all of the contaminants. This won't filter out poisons or magical diseases but will prevent waterborne diseases. Variants exist that imbue flavors into the water as well.

#### Miscellaneous Items

**Dark Elf Brass Instruments:** The Dark Elves enjoy their symphonic orchestras and thus have developed instruments that are far more complex and to some, better sounding than the rather primitive instruments of their neighbors. Despite the name, they are not necessarily made out of brass, as it is expensive. They resemble the trumpet, trombone, tuba, French or English horn, and so on. All instruments come in superior and masterwork quality, providing a +1 or +2 bonus respectively to a Performance check.

**Dark Elf Organ:** Not a body part, but rather a complex instrument that is so large and complex, that it requires an outside source of power. Usually, this is done by two slaves operating the bellows, while the performer plays. Another variant is the water organ, which uses water power to produce music and is often found in the more lavish Dark Elf bathhouses. Finally, there is the rare and expensive variant that is powered by magic. That one is portable, but the regular and water organs are essentially built into existing buildings, so cannot be readily removed. All organs are considered to be masterwork instruments and thus provide a +2 bonus to a Performance check.

**Dark Elf String Instruments:** The Dark Elves go beyond the guitar and fiddle. All of their string instruments involve curved wood, chambers to amplify sound, and are almost always played with a bow, or at least plucked, but never strummed. All instruments come in

superior and masterwork quality, providing a +1 or +2 bonus respectively to a Performance check.

**Dark Elf Wind Instruments:** Similar to the brass instruments, these are usually made out of wood and include a reed, but otherwise still use the principle of the air column to produce music. These are on a level above other contemporary instruments, at least in complexity, if not necessarily in quality, though the aficionados of Dark Elf music think so. This represents things like the oboe, bassoon, flute, and so on. All instruments come in superior and masterwork quality, providing a +1 or +2 bonus respectively to a Performance check.

**Seductive Clothing:** Clothing that may or may not be made from spidersilk but is always designed to flatter the wearer. They don't even have to be revealing, unless the wearer chooses to have them be so – an elegant formal outfit that hints and suggest is just as effective. If the wearer has all scores of STR, CON, DEX, and CHA at 11 or higher, they receive a +1 bonus to any sort of attempt to seduce, negotiate, and flatter their way to someone who would be receptive to this.

**Ultrasonic Whistle:** A whistle designed by Dark Elf lizard trainers to give out commands that are inaudible to most humanoid species. Some animals, including dogs, will hear it; so, will some beastmen. When in doubt, the Judge may allow for a Hear Noise test with bonuses/penalties.

<u>Drugs</u>			
Name	Duration	Tolerance Interval	Cost
Alarm	1d4 hours	3 months	100 gp
Biter Chew	1d6+6 turns	2 weeks	1 gp
Clear	Instant	4 months	25 gp
Dragonblood	1 turn	2 months	1 gp
Featherfoot	10d6 hours	1 month	1 gp
Healer's Friend	3 hours	1 month	5 sp
Liquid Blue	2d4 hours	1 month	2 gp
Lothario's Lash	1d6+6 turns	2 weeks	3 sp
Mellow Oil	2 hours	2 weeks	5 cp
Pocket Sorcery	1 hour	4 months	250 gp
Slavedriver	1 day	2 months	10 gp
Soft Lips	1d6 turns	1 month	1 gp
Softer Lips	1d6+2 hours	2 weeks	5 gp
Sunpowder	1 turn	3 months	1 sp
Twitcher	1d4 hours	2 months	1 gp
Wishgranter	1 round*	Lifetime	5 sp

\*Subjectively, it can be an entire lifetime.

<u>Armor</u>		
Name	AC	Cost
Seductive Armor	-1	+20 gp
Intimidating Armor	-1	+20 gp
Needle Armor	2	40 gp
Mirrored Shield	+1	25 gp
Spidersilk Bodysuit	4	125 gp

<u>Weapons</u>		
Name	Damage	Cost
Hand Crossbow	1d4	20 gp
Slavetaker	1	30 gp
Bladed Whip	1d4	10 gp
Adhesive Spidersilk Net	-	1 gp

<u>Miscellaneous Items</u>	
Name	Cost
Brass Instruments	50 gp
Brass Instruments, Superior	100 gp
Brass Instruments, Masterwork	200 gp
Organ, Slave-powered	500 gp
Organ, Water-powered	2500 gp
Organ, Enchanted	12,500 gp
Spidersilk Bathing Suit	2 gp
Spidersilk Clothing	1 sp – 500+ gp
String Instruments	75 gp
String Instruments, Superior	150 gp
String Instruments, Masterwork	300 gp
Wind Instruments	30 gp
Wind Instruments, Superior	60 gp
Wind Instruments, Masterwork	90 gp
Seductive Clothing	15 gp
Ultrasonic Whistle	1 gp

<u>Synthetic Toxins</u>	
Toxin Name	Cost/Dose
Impending Doom	100 gp
Knockout	300 gp
Mudhead	400 gp
Thief of Breath	750 gp

**Approximate Average Cost of Single Spidersilk Outfit**

Social Rank	Cost
Slaves/Peasants	1 sp – 1 gp
Lowest stratum/Adequate	1 gp – 10 gp
Middle stratum/Prosperous	10 gp – 25 gp
Higher stratum/Affluent	25 gp – 100 gp
Low Blood/Sumptuous	100 gp – 500 gp
High Blood/Luxuriant	500+ gp

**Alchemical Products**

Name	Cost
Adhesive	1 gp
Adhesive Grappling Hook	10 gp
Adhesive Saddle	25 gp
Antacid	25 gp
Artificial Spices	700 gp
Cosmetics	5 gp
Digester Capsule	20 gp
Fire Extinguishing Powder	4 gp
Glowcrystal	20 gp
Glowcrystal, Infravision	25 gp
Infravision Ink	10 gp
Insoluble Ink	15 gp
Insulating Flask, Cold	1 gp
Insulating Flask, Hot	1 gp
Lubricant	1 gp
Omnisolvent	5 gp
Polyresin, Translucent	1 gp
Polyresin, 60' Infravision	3 gp
Polyresin, 120' Infravision	10 gp
Portable Meal	3 cp
Rebreather Mask	2 gp
Refresher Crystal	5 gp
Skyclad Oil	5 gp
Synthetic Clothing	x4 cost
Synthetic Clothing, Fire-Resistant	10 gp
Traceless Rope	1 gp
Water Purifier Bottle	5 sp
Water Purifier Bottle, Flavored	1 gp

## Magic Items

### **Spidersilk Whip:**

The Spidersilk Whip is a whip +1 made out from genuine spidersilk. The magic preserves its stickiness, but also makes you immune to Web and similar spider-produced effects. When you wield it, 3 times a day, you can learn how to fight like a spider for 1 hour (6 turns). You are considered to have the Disarm and Knockdown Combat Trick Proficiencies. These stack with any other Combat Trick Proficiencies you may already know. You can also use the whip to grab small objects (weighing no more than 5 stone) and bringing them to you within 30 feet, as the whip elongates to reach out that far. If the object is too heavy, you can instead anchor yourself to it, but the whip can only withstand 50 stone worth of tension - if this limit is exceeded, the whip line breaks and needs a week to regrow, during which it cannot be used.

**Cost:** 65,000 gp to craft and 240 days

### **Elf-Slayer Crossbow:**

These are crossbows designed for the express purpose of one thing and one thing only – killing other elves. It's a +1 weapon that increases to a +3 when fired at an elf. Additionally, you get one more cleave with it than a normal crossbow whenever you shoot an elf. Curiously, this weapon makes no distinction between the different sub-species of elf... It comes in the form of a regular crossbow or a hand crossbow. There's also an unsurprising market for these in dwarven holds.

**Cost:** 20,000 gp to craft and 150 days (regular crossbow) or 120 days (hand crossbow)

### **Staff of Demonic Obedience [D]:**

This is a +1 staff that is used to make sure that the demonic creatures that the Dark Elf Priestesses conjure do not escape their bonds and do as they are told. On striking or touching an entity conjured from beyond this plane of existence – demon, daemon, angel, what have you, it makes a saving throw vs. Staffs and Wands. On a failure it is held immobilized for one day – though it can still communicate telepathically. If this is a creature that was summoned by the wielder of the Demon Staff, there is no save allowed.

**Cost:** 105,000 gp to craft and 430 days

### **Blade of the Warband:**

A longsword +2 that is given to front-line commanders of the Dark Elves. Once per turn, when the wielder strikes a foe down, all allies within 50' (including the wielder) will receive a +1 bonus to attack and damage throws. This bonus lasts for 1 turn and cannot stack with itself or other such blades – but may stack with other potent magics and inspiring actions (such as the bless spell, or the motivating words of a Dark Elf Provocateur).

**Cost:** 40,000 gp to craft and 160 days

### **Hand Crossbow +1/+2**

This is a variant of the Hand crossbow (pg. XX) that has been enchanted to be more deadly.

**Cost:** 5000 gp and 2 months to craft the +1 version, 15,000 gp and 3 months to craft the +2 version

### **Vitriolic Stiletto**

This stiletto (dagger) +1 has three emeralds embedded into its hilt. At any time when the wielder is struck with acid damage, he may reduce the damage by 1d6. Doing so causes one of the emeralds to fill up and start to glow. It can do so up to 3 times, until all the emeralds are filled. Alternatively, if you have at least 1 dose of acid, you can have the Vitriolic Stiletto absorb that too, filling an emerald. At any time when you strike a foe with the stiletto, you can mentally command it to release one of the emeralds of acid, doing an additional 1d6 acid damage to the target. Alternatively, a filled acid emerald can be expended upon striking something made out of mostly metal - a suit of armor, an iron golem, a metal door, and so on. Doing so corrodes the metal item and reduces the effectiveness of said item - the armor and golem would lose 1 AC, while the corroded door would grant a +2 bonus on breaking it down. You cannot discharge/empty more than 1 gem at a time.

**Cost:** 85,000 gp to craft and 330 days (about 11 months)

### **Assassin's Bolt:**

A clever weapon made for when a target needs to die and it must be done in a way that conceals the cause of death. On striking a target, the magics in this arrow destroy the arrow, closes the wound opening, and mend any clothing or armor damage that is made from the impact. To any observer, unless they saw the arrow fly, it

would appear as though the person just dropped dead. A skilled healer that decides to do an autopsy, can determine that there was a wound by performing a Healing proficiency throw at a -2.

**Cost:** 1500 gp to craft and 3 weeks

### **Bolt of Splitting**

Whenever this bolt successfully strikes and damages a target, it then splits into two more bolts, which then fire at the two closest valid targets (if the targets are equidistant, the Judge decides). These bolts use the same attack throw.

**Cost:** 500 gp to craft and 1 week

### **Bolt of Swapping**

On successfully striking the target, you do no damage. Instead, you and the target are swapped places, as though affected by a teleportation spell.

**Cost:** 4000 gp to craft and 8 weeks

### **Shadowstep Armor, Greater**

A spidersilk bodysuit +2, created by the master armor smiths of the Dark Elves for their best agents. Once per day, the wearer of can disguise themselves as any other humanoid for 6 turns + 1 turn per level (as per the alter self spell). Additionally, three times a day the armor can activate the greater shadowstep feature of the armor, granting the wearer a +8 to their Move Silently and Hide and Shadow checks (as the chameleon and silent step spells cast simultaneously). Additionally, it also grants an effect that allows a saving throw vs spell on any sort of "detect" spell or effect, such as detect evil, detect invisible, detect magic, and so on. The save is made at a -2 and on a success, the detect spell can't detect the wearer of this armor, while a failure detects them as normal. The duration of the greater shadowstep is 1 turn per level of the wearer. Finally, the armor itself is also capable of disguising itself as any sort of clothing once per day, from the rags of a beggar to the gown of a noble lady. The outfit will last for no more than 1 day but can be dismissed earlier and can be "changed" once per day.

**Cost:** 60,000 gp to craft and 600 days

### **Shadowstep Armor, Lesser**

A suit of black, form-fitting needle armor +1 created by the master armor smiths of the Dark Elves. Once per day, the wearer of can disguise themselves as any other humanoid for 6 turns + 1 turn per level (as per the alter self spell). Additionally, three times a day the armor can activate the shadowstep feature of the armor, granting the wearer a +8 to their Move Silently and Hide and Shadow checks for 1 turn per caster level (as the chameleon and silent step cast simultaneously).

**Cost:** 27,000 gp to craft and 360 days

### **Circlet of Compliance**

A deceptively simple circlet that is placed on the brow of the individual. Then when activated with a command word, over the course of 1 hour, the wearer of the circlet is stripped of their personality, memory, and identity. The subject is aware of this process, feeling their mind being destroyed. When the process is complete, they become a living zombie, being able to follow only the simplest orders, not doing anything unless commanded. This fate is reserved to the greatest of foes to the Dark Elf way of life, such as powerful or important Elf nobles, leaders of slave rebellions, and so on. It also makes it so the person can never undergo the Conversion procedure. This effect is permanent, unless broken with extremely potent wish magic.

**Cost:** 125,000 gp to craft and 500 days

### **Regal Heels**

These are a pair of heeled boots that come in a variety of lengths – from thigh-highs to pumps, as well as in different lengths of heels (but never less than three inches). Once per day, they can be activated so that the wearer is immune to any sort of knockdown, trip, slip, and so on, including magical ones. They are also protected from falling damage. These effects last for 6 turns. Additionally, the wearer is at a +1 to any throw related to keeping their balance against a non-magical effect.

**Cost:** 25,000 gp to craft and 320 days

### **Robes of Warding [A or D]**

These robes are usually lavishly decorated and designed to be either intimidating or flattering to the wearer. If

they have a STR, CON, DEX, and CHA of 11 or higher, they may have a +1 bonus to the Intimidation or Seduction proficiency (choose when the item is generated or created). The real draw of these robes is that they're capable of granting a level of protection to the wearer in short bursts. Three times a day, the wearer can choose to protect themselves with a +4 to AC and +3 to all saving throws for a number of rounds equal to their character level. Once a week, the wearer can also choose to double their movement speed for 6 turns, in case the wearer needs to make a hasty exit.

**Cost:** 21,000 gp to craft and 180 days

### Arrow-Attracting Aegis

Given to guards of important Dark Elves, or Dark Elf warriors who laugh in the face of other elves, this is a large shield +1, usually in the kite style that has a target engraved on it, as well as taunts and insults. Once a day, the bearer of this shield can let out a mighty challenge. All creatures within a 300' radius that make a ranged attack are forced to make their ranged attack against the bearer of this shield. This ability lasts for 1 turn per activation. This ability doesn't affect melee attacks or spells – missile and thrown weapons only.

**Cost:** 25,000 gp to craft and 110 days

### Armor of Tyranny

This is a suit of +3 plate armor that has been designed to strike fear in both the hearts of their enemies and their underlings. The wearer of the armor enjoys a +1 bonus to any throw made to intimidate or demoralize a foe. 3 times a day, the wearer of this armor can choose to strike an underling, doing 1d6 points of damage. On doing so, the underling can now move twice as fast and make two attacks per round, lasting for 1 round per level of the wearer of the armor. Additionally, once a day, the wearer can give a command to everyone within a 50' radius, giving them a +1 to all of their throws for attacks, damage, morale, and saves versus fear effects for 6 turns.

**Cost:** 86,000 gp to craft and 1,200 days

### Choker of Hedonism

This is a lovely choker decorated with delicate gemstones. It grants a +4 bonus to saves vs poisons, drugs, alcohol, and other sorts of similar substances.

These chokers are prized to those who give in to hedonism.

**Cost:** 25,000 gp to craft and 100 days

### Priestess Robes [D]

Despite the name, these robes are actually a disguised form of plate armor +1. Additionally, they provide a +3 bonus to AC and all saves to the priestess and all of her allies in a 10' radius. The armor itself is also capable of disguising itself as any sort of clothing once per day, from the rags of a beggar to the gown of a noble lady. The outfit will last for no more than 1 day but can be dismissed earlier and can be "changed" once per day.

**Cost:** 100,000 gp to craft and 630 days

### Ring of Infravision

This is a simple piece that can bestow 60' infravision on a person touched for a day, three times a day. These are used when a Dark Elf is with non-Dark Elf slaves, mercenaries, or allies. It can also end the infravision effect early with a simple command word, either from all the beneficiaries of this ring's powers, or just some of them.

**Cost:** 18,000 gp to craft and 150 days

### Ring of Inviolable Sanctity [A or D]

This ring is created to guard the most sacred and powerful of the Blood. If the bearer of the ring does not wish to be touched, any humanoid within 120' will need to make a save vs. spells before they're able to do things like touch, strike, grab, hug, and so on – any sort of physical contact is verboten. If the save is successful, and the unworthy humanoid touches the bearer of the ring, they need to make a save vs poison & death or take 1d6 points of damage every round until the save is made successfully.

**Cost:** 100,000 gp to craft and 400 days

It is encouraged that the wearer of this ring intones "*Unhand me, you vile oaf!*" whenever the power of the ring is activated.

### Poison Well Ring

Favored by those who deal with poisons but also those who are likely to be poisoned. This ring provides a +4

bonus to saves vs poisons only. Additionally, if the wearer of the ring saves versus the poison they were inflicted with, they can instead of just having it harmlessly pass out of their system instead draw it into the ring. The ring can store up to 5 such doses of poison. At any point, the wearer of the ring can discharge one dose of poison with a touch, with no attack throw required. Saves are allowed as per the poison discharged.

**Cost:** 150,000 gp to craft and 600 days

### Ring of Serpentine Escape [A or D]

This is a ring gifted to the most fervent adherent of Yig, whether in Dark Elf domains or otherwise. Once per week, if the wearer of the ring is brought down to less than 6 hit points by an outside source of damage, they may choose to instantaneously fall apart into a number of snakes equal to the hit dice or levels of the wearer (so the wielder with 3 hit dice or levels would turn into three snakes). The snakes use the characteristics of spitting cobras but lack the ability to produce venom. This effect will last for a single turn or until at least two of the snakes chooses to reform back into the original form of the wearer of the ring. For every snake created by this ring is present, the wearer restores 1 hit point, but no greater than their maximum hit points. The wielder of this ring controls all the snakes simultaneously. If all the snakes are slain before they reform, the wearer of this ring is slain, to the point where only a wish spell or the direct intervention of a deity may bring them back. If the wearer is reduced to just one snake they cannot reform, but a polymorph other spell will restore them to their true form with 1 hit point.

**Cost:** 18,000 gp to craft and 180 days

### Ring of Apprehending

Once every hour, the wearer of this ring can command their underlings to seize or apprehend a target. The power of this ring can target up to four individuals that recognize the wearer of the ring as a source of authority for the seizure – so even a Priestess could be commanded by a Gladiator if the Priestess acknowledged that the Gladiator knows what they're doing. Regardless, the underlings gain double their movement speed, and may perform a second attack,

It is encouraged that the wearer of this ring intones "*Seize them, you fools!*" whenever the power of the ring is activated.

which must be a wrestling maneuver made to restrain a target and/or deal non-lethal damage. Any wrestling maneuver made to restrain or subdue a target done while under the effects of this ring is at a +2 to the throw, as are attacks made to deal non-lethal damage. This power lasts for a turn.

**Cost:** 32,000 gp to craft, 240 days

### Spider's Tiara [T]

This tiara is intricately designed to have a vague spider-like motif, along with 8 jewels spaced around the head of the wearer. These gemstones provide vision around the wearer, making them entirely immune to backstabs and giving them a +1 to their surprise throw.

**Cost:** 25,000 gp to craft, 100 days

### Blood Crystal Ring [A or D]

Once per day, this ring can be used to smite the enemies of the Dark Elves. Whenever the wearer casts a spell using a spell slot, they may lose a number of hit points equal to the spell slot expended. Doing so doesn't break their concentration on the spellcasting. If they do so, the wearer may launch a crystal composed of their blood at a target within 60' of them as part of casting the spell. The crystal does 1d6 points of damage per hit point spent.

**Cost:** 36,000 gp to craft and 600 days

### Rod of Proper Stature [D]

This rod shows the lessers around the bearer of their rightful place. Once per day, the rod may shrink a living humanoid to a size of about 6 inches if they fail a save vs Staffs & Wands. This effect lasts until it is either dispelled or voluntarily released. Many cruel Dark Elf Priestesses have shelves of people that have wronged her in jars on display, as a warning.

**Cost:** 30,000 gp to craft and 240 days

### Alchemist's Ampulla

This is a simple device being a metal flask that looks to fit maybe an hour's worth of water with a dial that goes up to 12 on the body and an opening roughly an inch in diameter. The true power of the flask is that it actually has several extradimensional spaces for fluids, gases, or

any sort of flowing solid (sand, rice, etc., but nothing larger than what can fit into the mouth of the flask) only. Each number on the dial corresponds to a separate extradimensional space, equal to about 3 cubic feet or approximately 22 gallons/83 liters. The extradimensional spaces preserve the contents in the same form as they were put into it but if they are living, such as an ooze, they might starve or suffocate. Also, the ampulla doesn't modify the flow rate of the liquid – if the user wants to carry 20 gallons of molasses, they best be ready to wait for a long time with a funnel.

**Cost:** 125,000 gp to craft and 500 days

### Invocation Orb, Greater

This is an orb that must be clasped with both hands. When held and concentrated on – the wielder can take no actions but may move at their regular combat speed – it empowers up to 24 nearby weapons and armor with a +2 bonus. These items must be properly attuned to/severed from the orb, which takes 1 turn per item. The range of this ability is 60' and it lasts for 6 turns and can be used 3 times per day.

**Cost:** 36,000 gp to craft and 300 days

### Invocation Orb, Lesser

This is an orb that must be clasped with both hands. When held and concentrated on – the wielder can take no actions but may move at their regular combat speed – it empowers up to 12 nearby weapons and armor with a +1 bonus. These items must be properly attuned to/severed from the orb, which takes 1 turn per item. The range of this ability is 30' and it lasts for 6 turns and can be used 3 times per day.

**Cost:** 18,000 gp to craft and 150 days

### Token of Retreat

This is a paired magical item – a bronze plaque carved with symbols and a smaller clay plaque carved with the same symbols. On breaking the clay plaque, so long as the user is within 1 mile of the bronze plaque, they are teleported there instantaneously (though it still requires using an action to break the clay plaque, same as drinking a potion). It can only carry one person and only the things on them.

**Cost:** 1500 gp to craft and 3 weeks

### Glasses of the Prescient Duelist

These glasses are made of ornate crystals as the lenses but offer excellent vision. So excellent that it gives you some limited precognition when fighting a single opponent. Once per day, the wearer of these glasses can choose a target within 30'. They then get a +1 to their attack throws and AC versus that target. Additionally, if the target fails a saving throw vs. Staffs and Wands, the target receives a -1 to hit and damage versus the wearer. Both abilities last for a number of rounds equal to the level of the wearer.

**Cost:** 15,000 gp to craft and 150 days

### Poison Phial

This is a stoppered glass bottle (one that has been enchanted to be very hard to shatter). If a poison is poured into it and allowed to percolate for 1 week, it will come out as much more potent. Consult the rules for concentrating poisons on page XX. A poison that has reached maximum concentration will impose a -4 penalty to the save made against it.

**Cost:** 18,000 gp to craft and 180 days

### Mirror of Pain [A or D]

This is an amulet that can be activated 3 times a day. On doing so, for 1 round per level of the wearer, the amulet will return any magical damage dealt to the wearer. Note that it doesn't prevent this damage, but just deals the same damage to the person who dared to bring their magics against the wearer. Anyone that is affected by the reflective property of amulet is entitled to a save vs Staffs & Wands and, on a failure, they don't suffer the damage. This save is repeated every time someone deals damage to the wearer, while the duration lasts.

**Cost:** 36,000 gp to craft and 300 days

### Enchanted Infiltrator Tools [T]

This is a collection of tools that a thief-type class would use, except they have been enchanted with magic. They provide a +2 on any check made to Open Locks, Find and Remove Traps, Climb Walls, and Hear Noise. Additionally, these tools won't break unless destroyed with magic.

**Cost:** 25,000 gp to craft and 100 days

## Alchemical Infusion Vat [D]

This is a large, transparent chamber that can fit a roughly humanoid being. This is where new Dark Elves are made. Consult the rules on page XX for the actual mechanics. There exists a larger variant, to make Infused Dragons, which costs 10% more. This is an item of greatest power, almost an artifact, and thus only casters of 11<sup>th</sup> level and higher can attempt to construct one.

**Cost:** 1,350,000 gp to craft and 5,400 days (15 years)

## Shadow Infuser

This is the original Shadow Infuser that turned the Dark Elves into the Dark Elves. It looks like a torture rack, with adjustable screws and knobs, as well as a control panel full of various dials and crystal. Several flexible tubes are located around the head and chest region, to infuse shadow essence into the subject, to turn them into a Dark Elf. The Shadow Infuser is the only thing that can Convert subjects into High Bloods. Otherwise, it follows the same rules as on page XX, with the following caveats: Conversion takes one hour instead of 3 months and it temporarily increases the stats of the subject by 3, for the purpose of Conversion survival, though these stat bonuses are lost after the process is complete.

**Cost:** It must be noted that only one of these exists and the Dark Elves have consciously chosen to suppress the creation of more of these. That said, it would cost 32,400,000 gp and 120 years to craft.

## Dagger of Bleak Death [T]

A weapon made for assassins that are utterly dedicated to their cause. This weapon a seemingly innocuous +2 dagger hides a dark power – even the tiniest scratch is absolutely lethal, snuffing out the life force of the victim completely. On striking a living target with it, they are immediately slain. The negative energy wielded by this blade is immense and thus the wielder is automatically drained of 1 level or HD when the power of this blade activates. This effect will not work against things that aren't alive, nor can the ability be turned off.

**Cost:** Only 7 of these were made by an insane Dark Elf Sorcerer who wanted to completely turn over Dark Elf society. He failed but his weapons remain. If someone were to replicate these, it would cost 325,000 gp and take 1,300 (about 3.6 years) to craft.

