

DARK ELF

“Every time I visit the lands of the Dark Elves, I come back with a nasty chough from ash lung and an instinctive reflex to always look over my shoulder.”

— ESPEN THORP, MERCHANT

The Dark Elves are a banished offshoot of elves that live in nomadic communities or in semi-subterranean settlements in the volcanic ashlands. Over the generations, their skin has turned grey with hues of green, blue or purple. Their eyes shine red with an internal fire.

Dark Elves have mostly lost their distant cousins’ meditative outlook on life. Instead, they are often proud in their worldly achievements and easy to take offence. Most of their dynastic leaders are isolationist and wary of outsiders meddling in their affairs.

ASSASSIN

MOV.: 12 **DAMAGE BONUS AGL: +D4** **HP: 10**

TYPICAL ARMOR: Leather (1) **WP: 9**

SKILLS: Awareness 12, Evade 14, Sneaking 14

TYPICAL GEAR: Dagger (skill 14, damage D8), light crossbow (skill 12, damage 2D8)

NOMAD

MOV.: 10 **DAMAGE BONUS STR: +D4** **HP: 8**

TYPICAL ARMOR: Carapace (3) **WP: 8**

SKILLS: Awareness 12, Evade 10, Hunt. & Fish 12

TYPICAL GEAR: Long spear (skill 13, dmg. 2D8), sling (skill 12, damage D8), dust mask

NON-MONSTER: Dark Elves do not count as monsters in combat, but as ordinary NPCs.

PLAYER CHARACTER: If the gaming group agrees on it, Dark Elves can be created as player characters. They will then have the innate ability Ashen Skin (see adjacent sidebar).



D6 **FIRST NAME**

1 Shadoran

2 Aravas

3 Fadris

D6 **FIRST NAME**

4 Eldesi

5 Irvelen

6 Teleris

ABILITY: ASHEN SKIN

♦ **Willpower Points:** Varies

You can activate this ability to resist heat or fire. You can spend 2 WP to gain a boon on a roll to resist intense heat, or spend WP 1-for-1 to reduce the amount of damage you take from fire.