

# THE FACE OF TREACHERY NIGHT ELVES

**T**HEIR PALE, WHITE SKIN REFLECTS the moonlight. Their eyes are full of cruelty and deceit. They stalk the night, at one with the darkness - assassins, necromancers and foul priests. The night elves are rightly feared in all civilized lands, and their spired citadels given wide berth.

Night elves are steeped in treachery; lies and deception are, to them, as natural as breathing. Life itself has little value, and the lives of inferior races have none.

Night elves, like their grand elf cousins, were once no different to the sylvan elves of the woods and forests. When the sorcery and gunpowder cities of the grand elves arose, the night elves were but a prominent house. Politics, divisions, and rivalries took their course, and night elves today live apart from their cousins, feared and hated.

Lovers of darkness, worshipers of the moon, night elves are tall, thin, and have pale, white skin the color of milk. Their eyes are coal-black, and their hair - when not decorated or dyed - is the purest white.

Stealth, treachery, betrayal, and deception are the night elves' way of life. A night elf would stab a parent or sibling in the back for the slightest gain.

Evil has a face, and it is the night elf.



**WRITING** RUSS MORRISSEY  
**COLOR ART** SAVAGE MOJO  
**LAYOUT** ERIC LIFE-PUTNAM

## NIGHT ELF

Night elf characters have the following racial statistics.

**Size:** Medium

**Attributes:** AGI +1, INT +1, CHA +1, MAG +1

**Skill choices:** *stealth, alchemy, thievery, bluffing, insight, swords, creation*

### EXPLOITS

**Fey.** Elves of all types are considered fey.

**Darksight.** Night elves have superior darksight, able to see in darkness as though it were daylight.

**Night affinity.** All night elves know the *secret of shadow*.

**Deceitful.** When night elves make CHA checks to deceive, the dice pool is considered an exploding dice pool.

**Poisoners.** Accustomed to handling poison, night elves have a natural SOAK 10 (poison)

### NAMES

Night elves typically have single syllable names such as Ssoth, Karth, Vish, or Krin. They have no other names, and every night elf has a unique name - no name is ever repeated.

### AGE

Night elves do not live as long as their sylvan and grand kin. A night elf reaches adulthood at the age of 30, and becomes old at the age of 100.

### NEW TRAIT

Added to the list of traits derived from high or low attributes is the following trait, available to characters as a high REP trait.

**Cruel.** You are unusually sadistic. You gain +1d6 to any interrogation attempts, even if you do not carry out your sinister threats.

## NIGHT ELVES AS PLAYER CHARACTERS

The well-known cliché of the exile from an evil race adventuring on the side of good is not the only way a night elf might fit into a campaign as a player character. Here are a few other options.

**Evil PCs.** An option best left to experienced GMs, an evil-themed campaign can be fun. If all of the PCs are night elves (or some other mix of evil races), a rewarding adventure can be had. The difficulty with these campaigns is party cohesion as players backstab each other; it is a good idea to find some reason why that should not happen.

**Ex-evil PC.** Perhaps the night elf was, indeed, once a cold-hearted killer, but something happened. Maybe a serious injury caused amnesia, or a powerful enchantment fundamentally altered his personality.

**They're not so bad.** While the default night elf is pure evil, the GM is, of course, in charge of her own setting. Perhaps in your world night elves aren't evil?

**Brought up by good guys.** An abandoned night elf child brought up by kindly smallfolk might grow up to be a good soul, unaware of the reputation of his biological kin.

## NIGHT ELVES AS VILLAINS

Night elves make excellent villains and foes. Usually encountered alone, or in small bands of 2-4 members led by a magister, night elves are expert ambushers and assassins. They are rarely seen in the open, at least during daylight hours, for they are reviled and feared.

Most night elves are armed with high quality rapiers and leather armor covered in looser fitting robes or loose tunics. Their dress sense tends to the flamboyant, with blacks, reds, and greens being common color choices.

The next page contains a pair of useful stat blocks. The first is for the rank-and-file night elves; the second is for the more powerful night elf magisters.

## NIGHT ELF

Medium sentient evil fey humanoid  
[shadow] (7d6)

Pale, wicked elves steeped in treachery.

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**STR** 4 (2d6) **AGI** 10 (4d6) **END** 6 (3d6)  
**INT** 10 (4d6) **LOG** 6 (3d6) **WIL** 6 (3d6) **CHA** 10  
(4d6) **LUC** 3 (2d6) **REP** 0 (0d6)

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**HEALTH** 24  
**MELEE DEFENSE** 25; **RANGED DEFENSE** 25;  
**MENTAL DEFENSE** 14  
**SOAK** 6 (high quality leather), 10 (poison);  
**VULN** -

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**INITIATIVE** 7d6  
**PERCEPTION** 7d6; *superior darksight*  
**SPEED** 9; **CLIMB** 5; **JUMP** 20' / 4'  
**CARRY** 100lb (max lift 200lb)

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**ACTIONS** 2  
**NATURAL DAMAGE** 1d6+2  
*High quality rapier* 7d6 (2d6+3 piercing damage;  
blinding poison)

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**Skills** *stealth* 10 (4d6), *bluffing* 6 (3d6), *perception* 6  
(3d6), *running* 6 (3d6), *climbing* 6 (3d6), *reactions* 6  
(3d6), *dodging* 6 (3d6), *swords* 6 (3d6)  
**Gear** high quality rapier, high quality leather  
armor

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**Poison.** Night elves poison their rapiers with a  
blinding poison. Any target hit by the rapier is  
pushed one stage down the Blindness status track.  
Night elves are immune to this poison.