## Horn of the Wild Hunt

This is a horn carved from some ancient sorcerous beast, decorated with scenes of Dark Elves hunting prey – both four-legged and two-legged (and in one case, a giant centipede). When blown, its sound echoes through an entire 6-mile hex. All Dark Elves within a 50' radius around the are granted the following powers for three days: their movement speed is doubled, they stop needing sleep, they gain the Tracking and Survival proficiencies, and they gain a +2 to all of their attack throws. However, all non-Dark Elf humanoids in the area gain a Fate Point – those who survive a Dark Elf Wild Hunt are likely to become heroes with a grudge against them. The horn can be blown once a year, during the festival of the Wild Hunt, and only by a Dark Elf of the Blood – the item will not function for anyone else. Additionally, the magic of the Horn makes it so that it can only be used for the purposes of hunting. It cannot be used to aid in a war or battle.

**Cost:** This is an artifact created more than 4000 years ago, using powerful magics and massive amounts of sacrifice. While it isn't beyond the creation of a modern Dark Elf, the Wild Hunt today is more about exploration and wanderlust. That said, if one wanted to make a copy, it would cost them 3,600,000 gp and take 15 years to craft.

## Liquid Shadow

This is a suit of +3 spidersilk bodysuit along with a long coat that goes over the bodysuit. Wearing it gives the user a constant effect of having a +8 to their Hide in Shadows, Move Silently, and Climb Walls rolls, to the point where even an untrained character can make the rolls at a 12+ (as though they were a thief). The armor can also turn the wearer into a cloud of dark vapor, three times a day for 6 turns. In this form they cannot attack, but can't be attacked themselves and can move at a speed of 180' (60') alongside any surface, though the vapor form cannot move through natural or reflected sunlight, nor can it fit into something that's completely sealed. Finally, while in darkness, the armor gives the user a STR and DEX score of 18, though any magical light breaks this effect. The armor can also conceal itself by turning into a small tattoo on the wearer's body and can be put on/removed with a single action. For Dark Elves, this armor is empowered with the shadow essence in their blood, providing them with a weak regeneration effect, recovering 1 hit point per hour and recovering a limb in one day if the limb is present (it cannot regrow new limbs).

**Cost:** There are several of these suits floating around, most in the hands of Dark Elves, but some have found their way over to others. The original suit is owned by the Queen of Capheoli Derenok. The cost to craft such a suit is 700,000 gp and it would take 2800 days (a little under 8 years).

Before you start randomly determining the presence or absence of Dark Elves for an encounter, you need to consider how your campaign treats them. If they're monsters that cannot really be reasoned with, evil to their very core then use both the random encounter tables and their stats as monsters, since that's exactly what they are, as well as the lair and encounter guidelines presented here. If, on the other hand, they're meant to be NPCs, then you can determine them randomly using the NPC party generator provided, as well as using the following encounters and lairs as templates. It is encouraged to mix the Dark Elves with other monster presence if you're running a typical

rolling 2d4. Then, roll 1d10 to determine their class. Determining their level can then be done dynamically by rolling 1d6 and consulting the table. To determine the treasure, consult the table as well, or determine it using your favorite NPC treasure generator.

These random tables are meant for random encounters only. If you wish to come up with a custom NPC group, then simply use the NPC creation rules of your choice. The standard equipment loadout of a Dark Elf NPC is as follows, though obviously one may feel free to modify it with the wealth that is appropriate to their class level. Likewise, you may assign magic items manually or use

### Dark Elf Random Encounters & Lairs

1d4 Roll				
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
<u>Dungeon Level</u>	<u>Slaves and Slavers</u>	<u>Monstrous Servants</u>	<u>Warriors of Darkness</u>	<u>Dungeon Overlords</u>
1	Slave Patrol	Stolen Flock	Beastmen Envoys	Border Outpost
2	Trading Mission	Tended Herd	Trading Outpost	Alchemical Laboratory
3	Blood Sports	Mutant Colony	Conversion Kidnappers	Dark Cathedral
4	Hidden Arena	Underdweller Lobotomists	Small Town	Conversion Fortress
5	Dungeon Arena	Retrieval Group	Water Park	School of Dark Magic
6	Grand Amphitheater	Circus of Flesh	Wild Hunt	Dragon Negotiation

dungeon or wilderness crawl. The Dark Elves in opposition represent a mid-to-late game enemy, assuming they're enemies.

the following tables, using a d100. Most of the magic items are listed either in this text or the ACKS Core Rulebook, but you can use any other OSR-compatible sourcebook.

If you want to randomly generate a Dark Elf NPC party, first determine how many NPCs will be in the party by

### Dark Elf NPC Party & Treasure

<u>1d10</u>	<u>Class</u>	<u>Level</u>		<u>Treasure</u>			
	<u>Name</u>	<u>1d6</u>	<u>Level Adjustment</u>	<u>Level</u>	<u>Wealth (gp)</u>	<u>Magic Items</u>	
1	Cantor	1	-2	1	2d6 x 10	0	
2	Commando	2	-1	2	1d10 x 500	0	
3	Gladiator	3	0	3	2d10 x 500	1d2-1	
4	Mutant	4	0	4	1d10 x 1000	1d2-1	
5	Oppressor	5	1	5	3d10 x 1000	1	
6	Priestess	6	2	6	1d10 x 10,000	1d2	
7	Provocateur			7	2d10 x 10,000	1d3	
8	Sorcerer			8	1d2 x 100,000	1d3	
9	Vigilant			9	1d3 x 100,000	1d4	
10	non-Dark Elf NPC*			10	2d2 x 100,000	1d4	
				11	2d3 x 100,000	1d6	
				12	3d2 x 100,000	1d6	
				13	3d3 x 100,000	1d6	
				<i>non-Dark Elf Only</i>	14	4d2 x 100,000	1d8

\*Determine using the rules found in ACKS Core

## Standard NPC Mundane Item Loadout

<u>Class</u>	<u>Equipment</u>
Cantor	Seductive Spidersilk Bodysuit, Long Sword, Musical Instrument, Middle Stratum Spidersilk Clothing
Commando	Spidersilk Bodysuit, 2x Hand Crossbows, 20x Crossbow Bolts, Low Blood Spidersilk Outfit, Thieves' Tools
Gladiator	Seductive Spidersilk Bodysuit, Longsword, 2x Dagger, Lowest Stratum Spidersilk Outfit
Mutant	Nothing, though they might get a badge of office if they work for a higher-ranked Dark Elf
Oppressor	Intimidating Plate Armor, Shield, Longsword, Whip, High Stratum Spidersilk Outfit
Priestess	Plate Armor, Bladed Whip, High Blood Spidersilk Outfit
Provocateur	Seductive Leather Armor, 6x Daggers, Middle Stratum Spidersilk Clothing, Thieves' Tools
Sorcerer	Staff, Low Blood Spidersilk Outfit
Vigilant	Spidersilk Bodysuit, Crossbow, Slavetaker, Shortsword, 20x Bolts

### Random Magic Type

1-20	Alchemical Items
21-35	Potions/Drugs
36-50	Scrolls
51-60	Rings
61-70	Rods/Staffs/Wands
71-80	Miscellaneous Magic
81-90	Weapons
91-100	Armor

### Scrolls

see the ACKS Core book

### Alchemical Items

1-3	Adhesive	pg. XX
4-6	Adhesive Grappling Hook	pg. XX
7-9	Adhesive Saddle	pg. XX
10-12	Antacid	pg. XX
13-15	Artificial Spices	pg. XX
16-18	Cosmetics	pg. XX
19-21	Digester Capsule	pg. XX
22-24	Fire Extinguishing Powder	pg. XX
25-27	Glowcrystal	pg. XX
28-30	Glowcrystal, Infravision	pg. XX
31-33	Infravision Ink	pg. XX
34-36	Insoluble Ink	pg. XX
37-39	Insulating Flask, Cold	pg. XX
40-42	Insulating Flask, Hot	pg. XX
43-45	Lubricant	pg. XX
46-48	Omnisolvent	pg. XX
49-51	Polyresin, Translucent	pg. XX
52-54	Polyresin, 60' Infravision	pg. XX
55-57	Polyresin, 120' Infravision	pg. XX
58-60	Portable Meal	pg. XX
61-63	Rebreather Mask	pg. XX
64-66	Refresher Crystal	pg. XX
67-69	Skyclad Oil	pg. XX
70-72	Synthetic Clothing	pg. XX
73-75	Synthetic Clothing, Fire-Resistant	pg. XX
75-77	Traceless Rope	pg. XX
78-80	Water Purifier Bottle	pg. XX
81-83	Water Purifier Bottle, Flavored	pg. XX
84-90	Roll on the Potions/Drugs table, rerolling if you roll for a potion	
91-100	Roll twice on this table	

**Potions/Drugs**

1-3	Alarm	pg. XX
4-5	Animal Control	see the ACKS Core book
6-8	Biter Chew	container has 3d6 doses, pg. XX
9-11	Clear	container has 1d4 doses, pg. XX
12-13	Climbing	see the ACKS Core book
14-15	Diminution	see the ACKS Core book
16-18	Dragonblood	container has 3d6 doses, pg. XX
19-20	ESP	see the ACKS Core book
21-22	Extra-Healing	see the ACKS Core book
23-25	Featherfoot	container has 3d6 doses, pg. XX
26-27	Fire Resistnace	see the ACKS Core book
28-29	Flying	see the ACKS Core book
30-31	Growth	see the ACKS Core book
32-34	Healer's Friend	container has 4d10 doses, pg. XX
35-36	Healing	see the ACKS Core book
37-38	Human Control	see the ACKS Core book
39-40	Invisibility	see the ACKS Core book
41-42	Invulnerability	see the ACKS Core book
43-44	Levitation	see the ACKS Core book
45-47	Liquid Blue	container has 1d6 doses, pg. XX
48-49	Longevity	see the ACKS Core book
50-52	Lothario's Lash	container has 4d10 doses, pg. XX
53-55	Mellow Oil	container has 10d20 doses, pg. XX
56-57	Oil of Sharpness	see the ACKS Core book
58-59	Oil of Slipperiness	see the ACKS Core book
60-61	Philter of Love	see the ACKS Core book
62-64	Pocket Sorcery	container has 1d3 doses, pg. XX
65-66	Poison	see the ACKS Core book
67-69	Slavedriver	container has 1d6 doses, pg. XX
70-72	Soft Lips	container has 3d6 doses, pg. XX
73-75	Softer Lips	container has 1d10 doses, pg. XX
76-77	Speed	see the ACKS Core book
78-80	Sunpowder	container has 4d10 doses, pg. XX
81-83	Twitcher	container has 3d6 doses, pg. XX
84-85	Water Breathing	see the ACKS Core book
86-88	Wishgranter	container has 4d10 doses, pg. XX
89-95	Roll twice	
96-100	Roll three times	

**Miscellaneous Magic Items**

1-2	Alchemist's Ampulla	pg. XX
3-4	Amulet vs. Crystal Balls and ESP	see the ACKS Core book
5-6	Bag of Holding	see the ACKS Core book
7-8	Boots of Levitation	see the ACKS Core book
9-10	Boots of Speed	see the ACKS Core book
11-12	Boots of Traveling and Springing	see the ACKS Core book
	Bowl of Commanding Water	
13-14	Elementals	see the ACKS Core book
15-16	Bracers of Armor	see the ACKS Core book
	Brazier of Commanding Fire	
17-18	Elementals	see the ACKS Core book
19-20	Brooch of Shielding	see the ACKS Core book
	Censer of Controlling Air	
21-22	Elementals	see the ACKS Core book
23-24	Chime of Opening	see the ACKS Core book
25-26	Choker of Hedonism	pg. XX
27-28	Circllet of Compliance	pg. XX
29-30	Cloak of Protection	see the ACKS Core book
31-32	Crystal Ball with Clairaudience	see the ACKS Core book
33-34	Crystal Ball with ESP	see the ACKS Core book
35-36	Crystall Ball	see the ACKS Core book
37-38	Cube of Force	see the ACKS Core book
39-40	Cube of Force	see the ACKS Core book
41-42	Decanter of Endless Water	see the ACKS Core book
43-44	Displace Cloak	see the ACKS Core book
45-46	Drums of Panic	see the ACKS Core book
47-48	Dust of Appearance	see the ACKS Core book
49-50	Dust of Disappearance	see the ACKS Core book
51-52	Efreeti Bottle	see the ACKS Core book
53-54	Enchanted Infiltrator Tools [T]	pg. XX
55-56	Eyes of Charming	see the ACKS Core book
57-58	Eyes of Petrification	see the ACKS Core book
59-60	Eyes of the Eagle	see the ACKS Core book
61-62	Flying Carpet	see the ACKS Core book
63-64	Gauntlets of Ogre Power	see the ACKS Core book
65-66	Girdle of Giant Strength	see the ACKS Core book
67-68	Glasses of the Prescient Duelist	pg. XX
69-70	Helm of Telepathy	see the ACKS Core book
71-72	Horn of Blasting	see the ACKS Core book
73-74	Invocation Orb, Greater	pg. XX
75-76	Invocation Orb, Lesser	pg. XX
77-78	Medallion of ESP	see the ACKS Core book
79-80	Medallion of ESP (90')	see the ACKS Core book
81-82	Mirror of Pain [A or D]	pg. XX
83-84	Necklace of Adaptation	see the ACKS Core book
85-86	Poison Phial	pg. XX
87-88	Regal Heels	pg. XX
89-90	Rope of Climbing	see the ACKS Core book
91-92	Scarab of Protection	see the ACKS Core book
93-94	Spider's Tiara [T]	pg. XX
	Stone of Controlling Earth	
95-96	Elementals	see the ACKS Core book
97-98	Token of Retreat	pg. XX
99-100	Reroll	

## Rings

	Blood Crystal Ring	
1-6	[A or D]	pg. XX
		See the ACKS Core book
7-12	Command Human	see the ACKS Core book
		see the ACKS Core book
13-18	Djinni Calling	see the ACKS Core book
		see the ACKS Core book
19-24	Fire Resistance	see the ACKS Core book
		see the ACKS Core book
25-30	Invisibility	pg. XX
31-36	Poison Well Ring	see the ACKS Core book
		see the ACKS Core book
37-42	Protection	see the ACKS Core book
		see the ACKS Core book
43-47	Regeneration	pg. XX
	Ring of	
48-53	Apprehension	pg. XX
54-59	Ring of Infravision	pg. XX
	Ring of Inviolata	
60-65	Sanctity [A or D]	pg. XX
	Ring of Serpentine	
66-71	Escape [A or D]	pg. XX
		see the ACKS Core book
72-77	Spell Storing	see the ACKS Core book
		see the ACKS Core book
78-83	Spell Turning	see the ACKS Core book
		see the ACKS Core book
84-89	Telekinesis	see the ACKS Core book
		see the ACKS Core book
90-95	Water Walking	see the ACKS Core book
		see the ACKS Core book
96	Wishes	see the ACKS Core book
		see the ACKS Core book
97-100	X-Ray Vision	see the ACKS Core book

## Weapons

1-4	Assassin's Bolt	pg. XX
5-7	Axe +1	see the ACKS Core book
8-10	Axe +2	see the ACKS Core book
11-13	Blade of the Warband	pg. XX
14-17	Bolt of Splitting	pg. XX
18-21	Bolt of Swapping	pg. XX
22-25	Crossbow Bolts +1 (2d6)*	see the ACKS Core book
26-29	Crossbow Bolts +1 (3d10)*	see the ACKS Core book
30-33	Crossbow Bolts +2 (1d6)*	see the ACKS Core book
34-37	Crossbow Bolts +3 (1d4)*	see the ACKS Core book
38-40	Dagger +1	see the ACKS Core book
41-43	Dagger +2	see the ACKS Core book
44-46	Elf-Slayer Crossbow	pg. XX
47-49	Hand Crossbow +1	pg. XX
50-52	Hand Crossbow +2	pg. XX
53-55	Sling +1	see the ACKS Core book
56-58	Spear +1	see the ACKS Core book
59-61	Spidersilk Whip	pg. XX
62-64	Sword +1	see the ACKS Core book
65-67	Sword +1, +3 versus undead	see the ACKS Core book
68-70	Sword +1, Flame Tongue	see the ACKS Core book
71-73	Sword +1, Luck Blade	see the ACKS Core book
74-76	Sword +2	see the ACKS Core book
78-80	Sword +3	see the ACKS Core book
81-82	Sword +3, Frost Brand	see the ACKS Core book
83-85	Sword +3, Vorpal	see the ACKS Core book
86-88	Vitriolic Stiletto	pg. XX
89-99	Roll again	
100	Roll twice	

\*If you're using the variant where missile weapons impart their bonus to the ammunition they fire, then treat all rolls of Crossbow Bolts +X as a Crossbow +X.

**Rods/Staves/Wands**

1-4	Rod of Cancellation	see the ACKS Core book
5-8	Rod of Proper Stature	pg. XX
9-10	Rod of Resurrection	see the ACKS Core book
11-15	Staff of Striking [D]	see the ACKS Core book
16-19	Staff of Comanding	see the ACKS Core book
	Staff of Demonic	
20-23	Obedience [D]	pg. XX
24-27	Staff of Healing	see the ACKS Core book
28	Staff of Power [A]	see the ACKS Core book
29-32	Staff of the Serpent	see the ACKS Core book
33-36	Staff of Withering [D]	see the ACKS Core book
37	Staff of Wizardry [A]	see the ACKS Core book
38-41	Wand of Cold	see the ACKS Core book
42-45	Wand of Detect Magic	see the ACKS Core book
	Wand of Detecting	
46-49	Enemies	see the ACKS Core book
50-53	Wand of Detecting	see the ACKS Core book
54-57	Wand of Detecting	see the ACKS Core book
58-60	Wand of Fear	see the ACKS Core book
61-64	Wand of Fire Balls	see the ACKS Core book
65-68	Wand of Illusion	see the ACKS Core book
69-72	Wand of Lightning	see the ACKS Core book
73-76	Wand of Magic	see the ACKS Core book
77-80	Wand of Negation	see the ACKS Core book
81-84	Wand of Paralyzation	see the ACKS Core book
85-88	Wand of	see the ACKS Core book
89-99	Roll again	
100	Roll twice	

**Armor**

1-8	Armor +1	see the ACKS Core book
9-16	Armor +2	see the ACKS Core book
17-24	Armor +2 and Shield +1	see the ACKS Core book
25-32	Armor +3	see the ACKS Core book
33-40	Armor +3 and Shield +1	see the ACKS Core book
41-48	Armor +3 and Shield +2	see the ACKS Core book
49-56	Armor of Tyranny	pg. XX
57-64	Arrow-Attracting Aegis	pg. XX
65-72	Priestess Robes [D]	pg. XX
	Robes of Warding [A or	
73-80	D]	pg. XX
	Shadowstep Armor,	
81-88	Greater	pg. XX
	Shadowstep Armor,	
89-96	Lesser	pg. XX
97-99	Shield +1	see the ACKS Core book
100	Shield +2	see the ACKS Core book

### **Alchemical Laboratory (Encounter):**

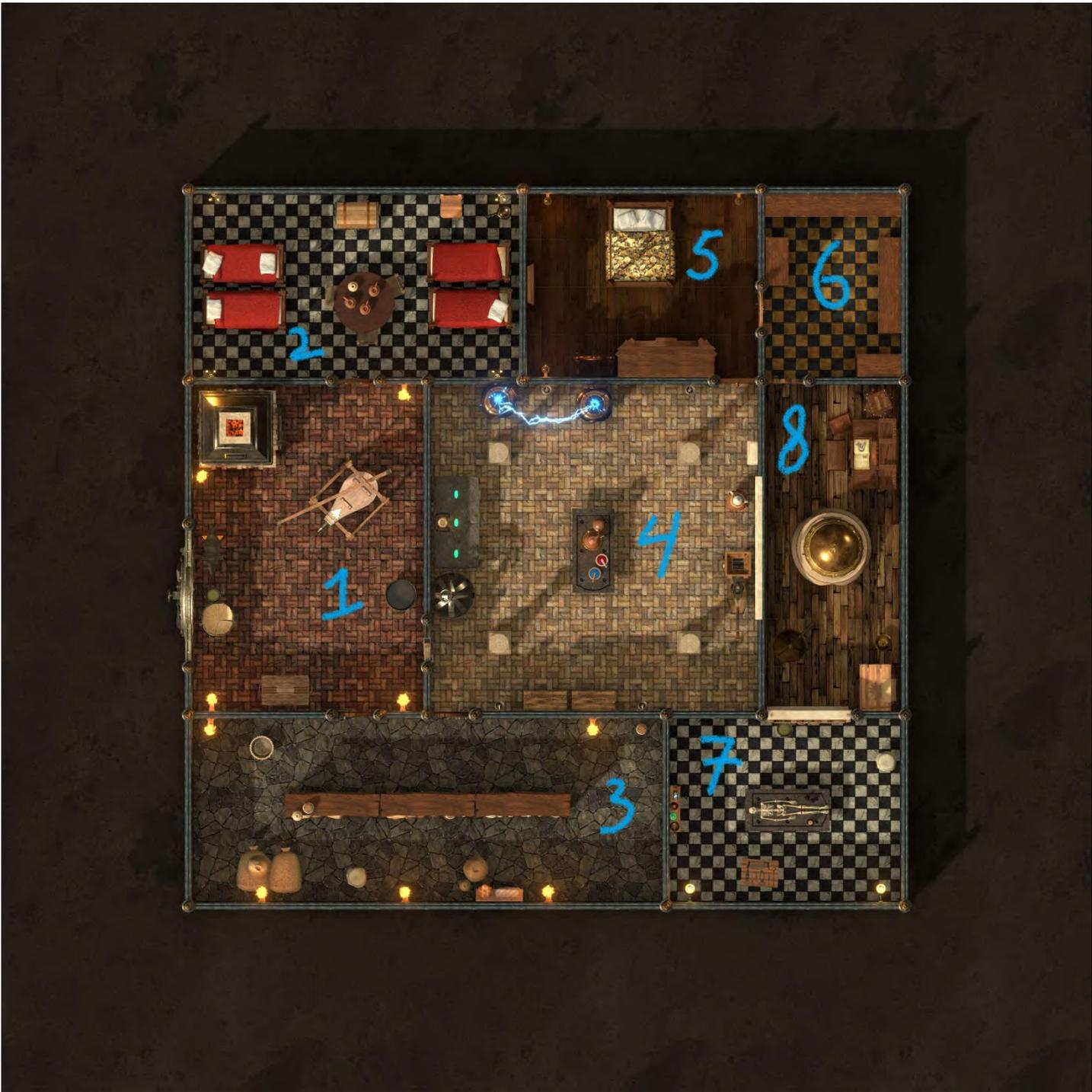
- 2d6+3 Slave Guard (pg. XX)
- 1d4 Dark Elf Provocateur (pg. XX)
- 1d3 Dark Elf Commando (pg. XX)
- 1d2 Dark Elf Sorcerer (pg. XX)

**Alchemical Laboratory (Lair):** This represents a small outfit of Dark Elves who are working to produce alchemical items and drugs. If this encounter was rolled in a dungeon, then the Dark Elves would be very hostile to anyone who has entered. If this is in a city, then they would deal with the person while they are at 1 and potentially let them see or use the regular laboratory at 4. If the person tries to look for the secret door to the illicit laboratory, the Dark Elves will attempt to eject them out of the shop, attacking them if they persist.

1. Entrance/Workshop – This is the front of the laboratory that people would see first. It is a large room containing mostly glass-blowing apparatuses and refining devices. The temperature in this room is higher on average. The door is a massive monstrosity, that is open for visitors, but locked at night and so heavy that it imposes a -2 penalty on any check made to lift it or break it down. During the night this is where the slave guards sleep. There are 2d6+3 of them and one of them will usually be awake, though not the most attentive.
2. Sleeping Chambers – This is where the majority of the Dark Elves sleep. There are 1d4 Dark Elf Commandos and 1d4 Dark Elf Sorcerers. This is also where they would keep their treasure. The

Dark Elves would be asleep here during the night. They do not keep watch but keep their weapons and tools close to their bedrests, being able to go from sleep to wakefulness in one round.

3. Storage Room – This is where the Dark Elves keep most of their supplies that's not personal treasure. Things like alchemical supplies, food, water, coinage, and so on.
4. Primary Alchemy Laboratory – This is the heart of the operation: a well-stocked and roomy alchemist laboratory. There is enough room for all the Dark Elves to work on whatever they are producing. This lab has a value of 24,000 gp. There is a secret door to #7 to the south.
5. Bedchamber – This is where the leader, in this case, a female Commando sleeps and keeps her treasure. During the day she is also working in one of the labs. There is a 66% chance that one of the other Dark Elves is sharing the bed with her.
6. Library – This is the library that contains a bunch of formulae for potions, alchemical items, and drugs. The library itself is valued at 14,000 gp + whatever formulae you wish to place here.
7. Processing Room – This is where the Dark Elves process monster parts. There is a 40% chance that there is a monster carcass in here.
8. Drug and Poison Lab – This is where the Dark Elves work to make poisons and drugs. The lab itself is valued at 4,000 gp plus whatever drugs/poisons are stored in here.



