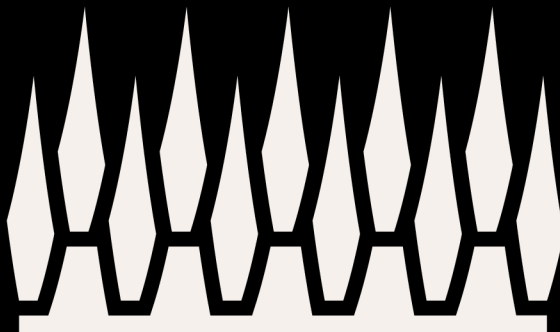


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# MONSTERS: WYRD ELVES



Designed for use with  
**ShadowDark RPG**



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# WYRD ELVES



*A wild and unpredictable band of Wyrld Elves who dwell in the deep forests, preying on travelers, hunting intruders, and enacting strange, cruel rites. They follow the old ways, speaking to trees and feeding the roots with blood.*

## The Wyrld Wraith

*The most cruel and devious of the Thornborn. The Wraith is all flesh and blood, relying on foul Fey magic and deceptions to lord over his wicked dark forest haunts.*

**AC** 15 **HP** 22 **ATK** Thorned Whip (+2, 1d6+2) 10ft reach, or Bloodthorn Dagger +2 (1d8+2)  
**S** +2, **D** +2, **C** 0, **I** +2, **W** +1, **Ch** -2  
**MV** Near **LV** 4

**Shadowmeld:** Can vanish into foliage or dim light (DC 13 WIS to detect).

**Blight Hex:** Once per day, can curse a foe within 30 ft (DC 13 CON or take 2d6 damage).

**Forest Walk:** Moves through natural terrain without penalty, cannot be tracked.

## Thornborn Wyrldlings

*Thin, wiry dark elves of the Fey with thorny skin.*

**AC** 14 **HP** 11 **ATK** Ranged, Barbed Javelin +1 (1d6+1), or Melee Khopesh Sword (1d8+1)  
**S** 0, **D** +1, **C** 0, **I** +1, **W** +1, **Ch** -2  
**MV** Near **LV** 2

**Wyrldwood Bows:** Their arrows (1d6+1) cause a deep, painful wound (-1 to attack rolls for 1 hour unless treated).

**Elven Trickery:** Can mimic natural sounds or voices with a DC 12 INT check.

# WYROLING MAGICKS

## 1. Bloodthorn Whip

*A wicked whip laced with enchanted thorns that drink the lifeblood of its victims.*

Damage 1d6+2 (10ft reach)

**Special:** On a hit, the target must make a DC 12 CON save or suffer 1d4 ongoing bleeding damage per round until they receive magical healing or the wounds is staunches.

**Curse:** The wielder must feed the whip fresh blood (1 HP) each dawn, or its damage drops to 1d4 until it is fed again.

## 2. Wyrdroot Talisman

*A crude wooden charm carved with runes and bound in dried sinew, pulsing faintly with eerie energy.*

**Effect:** The wearer gains advantage on Stealth checks in natural environments and can cast Pass Without Trace once per long rest.

**Drawback:** The talisman absorbs the wearer's warmth, causing them to suffer disadvantage on CON saves against cold.

## 3. Thorncrown of the Hollow King

*A twisted circlet of blackened roots that binds its wearer to the will of the dark forest.*

**Effect:** Grants +1 to AC and allows the wearer to command beasts (as Speak with Animals at will).

**Power:** Once per day, the wearer can force a nearby plant or tree (within 30ft) to lash out and restrain a creature (DC 14 STR save to escape).

**Curse:** The crown slowly warps the wearer's mind; after each full moon, they must pass a DC 12 WIS save or slip into more feral and unpredictable behavior.

## 4. Emberseed Beads

*Small, dark wooden beads that warm to the touch when held.*

- When snapped between the fingers, the bead ignites a small, smokeless flame for 10 minutes, enough to light a torch, candle, or dry tinder.
- If swallowed, the bead grants resistance to cold for one hour but causes mild dehydration.
- Used beads crumble to ash.