## MAGISTER MAGIC

Night elf magisters are known for their powerful  
compulsion magic. Not only do they have the  
innate power to command other beings, they are  
also able to use magic in the more traditional way.

A night elf magister has a **MAG** attribute of 10  
(4d6), 30 MP, and *compulsion* and *creation* skills of 6  
(3d6). The magister knows the secrets of *shadow* and  
*humanoids*, granting a range of spells to use on  
targets, focusing on *compel person* and *create shadow*  
effects.

## NIGHT ELF MAGISTER

Medium sentient evil fey humanoid  
[shadow] (8d6)

Cruel night elf commanders.

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**STR** 6 (3d6) **AGI** 10 (4d6) **END** 10 (4d6)  
**INT** 10 (4d6) **LOG** 10 (4d6) **WIL** 6 (3d6) **CHA** 12  
(4d6) **LUC** 3 (2d6) **REP** 6 (3d6) **MAG** 10 (4d6)

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**HEALTH** 32  
**MELEE DEFENSE** 25; **RANGED DEFENSE** 25;  
**MENTAL DEFENSE** 18  
**SOAK** 12 (mithril shirt), 10 (poison);  
**VULN** -

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**INITIATIVE** 8d6  
**PERCEPTION** 7d6; *superior darksight*  
**SPEED** 10; **CLIMB** 5; **JUMP** 20' / 6'  
**CARRY** 160lb (max lift 300lb)

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**ACTIONS** 2  
**NATURAL DAMAGE** 1d6+3  
*High quality rapier* 7d6 (2d6+3 piercing damage;  
blinding poison)

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**Skills** *stealth* 10 (4d6), *bluffing* 6 (3d6), *perception* 6  
(3d6), *running* 6 (3d6), *tactics* 10 (4d6), *swords* 6  
(3d6), *compulsion* 6 (3d6), *creation* 6 (3d6)  
**Gear** high quality rapier, mithril shirt

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**Poison.** Night elves poison their rapiers with a  
blinding poison. Any target hit by the rapier is  
pushed one stage down the Blindness status track.  
Night elves are immune to this poison.

**Command (1).** Once per turn as a single action, a  
magister can issue a one-word command to a  
creature who can hear and understand him. This  
requires a mental attack, and if successful the target  
obeys the command to the best of its ability.

**Invisibility (1).** As a free action a magister can  
become invisible until the start of its next turn. If it  
spends its first action next turn maintaining the  
effect, it can remain invisible. The magister cannot  
spend more than one hour per day invisible, and  
cannot remain invisible if at half **HEALTH** or less.



## BLINDING POISON (1,000gc)

Night elves are known for their blinding poison. A secret alchemical substance, its method of creation is known to but a few; it is known to scholars, however, that a gorgon's blood is part of the recipe.

Night elf blinding poison is applied to an edged weapon. It takes one minute to apply the poison thoroughly, and it lasts for one hour before needing reapplication. Most night elf assassins carry up to three doses of the poison on their person.

When an edged weapon with the poison applied successfully cuts a foe (does 1 or more damage, after SOAK), the target is pushed one stage down the Sight/Blindness status track. The first strike makes the target's sight fuzzy, with subsequent strikes pushing it through bleary, half-blind, and blind. The difficulty to shake off the effect is *Difficult* [16].

The blinding poison does not affect night elves.

Night elf blinding poison costs 1,000gc per dose.

## NIGHT ELF MAGISTERS

Night elf magisters are higher ranking members of night elf society. Within their citadels, magisters occupy the roles of priests, police and dispensers of justice - this justice takes place on-the-spot, and is solely down to the discretion of the magister in question, who is judge, jury and - likely - executioner.

Outside the night elf citadels, magisters lead small groups of night elves. While the race is prone to the chaos of barbaric raids or banditry, groups are sometimes sent out with specific missions of assassination or some other political goal. In some cases, squads venture forth in pursuit of an escaped slave or criminal.

Despite their cruelty, magisters are extremely charismatic. A magister's mere presence can cow a crowd, and where their charisma fails, their reputation more than makes up for it.

A magister is always referred to as such - Magister Vrin, Magister Ssoth, and so on.

## NIGHT ELF CITADELS

The citadels of the night elves are tall, spired settlements, usually found in remote, cold regions, and often containing hundreds or thousands of night elves. Usually ruled by a religious figure, night elf society is a theocracy. Night elf citadels are independent, and answer to nobody.

Citadels vary in size. Most are made of a pale white stone known as moonstone, which is highly resistant to magic. In the moonlight, this stone takes on an almost ethereal appearance.

It is very rare that a somebody other than a night elf would ever be permitted entry into a citadel, except as a slave. Even emissaries and diplomats (and there are very few of those) treat outside the walls of a night elf citadel, and the interior of such a place is the stuff of mystery and rumor.