Alchemical Laboratory

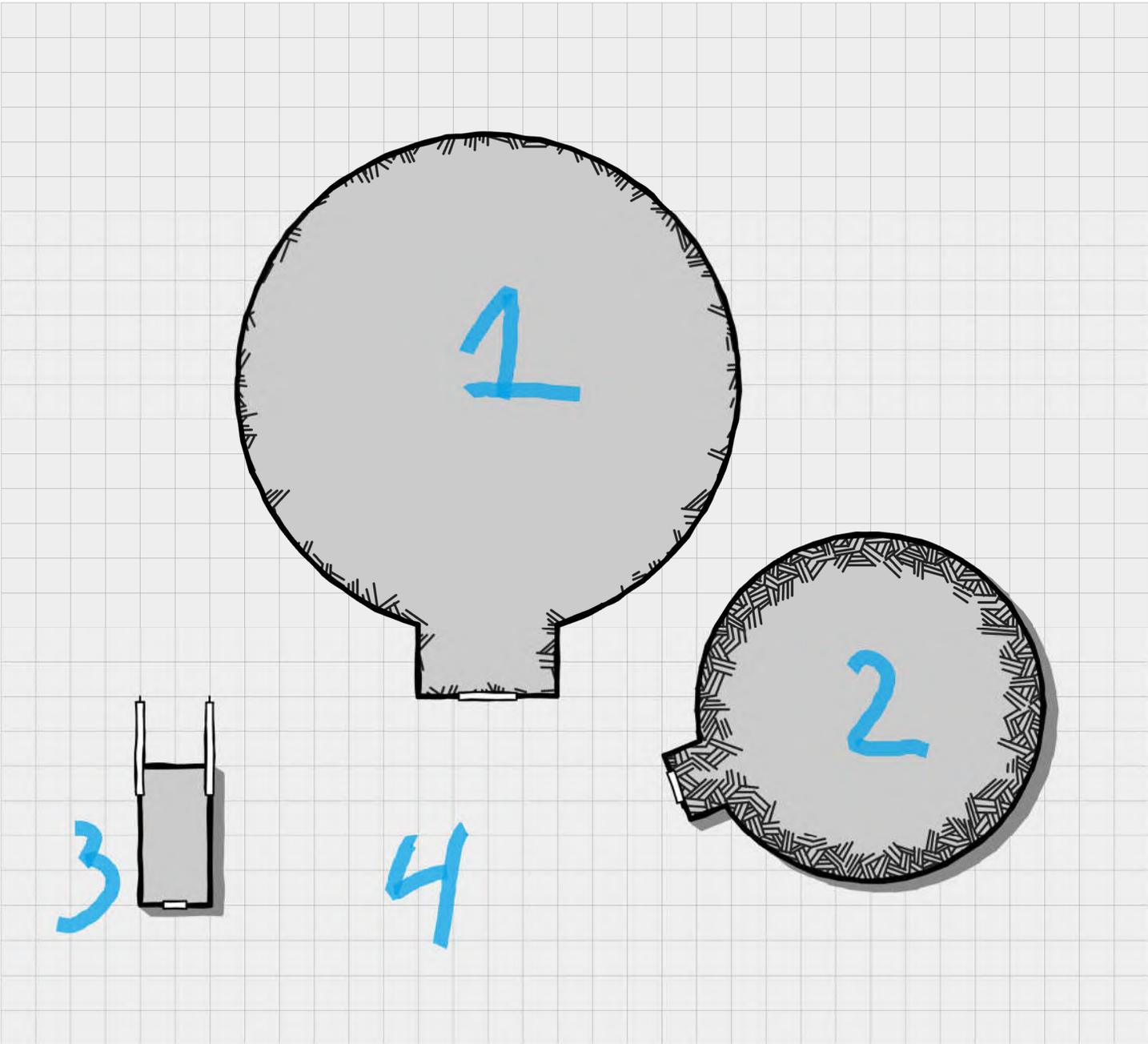
### **Beastmen Envoys (Encounter):**

- A small village worth of goblins or kobolds (see the ACKS Core book)
- 2d6 Slave Guard (pg. XX)
- 1d8 Slave Soldier (pg. XX)
- 1d2 Dark Elf Provocateur (pg. XX)
- 1d2 Dark Elf Cantor (pg. XX)
- 1d2-1 Dark Elf Vigilant (pg. XX)

**Beastmen Envoys (Lair):** This is a small group of Dark Elves here to negotiate a treaty with a small village of beastmen, either goblins or kobolds. The Dark Elves and their slaves aren't entirely thrilled with being sent on this mission but realize the importance for the long-term defensive benefits. Due to the delicate nature of the negotiations, everyone is slightly on edge and if the PCs choose to approach this diplomatically, they will be at a -1 bonus to their reaction roll. If fighting does break out, the goblins and Dark Elves will fight independently of each other – they won't attack each other (unless the PCs play the two of them off) but they won't coordinate combat either.

1. Chief's Tent – This is where the chief, subchiefs, champions, and at least a quarter of the soldiers of the beastmen tribe live (determined at #4). During the day, the Dark Elf Cantors and Provocateurs are going to be there, along with half of their slave guards and soldiers. The negotiations are going in favor of the Dark Elves but because the current goblin chief is an idiot, he doesn't realize that he's being exploited. If the PCs wish to interfere in this, they can point it out to him, at which point, fighting will break out between the two groups.

2. Shaman's Tent – If the village has a shaman and/or a witch doctor, this is where they will be living, along with an honor guard of a quarter of the goblin tribe. If they are present, they support this alliance because it means breaking the power of the chief and will grant them access to better magical resources through the Dark Elves. They will attack the PCs if they start interfering with the alliance. It may be possible for the PCs to persuade them to fight against the Dark Elves, but much harder with a -2 penalty. If the PCs succeed, they will attack the PCs only if they attack the beastmen but not defend the Dark Elves (which they would otherwise).
3. Wagon – This is the wagon that the Dark Elves came in. There are 1d2 Dark Elf Provocateurs, 1d2 Dark Elf Cantors, and 1d2-1 Dark Elf Vigilants. This is where they keep their belongings and where they hang out when negotiations aren't happening. Likewise, during the day the wagon is guarded by 2d6 Slave Guards and 1d8 Slave Soldiers as well as the Dark Elf Vigilant if one is present.
4. Beastmen Village – This is the village where the beastmen (either goblins or kobolds) live, roughly 40d4 strong, following the usual rules for champions, sub-chieftains, chieftains, witch doctors, and shamans. The beastmen that do not fit into the tents at #1 or #2 are scattered haphazardly all around. The non-combatant members of the village are "off the map" and will flee at the first sign of fighting. This text suggests using the weaker variants of beastmen – either goblins or kobolds.



Beastmen Envoys

### **Blood Sports (Encounter):**

- 6d6 Slave Gladiator (pg. XX)
- 4d4 Slave Hopeful (pg. XX)
- 1d2 Dark Elf Wrath (pg. XX)
- 1d2 Dark Elf Unbreakable (pg. XX)
- 1d2-1 Mutant Warform (pg. XX)

**Blood Sports (Lair):** A simple room that a small group of Dark Elf Gladiators decided to set up as a makeshift arena, to test the mettle of 6d6 Slave Gladiators and 4d4 Slave Hopefuls. The combat here is usually to first blood, not death, but accidents do occur. There is a chance (1d2-1) that there's a single Mutant Warform present, as the final challenge of this little get together. The two proper gladiator groups are making bets on who makes it to the top. The room itself is behind a series of iron bars so the PCs can spectate if they wish. It is possible that they may wish to participate, in which case, the Dark Elves will charge them 1 gp per class level to enter, and receive the prize money – roughly 100 gold, if they win. Only one person is allowed to fight at a time and the mood will sour if they kill someone on purpose (not taking an attack penalty to do subdual

damage). If the players attack, everyone will gang up on them.



### **Border Outpost (Encounter):**

- 1d4 Leadfoot Lizard (pg. XX)
- 1d6 Bats
- 1 Clicker Lizard (pg. XX)
- 1d4 Slave Soldier (pg. XX)
- 1 Dark Elf Vigilant (pg. XX)

**Border Outpost (Lair):** This is a small outpost located either in a dungeon or buried slightly underground in the wilderness. It is home to a single Dark Elf, some slave soldiers, and a couple of riding lizards. The purpose of this outpost can be of any variety: it could simply be a resupply location, part of a spy network, a rest area for Dark Elves and those they favor, and so on. Unless the PCs are expected or have a letter of recommendation from a Dark Elf superior, the inhabitants will assume that the PCs are hostile, with a -3 on any reaction rolls.

1. Entryway – This is the entrance. If in a dungeon, it is part of the larger structure. If out in the wilderness, it is the section that is exposed to the outside world, and the rest of the border outpost is buried under at least 5 feet of soil in an artificial (or natural) hillock. This is also where the Clicker Lizard (pg. XX) is stationed, to

- warn the inhabitants of incoming visitors.
2. Stable – This is where the lizards are stabled. There are 1d4+1 Leadfoot Lizards (pg. XX) or enough for all the slaves and the Vigilant.
3. Kitchen Area – The sole Dark Elf occupant doesn't put on airs of superiority and in fact prefers to cook for himself and the slaves, because the slaves don't have the proper training.
4. Storage Area – This is where the supplies of the outpost are kept.
5. Bat House – This is where 1d6 bats are kept. There is also a ladder to a hidden hole in the ceiling leading to a small chute that can surreptitiously send and receive the bats that the Dark Elves use for courier purposes.
6. Slave Quarters – The slaves sleep here during the night. There are 1d4 Slave Soldiers (pg. XX). During the day they maintain the facility and range into the wilderness, take care of the lizards, and follow the instructions of the sole Dark Elf occupant.
7. Bedroom – These are the quarters of the single Dark Elf Vigilant (pg. XX). During the day there is a 75% chance that they aren't present during the day and a 25% chance that they are out on a mission during the night as well.



**Border Outpost**

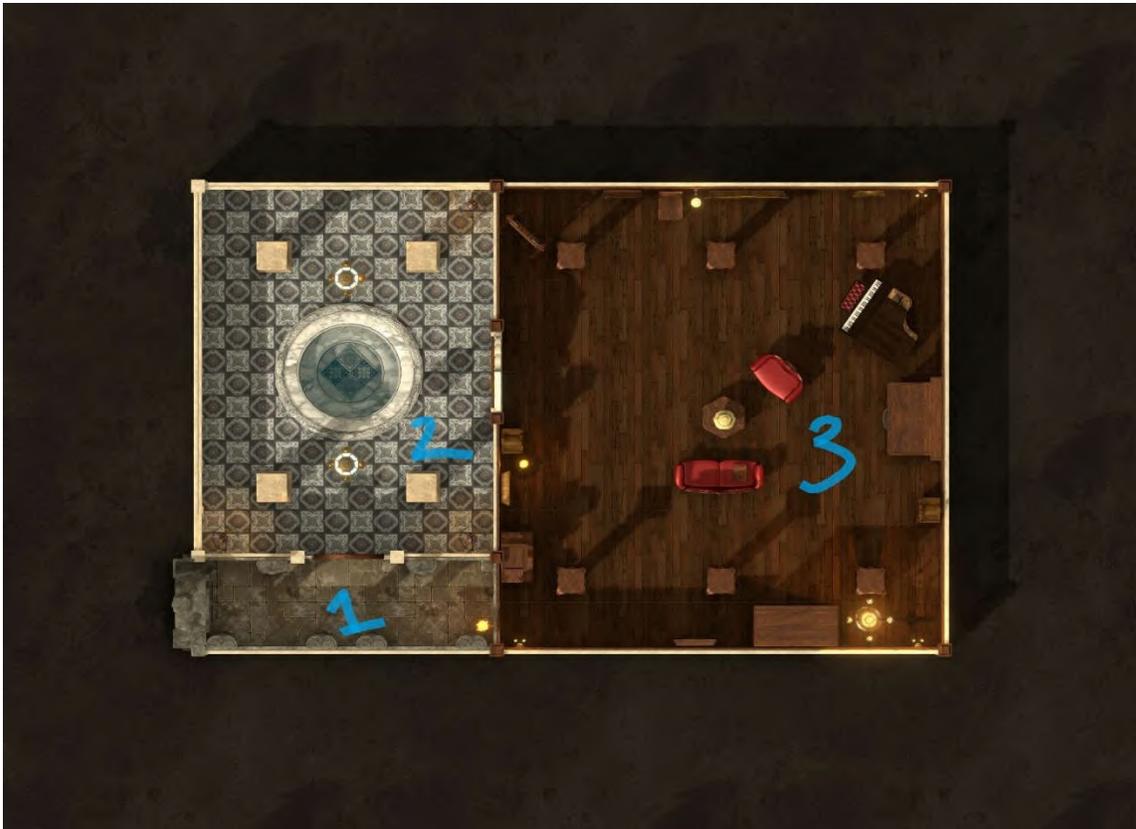
### Circus of Flesh (Encounter):

- 1d3 Mutant Retriever (pg. XX)
- 1d2 Dark Elf Priestess (pg. XX)
- 1d4+1 Dark Elf Oppressor (pg. XX)

**Circus of Flesh (Lair):** A rather opulent room with 1d3 Mutant Retrievers (pg. XX) having a spirited debate about philosophy, observed by 1d2 Dark Elf Priestesses (pg. XX) and their retinue of 1d4+1 Dark Elf Oppressors (pg. XX). The Retrievers utilize their shapeshifting powers to elucidate the points that they are making. If you want to determine the topic of their conversation randomly, roll 1d4: 1) Philosophy, 2) Economics, 3) Entertainment, 4) Not a discussion, but they're putting on a play. Regardless of the topic, the Dark Elves will take a dim view of the PCs interrupting but would be okay with them staying and watching.

1. Entrance Hallway – The door to the bathhouse is locked but not trapped. There is a 50% chance

- that one of the Dark Elf Oppressors (pg. XX) is going to be standing out here as a guard.
2. Bathhouse – Dark Elves love their bathhouses and so if the debate is currently not happening, the Dark Elf Priestesses (pg. XX) are taking a bath, with the Dark Elf Oppressors standing guard. Due to the fact that despite being stronger than the Oppressors, the Mutant Retrievers (pg. XX) are outranked by the Oppressors and thus they are given leeway to bathe and frolic with the Priestesses. If the debate is happening, then muffled voices can be heard through the door, with no eavesdropping proficiency required.
  3. Debate Hall – This is a sumptuous room that is decorated with both raided and crafted finery. The Mutant Retrievers are having a spirited debate, while the Dark Elf Priestesses watch. There is a 75% chance that the debate is happening, otherwise the entire group is at #2 in the Bathhouse.



Circus of Flesh

### **Conversion Fortress (Encounter):**

- 3d6 Dark Elf Hopefuls (pg. XX)
- 1d3 Leadfoot Lizard (pg. XX)
- 1d2 Boulder Lizard (pg. XX)
- 2d6+2 Dark Elf Wrath (pg. XX)
- 2d6+2 Dark Elf Unbreakable (pg. XX)
- 2d8+3 Mutant Warform (pg. XX)
- 1d6 Apotheosis of Flesh (pg. XX)
- 2d4 Dark Elf Commando (pg. XX)
- 1d6 Dark Elf Sorcerer (pg. XX)
- 1d4+1 Dark Elf Priestess (pg. XX)

**Conversion Fortress (Lair):** This is a facility that can be part of a dungeon or found in the wilderness. This is one of the places where the Dark Elves take slaves that have been predicted to undergo the Conversion process to become more Dark Elves. This represents the facility itself – it can be surrounded by other things as well, adding extra security. This also represents the most basic one. More complex, multi-level sprawls exist.

1. Bridge and Moat – There is a moat of alchemical waste all around the castle. If someone falls in or is pushed in, they will take 4d6 points of acid damage per round. A save vs Blast & Breath or an Acrobatic throw may be made to climb back out. If the bridge is sealed, the defenders in #2 can use long spears to push people into the moat. If the PCs have some form of acid immunity, they could instead go to the back of the castle which has two large vents that they could climb through, assuming they can unlock them. The bridge takes 2 rounds to raise/lower.
2. Entrance Hall – This is a general area where at least half the Dark Elf Gladiators and two Dark Elf Commandos are going to be stationed. There are several gongs all along the wall that can be heard throughout the entire fortress. The bridge control mechanism is here. The door to the south is a portcullis, so that any unruly slaves can be supervised.
3. Slave Pen – This is a holding area for any unwilling slaves that are brought here for Conversion. There will be at least 5d6 of them. They don't want to be here (obviously) and if released will do a morale check. Those that fail will flee or cower, those that succeed will join the PCs if they choose to fight the rest of the Dark Elves. Both doors of the room itself are locked and the two doors on the cage are as well. Opening the door makes an alarm go out, which can be disabled as a trap.

4. Lizard Stables/Secondary Storage – There are going to be 1d3 Leadfoot Lizards and 1d2 Boulder Lizards stationed here. Additionally, this has some of the less frequently used supplies kept in this room.
5. Armory – The various weapons and armor of the people not on duty are kept here. If the fortress is attacked, any enemies that are not spellcasters will pass through this room to grab their gear.
6. Slave and Gladiator Barracks – Any Slave Hopefuls are stationed here, since they are actively seeking Conversion, and thus do not need to be imprisoned. There are 3d6 of those, but at least half of them will be in the kitchen. Additionally, this place is where the 2d6+2 Dark Elf Wraths and 2d6+2 Dark Elf Gladiators Unbreakables are based out of. Half of them are going to be on duty at #2 or doing patrols in #16. The others will be resting here or doing drills in #4. Their personal belongings would be here as well. Finally, the 1d6 Apotheoses of Flesh rest here.
7. Commando and Sorcerer Quarters – This is a nicer room where the 2d4 Dark Elf Commandos and 1d6 Dark Elf Sorcerers live. At least 1 Sorcerer and at least 2 Dark Elf Commandos are going to be stationed at #2. Otherwise, they are either resting here, studying magic at #11, or doing weapon drills at #5. There is also a 25% chance that at least one of the resting Commandos or Sorcerers is fooling around with a resting Dark Elf Priestess at #8.
8. Hallway and Priestess Bedrooms – This is a hallway that has 5 bedrooms attached to it, each one assigned to a Dark Elf Priestess. There is at least one resting here at all times and at least one out at #11 - #14 at all times. For any others, roll 1d6+8 and that is the location where they are. They keep their treasure in their rooms and all doors are locked.
9. Bathhouse – Located in the quarters of the Dark Elf Priestesses, they use it to relax, either by themselves, or with company. There is a 25% chance that a Dark Elf Priestess is going to be in a relationship with another Dark Elf and if either is resting, they will be found here. Otherwise, there's a 10% chance that 1d3 of any random Dark Elf grouping are here.
10. Primary Storeroom – This is where the rest of the supplies of the fortress are located, as well as the kitchen area. There is a 50% chance that half the Slave Hopefuls are here, cooking for

their masters, as well as preparing food for the unwilling slaves in #3.

11. Library – This is a 36,000 gp library, allowing the users to research spells. If you wish to place some spell and item formulae, this would be the place where they are kept. Any Dark Elf Sorcerers are going to be here or at #13.
12. Temple – This is a temple to the Cupbearer Aeon, but if you wish to replace it with whatever else, that's more than appropriate. There is a pool of cursed blood in the center. The Dark Elf Priestesses can touch it with no issue, but anyone else is going to be cursed, like the spell. A Priestess can pick up the blood and splash an enemy with it as an action, where the target is cursed, unless they make a save vs. Spells. The ornate doors to the temple are trapped and will slay an intruder that touches them unless they are accompanied by a Dark Elf Priestess. There is a secret door to #15.
13. Experimental Alchemy Lab – This is where the Dark Elves do their alchemical research and craft their items. It has a value of 40,000 gp. Any Dark Elf Sorcerers that are not resting are going to be here or #11. There is a secret door into #16 for dumping excess chemicals into the moat.
14. Conversion Room – This room has six tanks where people undergo Conversion. Depending on how far in the process, they may be rescued: see the rules for Conversion on pg. XX. There are six Infusion Vats in this room.
15. Treasure Room – This treasure room has the majority of the total wealth of the fortress. It is behind a secret door in #12.
16. Interior Wall – The interior wall runs all around the fortress, providing access to #2, #3, #7, and #8. They are patrolled constantly by a third of the group of Dark Elves at #2 and any Slave Hopefuls that are around. The Apotheoses of Flesh patrol this area constantly.



Conversion Fortress

### **Conversion Kidnappers (Encounter):**

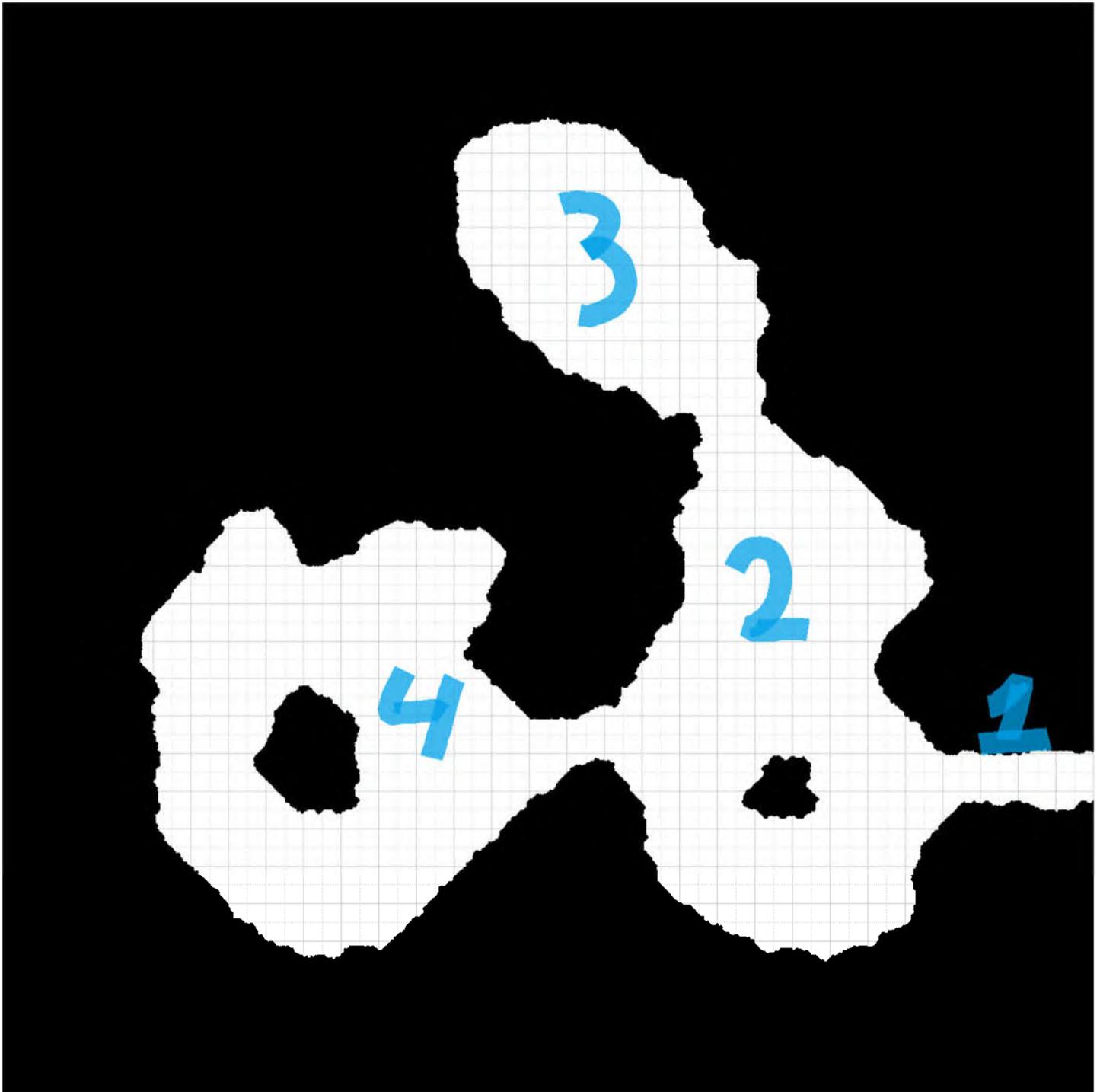
- 1d4 Mutant Warform (pg. XX)
- 2d6+2 Dark Elf Commando (pg. XX)
- 1d3 Boulder Lizard (pg. XX)
- 2d4+3 Clicker Lizard (pg. XX)

**Conversion Kidnappers (Lair):** A cave where a group of Dark Elf Commandos is on a retrieval mission to this region to pick up several potential Converts. They are using this cave to house the willing and unwilling humans, as well as their mounts.

1. Entrance – The entrance is trapped with a double-layered trap – 2d4 Clicker Lizards and a web spell. If someone gets caught in the web, the Clicker Lizards start making their infrasonic noise, which will lead the Clicker Lizards in #2 and #3 to start making audible noise, alerting the inhabitants of the cave to the intrusion. There is a series of notes acting as a password that can be blown on an infrasonic whistle (pg. XX) that has the lizards make a different noise, letting the guards in #2 to get rid of the web and pass through. If the PCs know this combination and have a whistle given to them, then the overt guards in #2 will be suspicious and wary, distracting the PCs, while the other Dark Elf Commandos and Mutant Warforms prepare an ambush, unless the PCs convince the guards of their non-hostile intentions.
2. Guard Room – This section of the cave is where 2d6+2 Dark Elf Commandos are located. There is a 50% chance that 2d4 of them are out on a retrieval mission, and thus unavailable, but at least one is always present. If an alarm is set off from #1, then they immediately hide (giving

another +2 to their attack throw, on top of their existing ambush strike, for a total of +6). The Mutant Warforms will join in 1 round. In addition, 1d6 humans here. These humans are ones who volunteered for the Conversion process, who figured that becoming a Dark Elf is better than the life they led. They will not fight alongside the Dark Elves directly, but they might finish off a downed enemy, or rush over to feed a downed Dark Elf a potion (if any are available) freeing up their actions. There is also going to be at least 1 Clicker Lizard here.

3. Sleeping Quarters – This is where the Dark Elf Commandos sleep. There's a 20% chance that half of the Dark Elf Commandos are sleeping here, but it takes them 1 round to grab their equipment and join the fight if it breaks out (or if one of the Clicker Lizards raises an alarm). There is going to be at least 1 Clicker Lizard here. Additionally, 1d3 Boulder Lizards are housed here, which will carry the unwilling potential converts to the Dark Elf conversion facility. This is also where the treasure is kept.
4. Holding Pen – This is where 2d6 unwilling potential converts are. They are cowed and huddled in the corners because this is also where the 1d4 Mutant Warforms stay unless combat breaks out. They are not abused or hurt. If the Dark Elves are 3 days from moving out (up to the discretion of you, the GM), they are going to be sleep-deprived to make them more docile and willing to pass out while being carted off by the Dark Elves. Otherwise, they would be extremely grateful if they are freed (and would likely attack the volunteer humans on sight).



