

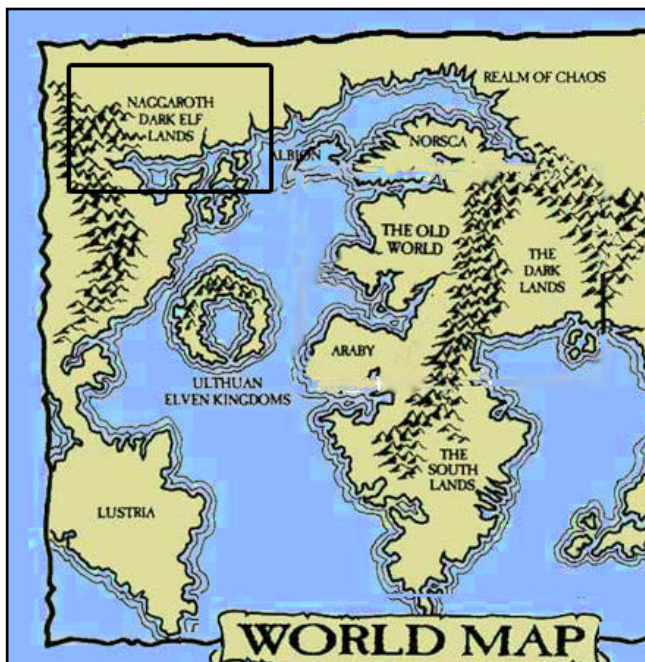
Dark Elves of Naggaroth

This document is a compilation of various Dark Elven literature that is relevant or specific to WFRP. Many sources were used to create this document, which has been made on behalf of

[Moracai](#) (Mikko Savolainen) from the Black Industries Forums following a post regarding witch elves and dark elf assassins for use in WFRP campaigns.

~ The Druchii ~

The Dark Elves, or Druchii as they call themselves, dwell in the realm of Naggaroth, the Land of Chill, far in the northern part of the New World. From their six menacing fortified cities, they march forth to enslave the free peoples of the Old World. Sacrifices of blood are made in the name of Malekith the Witch King, and the bodies of slain victims litter the battlefields of their armies. Expelled millennia ago from the Elven Kingdoms following a bloody civil war with their High Elf kin in Ulthuan, they are now mainly found in the north of the New World where they live in the dark forests that border the collapsed, chaotic gateways.



The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. The surrounding landscape is bleak and unwelcoming: bare rock and poisoned streams, with dark forbidding pine forests to the south. Of their six cities the largest is Naggarond, the Tower of Cold, where the greatest and most evil of all the Dark Elves, Malekith the Witch King of Naggarond, holds court. Few mortals have ever seen this sinister sorcerer, and his body is said to have changed beyond recognition over the untold centuries of his unnaturally long life. His original Elf form has been corrupted and altered by the magic of Chaos for which it forms a mortal vessel.

The origin of the Dark Elves lies with Malekith who, destined to be the second Phoenix King of the High Elves, was passed over when his secret experiments with dark magic became known throughout the eleven courts. Malekith, however, vowed revenge and soon rose to a position of power and, through evil manipulations, claimed the throne for himself. However, at his moment of victory, he was forced to take the test of the flame of Asuryan. The flame would not suffer his polluted body to pass through it and Malekith then fled to his secret stronghold in the north of Ulthuan.

