

# A WORLD OF KULAN MONSTER

*By Robert Blezard*

## ELF, BLOOD

Elf, Blood, 1<sup>st</sup>-Level Warrior

Medium Outsider (Chaotic, Elf, Evil, Native)

**Hit Dice:** 1d8+2 (10 hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft. (6 squares); and see text

**AC:** 15 (+1 Dex, +1 light shield, +3 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +1/+4

**Attack:** Claw +4 melee (1d4+1) or spike\* +4 ranged (1d4+1) plus poison or longsword +4 melee (1d8+1) or longbow +4 ranged (1d8)

**Full Attack:** 2 claws +4 melee (1d4+1) and bite +2 melee (1d6+1) and spike\* +2 ranged (1d4+1) plus poison or longsword +4 melee (1d8+1) and bite +2 melee (1d6+1) or longbow +4 ranged (1d8)

**Space/Reach:** 5 ft./ 5 ft.

**Special Attacks:** Racial traits

**Special Qualities:** Racial traits, DR +5/magic, SR 11

**Saves:** Fort +4, Ref +3, Will +0\*\*

**Abilities:** Str 17 (+3), Dex 17 (+3), Con 14 (+2), Int 14 (+2), Wis 11 (+0), Cha 10 (+0)

**Skills:** Balance +4, Concentration +4, Escape Artist +5, Hide +4, Jump +5, Knowledge (the planes) +4, Listen +6, Move Silently +5, Search +8, Spot +6, Tumble +4

**Feats:** Multiattack

**Continent/Region:** Harqual/Great Forest

**Environment:** Temperate forest

**Organization:** Squad (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or warband (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** +6

Blood elves are the corrupted kin of forest elves. They came into existence when an evil elven sorcerer used Several Forbidden Art spells to exert control over his enemies, reshaping them into the blood elves, which have become his thralls.

The resultant blood elves became mockeries of the once proud race they were. Blood-red skin with bony spikes protruding from their bodies, pitch black eyes, and sharp vicious claws and teeth. Worse yet is that a blood elf's spikes are always slick with poison. Blood elves always have white hair. Many blood elves also have bat-like wings, which allow them to fly.

Blood elves speak Abyssal Common, and Elven.

## Combat

Blood elves are unpredictable, vicious combatants. They will attack en masse using fear tactics to kill and take what they want.

Blood elf leaders always attack with longsword, but most lower stationed blood elves fight only with claw, teeth and their poisoned spikes. (\* 20-foot increment for spike attack.)

## Blood Elf Society

These elves are now native outsiders who have become completely evil and are controlled by the fey'ri known as Wyrknari Vok. It was Vok, once a forest elf known as Weikir, who brought down the Elder Clans of the Knotwood in a mad push for power. Only when the tide of the battle went against him did he unleash the power of the Forbidden Art against his enemies. The resulting magical force transformed hundreds of thousands of forest elves into blood elves.

Blood elves are evil in every way, as most have forgotten their former lives. In fact, their former kin would be hard pressed to recognize them on an individual basis. They live by raiding humanoid settlements located in, or near the southern reaches of the Great Forest, which has been known as the Knotwood for thousands of years.

The deep, dark forest has become even more wild and dangerous due to the powerful *dark wish* spell. Only the foolhardy or ultra-brave dare enter the foreboding forests of the Blood Elf Lands, as humans are now calling it. Blood elves kill all outsiders on sight, unless the victim is an elf. What the blood elves do with captured elves is best left unsaid.

## Blood Elves as Characters

Blood elves favor the sorcerer class. Blood elf clerics either worship Druaga, God of Vile Summoning, or Erythnul, The Many. Blood elf clerics of Druaga can choose any two of the following domains: Demonic, Diabolic, Evil, and Magic. Blood elf clerics of Erythnul can choose any two of the following domains: Chaos, Evil, Trickery, and War.

Blood elves benefit from a number of racial traits:

- +2 to Strength, +2 to Dexterity, +2 to Constitution, +2 to Intelligence.
- *Weapon Proficiency*: Blood elves receive the Martial Weapon Proficiency feats for the longsword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Base land speed is 30 feet.
- *Smite Good* (Su): Once per day a blood elf can make a normal melee attack to deal extra damage equal to its HD against a good foe.
- *Flight* (Ex): A blood elf has a 50% chance of having bat-like wings. Those that do can fly at a Speed of 30 feet (6 squares) with average maneuverability.
- *Keen Vision* (Ex): Blood elves have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- *Poison* (Ex): Spikes; primary and secondary 1d3 Wisdom; a Fortitude save (DC 12) negates.
- Blood elves have acid, cold, electricity, and fire resistance 20.
- Immunity to poison and magic sleep spells & effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- \*\*Not reflected in the saving throw numbers given here.
- *Spell-like Abilities*: 3/day – *darkness*. This ability is as the spell cast by a 1<sup>st</sup>-level cleric.
- *Skills*: +2 racial bonus to Search, Spot, and Listen checks. Blood elves do not have the elven special ability to detect secret or concealed doors.
- *Automatic Languages*: Abyssal and Elven. *Bonus Languages*: Auran, Common, Gnoll, Ignan, and Sylvan.
- *Favored Class*: Sorcerer.