Conversion Kidnappers

### **Dark Cathedral (Encounter):**

- 1d2 Dark Elf Cantor (pg. XX)
- 1d4 Dark Elf Wrath (pg. XX)
- 1d4 Dark Elf Unbreakable (pg. XX)
- 2d8+4 Slave Guard (pg. XX)
- 1 Dark Elf Oppressor (pg. XX)
- 2 Dark Elf Priestess (pg. XX)

**Dark Cathedral (Lair):** Some Dark Elf Priestesses choose to forego building an observatory and instead will build a place of worship akin to a cathedral, dedicated to the Bravo. This one has a group of pilgrims visiting: the Cantors who are praying for a successful infiltration mission and a group of Dark Elf Gladiators, praying for victory in the arena.

1. Entrance Hall – This is a large, well-furnished hall that will always have two Slave Guards on duty. There is a gong near the entrance to raise an alarm. Otherwise, the guards are very courteous and helpful. The doors are ornate and carved with scenes of revelry and debauchery.
2. Pilgrim Quarters – There are 6 bedrooms for visiting pilgrims. This is where the 1d2 Dark Elf Cantors, 1d4 Dark Elf Wrath, and 1d4 Dark Elf Unbreakable are staying. If there more Dark Elves than rooms, they're fine with doubling up. They will also keep their treasure there.
3. Service Area – This is where the barracks of the 2d8+4 Slave Guards (pg. XX) are, as well as the storage room, kitchen, and the dining room for the pilgrims. The labor is done by 1d4 laborer slaves, who are non-combatants, but are still loyal to the Dark Elves.
4. Temple – This is the public worship area of the cathedral. There are rivulets of water running along the flagstones until they all converge into the central pool. Sermons are read while the pilgrims are sky-clad in the pool. The two Dark Elf Priestesses emerge from the smaller pool to the north. They will read today's sermon, ceremonially dump the blood into the pool, anointing the others, and then join them for a debauched celebration. The northern pool is

actually a teleporter keyed to an ankle bracelet worn by the two Priestesses, working only for them.

5. Library – The Priestesses still do spell research when they're not tending to the spiritual needs of the pilgrims. This is a 36,000 gp library.
6. Study – This is where the Mother Superior can be found when she's not sleeping or performing religious ceremonies. She is a busy individual. Her treasure can be found here.
7. Mother Superior's Room – This is where the senior of the two Dark Elf Priestesses sleeps and receives visitors.
8. Sister's Bedchamber – This is where the lesser Priestess rests. She keeps her personal wealth here. Also, outside of her room down the hall is an ornate door that separates the quarters of the Priestesses from their servant, the Dark Elf Oppressor. The door is trapped – a save vs. Staffs or Wands is allowed, or the person who triggered it turns to stone.
9. Oppressor's Room – The Dark Elf Oppressor is in a relationship with the lesser Dark Elf Priestess. He takes the security of the cathedral very seriously and when he's not practicing his katas, he's on patrol. Though there's a 33% chance that he's spending time with the other Priestess, despite the misgivings of the Mother Superior, since she thinks that the Sister Priestess can do better. He doesn't have a key to the ornate door at #8, so the Sister Priestess needs to visit him, not vice versa. He is fanatically loyal to the both of them, though more to "his" Priestess and if forced to choose between the two will go for his lover.
10. Dungeon – This is where the sacrifices are kept, usually human. The Oppressor is the one who takes care of any prisoners that are kept here and will be the one buying new ones. He also keeps his treasure there, to mock the prisoners – he is not a kind overseer.
11. Shrine – This is the actual shrine to the entity that the Dark Elves worship. There is also a sacrificial iron maiden where sacrifices from #10 are taken and bled. The blood is then sanctified to be used in the ritual at #4.



Dark Cathedral

### Dragon Negotiation (Encounter):

- 1d2 16+ HD Dragons (at least one speaking)
- 1d8+1 Dark Elf Priestess (pg. XX)
- 1d10 Dark Elf Sorcerer (pg. XX)
- 2d6 Dark Elf Oppressor (pg. XX)
- 3d8 Dark Elf Provocateur (pg. XX)
- 2d6+2 Dark Elf Cantor (pg. XX)
- 10d6 Slave Soldier (pg. XX)
- 10d6 Slave Guard (pg. XX)

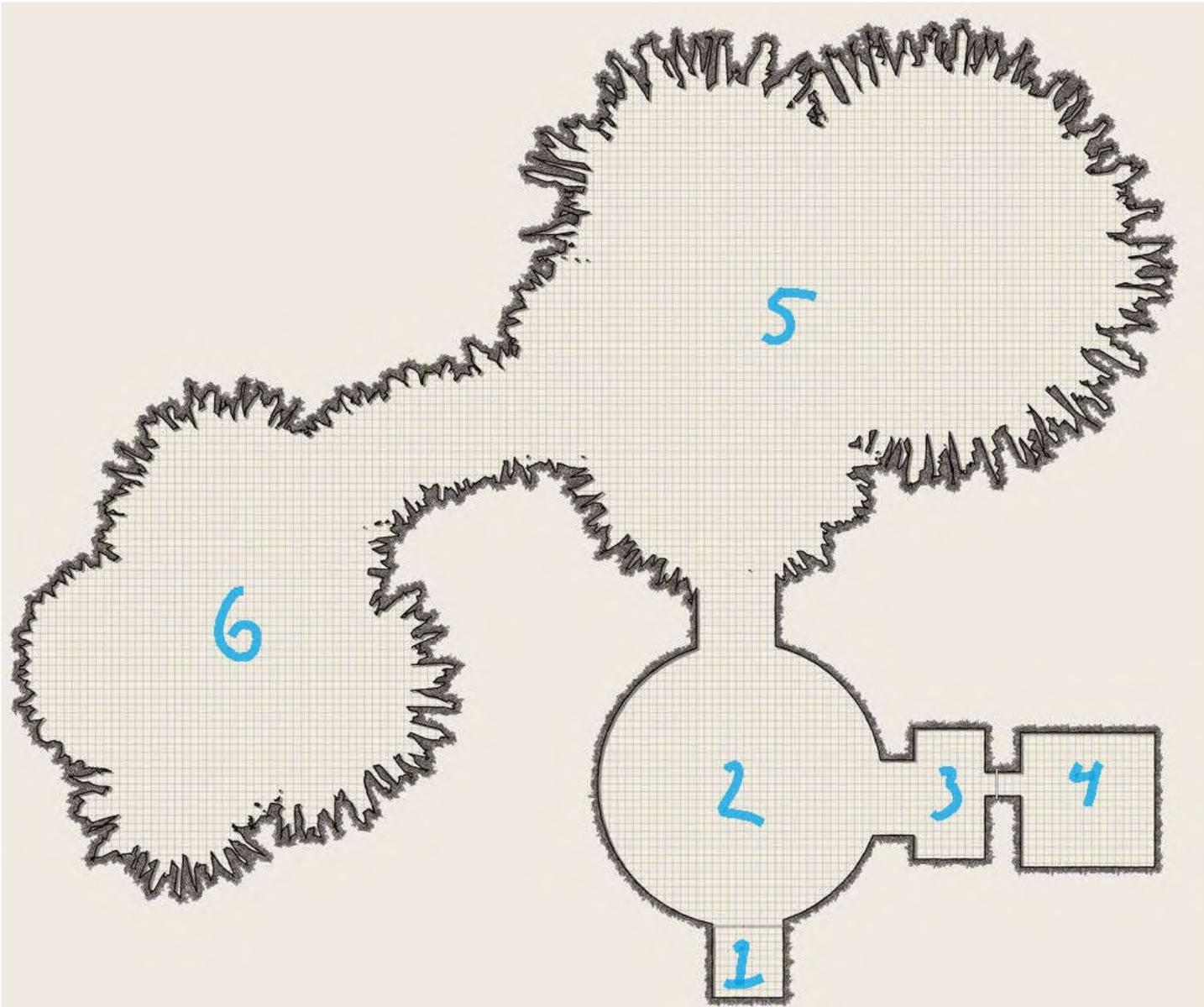
**Dragon Negotiation (Lair):** This is a Dark Elf diplomatic mission that is celebrating an alliance between themselves and a dragon (or dragon mated pair if two dragons were rolled). The Dark Elves brought lavish gifts, and an honor guard, as well as a performance of a symphony commemorating the alliance and singing praises of the dragon(s). If the PCs choose to attack, the Dark Elves and the dragon will fight as well. And unless the PCs were invited, the celebrants are very likely to attack and going to be highly suspicious of the PCs.

1. Entrance Tunnel – This is the tunnel that the Dark Elves use to access the dragon’s lair. There is a magic crystal embedded into the wall that projects sound and image of the person at the door and the senior dragon, allowing for a request of an audience.
2. Meeting Chamber – This is a large chamber, nearly 80 feet tall that was part of the original lair that the Dark Elves, with the permission of the dragon, smoothed over and made it into a domed structure, carved with depictions of the dragon(s) destroying their foes, of people giving obeisance and lavish gifts to the dragon (a visual perception throw here would allow that the Dark Elves downplay their presence in those giving obeisance, if not completely absent), as well as depictions of draconic majesty. They also contracted dwarves to build a mechanism that opens the top of the dome, allowing the dragons easier access to the skies. Currently, all the Dark Elves and the dragon(s) are in attendance, listening to a symphony performed by the Dark Elf orchestra.

The Dark Elves and dragons are allied and after the performance will start negotiations. The Dark Elves wish to take one of the dragon eggs and Infuse it, creating an Infused dragon. The dragon is not exactly pleased with this, but it is being offered essentially a king’s ransom, so it’s

being tempted. It will ask for a symbolic trade – to have one of the Dark Elf Priestesses as a concubine. This negotiation is likely to succeed, unless the PCs intervene, but because it’s mutually advantageous to both parties, any sort of social roll to negatively impact said negotiations would be at a -2 to the throw. The Priestess in question isn’t thrilled with this situation and could be convinced to betray the diplomatic ties. Convincing her of that is at a +1 to any sort of social throw.

3. Slave Quarters – This is where the slave retinue of the Dark Elves resides when they are not waiting on their masters, both Dark Elven and draconic. The entrance is large enough for the dragon, in case it wishes to demand something of the 10d6 Slave Soldiers and 10d6 Slave Guards, as well as 5d6 pleasure slaves. They have been instructed to follow the orders of the dragons, though the dragons are far more cruel than the Dark Elves and it is likely that during the course of negotiations, up to 1d6 slaves may be slain or devoured. On leaving, regardless of the outcome of negotiations, the Dark Elves will leave the pleasure slaves to the (nonexistent) mercy of the dragons.
4. Dark Elf Quarters – This is where the Dark Elves will be staying. There are currently 1d6+1 Dark Elf Priestesses, 1d8 Dark Elf Sorcerers, 2d6 Dark Elf Oppressors representing the ruling class, and being the honor guard. There are also 3d8 Dark Elf Provocateurs and 2d6+2 Dark Elf Cantors, providing the entertainment. The Dark Elves here carry no treasure as they wisely chose to leave it at their homes, lest the dragons demand it too.
5. Dragon Lair – This is where 1d2 16+ HD dragons lair. If there are two of them, they are a mated pair, otherwise it is just the one. There are also 2d6 dragon eggs, one of which will be traded to the Dark Elves. There is a hole in the roof that is covered with a stone slab that the dragons use to leave/enter the lair.
6. Treasury – This is where the dragons keep their treasure. Due to the long-standing association with these Dark Elves, the dragon hoard should be at least 3 times its normal size. In addition, the Dark Elves are currently bringing 10d10x1000 gp worth of valuables (whether money directly, or magic items, determine them randomly).



Dragon Negotiation

### **Dungeon Arena (Encounter):**

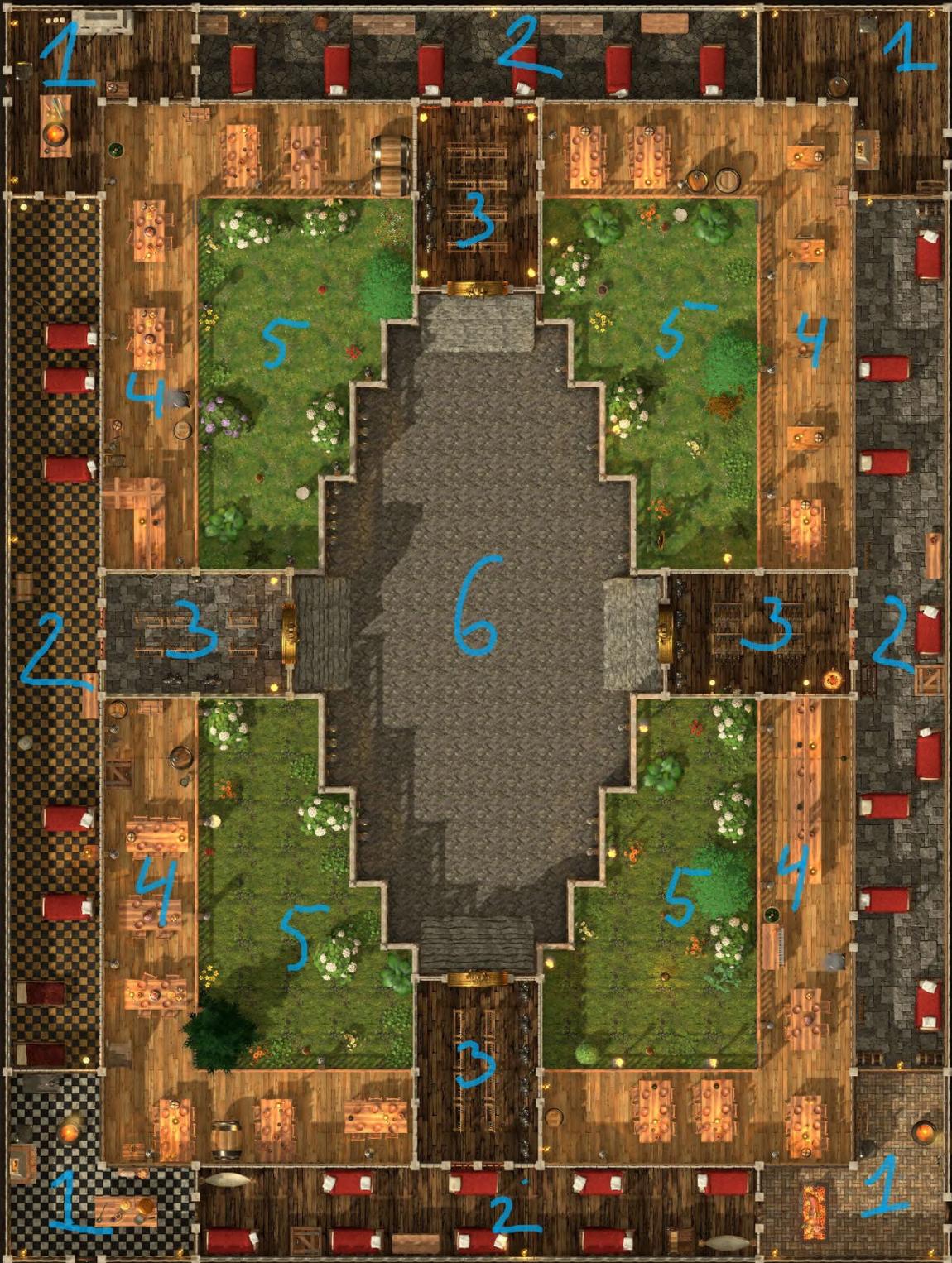
- 2 groups of 10d10 Slave Gladiator (pg. XX)
- 2d6+2 Dark Elf Wrath (pg. XX)
- 2d6+1 Dark Elf Unbreakable (pg. XX)
- 3d8 Dark Elf Provocateur (pg. XX)
- 3d8 Dark Elf Cantor (pg. XX)
- 1d6 Dark Elf Commando (pg. XX)
- 1d3 Dark Elf Oppressor (pg. XX)
- 1d3-1 Dark Elf Sorcerer (pg. XX)

**Dungeon Arena (Lair):** This is an arena built inside of a dungeon to provide entertainment for the Dark Elves that inhabit it. It can host up to 4 fighting teams at a time and has two ranks of seating, as well as kitchens to provide entertainment for the visitors. If you choose, it can have other entities competing – any sort of intelligent monster can be a competitor that could be cheered for. Unintelligent monsters could also be a thing that the competitors fight. The PCs can participate or spectate, if they so choose – the cover is only 2 gp for the crappy seats, or 20 gp for the good ones.

1. Kitchen/Entrance – These serve as both the kitchens and entrance areas to the arena. When you enter, you place your order and any bets you wish to make on the contestants, as well as paying for the seats. Special orders can go up to 5 gp on top of the price for the seating.
2. Gladiator Rooms – This is where the various fighters rest between fights. Each room will have either 2d6+2 Dark Elf Wrath, 2d6+1 Dark Elf Unbreakable, or one of the two groups of 10d10 Slave Gladiators. You can also choose to mix them up if you so choose – so each room

can have some combination of slave and Dark Elf fighters. If the PCs wish to fight, they would be placed into a group of their own.

3. Armory/Arena Entrance – This is where the fighters keep their gear and treasure. Once the gates swing shut, they are sealed by both a mechanical lock and magical lock, to prevent the fighters from fleeing.
4. Cheap Seats – These are the 2 gp seats. There are 3d8 Dark Elf Cantors and 3d8 Dark Elf Provocateurs interspersed in these four rooms. If you want a more egalitarian approach, mix them up with the Dark Elves found in #5.
5. Garden Seats – The expensive, 20 gp seating. There are 1d6 Dark Elf Commando, 1d3 Dark Elf Oppressor, and 1d3-1 Dark Elf Sorcerer scattered in these four viewing areas that are maintained by magic. If you want a more egalitarian approach, mix them up with the Dark Elves found in #4.
6. Arena – This is the arena itself. Fights are usually to the death here, especially if the pit fighters are fighting against an unintelligent monster. It would be possible to have the PCs negotiate for a non-lethal fight if they want to test their mettle against the Dark Elves. If the PCs win their fights, they will be approached and asked if they want to either attempt a Conversion or be sold into slavery (though not in a pushy fashion). Alternatively, if the PCs bet, then they should receive double their prize money if their people win. If the PCs help their team cheat and get caught, they are thrown out and will be attacked by everyone.



Dungeon Arena

### **Grand Amphitheater (Encounter):**

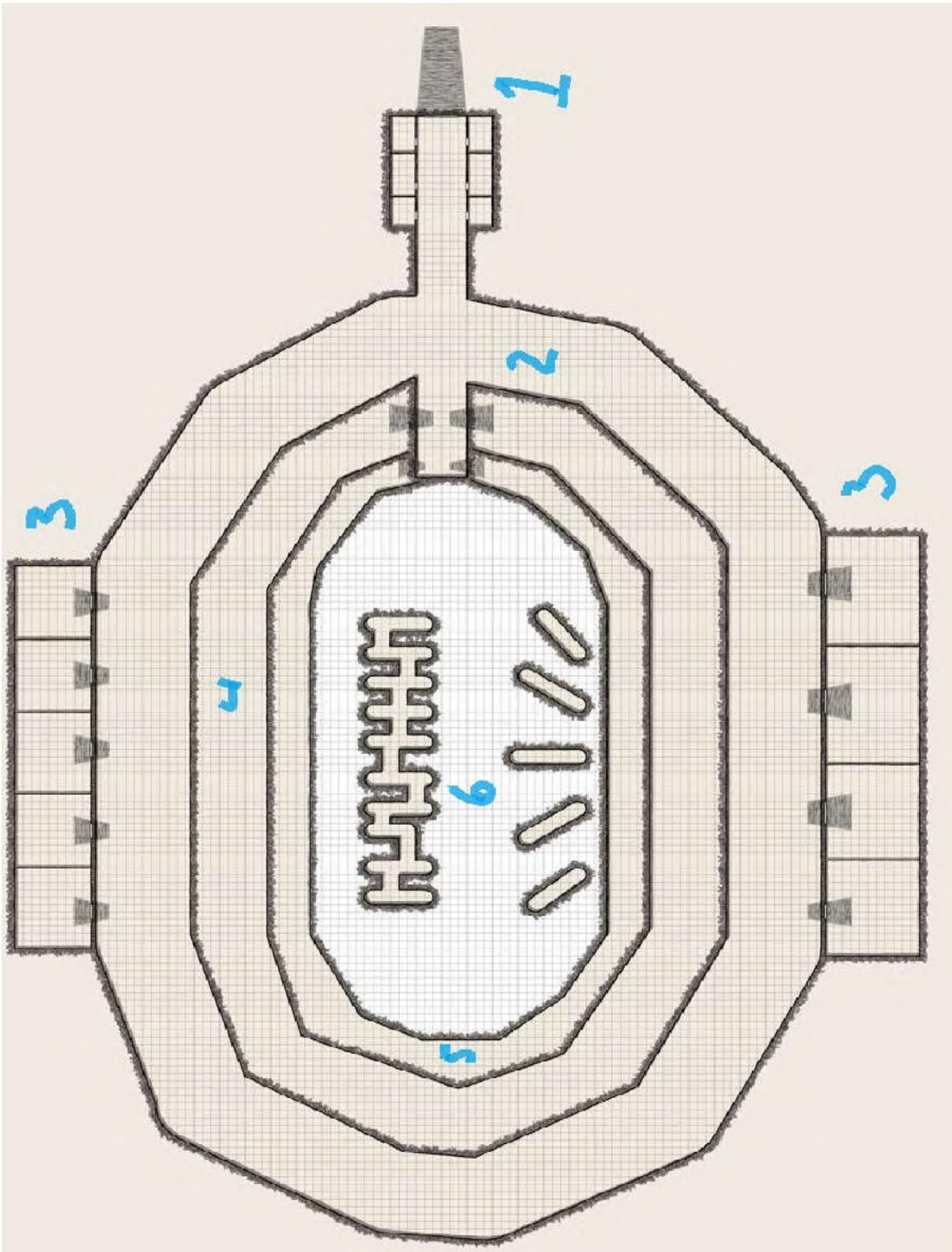
- 4d6 Dark Elf Priestess (pg. XX)
- 5d6 Dark Elf Sorcerer (pg. XX)
- 10d6 Dark Elf Commando s(pg. XX)
- 6d6 Dark Elf Oppressor (pg. XX)
- 4d6 Apotheosis of Flesh (pg. XX)
- 10d8 Dark Elf Unbreakable (pg. XX)
- 12d8 Dark Elf Wrath (pg. XX)
- 10d10 Dark Elf Provocateur (pg. XX)
- 2d6+2 Dark Elf Cantor (pg. XX)

**Grand Amphitheater (Lair):** This is a grand amphitheater used for massive battles. It has a seating capacity of a little under 18,000 individuals. Currently there are very few people that are enjoying a small concert by a niche orchestra of Cantors who have powerful patrons, while a group of gladiators fights a smaller group of mutants. If you want to make the show livelier you may add more people, including visitors to the realms of the Dark Elves. There are also various labor and pleasure slaves out and about, waiting on the visitors. This text advises you against having your PCs fight all 18,000 spectators.

1. Entrance – This is a small structure leading up to the amphitheater. Labor slaves are collecting entrance money. Boxes need to be negotiated but go for 500 gp minimum. Arena seating is 100 gp, parterre seating is 10 gp, grand circle seating is 2 gp. The PCs can also purchase massively overpriced food and drugs here, at 3 times their normal price. The PCs can gamble on

the outcome of the fight, with the bookies predicting a victory for the gladiators, but by a slim margin. The PCs may also participate.

2. Grand Circle – These are the cheap seats. Far from the action. Currently these are empty since everyone participating is of the Blood or high stratum and thus is in the nicer seats.
3. Boxes – These are the private boxes that have a commanding view of the arena but can also be closed off so that the rich and powerful can conduct their business. Each one comes with a personalized stable for slaves. There are currently 4d6 Dark Elf Priestess in the various boxes – or all in one if you want them to have a convocation of some kind, in which case they'll be busy and be at -1 to any sort of awareness or notice throws that they would make.
4. Parterre Seating – These are the nicer seats. Currently there are 6d6 Dark Elf Oppressors here, as parts of the retinues of the multiple Priestesses that are present.
5. Arena Seating – These are the nice seats closest to the fighting pit itself. Currently it is occupied by 10d6 Dark Elf Commando and 5d6 Dark Elf Sorcerer.
6. The Pit – This is the actual arena. Currently there are 10d8 Dark Elf Unbreakables and 12d8 Dark Elf Wraths fighting 4d6 Apotheoses of Flesh. A small orchestra of 2d6+2 Dark Elf Cantors is playing, which is the big draw of the event. Finally, there are 10d10 Dark Elf Provocateurs wearing motivational clothing cheering for the gladiators.



Grand Amphitheater

### **Hidden Arena (Encounter):**

- 2d6+2 Dark Elf Wrath (pg. XX)
- 2d6 Dark Elf Unbreakable (pg. XX)
- 2d4 Dark Elf Cantor (pg. XX)
- 2d6 Dark Elf Provocateur (pg. XX)

**Hidden Arena (Lair):** A secret room built inside the mansion of a decadent noble who enjoys a positive relationship with the Dark Elves, by taking one of them as his lover, as well as growing wealthy from the illicit drug-and-slave trade that they run through his domain. Thus, he built this place to provide entertainment for other decadent nobles – though it could just as easily be placed in a dungeon. The competitors are almost entirely gladiatrices, with only a couple of gladiators that don't come out for every fight.