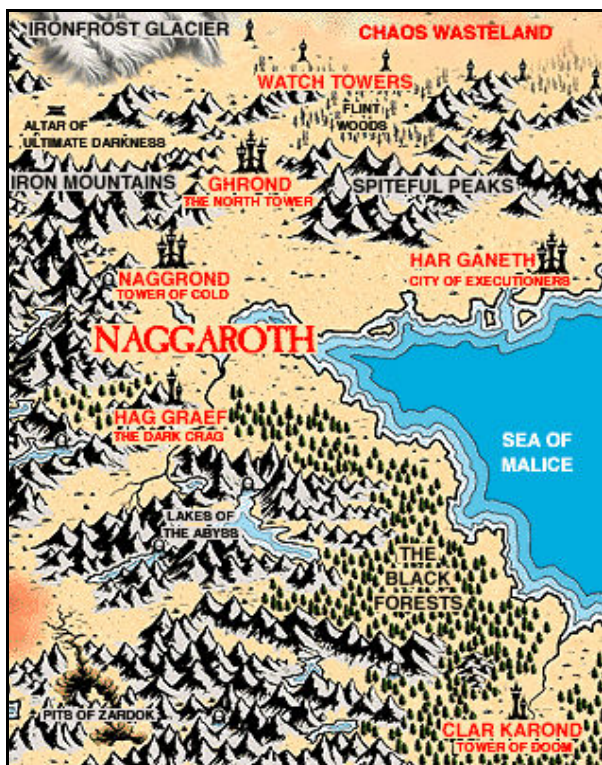
A great civil war broke out on Ulthuan, the followers of Malekith against the followers of Caledor, the new Phoenix King. Despite many victories, the truth of Malekith's treachery eventually came out and much of his army deserted him. In a final battle Caledor defeated the Witch King, sending him and his armies fleeing to the marshes of Maledor. In a final gamble Malekith gathered his sorcerers in an attempt to call upon the Chaos gods for help, intending to undo the spells that bound the Realm of Chaos to the Northern Wastes. However, something went horribly wrong and the land of Ulthuan was wracked by earthquakes, tidal waves and grand disasters. Tens of thousands of elves perished, drowned by waves, buried by earthquakes, and struck by magical lightning.

The power of the Witch King was weakened but not broken. In the last hours as the seas rushed in to devour his realm, he and his followers cast dark spells. The palaces of the sorcerers broke free of the land forming huge floating palaces on which they escaped. These were known as the Black Arks of Naggaroth. The cataclysm left the High Elves too weak to pursue their evil kin, who made landfall in the bleak north of the New World. The Dark Elves named their new land Naggaroth, the land of chill.

With their High Elven knowledge of magic and the art of war, the Druchii easily conquered the land known as the New World. The human savages who inhabited those lands were enslaved and forced to help the Druchii construct their cities. Six were constructed in all over the following first few centuries of the Druchii's exile. The cities of Naggaroth are: Ghrond the North Tower, Clar Karond the Tower of Doom, Hag Graef the Dark Crag, Har Ganeth the City of Executioners, Karond Kar, the Tower of Despair, and Naggarond,

the Tower of Cold, where Malekith the Witch King of Naggarond holds court.

As one would expect from a society derived from treachery and murder, Dark Elf society is harsh and brutal. Most Druchii worship both Khaine, The Lord of Murder, and the Chaos God Slannesh. From an early age Dark Elf children are taught that upon their death they will join Khaine in his kingdom and that His way is the way of all things; all blood belongs to the Lord of Murder and the more blood is spilt the greater their rewards will be when they die and their souls depart for the kingdom of Khaine. In this truth, many thousands of captives are ritually sacrificed upon alters as offerings to Khaine, the Bloody-Handed God.



Unlike their High Elf counterparts, the Dark Elves often mobilise raiding parties bent on slavery and conquest, and bands of Dark Elves are occasionally found throughout the Old World. In particular, the Dark Elven Corsairs are skilled warriors who revel in blood soaked combats that sporadically sack port towns, coastal villages and merchant vessels. The Dark Elves have major source of income is derived from such plunder. Dark Elves often raid other lands, including Ulthuan, the home of their enemies and ancestors the High Elves, where they take food, money and slaves.

The most savage sect of Khaine worshippers are known as the Brides of Khaine, more commonly called Witch Elves. A Witch Elf (Maibd) is considered a wife of Khaine, and are well known for their love of battle and are extremely zealous in proving their worth to Khaine.

~ Dark Elf Characters ~

At a time when the Elven race was young, a faction of the High Elves became disenchanted with their lot and may were seduced into the Gods of Chaos. In doing so, they lost all of the charm and wisdom natural to their kind, becoming bitter, twisted and hateful. Dark Elves resemble High Elves closely, though their complexion may be slightly paler and without the regal glow of the Asur. Dark Elves which frequent the Old World will often take on the guise of their less malevolent kindreds the High, Sea or Wood Elves, and will seldom reveal their true nature until the time is right. They delight in inflicting physical and emotional pain on innocents, and take great pride in criminal activities and anarchic behaviour.

Dark Elves have the same Characteristics as the other elvenkind.

