

Dark Elves

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Dark Elf Serf	1	10	+0	1d4	-	30'	6	5	+1	15+
Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.										
Dark Elf Warrior	1	13a	+1	wpn	wpn	30'	7	5	+1	15+
Shortsword: 1d6 2/15 Shortbow: range (50/300) 1d6 - Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.										
Dark Elf Acolyte	2	11	+0	1d4	1/15	30'	7	5	+1	14+
Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Arts: Arachnomancer, 3 effort (custom) -Create Web SCENE Fill 2 10-foot cubes with spiderwebs as a Main Action. -Snuff Lights SCENE Extinguish 2 bonfire-sized or smaller flames as a Main Action. -Summon Spiders DAY As a main action the dark elf makes a saving throw. On a success they summon a swarm of spiders . On a failure they are stunned and can't take actions for 1d4 turns.										
Dark Elf Mage	4	10	+0	1d6	1/13	30'	8	5	+1	13+
Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Spellcasting: Level 4 High Mage, 2 spell per day -Decree of Lithic Dissolution (pg. 70) Destroy all stone and mineral materials in 4 10' cubes. -The Excellent Transpicious Transformation (pg. 70) Four targets turn invisible for four hours. -Ineluctable Shackles of Volition (pg. 71) Control a target after a failed save. -Resounding Temporal Echo (pg. 73) Four allies gain an extra main action for 1d4+1 rounds. -Wardpact Invocation (pg. 75) Make a target partially weapon-immune or make a weapon worthless. Arts: High Mage, 3 effort (pg. 67) -Counter Magic. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check. -Inexorable Effort DAY Once per scene force the subject of a spell to re-roll a saving throw. -Swift Casting DAY Once per scene cast a spell as an on-turn action. -Wizard's Grandeur COMMITTED The caster is neat, clean, and comfortable regardless of climate.										
Dark Elf Priestess	5	14a	+1	1d6	1/13	30'	9	5	+1	13+
Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Arts: Arachnomancer, 3 effort (custom) -Blood as Poison SCENE As a main action, convert some of a creature's blood to poison, dealing 1d6+5 damage with a physical save for half. Creatures immune to poison are unaffected. -Create Web SCENE Fill 5 10-foot cubes with spiderwebs as a Main Action. -Snuff Lights SCENE Extinguish 5 bonfire-sized or smaller flames as a Main Action. -Summon Spiders DAY As a main action the dark elf makes a saving throw. On a success they summon a swarm of spiders . On a failure they are stunned and can't take actions for 1d4 turns.										
Dark Elf Elite Warrior	5	16a	+4	1d6+3	5/15	30'	10	4	+1	13+
Slowing Poison: Enemies hit by the Dark Elf must succeed on a physical saving throw or lose their next main action. Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.										

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Dark Elf Captain	6	17as	+5 x2	1d6+4	6/-	30'	10	3	+2	12+
<p>Whirling Strikes: As an on-turn action all enemies within melee range take shock damage.</p> <p>Leader: Allies that can see the Captain always succeed on morale checks if the Captain does.</p> <p>Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.</p>										
Dark Elf Matriarch	7	12a	+1	1d6	1/13	30'	9	3	+2	12+
<p>Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Arts: Arachnomancer, 4 effort (custom)</p> <p>-<i>Blood as Poison</i> SCENE As a main action, convert some of a creature's blood to poison, dealing 1d6+7 damage with a physical save for half. Creatures immune to poison are unaffected.</p> <p>-<i>Create Web</i> SCENE Fill 7 10-foot cubes with spiderwebs as a Main Action.</p> <p>-<i>Snuff Lights</i> SCENE Extinguish 7 bonfire-sized or smaller flames as a Main Action.</p> <p>-<i>Summon Demonspawn</i> DAY As a main action the dark elf makes a saving throw, summoning a Dark Elf Demonspawn on a success. On a failure they take 2d6 damage.</p> <p>-<i>Summon Spiders</i> DAY As a main action the dark elf makes a saving throw. On a success they summon 2 swarms of spiders.</p> <p>-<i>Will of the Webs</i> SCENE As an on-turn action, the Matriarch can target one ally. The ally takes 1d8 damage but can make an attack as an instant action.</p>										
Dark Elf Demonspawn	8	15	+10 x2	2d6+4	7/15	40' ^W	9	4	+2	11+
<p>Dark Vitality: The demonspawn regains 8 hp each round unless they are in sunlight.</p> <p>Demonblood: The demonspawn takes half damage from poisons, is immune to frost, fire, and lightning damage, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Fear (1/scene): The demonspawn casts Phobic Storm (pg. 73) as a 8th-level caster.</p>										
Spider, Swarm	4	10	+6 x3	1d6	1/-	30' ^W	10	5	+1	13+
<p>Swarm: Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).</p>										
Webbing, 10' Cube	1	10	-	-	-	-	-	-	-	-
<p>Webbing: Webbing is immune to blunt weapons and mental damage.</p> <p>Sticky: Creatures and weapons that contact webbing without the ability to move through it must make a physical saving throw or become stuck. Stuck creatures cannot move or attack and must make a physical saving throw as a main action to end the condition. Stuck weapons can be removed with a DC 8 Str/Exert check.</p>										