1. Entrance and Dining Area – This is where the visitors are come in and enjoy lavish meals as well as drugs. 2d6 Dark Elf Provocateurs are

acting as the waitresses and dispensers of party favors. 2d4 Dark Elf Cantors are in the corner playing a tune until the fight begins. Before the fight, the gladiatrices will promenade themselves around, letting everyone get a good look, before proceeding to their respective entrances.

2. Changing Area – The 2d6+2 Dark Elf Wraths and 2d6 Dark Elf Unbreakables change here. It's all part of the show, where they recline on cushions, then go into the pool, pretending to have an argument, then emerge, wearing decorative armor and moving on to #2.
3. Arena – This is the arena itself. It's covered with sand so that falls don't hurt as much. Additionally, all the gladiators and gladiatrices are trained in subdual combat – they fight to knockout with no penalties. If you wish to simulate the fact that they fight with armor designed for show rather than for effectiveness,

you may lower their AC.



**Hidden Arena**

### Mutant Colony (Encounter):

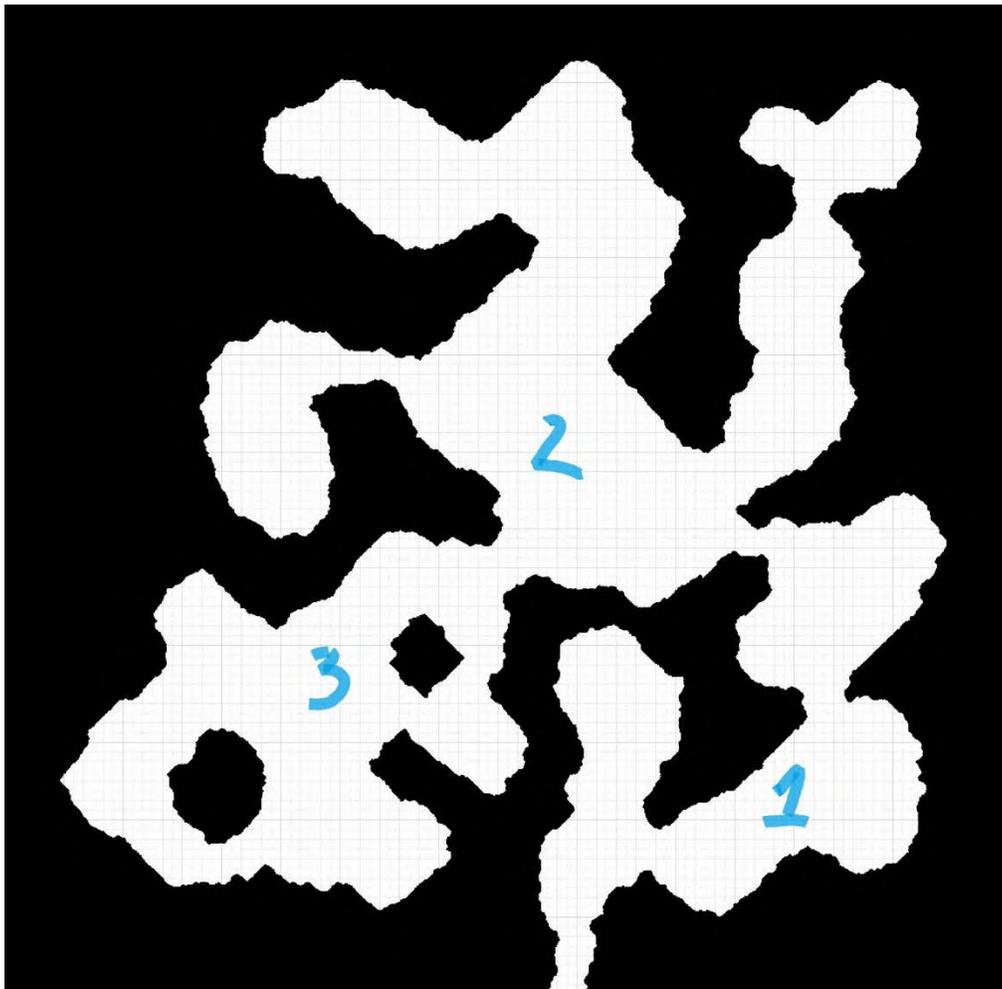
- 10d6 Mutant Discard (pg. XX)
- 4d6 Mutant Wretch (pg. XX)
- 1d2+1 Mutant Warform (pg. XX)
- 10% Dark Elf Vigilant (pg. XX)

**Mutant Colony (Lair):** This used to be an old Dark Elf alchemical infusion facility that had a striking number of mutants emerge. The Blood investigated and determined that the area was not constructed properly according to the stars, which is why the failure rate was so high. They abandoned it but the various mutants moved back in.

1. Entrance – This is the entrance to the former facility, now cave. The ceilings are high, and 4d6 Mutant Wretches lurk there. Once the PCs are inside, they will drop on them and attack from ambush, unless they are being escorted by one of the Mutant Warforms. If the fight goes poorly, they will run away to #2 to rouse the others.
2. Former Facility – This used to be the main facility where the Conversion process took

place. There are still remnants of a Dark Elf alchemy lab and if the PCs attempt to salvage it, they could get 1d6 x 1000 gp towards a new alchemy workshop. This is also the home of 10d6 Mutant Discards who will attack the PCs only if the Wretches or Warforms are present, otherwise cringing away from them. The side tunnels are used as food and treasure storage by the Discards and Wretches.

3. Former Bedchambers – This is where the overseer of the facility used to live. It is currently occupied by 1d2+1 Mutant Warforms who lead this motley crew of the dregs of Dark Elf society. There is a 10% chance of a Dark Elf Vigilant here, negotiating the participation of the various mutants in a raid. The PCs can exploit this or if they are feeling like hiring mercenaries, the Warforms are not necessarily averse to working for them, so long as it's not against other Dark Elves. The Warforms do feel protective towards the other mutants, so if the PCs were aggressive, there are no chances of a negotiation



Mutant Colony

### **Retrieval Group (Encounter):**

- 1d2 Mutant Retriever (pg. XX)

**Retrieval Group (Lair):** This is the mansion of a well-to-do alchemist who has been dabbling in the production of the more expensive drugs and a particular Priestess wants to know who's been talking. So, she dispatched a single Mutant Retriever (with potentially another one as backup), to retrieve the alchemist and haul her in for questioning. The alchemist may have hired the PCs as guards (if she knows about it), or the PCs have done their own investigating and have decided to protect the alchemist themselves – or they could be working for the Priestess and distracting the alchemist so that the Mutant Retriever can extract her without interference.

1. Entrance Hall – The front door is generally locked. The main hall leads to 2, 4, 6, 8, and 12.
2. Kitchens – Most of the time the servants are busiest here.
3. Pantry – This is where the various foodstuffs and sundries are kept. There is also a cellar that the Mutant Retriever has tunneled into and will make its escape through.
4. Dining Hall – The alchemist enjoys fine dining and thus is often found here whenever she's not researching or brewing potions.
5. Alchemical Garden – There are some alchemical plants that grow in this garden. If there is a second Mutant Retriever, it will be hiding in here, on top of the roof (giving it an additional +1 to surprise throws).
6. Servant's Quarters – There are 3d4 servants in the household. Additionally, 1d2 of them have been replaced with an equal number of Mutant

Retrievers, who are impersonating them and waiting for the opportune moment to strike. Each Mutant Retriever is carrying 3 doses of antacids to make sure that they do not accidentally digest the alchemist whom they have been sent to retrieve.

7. Servant's Bathroom – If any of the servants or PCs get suspicious of the Mutant Retriever, it will attempt to lure them here, and impersonate them.
8. Guest Room – This is the room where the alchemist entertains guests. If she's going to be talking with the PCs, she will be doing it here.
9. Fountain Garden – A second garden that the alchemist enjoys promenades in and listens to the running water of the fountain. The Mutant Retriever is unlikely to attack her here, due to the high visibility.
10. Alchemist's Bathroom – This is where the alchemist bathes. She doesn't accept the aid of servants for this, so she is alone when she is.
11. Alchemy Lab – This is a 24,000-gp alchemy laboratory. There should also be some number of drugs that the alchemist has synthesized, which is the crux of the problem for the Dark Elves.
12. Alchemist's Bedroom – A very fine and fancy bedroom where the alchemist sleeps. She accepts no assistance from her servants and does keep the door and windows locked. The alchemist should be no higher than a 3<sup>rd</sup> level spellcaster.
13. Library and Study – This is an 18,000-gp alchemical library where the alchemist does research if she's not crafting.



Retrieval Group

### **School of Dark Magic (Encounter):**

- 2d3+1 Dark Elf Priestess (pg. XX)
- 3d4+1 Dark Elf Sorcerer (pg. XX)
- 2d8+1 Dark Elf Oppressor (pg. XX)
- 4d6 Dark Elf Commando (pg. XX)

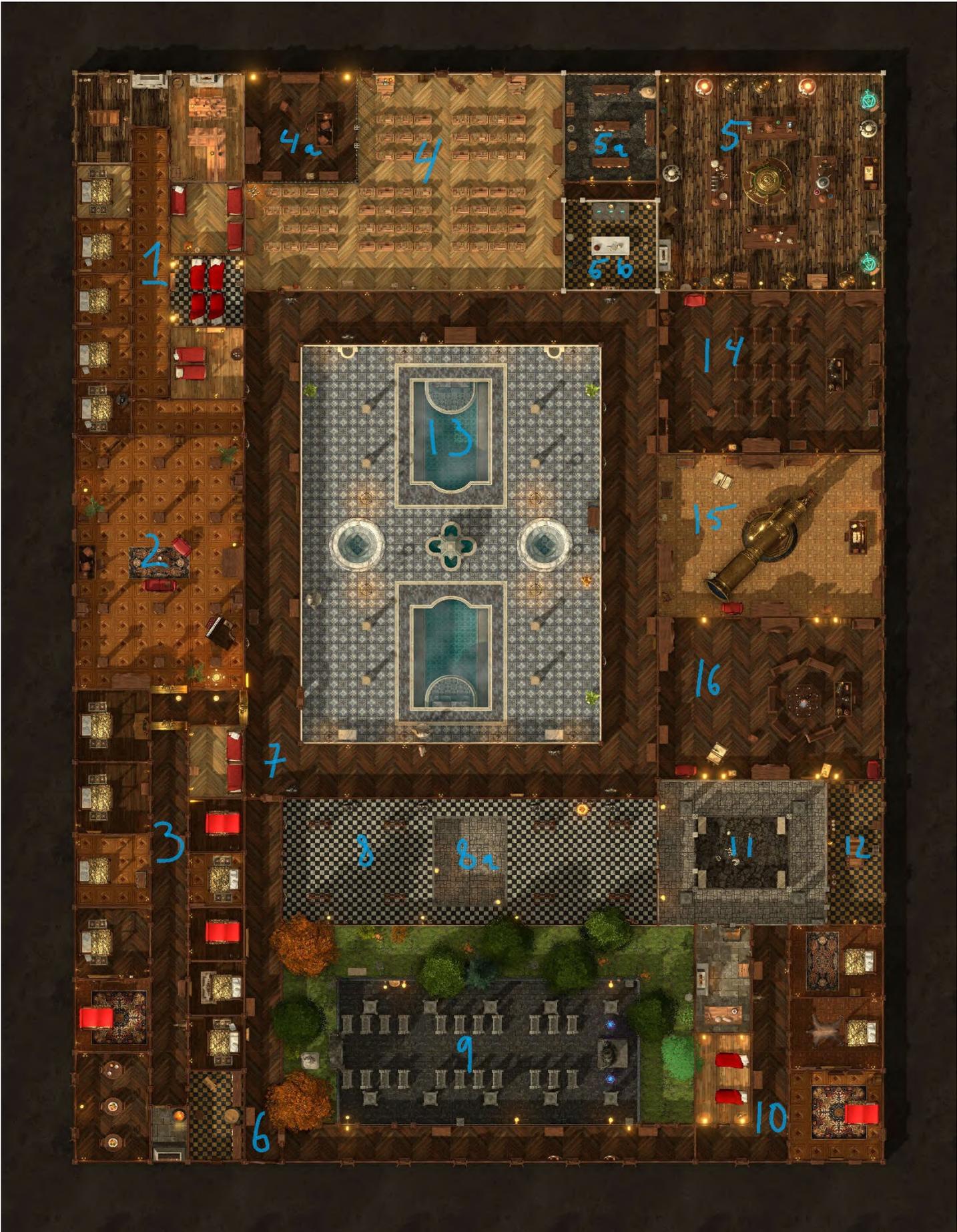
**School of Dark Magic (Lair):** This is an educational facility that the Dark Elves run to teach their young Converts magic, as well as skills that are needed for them to survive and thrive, such as alchemy, astrology, and the combat arts. If you wish to include human NPC scholars and spellcasters, they would not be amiss here – the Dark Elves will gladly take their coin and form stronger alliances with Chaotic humanoids and demi-humans. The PCs may be sent to shut this place down, or they may wish to consult the multitudes of scholars here, or to use their workshops and libraries.

During the first quarter of the day, the students are going to be in class as a group. They will either be in #5, #14, #15, or #16. During the second quarter of the day, the students will be doing free study and thus will either be in #4, #8, or #9. Otherwise, they will be in #1, #2, #3 or #13. All the doors of the school are magically warded to petrify unauthorized visitors, so unless you're a student, guest, or faculty, where they'll unleash a loud shriek and petrify the offender (unless the trap is removed first).

1. Men's Dormitories – This is where the male inhabitants of the School of Dark Magic reside. Their accommodations are slightly sparser than the women's. There are 5 major bedrooms and 3 minor bedrooms, for a total capacity of 17. Distribute the 3d4+1 Dark Elf Sorcerers, 2d8+1 Dark Elf Oppressors, and 4d6 Dark Elf Commandos as you see fit, noting that this is the men's dorm. That said, if you wish to place some of the women here or vice versa for a tryst, it would be appropriate. If you are including any non-Dark Elf NPCs as scholars here, they may be roomed here as well. There are no dedicated servants' quarters so the students need to make food for themselves in the kitchen. Any private property of the students would be kept in their rooms.
2. Common Room – This is where the students come to relax, unwind, and fraternize. There are several musical instruments, various sorts of non-scholarly literature, easels and paints, drawers full of drugs, and so on. Whenever the scholars aren't in class or resting, they are most likely here.

3. Women's Dormitories – This is where the female inhabitants of the School of Dark Magic reside. These are much nicer accommodations, with 5 large bedrooms and 5 small bedrooms. Distribute the 2d3+1 Dark Elf Priestesses, as well as any remaining Dark Elf Sorcerers, Oppressors, and Commandos, noting that all of these will be female. There are also going to be 2d4 laborer slaves in the slave quarters who are doing the cooking and cleaning. Any female NPCs that you wish to include should be here. It is obviously not unheard of for male students to come here for a visit. Anyone who isn't a Dark Elf Priestess may have to double up and share a bed due to room constraints, though you can decide that the Dark Elf Priestesses will magnanimously share their bed with someone as well.
4. Library – This is a 74,000-gp library for magical research and alchemy. There are also various other historical topics covered, as well as books on military strategy and inter-species relations. 4A is the restricted section, housing actual spell books that the instructors may not wish to have the students have access to. Any dangerous magical items would be stored there as well. Any private property of the students would be kept in their rooms. During the second quarter of the day, all of the Dark Elf Sorcerers and 50% of the Dark Elf Commandos are going to be here.
5. Alchemy Lab and Workshops – This is a 74,000-gp alchemy lab and a 36,000-gp magical workshop, as well as a storage room full of monster parts. Both the students and the faculty use this facility.
6. Entrance Hallway – This is the entrance to the school. Various portraits and diagrams hang on the walls. The front door has a slightly more complex ward than the standard wards around the school, with a magic mouth and a rudimentary intelligence, questioning visitors on their intent and announcing them to the faculty.
7. Quad Hallway – This is the hallway that allows access to the rest of the facility. There is a 30% chance of encountering one of the faculty members (see #10) here.
8. Combat Training Room – This is the armory room where the Dark Elf Oppressors mostly train. There's a pit for them to fight each other or any prisoners/monsters that are kept in #11. During the second quarter of the day, the

- Opressors are going to be found here. You can find any kind of weapon here.
9. Chapel and Illusionary Grounds – There is a complex illusion laid on the hallway in this room, making it look like a lovely outdoor park. The chapel itself is very real with an altar to the Cupbearer (or whatever deity of lust and violence that you have in your setting). During the second quarter of the day, the Dark Elf Priestesses are going to be training here, but there is a 5% chance of finding any denizen of the School of Dark Magic here praying.
  10. Faculty Dormitories – This is where the faculty lives out: a Dark Elf Priestess (who has the largest and nicest room), a Dark Elf Sorcerer, and a Dark Elf Oppressor. If you want to represent that they are faculty, give them a bonus 8 HP and +1 to all attack and save throws, on top of anything that they would have as abilities. They are here during the night. During the day they are in the classroom with the students and during the second half of the day, with “their” group. There are also 2 labor slaves here to cook and clean for them.
  11. Dungeon – This is a room where various prisoners and monsters are kept for the people training in #8 are kept.
  12. Faculty Storage Room – This is simply the room where the labor slaves keep the various foodstuffs and cleaning materials for the faculty dorms.
  13. Bathhouse – The Dark Elves enjoy their bathhouses and this is a very luxurious one. If the students or the faculty aren’t in their classes or sleeping or hanging out in the common room, they’ll be here, relaxing and having fun. The place has been enchanted to give the water different color, smell, and even texture, in case some of the students want to do slime wrestling.
  14. Magic Theory Classroom – While in this room any character receives a +2 to any of their knowledge or lore skills. This class is taught by the Dark Elf Sorcerer instructor.
  15. Astronomy Classroom – If this lair is aboveground, there is a hole in the ceiling. If it is underground, there is a complex illusion that accurately reflects the night sky on the primary lens of the telescope, forcing the students to learn how to use it properly. This class is taught by the Dark Elf Priestess instructor.
  16. History and Art Classroom - While in this room any character receives a +2 to any of their knowledge or lore skills. This class is taught by the Dark Elf Oppressor instructor.



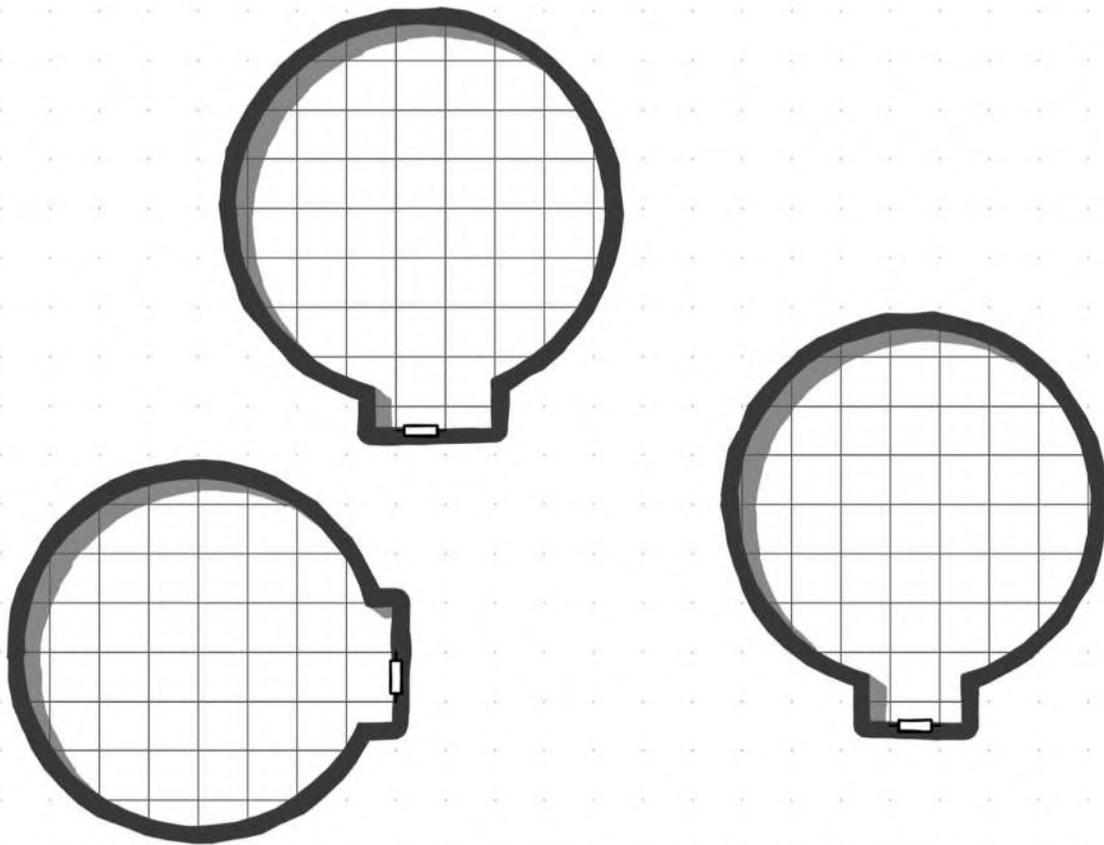
School of Dark Magic

**Slave Patrol (Encounter):**

- 2d6 Slave Guard (pg. XX)
- 2d4 Slave Soldier (pg. XX)
- 1d6 Slave Hopeful (pg. XX)

**Slave Patrol (Lair):** These are three tents that the slaves have set up as they patrol the countryside. If they're asleep, each group is going to have their own tent. One member from each group is also going to have watch constantly so that they aren't ambushed in their sleep.

**Dark Elf Small Town (Encounter)**



**Slave Patrol**

- 1 Dark Elf Priestess (pg. XX)
- 1d2 Dark Elf Sorcerer (pg. XX)
- 1d4 Dark Elf Oppressor (pg. XX)
- 2d6 Dark Elf Commando (pg. XX)
- 2d6 Dark Elf Vigilant (pg. XX)
- 3d6 Dark Elf Cantor (pg. XX)
- 4d6 Dark Elf Provocateur (pg. XX)
- 6d6 Slave Hopeful (pg. XX)
- 10d6 Slave Soldier (pg. XX)
- 10d10 Slave Guard (pg. XX)

**Dark Elf Small Town (Lair):** This is a small town of the Dark Elves. It practices some farming, fishing, but its primary production is that of drugs and slaves. Depending on how you choose to handle the Dark Elves, they can be either entirely opposed to the PCs, or be willing to engage with trade in them. It is a Class V market.

1. Central Shaft (Surface) – This is the ramp/staircase that connects the above ground town to the fancier underground district. There are going to be 1d4 Dark Elf Oppressors on guard here, at least one at every time of the day, depending on how many were rolled.
2. Town – This is the above-ground section of town. If they aren't anywhere else, the 4d6 Dark Elf Provocateurs, 3d6 Dark Elf Cantors, 2d6 Dark Elf Vigilants, and 1d4 Dark Elf Oppressors (so every Strata Blood Caste member). Likewise, at least 50% of the slaves – 10d10 Slave Guards, 10d6 Slave Soldiers, and 6d6 Slave Hopefuls are going to be found here. On the other hand, if the PCs choose to be friendly, this is also where most of the goods and services of a Class V market are going to be found (other than the drug alchemist at #6).
3. Food Farmlands – This is where Dark Elf commoners, non-Dark Elf slaves, and possibly some non-Dark Elf (but definitely not elf) freemen. There are no stats necessarily for non-combatants, but consider that a large town is going to have a population anywhere from 2,250 to 3,120 in addition to any slaves for the Dark Elves.
4. Slave Ranch – This is where the other 50% of the slaves going to be as well as any slaves that are currently in training or labor. Depending on how you want to play this, the slaves can either be devoted to their Dark Elf masters,

vehemently oppose them, or have the “born” slaves have loyalty and the captives have enmity. This is where the Dark Elf Commandos hang out when they're not at home or out in the “field.”

5. Forest – This is simply a forest that the Dark Elves use for hunting and woodcutting. The Dark Elf Vigilants can be found here if they are not at home.
6. Wizard Tower – This is where the Dark Elf Sorcerers and Dark Elf Priestess reside as a family unit. They are the ones in charge over at the drug fields at #9 as well as creating drugs and doing spell research. Their magic workshop is worth 32,000 gp and their library is worth 40,000 gp.
7. Mill – This is simultaneously the water mill and the source of water for the irrigation of the farms, as well as the underground section of the town.
8. Swimming Area – This is where the Dark Elves go to relax. The place has a small bathhouse as well as swimming in the river. During festivals or celebrations, this becomes the social center of town, with most of the residents congregating here.
9. Drug Fields – This is where the Dark Elves grow their drugs.
10. Central Shaft (Underground) – This is the ramp/staircase that connects the above ground town to the fancier underground district. There are going to be 1d4 Dark Elf Oppressors on guard here, at least one at every time of the day, depending on how many were rolled.
11. Underground Town – This is the “fancy” neighborhood of the Dark Elf town. The wealthier citizens live here along with a small temple that the Priestess does work in, along with a small subterranean home.



Dark Elf Small Town

**Stolen Flock (Encounter):**

- 2d4 Leadfoot Lizard (pg. XX)
- 1 Dark Elf Provocateur (pg. XX)

**Stolen Flock (Lair):** An underground stable that the Dark Elf Provocateur is claiming belongs to her. She will

attempt to sell Leadfoot Lizards at a 10% markup to the PCs. She doesn't actually own them and if confronted with this, will drop the price by 50%. The Dark Elf Provocateur doesn't do a very good job of maintaining them and kind of lets the lizards wander around the stables without putting them in their enclosures.