A Dark Elf living in the Old World has the following skills and talents:

Skills: Common Knowledge (Elves), Speak Language (Eltharin), Speak Language (Reikspiel)

Talents: Cool Headed or Warrior Born, Excellent Vision, Night Vision, Rancour of the Druchii

Dark Elven characters do not roll on the Elven Career Chart to determine their first career. Those using the Liber Fanatica Backgrounds would roll as usual. Dark Elven careers are more diverse, with Druchii Smugglers, Pit Fighters and Khainite Initiates being just a few examples.

New Talents

Rancour of the Druchii

The Dark Elves harbour a deep resentment and hatred for their High Elf kin. When in combat with High Elves their hatred spills forth into an unrelenting rage and a +10% bonus to Strength is gained.

Sea Dragon Preparation

The Dark Elf Corsairs invariably wear a long coat derived from the skin of a Sea Dragon (OWB 93). Sea Dragon Cloaks must be continually treated with a protective slime or they fall to dust. Characters with this Talent know the correct method to prepare this slime, though the ingredients are hard to come by in the majority of the Old World (very rare) and often expensive. Dark elves living incognito amongst Old Worlders almost always prepare the protective coating and leave their cloak immersed in the slime inside a sealed barrel to prevent its decay.

Cry of War

The Kyrnaa learn the secret names of Khaine, and by screeching one of these blasphemous words at their enemy, the Kyrnaa can freeze enemies with horror. The Kyrnaa must make

either a Charge Attack or a Surprise Attack when utilising this talent. The character gains the Frightening Talent for that round and therefore causes Fear.

Dance of Doom

The Kryrnaa learns to weave his movements in an uneven pattern and can use aids such as cloaks as effective cover to shield his actual positions, making him harder to hit. The character gains a Free Dodge Action per round and can therefore dodge twice per round with the Dodge Skill. Only one Dodge attempt can be made to counter each attack however. Additionally, if the character is aware of incoming missiles he always counts as Running when calculating chances to hit (i.e. - 20% BS).

Hand of Khaine

By weaving a mesmerizing, complex pattern in the air, the Kryrnaa distracts his victim, leaving him open for an attack. The target makes a Challenging (-10) Willpower test, and should he fail he loses one half action that round. A single target can be affected by only one Hand of Khaine at a time, and once a successful WP test is made the Hand of Khaine will no longer affect the target for the duration of the combat. So skilled are the Kryrnaa that the use of the Hand of Khaine is a Free Action.



Touch of Death

The adepts of Bloody-Handed Khaine are masters of martial arts and quickly learn to strike specific points of the humanoid body in order to kill their targets instantly, even with their bare hands. A Kryrnaa with the Touch of Death gains a +3 damage bonus when fighting unarmed. These bonuses are cumulative with Street Fighting so that +10%WS and +4 damage are made with unarmed attacks (i.e. Damage SB). Additionally, an unarmed attack with Touch of Death does not double armour penalties.

~ Dark Elf Careers ~

4 basic careers and 4 advanced Dark Elf specific Careers are given below. Additionally, information that may be useful for playing PC or NPC dark elf characters, such as details of Khaine, the Lord or War and Murder, the Gods of Chaos, or the viscous Cold One lizard mounts can be found at <http://www.geocities.com/leonpoi19/wfrp.html>

Sources:

- Critical Hit Website - www.criticalhit.co.uk
- Original Khaine Careers by Matti Kekki
- Adaptation and other information by Mikko Savolainen
- Kryrnaa Initiate and Adept images copyright 1999-2006 Claudio Pozas



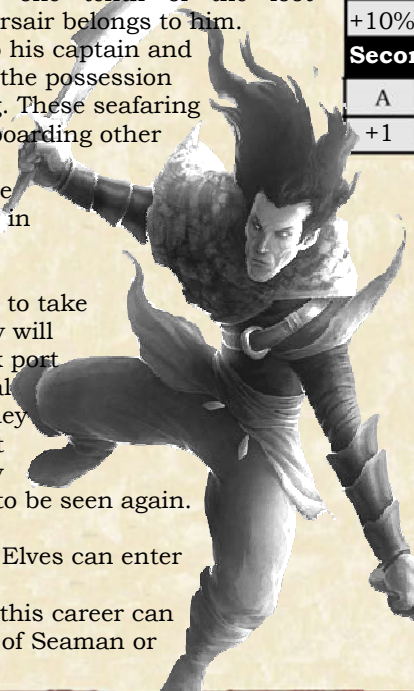
Description

To be a Corsair is a great honour amongst the Druchii, and it is a chance to win riches and fame and capture slaves during their raids, for one tenth of the loot captured by a Corsair belongs to him.