Dark Elves

Dark Elves are hateful subterranean demihumans that are smaller and lighter than their surface cousins. Forced underground due to their worship of a blasphemous spider-demon, the dark elves are known to most surface dwellers as myths. For those grabbed on one of their slaving raids, they become something much more real.

These statblocks are for archetypical dark elves, though any humanoid statblock can be made a dark elf with the following trait:

Dark Elf: The elf takes half damage from poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results

Serfs are the lowest members of dark elf society. They are the laborers, servants, and craftsmen. Only slaves are lower caste than serfs, and when there are no slaves to sacrifice serfs are often substituted.

Warriors are the guards, raiders, and fighters in dark elf society.

Acolytes are junior priestesses. Outsider of their priestly duties they can be found waiting on priestesses and matriarchs, or leading raiding parties.

Mages are not valued in dark elf society, as their spider-god grants the clergy many gifts.

Priestesses are the highest rung on the dark elf social ladder. Their word is law, and lesser dark elves are expected to die for them.

Elite Warriors are the most talented of all male dark elves. They lead raids when priestesses are not present and can often be found guarding clergy members.

Captains are the best fighters in a dark elf society. They lead a city's military.

Matriarchs, or high priestesses are the most powerful figures in a dark elf city. Their power is so great they can commune with their dark god and bear its children.

Demonspawn are eight-limbed creatures resembling a bestial blend of a dark elf and a spider. Only the most devoted priestesses can carry these foul creatures to term. They are vicious in combat: on a failed instinct check, they always attack the nearest creature, even if it is an ally.

Summons

Swarms of Spiders are magically conjured by arachnomancers.

Webbing represents a 10' cube of webbing that arachnomancers can summon.

Related Creatures

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Spiderling	1	14	+1 x2	1d4	1/13	30' ^W	7	5	+1	15+
Spiderling: The spiderling is immune to poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Web Sense: The spiderling knows the location of any creature touching the same web as it.										
Spiderling Queen	3	12	+2	1d6	1/13	30' ^W	7	4	+1	14+
Sleep (1/scene): As a main action, the spiderling magically puts all non-spiderlings with 4 or less HD in a 20-foot radius to sleep. Spiderling: The spiderling is immune to poisons, freely moves through webbing, and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Web Sense: The spiderling knows the location of any creature touching the same web as it.										
Albino Ape	3	10	+4	1d8	1/13	30' ^C	6	4	+1	14+
Spider Cursed	6	13	+7 x2	2d6	2/15	40' ^W	9	5	2	13+
Sticky Legs. Creatures struck by the Spider Cursed lose their next move action. Dark Elf Blood: The Spider Cursed takes half damage from poisons and sees in complete darkness. In sunlight it makes attack and damage rolls twice, taking the worse results. Web Sense: The spiderling knows the location of any creature touching the same web as it.										

Related Creatures

These creatures can be found near Dark Elf settlements or are otherwise involved in their culture.

Spiderlings were created in ages past from dark elves seeking to perfect themselves in the eyes of their god. These blighted humanoids have four arms, eight eyes, and are covered in coarse hair. They live in nests of 3d20 creatures underground. Each nest is led by a single **queen**, which they will die to protect.

Albino Apes are not true apes, but look and behave similarly enough to gain the moniker. Dark Elves train them for use as physical labor.

Spider Cursed are created when a dark elf priestess lacks the will to bear a demonspawn child. Instead they and the child meld together, creating a creature with the torso of a dark elf and the legs of a giant spider. These creatures are forced out of dark elf society and live solitary lives. They retain all memory of their life before their transformation, and may help outsiders for a price.