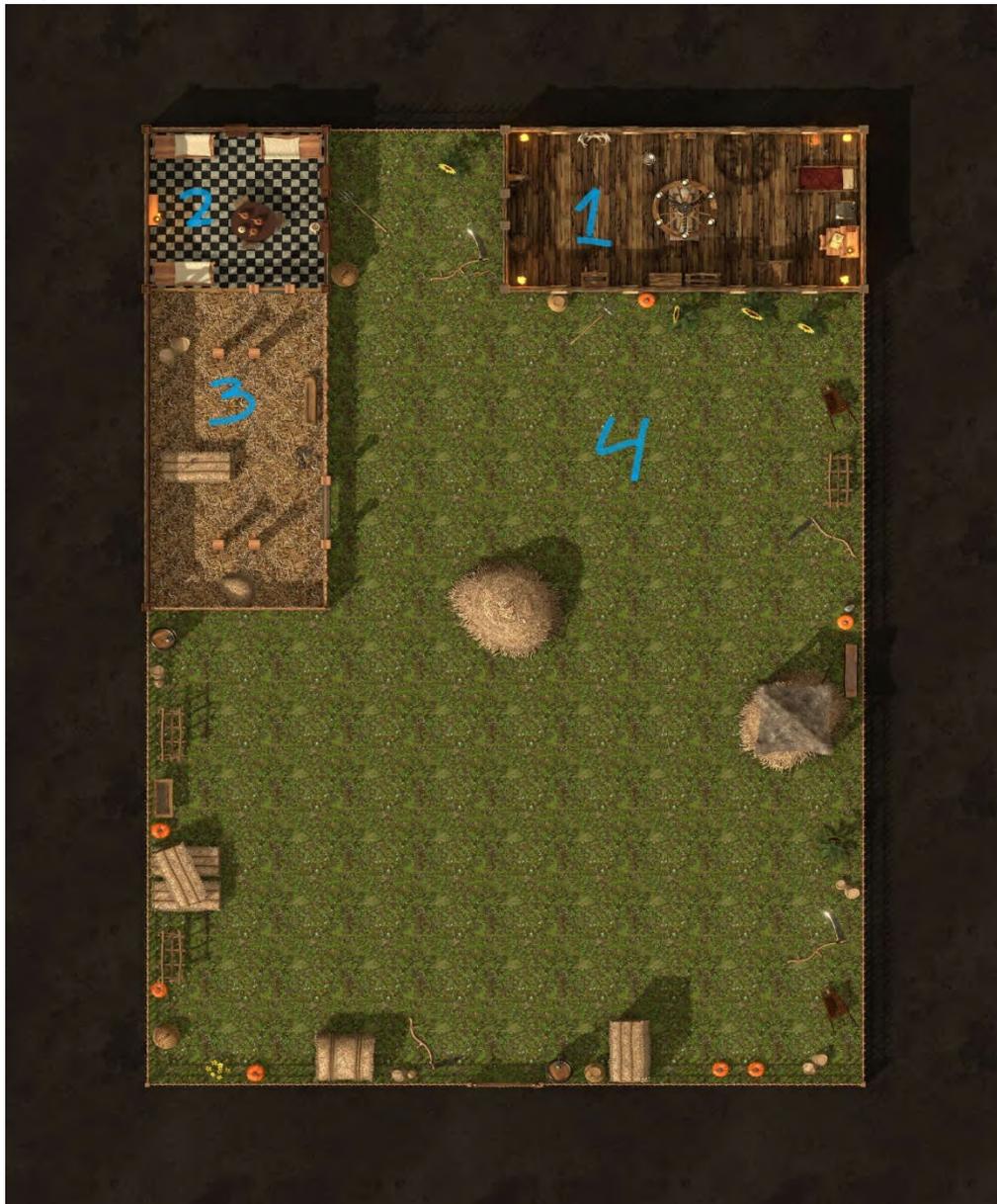
**Stolen Flock**

### Tended Herd (Encounter):

- 3d4 Boulder Lizard (pg. XX)
- 4d6 Slave Soldier (pg. XX)
- 1d2 Dark Elf Vigilant (pg. XX)
- 50% 1 Dark Elf Wrath or 50% 1 Dark Elf Unbreakable (pg. XX)

**Tended Herd (Lair):** This is a small Dark Elf ranch where a couple of retired gladiators/scouts decided to start a new, more peaceful life. They're tending to their flock with the assistance of some slaves. They wouldn't exactly be hospitable to outsiders and aren't interested in anything beyond the most basic trade – for instance they wouldn't let travelers stay the night. The Boulder Lizards are in the process of being trained and thus won't fight beyond trying to defend themselves.

1. Home – This is where the 1d2 Dark Elf Vigilants and either of the Dark Elf Wrath or Dark Elf Unbreakable live. They're a couple (or thruple) who are fairly insular but like each other quite a bit.
2. Slave Quarters – The 4d6 Slave Soldiers are what they've accumulated over the years. They're not mistreated but not pampered either.
3. Barn – During the night the 3d4 Boulder Lizards live here.
4. Field – During the day the Boulder Lizards are here being trained by the Dark Elves, while the slaves do some basic farming.



Tended Herd

### Trading Mission (Encounter):

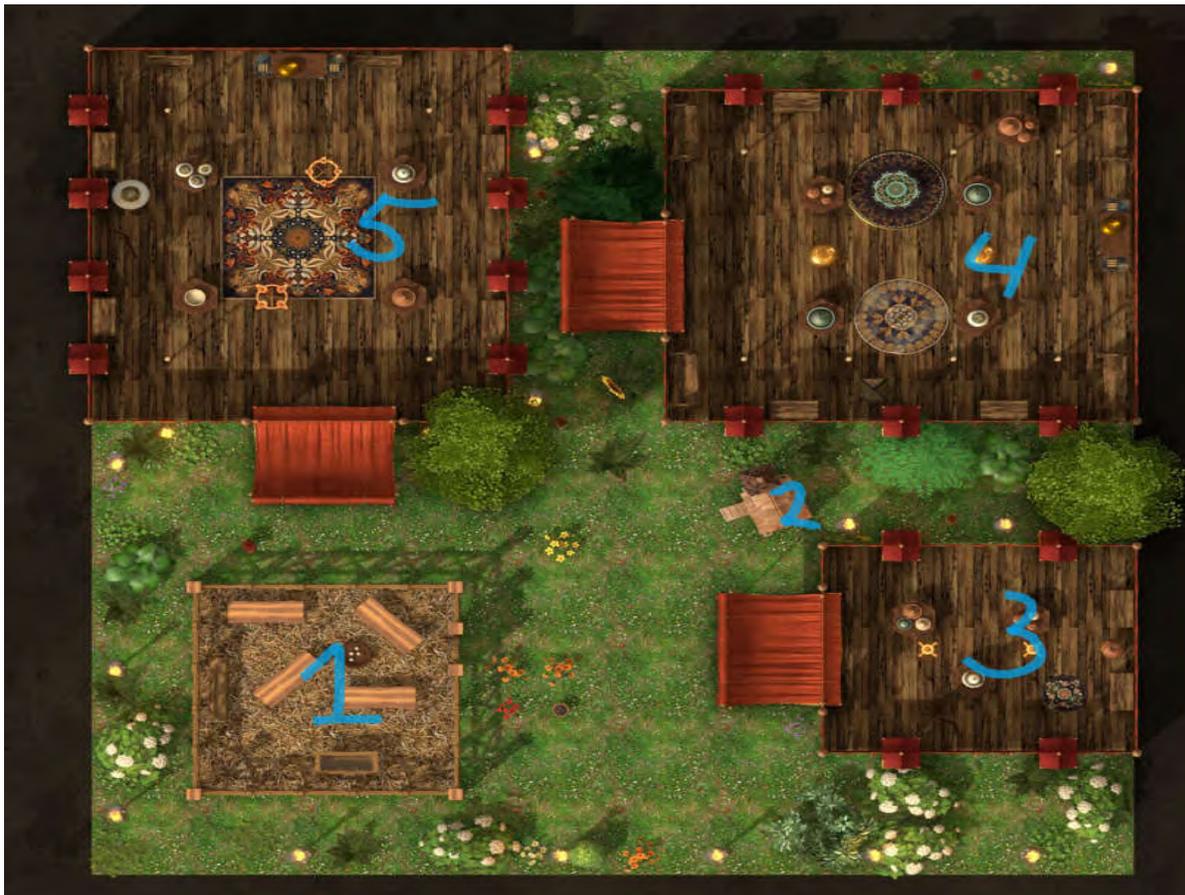
- 4d6 Slave Guard (pg. XX)
- 1d8 Slave Hopeful (pg. XX)
- 2d4 Clicker Lizard (pg. XX)
- 1d4+1 Dark Elf Cantor (pg. XX)
- 3d4 Dark Elf Provocateur (pg. XX)

**Trading Mission (Lair):** This is a small trading mission that the Dark Elves set up near a town that might be willing to purchase their wares. They're selling drugs, slaves, and clicker lizards for standard prices. Visitors can also listen to the Cantors with an expected contribution of 1 sp per family. If the PCs come as interested trading partners, they will be welcome with open arms. If they're there to chase the Dark Elves away, an attempt at bribery will be made, and if that fails, they'll leave – they do not want to fight. If the PCs attack, then they will defend themselves. You may also decide that they're looking to buy slaves if the nearby settlement is selling.

1. Slave Pen – The slaves hang out here, flexing and oiling each other up when there's customers. Judging by the fact that there's a couple of game boards, plenty of food and

water, and a decent amount of space, they're treated well. There are 4d6 Slave Guards here.

2. Lizard Roost – There are 2d4 Clicker Lizards here that do tricks on command. They are all trained and the Dark Elves will sell the ultrasonic whistles to give them their commands.
3. Slave Merchant – This is where one half of the 3d4 Dark Elf Provocateurs and 1d8 Slave Hopefuls hang out. The Slave Hopefuls aren't for sale, but they'll sell any number of the Slave Guards. They're less interested in buying slaves, but could be persuaded with a good enough deal.
4. Drug Merchant – The other half of the Dark Elf Provocateurs and Slave Hopefuls are here. Most of the drugs that are being sold here are on the cheaper side, but something rarer and more expensive could be found. Along with poisons. No manufacturing is done here.
5. Entertainment Tent – The 1d4+1 Dark Elf Cantors are here, putting on a performance. To see them perform is 1 silver piece, but people can listen while they're browsing for vices. They can also be convinced to perform at the local tavern for 2 gp per Cantor for one night.



Trading Mission

### **Trading Outpost (Encounter):**

- 4d6 Slave Soldier (pg. XX)
- 3d6 Leadfoot Lizard (pg. XX)
- 2d6 Boulder Lizard (pg. XX)
- 2d6 Dark Elf Provocateur (pg. XX)
- 1 Dark Elf Commando (pg. XX)

**Trading Outpost (Lair):** This is a permanent transterranean structure that the Dark Elves built near a community of people who are not averse to the goods the Dark Elves peddle in. Some minor drug trafficking does occur, but mostly this outpost deals with selling the artificial spices of the Dark Elves and buying raw materials. There is also a brisk trade in slaves, both incoming and outgoing. The Dark Elf Commando is the one in charge as befitting that of being the Low Blood. All the external windows in the facility are trapped, as are the doors in the Specialized Warehouse and Underground Access Tunnel.

1. Entrance/Main Hallway/Waiting Room – This is the entrance to the trading outpost and the central corridor for visitors. There are couches in the back for people who are awaiting their turn to interact with the Dark Elf Commando.
2. Dark Elf Bedrooms – These are the rooms where the 2d6 Dark Elf Provocateurs live.
3. Slave Quarters – This is where the 4d6 Slave Soldiers live. However, this room is usually fairly underused because there's at least two groups on patrol, a group standing as guards at #8, working in the warehouse section, and so on.
4. External Stables – The 2d6 Boulder Lizards are stabled here, used for hauling of cargo between the outpost and the settlement they're trading with. Some of the Leadfoot Lizards may be stabled here if the Dark Elves want to rent some of them out, but those are usually reserved for tunnel travel.
5. Main Warehouse – This is the warehouse where all the trade goods are stored. Merchants can

be brought here, escorted, to see the physical merchandise.

6. Specialized Warehouses – A is the coordination room, where supplies are routed to where they're supposed to go. B is the drug room. C is the slave holding room, as well as where the 3d6 Leadfoot Lizards are.
7. Bathhouse – Dark Elves enjoy their bathhouses, so when they're on break, they'll be found here. It's also used as a source of additional income, for wealthy patrons who wish to enjoy the luxuries (and possibly affections) of the Dark Elves. The entrance is a curtain to get people to give up on their inhibitions, which of course benefits the Dark Elves.
8. Office – This is the office and bedroom of the Dark Elf Commando. While the Commando is in charge, there is likely to be one or two Dark Elf Provocateurs who are better at doing the negotiating. The only time the Dark Elf Commando would really step in is if there's the opportunity to purchase someone that the High Bloods determined is a potential Convert, at which point, the Commando has the appropriate training. The Provocateurs handle the other stuff. There is a secret door and a short hall to the tunnel as an emergency exit.
9. Treasury – Locked behind a massive and intimidating vault door that is trapped and warded with an alarm spell and a paralysis effect. Inside is the non-trading good treasure of all the residents of this trading outpost.
10. Underground Access Tunnel – This passage slopes down into a warren of tunnels that the Dark Elves use to transport goods. There is a rune that may be activated to trigger a collapse of the tunnel, but it starts a 1-turn timer that may be interrupted if the proper password is known. In this case it's known by 1d2 of the Dark Elf Provocateurs and the Dark Elf Commando.



Trading Outpost

### **Underdweller Lobotomists (Encounter):**

- 1d4 Underdweller (pg. XX)
- 4d6 Dark Elf Vigilant (pg. XX)
- 1d4 Dark Elf Oppressor (pg. XX)
- 1d3 Dark Elf Sorcerer (pg. XX)

**Underdweller Lobotomists (Lair):** This is a small outpost on the borders of a cave network of the Dark Elves. A group of Dark Elf Sorcerers and Oppressors capture and break Underdwellers, lobotomizing them and then sending them upriver to use as war mounts.

1. Underground River – This river is shallow enough to wade through or can be navigated with a rowboat.
2. Bridge/Further Caverns – This tunnel leads to caves that are technically outside the domains of the Dark Elves. Periodic parties range deep into them, searching for more Underdwellers to subdue. Such a hunting party is going to consist of at least one Dark Elf Sorcerer, one Dark Elf Oppressor, and at least four Dark Elf Vigilants
3. Entrance – This is the entrance to the complex. There is always a guard contingent of at least one Dark Elf Vigilant.

4. Main Hallway – This is a hallway that connects all the chambers of the outpost. There are at least two Dark Elf Vigilants on patrol.
5. Barracks – The 3d6 Dark Elf Vigilants, 1d4 Dark Elf Oppressors, and 1d3 Dark Elf Sorcerers all live here and sleep when they're not on active duty.
6. Underdweller Containment – This is a large cell guarded by an airlock kind of system. An alchemical system can disperse a sleeping mist into the cage or the airlock (treat as a trap that all the residents of the place know how to trigger). There are 1d4 Underdwellers here. It is your call whether they have been lobotomized and are awaiting transport to the markets, or whether they are wild and haven't undergone the lobotomization procedure.
7. Storage Room – A storage room for the reagents and tools required for the process.
8. Laboratory – The place where the various alchemical materials and needles are made.
9. Operating Theater – This is the place where the Dark Elf Sorcerers lobotomize the Underdwellers using alchemy and surgery.



Underdweller Lobotomists

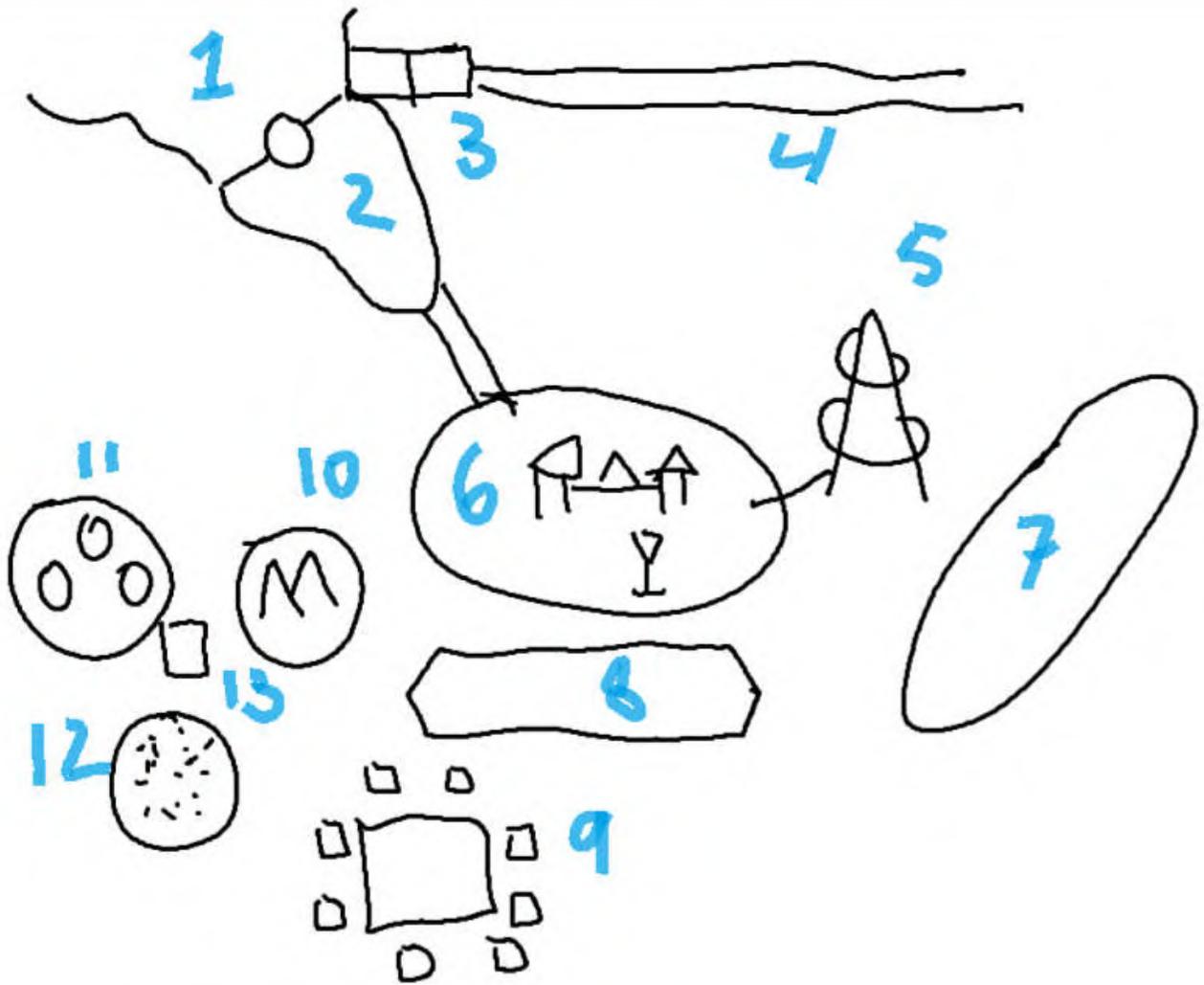
### **Water Park (Encounter):**

- 1 Infused Dragon (pg. XX)
- 1d3 Dark Elf Priestess (pg. XX)
- 1d4 Dark Elf Sorcerer (pg. XX)
- 3d6 Dark Elf Commando (pg. XX)
- 10d6 Dark Elf Cantor (pg. XX)
- 10d4 Dark Elf Wrath (pg. XX)
- 9d4 Dark Elf Unbreakable (pg. XX)
- 30d6 Slave Gladiator (pg. XX)

**Water Park (Lair):** A large recreational area that is currently closed to the public as a whole bunch of members of the Blood have rented it out for a celebration of an Infused Dragon being created. You may wish to impose a -1 penalty on any rolls made to detect the players as everyone is participating in the revelries, with various narcotics, pleasure slaves, and alcohol.

1. Ocean Access – This is where the water is drawn for the park as well as providing ocean access to the Sea Elves.
2. Sea Elf Entrance – A contraption purchased from the dwarves that allows the Sea Elves to come into the water park and not change the saline content of the water – essentially functioning like an airlock, but for water.
3. Engineering Building – More dwarven engineering. This is a complicated device that is powered by an automaton and exists just to pump water for both the park and the rest of the location that the water park is in.
4. Aqueduct – It is disguised by a lovely mural representing the beauty of the Dark Elves and their aquatic Sea Elf cousins, but it serves as a method to supply the place with water.

5. Water Slides – This is an artificial mountain with several tunnels smoothed over so that one can slide either using their bare body (coated with oil, helpfully provided by pleasure slaves) or on a special board.
6. Underwater Castle/Bar – This is the centerpiece of this particular park. The Infused Dragon and the 1d3 Dark Elf Priestesses are having a play-fight. If the PCs wish to participate, the Infused Dragon will pretend to kidnap the Priestesses and the PCs will have to rescue them.
7. Water Arena – This is where the 10d4 Dark Elf Wraths, 9d4 Dark Elf Unbreakables, and 30d6 Slave Gladiators are. They aren't fighting right now, but waiting until the rest of the celebrants arrive.
8. Aquatic Garden – This is a lovely relaxing pond with a great deal of aquatic plants, corals, anemones, and so on.
9. Public and Private Bathhouses – These are the heated bathhouses that are open to the public and can be rented. They're currently closed to all but the celebrants, but if the PCs are invited, they can spend time resting here.
10. Iceberg – Artificially cooled with magic, this is a small iceberg floating in some cold water. The 1d4 Dark Elf Sorcerers are hanging out here, playing a variant of King of the Hill.
11. Antigravity Water Park – A giant orb of water suspended in mid-air. Currently unoccupied.
12. Slime Pit – A pit that's filled with slime that slowly degrades any clothing brought in. The 3d6 Dark Elf Commandos are here having a wrestling contest. Loser has to free their slaves.
13. Magical Anchor – A device that powers # 10, 11, and 12. If it were destroyed, it would cause the slime to dry out, the sphere of water to collapse, and iceberg to melt.



Water Park

### **Wild Hunt (Encounter):**

- 1d6 Dark Elf Oppressor (pg. XX)
- 1d3 Apotheosis of Flesh (pg. XX)
- 1d3 Dark Elf Sorcerer (pg. XX)
- 1d4 Mutant Retriever (pg. XX)
- 1d2-1 Dark Elf Priestess (pg. XX)

**Wild Hunt (Lair):** This is a lodge where a Wild Hunt is congregating. A couple of days from now they're going to go and start hunting things and people (which to them are also things). The traditional Wild Hunt has mostly fallen out of favor in modern Dark Elf society – but not everywhere and not by everyone. It's up to you to decide whether this lodge is owned by a Dark Elf or whether they murdered a noble and are now squatting, with one of the Mutant Retrievers impersonating them.

1. Stables/Entryway -This is where the 1d3 Apotheoses of Flesh hang out. They're on the lowest end of the blood hierarchy, so they get the worst spots.
2. Central Lodge – This is where the Dark Elves hang out and party, occasionally spilling over into the dining room. The Apotheoses of Flesh are allowed so long as they're disguised with

illusions. The Mutant Retrievers are allowed with no problems.

3. Dining Room – This is where the Dark Elves feast and party.
4. Kitchen – The labor slaves cook and sleep here. They aren't combatants and are generally treated pretty poorly by the Dark Elves that are participating in the Wild Hunt.
5. Pantry – Foodstuffs are stored here.
6. Baths – These are the luxurious baths for the resting Hunters. Also, if the beds are all occupied by the higher ranked Dark Elves, the 1d4 Mutant Retrievers sleep here.
7. Indoor Garden – The owner of the mansion has a lovely garden with a water feature. It has been enchanted to provide a weak healing effect (1d6+1) once a week or a minor refreshing one every hour.
8. Bedrooms – There are 13 bedrooms. The ones in the back and sides are the nicest because they have windows. The order of the blood hierarchy is the 1d2-1 Dark Elf Priestess, then the 1d3 Dark Elf Sorcerers then the 1d6 Dark Elf Oppressors. If there's any free beds available, the Mutant Retrievers will be allowed to use them, provided they stay in an aesthetically pleasing form.



Wild Hunt

## Apotheosis of Flesh

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Hunting Party (1d6)/Brute Squad (2d4)
<b>Wilderness Enc:</b>	Solitary (1)/Hunting Party (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40') or flight 120' (40')
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	13+2
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	2d8+3 and poison
<b>Save:</b>	F13
<b>Morale:</b>	+4
<b>Treasure Type:</b>	L
<b>XP:</b>	4200

No Dark Elf Conversion goes smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

The Apotheosis of Flesh is the pinnacle of predation. It barely looks humanoid, but it doesn't need to. Its massive wings are able to keep it aloft for an hour of flight (though it will require two hours of rest afterwards). It has venom glands that make it deal an extra 3d6 damage on a failed save vs poison. It can also spit this poison, dealing the damage and blinding the victim on a failed save. Other than that, it's tough and mean and barely controlled by its Dark Elf handlers and yet most of the time it knows its place. That said, others have been victims of their terrible rages.

## Boulder Lizard

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Stray Herd (1d4)/Herd (2d6)
<b>Wilderness Enc:</b>	Herd (2d6)/Massive Herd (4d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	180' (60')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	4
<b>Attacks:</b>	1 (bite or tail whip)
<b>Damage:</b>	1d6/1d8
<b>Save:</b>	F3
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	65

The boulder lizard is a type of large lizard that the Dark Elves use as beasts of burden, equivalent to what humans and demi humans would use cattle for, but adapted for use underground. Their name comes from the fact that they are usually camouflaged to look like the various boulders and cave walls and look a little bit lumpy, though not enough to be genuinely good at camouflage. They are fairly placid, though much like above-ground cattle can also be roused to a stampede.

A boulder lizard functions similar to a medium horse, being able to move at 180'/90' for exploration movement, having a normal load of 30 stone, and a maximum load of 60 stone. Additionally, they can be used to pull a cart or a wagon, just like a horse would. They cannot be trained as war mounts. A boulder lizard egg (0-1 years) goes for 10 gp, a hatchling (1-3 years) for 15 gp, an adult (3-25 years) goes for 40 gp, and a trained adult goes for 125 gp. The weekly upkeep cost of a boulder lizard is 1gp.