Four tenths go to his captain and the remainder is the possession of the Witch King. These seafaring reavers excel at boarding other vessels, making them amongst the deadliest fighters in close combat.

While they prefer to take ships at sea, they will occasionally sack port towns and coastal villages. Those they don't kill outright are dragged away in chains, never to be seen again.

Note: Only Dark Elves can enter this career.
During creation, this career can be taken instead of Seaman or Marine.



— Corsair —

— Corsair Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	-	+10%	-	+5%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Dodge Blow, Intimidate, Outdoor Survival, Perception, Row, Sail, Scale Sheer Surface, Specialist Weapon (Crossbow), Swim, Torture

Talents: Lightning Reflexes or Strike to Stun, Sea Dragon Preparation, Strike to Injure or Swashbuckler

Trappings: Two Hand Weapons, Repeater Crossbow with 20 bolts or Sea Dragon Cloak, Full Leather Armour, Helmet

Career Entries: Bounty Hunter, Marine, Mercenary, Seaman, Smuggler

Career Exists: Interrogator, Mate, Navigator, Outlaw, Smuggler, Sergeant

Description

Ahead of the armies of Druchii ride the heralds of Naggaroth, the dreaded Dark Riders who serve as eyes and ears from the Druchii. They are masters of sudden attacks and daring raids, scouring the land in search of the foe, laying ambushes for their supply trains and attacking with deadly speed against their reinforcements.

Dark Riders are experts in the use of repeater crossbows, long cavalry spears and wickedly curved swords.

They ride fierce dark steeds taken from the stables of Ellyrion, reared and brought to heel by the Beastmasters.

Note: Only Dark Elves can enter this career.
During creation, this career can be taken instead of Squire.



— Dark Riders —

— Dark Rider Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Dodge Blow, Follow Trail, Outdoor Survival, Perception

Talents: Strike Mighty Blow, Specialist Weapon (Cavalry and Crossbow), Trick Riding

Trappings: Demilance, Medium Armour (Mail Shirt, Mail Coif, Leather Jack, Helmet), Repeater Crossbow with 20 bolts, Horse with Saddle and Harness

Career Entries: Noble, Soldier, Squire

Career Exists: Highwayman, Knight, Outlaw, Sergeant, Scout, Veteran

Description — Kryrnaa Initiate —

Those male children of the Druchii who survive the ordeals of the Death Night after being thrown into the cauldron of boiling blood become the property of the Kryrnaa brotherhood.

The children are bred and raised to the tenets of Bloody-Handed Khaine, pitted against each other in death-matches and similar tests of cunning and ruthlessness to weed out the weak. Those who survive their ordeals, move on to become apprentices to the higher-ranking assassins in the brotherhood.

Note: Only Male Dark Elves can enter this career. During creation, this career can be taken instead of Initiate (or Kithband Warrior).



— Kryrnaa Initiate Advance Scheme —

Main Profile

VS	BS	S	T	Ag	Int	WP	Fel
+15%	-	-	+10%	+10%	-	+10%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (Religion), Concealment, Dodge Blow, Intimidate

Talents: Disarm or Wrestling, Lightning Reflexes or Very Strong, Quick Draw or Strike to Injure, Specialist Weapon (Parrying and Throwing), Strike Mighty Blow, Very Strong or Strong-Minded

Trappings: Hand Weapon and Dagger, Buckler or Main Gauche, 4 Throwing Knives, Leather Jack

Career Entries: Initiate, Zealot

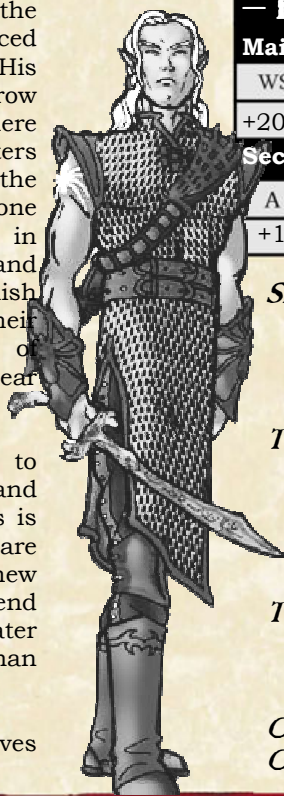
Career Exists: Kryrnaa Adept, Spy

Description — Kryrnaa Adept —

All Kryrnaa follow one of the aspects of the Thousand-Faced god of murder, and under His patronage their powers grow unrivalled among mere mortals. They become masters of martial arts and learn the power of poisons. They are one of the most powerful tools in the armory of Naggaroth, and those lords who are foolish enough to question their loyalty to the throne of Naggarond tend to disappear quickly.

