

# DARK ELF

**Dark Elves (Plural) / Dark Elf (Singular)**

Dark Elves / Dark Elf

It is a commonly held misconception that all Dark Elves live underground. Many Dark Elves feel little need to correct strangers. Since Dark Elves are nocturnal by nature, it is true that most Dark Elf societies are underground, where they can rest undisturbed by the sun. Many Dark Elves have trouble adapting to a daytime schedule after life in a predominantly Dark Elf community, where life is primarily nocturnal. Some find life under the sun to be an uncomfortable change of pace, while others are fascinated by the novelty.

Though the particulars of the laws can differ, all Dark Elf societies have comprehensive and ironclad laws. To outsiders, their punishments can seem extreme, though most are not excessively cruel: for serious infractions, a Resurrection is considered a sufficient lesson to correct inappropriate conduct. For less serious crimes, it is not uncommon to see the offending Dark Elves be assigned difficult, dangerous or extremely time-consuming tasks to atone for their deeds. These tasks can last a lifetime for a short-lived species, and can send the offender tremendous distances from their home. These inflexible laws and potentially very lengthy punishments make survival in a Dark Elf community an intimidating prospect for surface folk, and most Dark Elf communities do not readily welcome outsiders who are not prepared to live by Dark Elf ways.

Most Dark Elf communities follow similar structures. There is generally a monarch, for quick decisions in wartime and judgement in rare moments of peace, and below them are any number of Houses. These Houses are not always related by blood, though they often are, but almost always share a common ideological viewpoint. Although it would be a waste of precious resources to engage in open internal warfare, these Houses are generally constantly jockeying for superiority over one another, whether in war, music, craftsmanship, or some other rubric of excellence. A leading House wields great power in a Dark Elf society, though the monarch usually has the final word. No Dark Elf is above reproach. Even a monarch who flouts too many laws and societal conventions may find themselves abruptly subject to pitiless Dark Elf judgement. Those with the greatest power should be held to the highest of standards.



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## Special Abilities

1. Resist Command
  2. Resist Spell
  3. Archery ½ cost
  4. Light Sensitivity
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# Appearance Requirements

Dark Elves must have pointed elf ears. All exposed skin may be any shade of blue or purple, or gray so long as it's not light enough to look like white or dark enough to look black at first glance. **Black makeup will absolutely not be permitted.** Skin-tight cloth, such as compression clothing, tights and gloves, may also be used to simulate skin. Since makeup can transfer to other surfaces, players, and garb, wearing fingerless gloves or other hand coverings without makeup on the fingers is also acceptable. Hair and eyebrows must be white or silver. Wigs, temporary hair color wax, or spray will work. *(NOTE: Exceptions regarding "all exposed skin" requirements may be made by local chapter staff.)*

For elf ears, most use rubber ear tips that are glued on with spirit gum, liquid latex or prosthetic adhesive. Spirit gum is probably the quickest to apply, but will leave a residue that is difficult to remove without spirit gum remover, while prosthetic adhesive and liquid latex require more patience, but will peel off of skin and ear tips easily. Both ears and adhesives can be found fairly readily online or at costume stores. Some also use ears that hook over your real ears, which are easier to both apply and remove (including unintentionally).



For the blue, purple or gray skin, there's also a variety of makeup options available, each with its benefits and detriments. Grease or cream-based makeup will blend beautifully, particularly if you're planning on doing a lot of contouring, but it will also smear easily (although it won't readily sweat off). These types of makeup will need to have a layer of setting powder applied over it (make sure it's "neutral" or colorless powder), or it will smear even more easily. This type of makeup can be applied with triangle sponges you find at any drug store. The kind of greasepaint you find everywhere around Halloween will not go on very evenly; Kryolan, Mehron, and Ben Nye make professional-quality cream makeup that will apply and hold up much better.

Water-based makeup usually comes in dry cakes, like a watercolor. It can be best applied with smooth round watercolor sponges. It doesn't feel heavy or sticky, and

getting an even coat can be easier than with grease or cream. It can also come in premixed bottles, like paint, that can be applied with sponge or airbrush. It is the easiest makeup to remove, but one downside is that it's the easiest makeup to remove, and you may need to reapply after contact with rain or sweat. It dries quickly and doesn't need setting powder, but once dry, it won't blend or smudge. Kryolan and Ben Nye also make water-based makeup, as well as Mehron and Wolfe.