## Clicker Lizard

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Small Flock (2d4)/Large Flock (4d4)
<b>Wilderness</b>	
<b>Enc:</b>	Small Flock (2d4)/Large Flock (4d4)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	2 hp
<b>Attacks:</b>	1
<b>Damage:</b>	1d3 bite
<b>Save:</b>	F1
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	15

The clicker lizard is so named since to the human ear it appears that if disturbed it just makes a rapid-fire clicking noise. To the more refined ears of an elf, Dark or otherwise, the clicking sounds more harmonious. To those who can hear ultrasound, however, the clicker lizard is capable of very complex vocalizations and is fairly intelligent. It is itself a small lizard, no more than the length of a forearm, tail included, and thus is somewhat popular as a familiar.

Due to its intelligence, any Animal Training throws to train it are at a +1 and it can be taught to listen to commands issued from an ultrasound whistle. But it is rather rare due to the fact that it is has been selectively bred, with a -2 penalty to any Animal Husbandry throws. A clicker lizard egg goes (0-1 years) for 25 gp, a hatchling (1-3 years) for 40 gp, an adult (3-10 years) goes for 75 gp, and a trained adult goes for 250 gp, though the Judge can rule that prices outside Dark Elven domains may be two or three times as high, due to the rarity of this lizard. The weekly upkeep cost of a clicker lizard is 2 sp.

## Dark Elf Cantor

<b>% in Lair</b>	75%
<b>Dungeon Enc:</b>	Troupe (1d6)/Orchestra (3d6)
<b>Wilderness Enc:</b>	Soloist (1)/Troupe (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	3
<b>Attacks:</b>	1 (throwing dagger) or magic
<b>Damage:</b>	1d4+2
<b>Save:</b>	M4
<b>Morale:</b>	2
<b>Treasure Type:</b>	C
<b>XP:</b>	110

The Dark Elf Cantors are the primary entertainers of Dark Elf society but also often range beyond it, bringing their culture with them. Inasmuch as Dark Elves are welcome in other places, the Dark Elves are the ones who are generally more accepted. This of course leads to the fact that they often act as the eyes and ears to those who support them. The young and inexperienced Cantor travels around much like a traveling bard would, whereas one who's been around for quite some time has people coming to them, whether to attend their performances, or to retain their services.

The Cantor is not very good in a straight up slugfest, as they are an information gatherer, rather than an assassin. That said, they can perfectly impersonate another person, and its disguise can be pierced with a 14+ throw, adding your WIS stat modifier (or being able to see past magical illusions). If the Dark Elf Cantor can strike while the enemy thinks they're somebody else, they get +4 to their attack and deal double damage. When their illusion is broken, instead of taking an action, they can play a discordant melody that provides a -1 to all attack, damage, and saving throws. This debuff lasts until the end of the combat, but it doesn't stack with discordant melodies from other Dark Elf Cantors. Finally, they are a spellcaster, with 2 first level spells. Any charm & illusion spells that they cast are saved with a -2. They can cast 1 first level spells (Darkness and Sleep).

## Dark Elf Commando

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Pair (2)/ Party (1d6+1)
<b>Wilderness Enc:</b>	Agent (1)/ Party (1d6+1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	5
<b>Attacks:</b>	1 (poisoned dual crossbow)
<b>Damage:</b>	2d4+3, poison, ambush or spellcasting
<b>Save:</b>	M7
<b>Morale:</b>	-1
<b>Treasure Type:</b>	J
<b>XP:</b>	1, 260

The Dark Elf Commandos are the type of Dark Elf Blood that is most commonly encountered by the various surface dwellers. They usually operate independently or in small groups, doing the bidding of the Priestesses. The most common task that is assigned to them is the retrieval of suitable targets for the purpose of converting them into more Dark Elves. When called upon, they also do sabotage, assassinations, and looting – without anybody realizing that they were there. Commanding arcane might, combat prowess, and the deft hands of an assassin, there is little the Dark Elf Commando cannot achieve.

The Dark Elf Commando is an ambush predator, and surprise throws are made with a -2 penalty against them. The Commando gets a +4 bonus to hit but also doubles the damage from their attack, dealing 4d4+6 damage. Additionally, the first strike is going to be poisoned causing sickness (save vs. poison or move at half speed and take no actions). Finally, the Dark Elf Commando is a spellcaster. They can cast 2 first level spells (Choking Grip, Sleep), 2 second level spells (Glitterdust, Web), and 1 third level spell (Fireball), though obviously other spells could be learned as well. If the Dark Elf Commando chooses to attack at range, they do so at a range of 50'/100'/150'.

## Dark Elf Oppressor

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Seeker (1d2)/Punishers (1d6)
<b>Wilderness Enc:</b>	Seeker (1d2)/Punishers (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	7+1
<b>Attacks:</b>	1
<b>Damage:</b>	1d6+4
<b>Save:</b>	F8
<b>Morale:</b>	4
<b>Treasure Type:</b>	J
<b>XP:</b>	3400

The Dark Elf Oppressor are from the highest non-Blood stratum of Dark Elf society. They are the most traditional soldiers of the Dark Elven armies, but they have another function. They enforce the laws determined by the courts and/or duels of the Dark Elves, but they also make sure that the cultural and societal norms of Dark Elf society are practiced. They obey the will of the Blood and work with them most directly. Of course, a Dark Elf Oppressor that has climbed high enough in station might get away with quite a lot if they put their mind to it.

The Dark Elf Oppressor is supremely confident, with a +1 bonus to their initiative throw. They are immune to all diseases, poisons, charms, holds, sleep, and fear effects. They have a dark aura that gives them a +1 bonus to AC and saving throws versus any attacks or effects of anything not of their alignment. Once per combat, they may instead of an action cast the following spells: choking grip, stinking cloud, or bestow curse (reverse of remove curse). Finally, they can choose to condemn an opponent once per combat as a movement, which grants them a +3 to their attack throws against the opponent. If the Oppressor has any missile weapons, it can attack at a range of 90'/180'/270'.

## Dark Elf Priestess

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Single (1)/Coven (1d2+1)
<b>Wilderness Enc:</b>	Single (1)/Coven (1d2+1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	11
<b>Attacks:</b>	1 (staff) or magic
<b>Damage:</b>	1d4
<b>Save:</b>	M13
<b>Morale:</b>	4
<b>Treasure Type:</b>	O
<b>XP:</b>	7400

The Dark Elf Priestesses rule over all other Dark Elves by being the lynchpins of their society and exclusively being the High Blood caste. The source of their power is their shadow-essence infused blood, knowledge of the stars, selecting more potential targets for Conversion into more Dark Elves. They also set the template for Dark Elf society, who are naturally powerful, work hard, and party hard. Combining arcane and divine might, they are the women in charge.

The Dark Elf Priestess is always on the lookout for others, so she is constantly affected by Detect Magic. She may recite a litany of terror that will give all her enemies in combat a -1 to their attack, damage, and saving throws as an action. This penalty lasts until the end of the combat. Just seeing the Dark Elf Priestess in all her dark splendor may cause a weak-willed target to be charmed by her - on seeing her, make a save vs. Spells. A character with 4+ HD receives a +2 to this saving throw. On a failure, they are charmed as the spell. Finally, she is a consummate spellcaster, capable of casting both divine and arcane spells:

She can cast 4 first level spells (choking grip, slipperiness, command word, faerie fire), 4 second level (hypnotic pattern, glitterdust, enthrall, hold person), 4 third level (fireball, skinchange, bestow curse, cause disease), 3 fourth level (fear, summon fantastic creature (usually a hydra), poison), and 2 fifth level spells (curse of swine, flame strike).

## Dark Elf Provocateur

<b>% in Lair</b>	75%
<b>Dungeon Enc:</b>	Trader (1)/Trade Mission (2d6)
<b>Wilderness Enc:</b>	Trader (1)/Trade Mission (2d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	2
<b>Hit Dice:</b>	3
<b>Attacks:</b>	1 (thrown dagger)
<b>Damage:</b>	1d4+2
<b>Save:</b>	T1
<b>Morale:</b>	-1
<b>Treasure Type:</b>	B
<b>XP:</b>	95

The word “provocateur” may be a bit of a misnomer for the Dark Elf Provocateur, as they have many other functions in Dark Elf society and especially beyond it. That isn't to say that the Provocateur doesn't act provocative or can in fact provoke people to do stupid things, but that's what you sometimes need to do to get ahead. The Dark Elf Provocateur is an expert in trade, wielding her influence and coin to achieve the goals set before them. Their skill and talents mean that despite the reputation of the Dark Elves, they are welcome everywhere – even if watched more closely than others.

The Provocateur is very good at feigning innocence. Until they have attacked or used an ability offensively, they have an effective +4 to their AC and saves. They also give a -1 penalty to surprise throws. If they attack from surprise, they get a +2 to their attack and double their damage. Finally, they can provoke a target into making a mistake. If they are the target of an attack throw, they can force a reroll once per combat. They can attack at a range of 30'/60'/90'.

## Dark Elf Sorcerer

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Pair (1d2)/Cooperative (1d4)
<b>Wilderness Enc:</b>	Pair (1d2)/Cooperative (1d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	9-2
<b>Attacks:</b>	1 dagger or spells
<b>Damage:</b>	1d4-1
<b>Save:</b>	M10
<b>Morale:</b>	-2
<b>Treasure Type:</b>	M
<b>XP:</b>	4300

The Dark Elf Sorcerers are fonts of magical power. They practice a type of magic that grants them incredible power, allowing them to draw on magic that other casters can only dream of. A single Sorcerer is capable of shutting down other casters with ease due to their brutal training and later on to devastate whole armies. The dark secret is of course that for all their broad power, Sorcerers never reach the pinnacles of ritual power as other casters – which suits the High Blood of Dark Elf society just fine, preventing these powerhouses from upsetting the status quo. The Sorcerers are still satisfied with their lot as Low Bloods in the hierarchy, so long as they get to flex their power over others.

Dark Elf Sorcerers refuse to let limitations of lesser mages impede them. Unlike most mages they can move and cast, or cast and move. Second, they are specialized at dueling other mages, enjoying a +3 bonus against any sort of magical or magic-derived ability (mostly saves vs. staffs and wands as well as saves vs. spells, but some abilities could be sufficiently spell-like). Third, they are very twitchy and paranoid. They have a constant Detect Magic effect up, as well as having a +1 bonus to their initiative throws. They are spellcasters and can cast the following spells: 5 first level spells (burning hands, choking grip, magic missile, shield, summon berserkers), 5 second level spells (glitterdust, invisibility, stinking cloud, summon hero, web), 5 third level spells (dispel magic, fireball, gaseous form, lightning bolt, skinchange), 3 fourth level (dimension door, summon fantastic creature (usually a hydra), wall of fire), and 2 fifth level (cone of cold, wall of stone).

## Dark Elf Unbreakable

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Gang (1d4)/Pit (2d6)
<b>Wilderness Enc:</b>	Battle Couple (2)/Gang (1d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	5+2
<b>Attacks:</b>	1 (sword or bow)
<b>Damage:</b>	1d6+2
<b>Save:</b>	F5
<b>Morale:</b>	2
<b>Treasure Type:</b>	D
<b>XP:</b>	860

The Dark Elf Unbreakable is a type of gladiator that wears their opponent down by being almost impossible to bring down. They will usually fight conservatively, using pack tactics, swapping out targets since they can pick and choose who gets to attack and who gets to sit down and do nothing.

The Unbreakable is capable of taunting their foe. As an action, they can force the opponent to make a save vs. spells or be forced to attack the Dark Elf Unbreakable, until they are subject to another taunt. This ability can be used once per combat. When fighting a taunted target, the Dark Elf Unbreakable has a +1 bonus to all throws - attack, damage, saves, AC, morale, and so on. Finally, the Unbreakable is supernaturally resilient. If reduced to 0 hit points, they are able to say up and fight for 1d4 more rounds, no matter how severe their wounds. They also use bows in combat, dealing the same damage at 90', but reducing their AC by 1. The Dark Elf Unbreakable can attack at a range of 70'/140'/210'.

## Dark Elf Vigilant

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Scouts (1d4)/Hunters (1d6)
<b>Wilderness Enc:</b>	Hunters (1d6)/Expedition (2d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	4
<b>Attacks:</b>	1 (bow or short sword)
<b>Damage:</b>	1d6, poison, elfshot
<b>Save:</b>	T3
<b>Morale:</b>	0
<b>Treasure Type:</b>	B
<b>XP:</b>	300

The Dark Elf Vigilants are the eyes and ears of the Dark Elves, ranging far and wide, reporting on both the people and the wilderness, having knowledge of the land. This puts them close to the traditional Elven roles that the Dark Elves have mostly abandoned, putting them in a unique position of being close to their hated enemies... which is both a strength and weakness.

The Dark Elf Vigilant strikes from cover of shadow and surprise. He grants a -1 penalty to surprise throws. If it is night-time, the penalty increases to -2 and the Vigilant gets a +2 bonus to attacks and damage, on top of any bonuses/penalties due to the lighting conditions. His first strike with the bow is going to be poisoned with a venom that causes 2d6 damage on the next round. Finally, the first attack that hits is an elfshot arrow, which does an extra 1d4 points of damage. The range on the attacks is 70'/140'/210'.

## Dark Elf Wrath

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Gang (1d4)/Pit (2d6)
<b>Wilderness Enc:</b>	Battle Couple (2)/Gang (1d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	5+1
<b>Attacks:</b>	2 (fists)
<b>Damage:</b>	1d6
<b>Save:</b>	F5
<b>Morale:</b>	0
<b>Treasure Type:</b>	D
<b>XP:</b>	660

The Dark Elf Wrath is the type of Dark Elf gladiator most commonly found outside of their cruel lands. The Wrath represents the epitome of blood rage, striking with no weapons but their fists, leaving horrible wounds regardless. They wander the lands looking for challenges to overcome so that they can get even stronger, until they fall. But until they do, they are a force to be reckoned with.

The Dark Elf Wrath heals by killing. If they successfully slay a person, they will heal 1d6 hit points. If the Dark Elf Wrath takes any damage at all, they will enter into the eponymous Wrath, getting a +2 to attack throws, damage throws, and saves. At this point, the Dark Elf Wrath will not retreat via a morale check, unless compelled to do so by magic.

## Infused Dragon

<b>% in Lair</b>	50%
	Solitary (1)/Mounted (1 + 1 random)
<b>Dungeon Enc:</b>	Dark Elf of at least 7 HD)
<b>Wilderness Enc:</b>	Solitary (1)/Mounted (1 + 1 random Dark Elf of at least 7 HD)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40') or flight 360' (90')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	12+2****
<b>Attacks:</b>	3 (claw, claw, bite)
<b>Damage:</b>	1d8/1d8/2d6
<b>Save:</b>	F12
<b>Morale:</b>	4
<b>Treasure Type:</b>	R
<b>XP:</b>	4900

The Conversion process can work on some other species. The Dark Elves guard it jealously, because they do not wish for competition. But there is one that they gladly welcome and share the bounties with - the dragon. A dragon that undergoes Conversion gives up about half of its lifespan and some of the powers it would gain as an elder wyrm. On the other hand, it matures to an adult form almost immediately, within a span of six months. It gains intelligence, speech, and the power to do magic. Finally, it receives a plethora of powers, some of which are beyond the capabilities of other dragons. No matter what coloration it had before, it now becomes a mix of blacks, reds, dark greens, and purples along with a sleeker, slightly more sinuous look.

An Infused dragon has access to 3 1st level spells, 2 2nd level spells, 3 3rd level spells, and 1 4th level spell. It is capable of spell research, magic item creation, necromancy, and transmutation, as though it were a full spellcaster of 11+ HD, filling their lairs with personalized creations, as well as deepening their positive relationship with the Dark Elves. Indeed, the Dark Elves often will ride on the backs of the Infused dragons and a partnership between the two is often one of equals, as all Infused dragons may adopt a humanoid form, with some level of draconic and elven features, as the Alter Self spell, but retaining any powers that it has. The breath weapon of an Infused dragon is a 90'-long, 30' wide cone of dark flame that does 10d6 cold damage - and has the nefarious effect of stripping any magic from all targets in the area, as though as if affected by the Dispel Magic spell. It can use this ability three times a day. The dragon has 120' infravision.

In addition to all this, the Infused dragon picks three powers from the following list:

*Bewitching Voice* - Speaking with the dragon is a risky proposition. Any creature that speaks with the dragon must make a save vs spells, with a -2 if they have less HD than the dragon and a -2 if their INT is lower than 8. These penalties are cumulative. On a failure, the target acts as though charmed by the dragon. On a success, there is no charm and this dragon cannot charm this person again with this ability ever again.

*Enervating Aura* - The dragon has a cloying shadowy aura in a 30' radius around it. Any living thing that enters is needs to make a save vs. Paralysis or be paralyzed for 4d4 turns. Even on a save, the aura still imposes a -1 penalty to attack, damage, and saving throws.

*Ensorcelled Scales* - The infusion makes the scales of the dragon be more resistant to magical effects. The dragon gains a +3 to all saving throws. It can also expend a use of its breath weapon to attempt the saving throw again, but no more than once per round.

*Gaseous Form* - On expending a use of its breath weapon, instead of blasting it outward, the dragon may internalize it. This allows it to turn into a roughly-dragon shaped cloud of mist, similar to the gaseous form spell or potion, for a duration of 6 turns. It is incapable of attacking, and flies at half speed, but is also immune to all damage. Any spell that can control the wind may prevent the dragon from moving in this form, and a Dispel Magic forces the dragon into its normal form, dealing 6d6 points of damage. A dragon slayer weapon is capable of damaging this form but only does half damage.

*Narcotic Claws* - The claws of the dragon secrete a narcotic substance. On being hit with a claw attack, the dragon may choose to inject a dose of a Dragonblood (pg. XX), as though the user voluntarily took the drug. Every subsequent strike injects another dose, running the risk of addiction and/or death, per the rules found on page XX.

*Regeneration* - The infused dragon regenerates 5 HP per round. If brought down to 0 hit points, it will come back to life in 1d4 rounds, unless it takes damage from a dragon slayer weapon, or fire.

*Shadow Clones* - When the dragon is not within a source of light, it is under the effect of something similar to the

Mirror Image spell, only it gets to have another image appear at the start of its round, every round it isn't lit. Any sort of light prevents the generation of these shadow clones, but doesn't remove any existing ones.

*Swallow Whole* - On a natural 18-20 on a bite attack, the dragon will swallow a target whole. It will take 1d8 acid damage per round until either the swallowed character or the dragon dies. If the character has a small sharp weapon, they can attack the dragon with a -4 penalty.

*Umbral Scales* - The powers of shadow granted to the infused dragon allow it to treat all incoming damage dice against it as 1s, assuming it and the source of the damage dice share a light source. A warrior striking at the dragon with a magically glowing longsword or a wizard casting magic missile within a light would deal only 1 point of damage per die (but any flat bonuses would still be applied). Dragon slayer weapons bypass this resistance.

*Vitality Drain* - When the dragon reduces someone down to 0 HP, they may choose to regain a number of hit points equal to 3d6 or the hit point total of the creature slain, whichever value is smaller. Additionally, they regain one use of their breath weapon if any are expended.

## Leadfoot Lizard

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Stray Herd (1d4)/Herd (2d6)
<b>Wilderness Enc:</b>	Herd (2d6)/Massive Herd (4d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	180' (60')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	2
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d6
<b>Save:</b>	F2
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	45

The leadfoot lizard is an "ironic" misnomer as it is the premier racing mount of the Dark Elves. They do not display the typical splayed legs of a lizard, instead having been bred over the generations to have a gait akin to a horse. Despite this, the leadfoot lizard still retains many advantages of its progenitor, which is the ability to stick to the walls and even ceiling, though its speed is halved 90' (30') when it carries a rider. Special saddles exist that allow Dark Elven cavalry to make use of this ability, as detailed on pg. XX.

The leadfoot lizard is a bit finicky, as well as being hard to train, and thus there is a -2 penalty on all Animal Husbandry and Animal Training throws, meaning that only select groups actually train and field these. It's also a bit pricey: an egg (0-1 years) goes for 40 gp, a hatchling (1-3 years) for 60 gp, an adult (3-25 years) for 125 gp, and a trained adult is 350 gp. A trained war mount is even more, at 1000 gp. These prices can be higher outside of a Dark Elf domain, up to the discretion of the Judge. The weekly maintenance cost of a leadfoot lizard is 5 gp.

## Mutant Discard

<b>% in Lair</b>	10%
<b>Dungeon Enc:</b>	Mass (2d6)/ Batch (4d6)
<b>Wilderness Enc:</b>	Mass (2d6)/ Batch (4d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	1-1
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d6
<b>Save:</b>	T1
<b>Morale:</b>	-4
<b>Treasure Type:</b>	None
<b>XP:</b>	6

Most Dark Elf Conversions go smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

The Discard is a failed batch, dumped out of the vats and left to fend for itself in the Dark Elf sewers. They usually bunch up together for protection and scavenge what they can, though in a number they might be able to bring a healthy person down.

## Mutant Retriever

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Pair (1d2)/ Party (1d6)
<b>Wilderness Enc:</b>	Hunter (1)/ Pair (1d2)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40') or climb 60' (20')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	11
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d10+6
<b>Save:</b>	T9
<b>Morale:</b>	0
<b>Treasure Type:</b>	L
<b>XP:</b>	5050

Most Dark Elf Conversions go smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

The Retriever is a terrible and rare foe. They look like a Dark Elf normally but they can look like anyone (as the Alter Self spell), climb walls at half speed, and can track as though they had the Tracking proficiency and receive a +2 on that throw. They exude special pheromones where animals are at a -2 to attack them. Furthermore, they can charm a person via pheromones - anyone first meeting a Retriever that is actively giving them off needs to make a save vs Spells or be charmed, as the spell. A success renders a person immune for 24 hours. Finally, they have venom glands that constantly secrete a poison that does an extra 3d6 damage if a save vs poison is failed on the Retriever's bite attack. They also grant a -2 to surprise throws made against them and gain a +1 to surprise throws of their own.

Additionally, their actual anatomy is completely inhuman. They have the Acrobatics proficiency, being able to move behind their opponent on a 7+ throw in lieu of movement due to the springiness of their flesh. Their body is so malleable, they can slip out of any physical restraint and fit through a hole as big as 1/16th of an inch. On a 19-20 on their natural attack, they can swallow a target whole, dealing 2d6 acid damage per

round, until the target is digested (save for the inorganic bits). However, when they are sent on their namesake retriever missions, their masters will give them antacids (pg. XX) to bring back a subject alive - unless of course it's an assassination mission.

## Mutant Warform

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Solitary (1)/Gang(1d6)
<b>Wilderness Enc:</b>	Gang (1d6)/Horde (4d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	10
<b>Hit Dice:</b>	7+1
<b>Attacks:</b>	2 (claws)
<b>Damage:</b>	1d3+4/1d3+4
<b>Save:</b>	T4
<b>Morale:</b>	+2
<b>Treasure Type:</b>	H
<b>XP:</b>	1140

Most Dark Elf Conversions go smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

The Warform is someone that has been more or less accepted back into Dark Elven society. Not where they could really be seen, but they are armed with vicious claws, sinewy muscle, and the drive to kill. The Warform is inhumanly resilient, subtracting 2 from every non-magical damage incoming damage die, unless it's a natural attack of a monster with 5 HD or more. They are below all other Dark Elves in the blood hierarchy but at least they are part of it and thus will viciously fight to protect their place.

## Mutant Wretch

<b>% in Lair</b>	75%
<b>Dungeon Enc:</b>	Ambush Party (1d6)/Colony (2d8)
<b>Wilderness Enc:</b>	Solitary (1)/Ambush Party (1d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40') or climb 60' (20')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	4-2
<b>Attacks:</b>	1 (tentacle)
<b>Damage:</b>	1d4+2 and paralysis
<b>Save:</b>	T4
<b>Morale:</b>	-4
<b>Treasure Type:</b>	B
<b>XP:</b>	190

No Dark Elf Conversion goes smoothly, but sometimes the person that emerges is a Dark Elf in name only. Their biology has become unstable to the point where they start exhibiting all sorts of mutations that would kill a lesser being. These are the discards of Dark Elf society and they're part of the lowest stratum, outranking only foreigners and slaves. That said, they are recognized for the viciousness, resilience, and fighting prowess, so they can still serve in the blood hierarchy... even if polite Dark Elf society (for a given value of polite of course) wishes they didn't exist.

The Wretch is someone who has survived and in fact thrived. They barely look humanoid, with a tentacle that drips paralytic slime (save vs. paralysis or be paralyzed for 4d4 turns). They cling to ceilings and walls in the shadows, ambushing unsuspecting prey.

## Scintillating Lizard

<b>% in Lair</b>	25%
<b>Dungeon Enc:</b>	Small Flock (2d4)/Large Flock (4d4)
<b>Wilderness Enc:</b>	Small Flock (2d4)/Large Flock (4d4)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	2 hp
<b>Attacks:</b>	1
<b>Damage:</b>	1d3 bite
<b>Save:</b>	F1
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	15

The scintillating lizard is a small decorative lizard, no larger than three hands long, tail included, that is often kept as a pet by Dark Elves that choose to not get standard companion animals like cats and dogs. Its skin and scales are more akin to that of a snake than a lizard, except they are iridescent in color. Additionally, due to its heritage from the draco lizard, it's capable of some limited gliding, where it doesn't take any damage from falling. A scintillating lizard egg (0-1 years) goes for 10 gp, a hatchling (1-2 years) for 15 gp, an adult (2-7 years) goes for 40 gp, and a trained adult goes for 125 gp - but if they have good pedigree, the scintillating lizard can go for thousands of gold pieces. One member of a particular lineage that goes back to one of the Founding Families was exchanged for a number of rubies worth more than a small fleet of longships. The weekly upkeep of a scintillating lizard is 5 sp, but that's just food costs. Pampering your pet costs more, up to the discretion of the Judge.