Each assassin strives to become more like their god and the rivalry among assassins is fierce and all of them are constantly developing new killing techniques. The legend has it there are no greater warriors among elvenkind than the Adepts of Khaine.

Note: Only Male Dark Elves can enter this career.



— Kryrnaa Adept Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	-	+15%	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Concealment, Disguise, Dodge Blow, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Signs (Thief), Shadowing, Silent move

Talents: Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Mighty Shot or Strike to Stun, Specialist Weapon (any two), Street Fighting or Rapid Reload, Strike to Injure, Very Resilient or Very Strong

Trappings: 2 Different Weapons of Best Craftsmanship, Grappling Hook, 10 yds of Rope, Dose of Poison (any)

Career Entries: Kryrnaa Initiate

Career Exists: Kryrnaa Assassin, Spy, Veteran

Description – Maibd Initiate –

The religion of Bloody-Handed Khaine is deeply entrenched in the Druchii being, and there are many young Druchii women who aspire to become one of the Brides of Khaine, devoting their lives to the Lord of Murder.

It takes great dedication and training to become a priestess. They undergo a series of gruesome initiations into the cult, harsh instruction under strict and sadistic teachers, and until they are deemed ready they are not allowed to preach or conduct services.

Their training includes literacy and calligraphy, the study of scriptures and the arts of torture, sermons and poison. They also learn the basics of weapon use so they are ready when the temple takes to the field of battle.

Note: Only Female Dark Elves can enter this career. During creation, this career can be taken instead of Initiate (or Kithband Warrior).



– Maibd Initiate Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	-	+5%	+10%	+5%	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Charm, Heal, Performer (Dancer or Singer or Musician), Prepare Poison, Read/Write, Speak Language (Eltharin), Torture

Talents: Lightning Reflexes or Warrior Born

Trappings: Religious Symbol, Plain Robes, Two Hand Weapons

Career Entries: Initiate, Zealot

Career Exists: Barber-Surgeon, Bride of Khaine, Demagogue, Priest (Cleric), Scribe, Zealot

Description – Bride of Khaine –

Of all the legends and myths about the Dark Elves, the tales of the Witch Elves are probably some of the most well known; they are also known as the Brides of Khaine or Khaine's Handmaidens. Of all the Druchii, the Maibd are probably most beautiful and certainly most insane. The Brides of Khaine form the bulk of the temples, acting both as the junior clergy and the temple's fighting force in times of battle. To them the way of Khaela Mensha Khaine is the only way and before a battle they drink blood laced with poisonous herbs which sends them into a crazed bloodlust.

Note: Only Female Dark Elves can enter this career. You must have at least one Insanity to enter this Career.



– Bride of Khaine Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+5%	+10%	+15%	+10%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (any two), Charm, Dodge Blow, Heal, Intimidate, Performer (Dancer or Singer or Musician), Prepare Poison, Read/Write, Speak Language (Eltharin), Torture, Trade (Apothecary or Herbalist)

Talents: Ambidextrous, Fearless or Frenzy, Lightning Reflexes or Menacing, Specialist Weapon (Parrying), Strike Mighty Blow or Strike to Injure, Swashbuckler or Warrior Born

Trappings: Religious Symbol, Fleshhooks, Spirit Bells, Light Armour (leather jack), Pair of Dark Elf Vambraces (Plate Bracers)

Career Entries: Maibd Initiate

Career Exists: Captain, Courtier, Priest (Cleric), Veteran

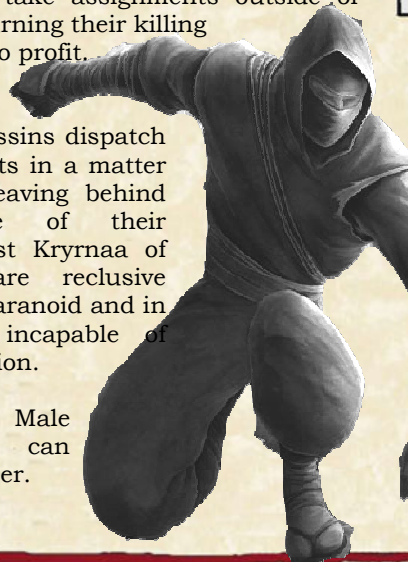
Description – Kryrnaa Assassin –

Those who excel in the art of murder become full Kryrnaa. Few mortals ever gain the proficiency in the killing arts at the level of a fully trained Kryrnaa assassin.