Alcohol-based makeup comes in premixed bottles. It can be applied with sponges or airbrush, with the latter being a more reliable option for an even coat. It is, however, an expensive option. Alcohol-based makeup will need to be set with powder or else it will stick to itself and everything else. After it's powdered, alcohol-based makeup is probably the most durable makeup. It can be difficult to remove even when you want to, though it can be taken off reliably with rubbing alcohol. Endura makes a fairly reliable alcohol-based makeup in a variety of colors.

You can also layer different kinds of makeup for a tattooed or contoured look, and eyeshadow in a similar color also works well for defining facial features. For lip color, there are many shades of purple and somewhat fewer shades of blue, grey, and white you can find in drug stores. Many stores online sell a wide array of shades year-round. Using makeup that is intended for lips instead of the same makeup as the rest of your face can prevent your lips from chapping, as well as define your facial features so people can discern your disapproving microexpressions.

No matter what kind of makeup you choose, some of it will get on your garb, and it helps if the layers that come into contact with your skin the most are a similar color to the color that will be rubbing off of your skin. Of the aforementioned options, grease/cream is the hardest to get out of clothing, water is the easiest and alcohol will transfer the least.

For hair, you can bleach and tone your hair white or silver (or if your hair is already white or silver, you're good to go), but wigs will also work. Keep in mind when selecting a wig that you will be running, fighting and/or hiding with this wig on. You can also use a temporary hair color wax or a colored hair spray. If you happen to have an airbrush and short hair, you can also spray water- or alcohol-based white or silver onto your hair that way. Eyebrows should also be white or silver, and any of the aforementioned makeup types can be used, as well as eyeshadow, white eyeliner or white mascara.

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## Roleplaying a Dark Elf

To a Dark Elf, personal integrity is paramount. Honor and morality may not look like what other cultures expect them to, but each Dark Elf should have a personal code of honor that they adhere to. This is generally appropriate to their local Dark Elf culture packet. It's very helpful to work out this code of honor ahead of time, so that you can make snap decisions based on your character's beliefs. A Dark Elf may lie, but if they give their word on something, it is generally understood that they will uphold that oath. Dark Elves generally have a great respect for local laws and authorities, so long as they judge the laws and authorities worthy of that respect. Dark Elves tend to hold others to their own high standards of conduct, and may have difficulty relating to more "carefree" surface people. A Dark Elf traveling outside of their homeland may find the range of less strict societies academically fascinating, or even charming, but there are many Dark Elves who cannot or will not understand those who do not hold to some kind of iron code of honor.

Dark Elves tend to be very goal-oriented, and can seem ruthless or even merciless when it comes to accomplishing their goals. Although Dark Elves do not generally have a death wish, most Dark Elves do not fear death, and will gladly face the possibility of their own deaths in order to accomplish their goals. Dark Elves may even lie, cheat, or break the law in order to further their agendas, though if they violate their own code of honor, a good Dark Elf will generally accept a just punishment for their crimes... Once the job is done.

Dark Elves can come off as "kind of intense" to other species, given the rigidity of their standards, and can even seem cold or standoffish. There's nothing wrong with a Dark Elf having a sense of humor, but the things they find funny may be morbid or harsh to outsiders. Furthermore, while Dark Elves of course have feelings, overindulgence in emotional expression is usually looked down upon as excessive, and embarrassing. There's nothing wrong with laughing, or crying, as the situation demands it, but emotional breakdowns tend not to be looked on favorably. While most Dark Elves understand that not all species are held to the same standards of conduct, Dark Elves who are surrounded by frequent outbursts may find themselves uncomfortable.

Dark Elves age normally up to adulthood, around 25, and then either slow or stop aging altogether. It can be difficult to tell whether a particular Dark Elf is 30 or 300. For players, it can be difficult to justify a starting character being much over the age of 100, since they won't have much in the way of skills at that point. If you wish to play a much older Dark Elf, keep in mind that, even if you don't tell anyone, it's advisable to have an explanation for your lack of experience thus far, and also make sure that your age makes sense within the local culture packets provided by your chapter's plot team.