## Silksteel Spider

<b>% in Lair</b>	60%
<b>Dungeon Enc:</b>	Hunting Party (1d4)/Colony (2d6)
<b>Wilderness Enc:</b>	Hunting Party (1d4)/Colony (2d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	3
<b>Attacks:</b>	1 (bite or web)
<b>Damage:</b>	1d6, poison or web
<b>Save:</b>	F2
<b>Morale:</b>	0
<b>Treasure Type:</b>	F
<b>XP:</b>	175

The silksteel spider is the spider that the Dark Elves use for their spidersilk industry. Originally a blessing from Neliceruge, the Eternal Weaver, the clutch of spiders that she blessed grew fruitful and multiplied, tended by her priesthood. In this day and age, the silksteel spiders are no longer solely the domain of her priestesses, but they still own and patronize the largest spidersilk ranches. The spider itself is roughly 4' in diameter and is white-grey in color, much like its spiderwebs. In fact, when it is in a heavily webbed area, such as its own lair, it gives a -2 penalty to surprise throws. Additionally, 3 times a day, it can quickly spin more webs, acting as the web spell. Finally, it has a poison that is lethal in 1 turn, unless a save vs poison is made. Due to its magical origins, the silksteel spider's venom is incapable of being stabilized outside of its body and thus can never be harvested. The egg (0-1 years) of a silksteel spider is worth 100 gp, and a new hatchling (1-2 years) is 150 gp. An adult (2-5 years) is 400 gp and a trained adult is 650 gp. It requires a weekly upkeep of 15 gp.

## Slave Gladiator

<b>% in Lair</b>	50%
<b>Dungeon Enc:</b>	Crew (1d6)/Pit Gang (2d6)
<b>Wilderness Enc:</b>	Crew (1d6)/Pit Gang (2d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	2
<b>Hit Dice:</b>	1
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d6 or by weapon
<b>Save:</b>	F0
<b>Morale:</b>	1
<b>Treasure Type:</b>	None
<b>XP:</b>	15

Dark Elf slaves are almost exclusively of human stock, since they're unwilling to jeopardize their relationship with the dwarves, and other elves make for very poor slaves. Dark Elves rarely bother with capturing new warrior slaves due to the fact that it's very difficult to break in an adult slave, rather than train one from birth. These slaves represent good, healthy individuals who have been indoctrinated into the way of life living among the Dark Elves. While it is probable to find a single group of slaves operating independently on the orders of their Dark Elf masters, there's a chance that they will operate as a mixed unit, or even under the direct command of a group of Dark Elves. When you roll an encounter with slave guards, roll a percentile dice. There is a 50% chance that there will be slave soldiers present in addition to the group of guards. Likewise, when there is an encounter that has slave gladiators or slave soldiers present, there's a 50% chance that there's an additional group of slave hopefuls. If there are slave hopefuls present, there is a 33% chance that there's a group of Dark Elf Provocateurs and a 10% chance of a group of Dark Elf Cantors.

The Slave Gladiator focuses more on style than substance, but ultimately is a capable warrior. If they fight alongside a Dark Elf Wrath, Dark Elf Unbreakable, or any Gladiator PC or NPC, their morale bonus goes up to +4.

## Slave Guard

<b>% in Lair</b>	80%
<b>Dungeon Enc:</b>	Patrol (1d4)/Peacekeepers (2d4)
<b>Wilderness Enc:</b>	Patrol (1d4)/Peacekeepers (2d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	1-1
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d4
<b>Save:</b>	F0
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	10

Dark Elf slaves are almost exclusively of human stock, since they're unwilling to jeopardize their relationship with the dwarves, and other elves make for very poor slaves. Dark Elves rarely bother with capturing new warrior slaves due to the fact that it's very difficult to break in an adult slave, rather than train one from birth. These slaves represent good, healthy individuals who have been indoctrinated into the way of life living among the Dark Elves. While it is probable to find a single group of slaves operating independently on the orders of their Dark Elf masters, there's a chance that they will operate as a mixed unit, or even under the direct command of a group of Dark Elves. When you roll an encounter with slave guards, roll a percentile dice. There is a 50% chance that there will be slave soldiers present in addition to the group of guards. Likewise, when there is an encounter that has slave gladiators or slave soldiers present, there's a 50% chance that there's an additional group of slave hopefuls. If there are slave hopefuls present, there is a 33% chance that there's a group of Dark Elf Provocateurs and a 10% chance of a group of Dark Elf Cantors.

The Slave Guard is what the Dark Elves use for regular patrols of their settlements. Issued spiffy uniforms, clubs, and a shield, they do their best to make sure peace is kept and they technically have the power to detain people, they are unlikely to exercise it against their masters.

## Slave Hopeful

<b>% in Lair</b>	10%
<b>Dungeon Enc:</b>	Scouts (1d4)/Squad (1d6)
<b>Wilderness Enc:</b>	Band (1d6)/Punitive Squad (1d8)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	1+1
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d6+1 or weapon (with a +1)
<b>Save:</b>	F1
<b>Morale:</b>	+2
<b>Treasure Type:</b>	None
<b>XP:</b>	23

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The Slave Hopeful is exactly that - a slave that has the natural raw abilities to potentially undergo Conversion. The odds of success are extraordinarily small and few survive - but the option to join the ruling class is tempting.

## Slave Soldier

<b>% in Lair</b>	10%
<b>Dungeon Enc:</b>	Squad (1d10)/Attack Group (2d8)
<b>Wilderness Enc:</b>	Squad (1d10)/Attack Group (2d8)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	1+1
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d6 or by weapon
<b>Save:</b>	F1
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	18

Dark Elf slaves are almost exclusively of human stock, since they're unwilling to jeopardize their relationship with the dwarves, and other elves make for very poor slaves. Dark Elves rarely bother with capturing new warrior slaves due to the fact that it's very difficult to break in an adult slave, rather than train one from birth. These slaves represent good, healthy individuals who have been indoctrinated into the way of life living among the Dark Elves. While it is probable to find a single group of slaves operating independently on the orders of their Dark Elf masters, there's a chance that they will operate as a mixed unit, or even under the direct command of a group of Dark Elves. When you roll an encounter with slave guards, roll a percentile dice. There is a 50% chance that there will be slave soldiers present in addition to the group of guards. Likewise, when there is an encounter that has slave gladiators or slave soldiers present, there's a 50% chance that there's an additional group of slave hopefuls. If there are slave hopefuls present, there is a 33% chance that there's a group of Dark Elf Provocateurs and a 10% chance of a group of Dark Elf Cantors.

The Slave Soldier doesn't represent the rank and file of their armies, but rather the chosen specialized warriors of various wealthy and noble Dark Elves that can afford such potent warriors.

## Underdweller

<b>% in Lair</b>	33% or 60% if lobotomized
<b>Dungeon Enc:</b>	Solitary (1)/Pack (1d6)
<b>Wilderness Enc:</b>	Solitary (1)/Pack (1d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20') or 180' (60') flight
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	8+1
<b>Attacks:</b>	1 bite + acid, 2 stingers + paralysis
<b>Damage:</b>	2d8
<b>Save:</b>	F10
<b>Morale:</b>	0
<b>Treasure Type:</b>	None
<b>XP:</b>	3100

The Underdweller was the greatest enemy to the Dark Elves before they were Dark Elves. In the first cave network, they were the perfect predator, almost as though they were created specifically to push the Dark Elves to the Shadow Infuser. In the first two years they destroyed the initial proto-Dark Elf expedition of two thousand down to just thirty individuals. When the Dark Elves became Dark Elves, they drove the Underdwellers to the brink of extinction, but in their desire for revenge, they learned how to chemically lobotomize them and turn them into docile servants. Any wild Underdwellers are ruthlessly destroyed or taken captive by the Dark Elves, for their vengeance runs deep.

Physically, the Underdweller looks like a giant manta ray with two tails. It flies through the air by the undulation of its "wings" but its propulsion is actually gaseous in origin, as the body weighs practically nothing, filled with pockets of gas that is lighter than air. It has a bottled grey appearance and dorsally it has the appearance of a cave wall, giving opponents a -2 penalty on surprise checks. It has two very short stubby legs that it can use for locomotion, but rarely does so, as it uses them for grabbing prey - if it hits with any of its attacks after a diving charge, it will grab the target and carry them off the next round, unless the victim makes a save vs Paralysis. Its mouth is circular like a leech and can secrete a potent acid that ruins non-magical clothing or armor. Magica armor allows the wearer a save vs Death with a bonus equal to the magic item bonus, otherwise the magical armor is destroyed as well. The stingers on the back secrete a paralytic poison that paralyze the victim for 2d4 turns. It lacks organs to make noise, but it manipulates sound around it magically. It has the equivalent of the Mimicry proficiency, able to replicate

any sound. It can also muffle its own sounds or use the power offensively by surrounding itself in a screeching aura that does 1d8 damage per round to all within 10' of it and those outside the aura cannot communicate with those within. Finally, it has magic resistance equal to 12.

A lobotomized underdweller is functionally identical except the acid secreting glands have been removed, so that it doesn't accidentally kill whatever the Dark Elves are hunting. It also flies slower if it is carrying a Dark Elf rider, at a rate of 120' (60'). Finding a non-lobotomized Underdweller is possible only in caves that are not owned by the Dark Elves. It requires a 32,000-gp alchemical workshop to lobotomize an Underdweller and costs 3,000 gp and take a day of surgery with an Animal Husbandry throw. Training an Underdweller is a monumental task taking years, but a trained Underdweller goes for 99,000 gp. An Underdweller egg (0-1 years) costs 1,000 gp, a juvenile (1-10 years) is 5,000, and an untrained adult (10-60 years) will be purchased for 40,000 gp, but if the person who has an untrained Underdweller and will not submit them for lobotomization, then they will be attacked by the Dark Elves due to their blood still calling out for vengeance.

## Houserules

There are a couple of house rules that I added to my games that I think expand the quality of gameplay. I am not saying that you should include any of these, but these are suggestions that I think will enhance the quality of your game. There are two instances where they affect the Dark Elves directly: the Dark Elf Sorcerer (pg. XX) gets a power boost from the expanded Dungeon rules, and the Conversion process allows a hero to use Fate Points.

- 1) **Fate Points:** The Fate Point system can be found in detail in the ACKS Heroic Fantasy Handbook, pg. 82. They make low-level play a bit less brutal and make character survival more likely. I will not be reprinting

<u>Intelligence Modifier and Languages</u>		
<u>INT/Language Modifier*</u>	<u>Speak</u>	<u>Read/Write</u>
-3	Common, Beastman, Racial **	None
-2	Common, Beastman, Racial **	None
-1	Common, Beastman, Racial **	None
0	Common, Beastman, Racial **	Common, Racial**
1	Common, Beastman, Alignment, Racial**	Common, Alignment, Racial**
2	Common, Beastman, Alignment, Racial	Common, Alignment, Racial**
3	Common, Beastman, Alignment, Racial, Elemental, Ancient	Common, Alignment, Racial, Elemental,
4	Common, Beastman, Alignment, Racial, Elemental, Ancient, Outsider, Primordial	Common, Alignment, Racial, Elemental, Ancient, Outsider
5	Character can speak and understand all languages, ciphers, and so on. Nothing exists that is untranslatable for them (though meaning can still be obfuscated).	

\* A character with the Languages proficiency OR a source of language-boosting ability, like a racial power like the Elves or Dwarves counts as having +1 to their INT modifier for the purpose of languages. A character that has both such bonuses would have a +2 instead of a +1.

\*\*A character of a non-human playable race is assumed to be able to communicate in the language of their race. At an INT/Language modifier of 3 and up, the character is assumed to have studied the languages of the other races.

the whole rules, but each player has a number of Fate Points equal to their highest stat modifier + 3 and they regain all of them on gaining a new level. Spending a Fate Point allows you to reroll any roll, except for a natural 1.

- 2) **Languages:** I prefer a more flexible Language system that doesn't define specific languages but rather deals in language groups and allows more flexibility (like how someone who speaks one Romance language can take a decent stab at understanding another Romance language).

Languages are based on your INT modifier. The higher your INT the more language groups you know. If a linguistic barrier such as an isolated dialect or a time-displaced traveler, you would be allowed to make a proficiency throw with your Language ranks.

See the above Intelligence Modifier and Languages

<u>Language Group</u>	
<b>Beastman</b>	The language of the goblins, orcs, hyenas, and so on. A guttural language that has no alphabet. Varies wildly between tribes, but it is also based on Common, so most people can understand it, if not necessarily enunciate it.
<b>Common</b>	The standard language that almost all living things speak. It was originally created to facilitate communication between different races artificially, but it did get picked up and incorporated a lot of existing trade dialects.
<b>Alignment</b>	All of the alignments - Lawful, Neutral, and Chaotic - have their own language.
<b>Racial</b>	Almost all of the various races and sapient species have some kind of language. This language group represents such languages as Human, Elven, Dwarven, Gnomish, Yigian, and so on.
<b>Elemental</b>	These are the languages spoken by the various elementals and spirits, denizens of this plane of existence, but not entirely in phase with reality, such as fey, pure elementals, manifesting spirits,
<b>Ancient</b>	Some cultures haven't survived and perished. This is a catch-all group for these languages. This group includes things like the language of the elves of the Golden Forest.
<b>Outsider</b>	The outsiders have languages that are wildly different from one another, but nonetheless share some commonality. This is the tongue of the demon and angel, as well as the servants of the Gods.
<b>Primordial</b>	This is the language of the various progenitor races - the Dragons, the Titans, and the Krakens.

table as well as the Language Group table for reference.

*Example: A human fighter with 0 INT modifier is going to speak Common, Beastman, and Racial (Human). A Dark Elf Provocateur with an INT modifier +1 (and their racial Language proficiency) is going to speak Common, Beastman, Alignment, and Elven; and read/write Common, Alignment, and Elven. A Dark Elf Priestess with an INT modifier of 3+, her natural Language proficiency, and a Language proficiency she picked as her General proficiency is going to have an INT/Language modifier of 5 and thus can speak and understand all languages and ciphers, though she can still be deceived by the contents of the text she reads.*

- 3) **Encumbrance of Libraries/Workshops:** This came up a couple of times for players that want to have a library or workshop on their ship. A library has an encumbrance of 3 stone per 1,000 gp of value (per the rare book trade good found on pg. 145 in ACKS Core). A workshop has an encumbrance of 6 stone per 1,000 gp of value (because lab/workshop equipment is heavier than books).
- 4) **Cultural Proficiencies:** Proficiency slots are very rare and precious and somewhat unutilized for interesting things your character can do because if you take suboptimal picks, you're gimping your character, but it also prevents your character from having breadth and depth based on their personal interests and hobbies. This represents a minimal/hobbyist level of interest in the proficiency and stuff you dabble in, rather than something you're dedicated to

You start with 3 Cultural proficiency slots and gain 1 Cultural proficiency every time you gain a Class proficiency. When you fill a Cultural proficiency slot, pick one of the following: Art, Craft, Knowledge, Labor, Performance, Profession. When you select these, you have to be reasonably specific. Art (Painting) is good, Art (visual) is bad because it's too broad, Art (charcoal sketches) is bad because it's too specific. If you choose to do these, you cannot earn more than 1 gp/month doing these, because you're strictly amateur.

You can still choose to learn the "proper" Art, Craft, Knowledge, Labor, Performance, and Profession Class/General Proficiencies, representing dedicated skill and training, as per the ACKS Core book.

*Example: Geraldo the Effervescent is a level 1 human fighter. He starts with 4 Cultural proficiencies (3 base, 1 from his 1<sup>st</sup> level). His player decides that Geraldo started as a fisherman so he picks Profession (fisherman) and took Craft (woodcarving). As a kid he played a lot on the beach and as a fisherman that got developed, so he picks up Knowledge (coastal wildlife). Finally, he was taught to maintain his own harpoons so he'll take Craft (throwing weapons). When he levels up to 3, he will pick up another Class proficiency and as such, a Cultural proficiency. The player looks back on Geraldo's adventuring and decides that he liked it when he was put in charge of two henchmen, so he picks up Profession (drill sergeant) to represent the training he did (especially if he picks up Manual of Arms as a General/Class proficiency).*

- 5) **Active/Passive Proficiencies:** You can always choose to not use a proficiency/class feature if you do not want it to activate. For instance, if you don't wish to charm someone with your Mystic Aura, you may forego it, until you choose to activate it again.
- 6) **Dungeons:** Dungeons are now supernatural locations, similar to Sinkholes of Evil because in my mind, taking 10 minutes to travel 120 ft is ridiculous. It becomes even more ridiculous because in combat, you can move at your normal 120 ft/round. Thus, it makes more sense that Dungeons exist (as opposed to dungeons). They are supernaturally evil to the point where even time slows down and works against the player characters. Everything in the Dungeon is trying to kill you – stepping on cracks carelessly is likely to break your ankle, your cape will get caught on everything, torches will sputter and flicker out constantly, and that's just the mundane dangers, never mind the various traps and monsters that become more deadly. As a consequence, the **Adventuring** proficiency lets you always know when you're inside a Dungeon, identify the Dungeon Heart, and in general helps you identify the dangers found in such an evil place. The following definitions and tables will let you turn a regular dungeon into a Dungeon, making it more challenging but also more rewarding.

A **denizen of the Dungeon** is someone who chooses to serve the Dungeon Heart willingly. In exchange for receiving some powers, they serve it in collecting power for the Dungeon. For every 25 gp they bring into the

Dungeon from raiding, the Dungeon Heart gains 1 XP. Whenever the Dungeon Heart reaches the next interval, it can either choose to grow in strength or split into two, creating a copy of itself, where its servants will take it to another place, creating another Dungeon.

**Power of the Heart:** A colloquial term invented by wise wizards and holy priests to approximately label the strength of a Dungeon. Even an Evanescent Dungeon is dangerous to the unwary adventurer, a Twisted Dungeon is hazardous, and Defiled Dungeons are thankfully quite rare.

**XP Value of the Heart:** How much XP the entire party receives when they remove the Dungeon Heart from the Dungeon. Each Dungeon has a Dungeon Heart, a crystal or gem that is embedded in the stones of some room in the Dungeon, usually the most secure and well-guarded (though a particularly devious Dungeon could have it hidden behind several secret doors... and then guarded) room. On ripping the Dungeon Heart out of the stones and carrying it outside of the Dungeon, the Dungeon loses all bonuses and benefits, and becomes a mundane structure. Both player characters and henchmen gain full value of this XP. Additionally, once the Heart has been recovered, it can be used to craft magic items, providing an amount of GP equal to its XP in doing magic item crafting.

**Henchmen Morale Penalty:** Indicates that the fetid and oppressive atmosphere of the Dungeon gnaws away at their morale. If a morale check is called within this Dungeon, they will experience this penalty.

**Trap Check Penalty:** Traps inside a Dungeon are more devious and well-hidden than those in a regular construction. The person searching or attempting to remove traps suffers this penalty on their rolls.

**Monster HP per HD Bonus:** The dark energies of the Dungeon empower the monsters and beasts that dwell within. Every monster gains that much more HP per HD.

**Monster Morale Bonus:** The same dark energies fill the monsters with something closely approximating courage, or at least a certain viciousness. Whenever the monsters make a morale check, they get a bonus equal to this.

**Monster AC Bonus:** Whether by subtly influencing armor with magic, tougher flesh, or just a protective barrier, the monsters in the Dungeon make the monsters harder to hit.

**Monster Attack Bonus:** The Dungeon Heart empowers the monsters with a knowledge of war approximating that of humans and demi-humans. Fortunately, this power persists only inside the Dungeon.

**Monster Save Bonus:** The evil of the Dungeon protects its monsters from hostile magics.

**Scrying Defenses:** One might ask, why not simply scry on the Dungeon Heart, teleport in, rip out and leave. And the answer is because the Dungeon Heart wards itself. A foolish and unprepared person will have their mind rent asunder by the evil present in the Dungeon Heart. First, the caster needs to make a Save vs Spell at the listed penalty, or suffer the effect listed. This effect is permanent, unless broken with an opposite spell – though in the case of Sleep, they can just be woken up. Assuming the caster manages to not fall prey to the defenses, they still need to make a Save vs. Staff & Wands at the penalty to actually be able to see the Heart.

**Special Powers:** The Dungeon can also grant the monsters that dwell within terrifying new powers that make them more dangerous combatants.

**Monster Combat XP Bonus:** The power granted to the monsters that dwell within means that the monsters are worth more combat XP. This value is added to each monster.

**Fate Points Recovered:** Tearing the Dungeon Heart out also recovers a number of Fate Points to all player characters that participated in the dungeon crawl. This assumes you are using Fate Points.

### Strength of Dungeon Heart

Power of Heart	<u>Evanescent</u>	<u>Shadowed</u>	<u>Twisted</u>	<u>Forsaken</u>	<u>Corrupted</u>	<u>Defiled</u>
XP Value of Heart	250	1250	2500	3750	6250	12500
Henchmen Morale Penalty	0	-1	-1	-2	-2	-3
Trap Check Penalty	0	0	-1	-2	-3	-4
Monster HP per HD Bonus	0	0	+1	+2	+3	2x
Monster Morale Bonus	+1	+1	+2	+2	+3	+3
Monster AC Bonus	0	+1	+2	+3	+4	+5
Monster Attack Bonus	0	+1	+2	+3	+4	+5
Monster Save Bonus	0	0	+1	+2	+3	+4
Scrying Defenses*	None	-1/Sleep	-2/Bane	-3/Blindness	-4/Confusion	-6/Feeblemind
				2 Lesser or 1	2 Lesser and 1	2 Lesser and 2
Special Powers	None	1 Lesser	2 Lesser	Greater	Greater	Greater
Monster Combat XP Bonus	5	25	50	75	125	250
Fate Points Recovered	0	0	1	1	1	2

\*Save vs. Spell with the penalty to avoid the effect, save vs. staffs & wands with the penalty to actually be able to see the thing. The effects of the spell are permanent, unless removed with the reverse of the spell.

### Lesser Powers

<b>Infravision 60'</b>	The denizens of the Dungeon get 60' infravision.
<b>Increase Movement</b>	The denizens of the Dungeon move at 1.5x speed, for both combat and exploration movement.
<b>Increase Damage</b>	The denizens of the Dungeon deal +2 damage.
<b>Poison</b>	The denizens of the Dungeon have their melee attacks deal poison damage. On a successful attack, the target makes a save vs poison & death or takes an extra 1d8
<b>Maneuver</b>	The denizens of the Dungeon may perform a specific maneuver at a -2 penalty, as per the Combat Trick proficiency.
<b>Patrols</b>	The odds of having a random encounter are doubled.
<b>Wary</b>	The denizens of the Dungeon have +1 to their surprise and initiative checks.
<b>Spiteful</b>	People who are non-denizens of the Dungeon are at -2 to all reaction rolls towards the denizens of the Dungeon, unless they have Inhumanity themselves.
<b>Precise Shooting</b>	If the monsters have ranged attacks, they can fire into melee as though they had two ranks of the Precise Shooting proficiency.

### Greater Powers

<b>Infravision 120'</b>	The denizens of the Dungeon get 120' infravision.
<b>Increase Damage</b>	The denizens of the Dungeon deal an extra +1 damage per 2 HD, rounding up.
<b>Fecund</b>	Double the number of enemies that show up for random encounters.
<b>Healers</b>	Once per 8 hour interval, the denizens of the Dungeon may cast cure light wounds instead of moving.
<b>Emotional Link</b>	The denizens of the Dungeon cannot be surprised.
<b>Lethal Poison</b>	The denizens of the Dungeon have their melee attacks be coated with a lethal poison. On a successful attack, the target makes a save vs posions & death or dies in 1 turn.
<b>Extra Attack</b>	The denizens of the Dungeon can attack twice a round.
<b>Lethal Agility</b>	The denizens of the Dungeon receive the Acrobatics and Ambushing proficiency. The denizens get +1 to the roll per 2 HD.

## **Dark Secrets of the Dark Elves**

Use any or none of these or come up with your own. These are here as plot hooks and ideas to make the Dark Elves more interesting.

- *The Cupbearer pities the Dark Elves because they don't GET her. They know blood, they know excess, they know carnal pleasure - but because they are all incapable of having children, she views them all as flawed. They will never truly understand her until they figure out how to remove their curse and stop being Dark Elves. No Dark Elf Priestess knows this, but a significant number suspect.*
- *The Dark Elves have to deal with slave uprisings. They just suppress them brutally and then purge the information about them happening. If information does leak out, they will blame it on malign actors agitating the slaves.*
- *Male High Bloods can exist and sometimes do exist. They are usually put to death or are forced to become Commandos., though strictly speaking one could be trained as a Priest. Nobody has dared to do so openly, but rumors persist of at least one Priest who uses illusion magic to disguise himself.*
- *The Infuser has been copied at this point. It is also possible to use the Wish spell to replicate its effects or undo them, though usually over multiple castings.*
- *The Infuser is the brainchild of the daemonic Archon opposed to the Prophet. He gets to harvest about 500 years' worth of lifespan from every Dark Elf that is created and any evil that they do, which is a net gain for him. He also refuses to grant them any prayers or powers, as it would severely weaken him.*
- *It is possible to become an abomination. If you roll all 1s on your Conversion, you physically become a Dark Elf, but keep your mind, class, and so on. These are always put to death unless they can escape.*
- *The memories of the original person that became a Dark Elf can be restored by a Wish spell, but temporarily - 2d4 weeks, before they fade away, unless made permanent with another powerful ritual of comparable power*
- *Using powerful ritual magic to make a Dark Elf fertile could work in theory – though it would require the ritual to run for the full 9 months and a save vs. Poison and Death be made every day, with a failure resulting in the death of the mother and all participants of the ritual.*
- *People converted into Dark Elves have their souls changed as well. Thus, strictly speaking the Dark Elves do not reproduce via murder, but by changing someone on both the physical and metaphysical level.*