Their services are much sought after by the lords of Naggaroth, and although technically a part of the Temple of Khaine, few assassins do take assignments outside of the Temple, turning their killing proficiency into profit.

The best assassins dispatch their opponents in a matter of seconds, leaving behind no evidence of their presence. Most Kryrnaa of this level are reclusive loners, fully paranoid and in some cases incapable of social interaction.

Note: Only Male Dark Elves can enter this career.



– Kryrnaa Assassin Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+10%	+15%	+30%	+10%	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Concealment, Disguise, Dodge Blow, Gossip, Intimidate, Perception, Prepare Poison, Scale Sheer Surface, Secret Language (Battle Tongue), Secret Signs (Kryrnaa), Shadowing, Silent move

Talents: Ambidextrous, Cry of War or Dance of Doom or Hand of Khaine or Touch of Death, Lightning Parry, Lightning Reflexes, Specialist Weapon (any two), Street Fighting or Sharpshooter, Streetwise

Trappings: 4 Different Weapons of Best Craftsmanship, Dose of Poison (any four), Disguise Kit

Career Entries: Kryrnaa Adept

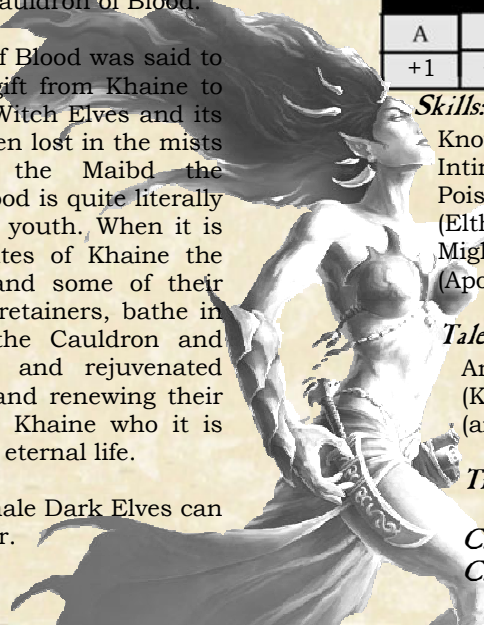
Career Exists: Assassin, Champion

Description – Hag of Khaine –

The most ancient Witch Elves are the High Priestesses of Khaine, called Hag Queens. There are six Hag Queens in Naggaroth, one for each temple of Khaine, and each one is millennia old (the oldest being Hellebron the Hag Queen of Ghrond and the first Witch Elf thanks to the Cauldron of Blood).

The Cauldron of Blood was said to be a wedding gift from Khaine to his brides the Witch Elves and its origins have been lost in the mists of time. To the Maibd the Cauldron of Blood is quite literally the fountain of youth. When it is time for the rites of Khaine the Hag Queens, and some of their most favoured retainers, bathe in the blood of the Cauldron and become young and rejuvenated again, sealing and renewing their dark pact with Khaine who it is said gives them eternal life.

Note: Only Female Dark Elves can enter this career.



– Hag of Khaine Advance Scheme –

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+15%	+20%	+15%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+1	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (any three), Charm, Dodge Blow, Intimidate, Magic Sense, Perception, Prepare Poison, Read/Write, Speak Language (Eltharin), Speak Language (Magic), Strike Mighty Blow or Strike to Injure, Torture, Trade (Apothecary or Herbalist)

Talents: Aethyric Attunement or Meditation, Armoured Caster or Fast Hands, Divine Lore (Khaine), Fearless or Frenzy, Lesser Magic (any two), Petty Magic (Divine)

Trappings: Religious symbol, Noble's Garb

Career Entries: Bride of Khaine

Career Exists: Anointed Priest (Consecrated Cleric), Scholar, Witch Hunter