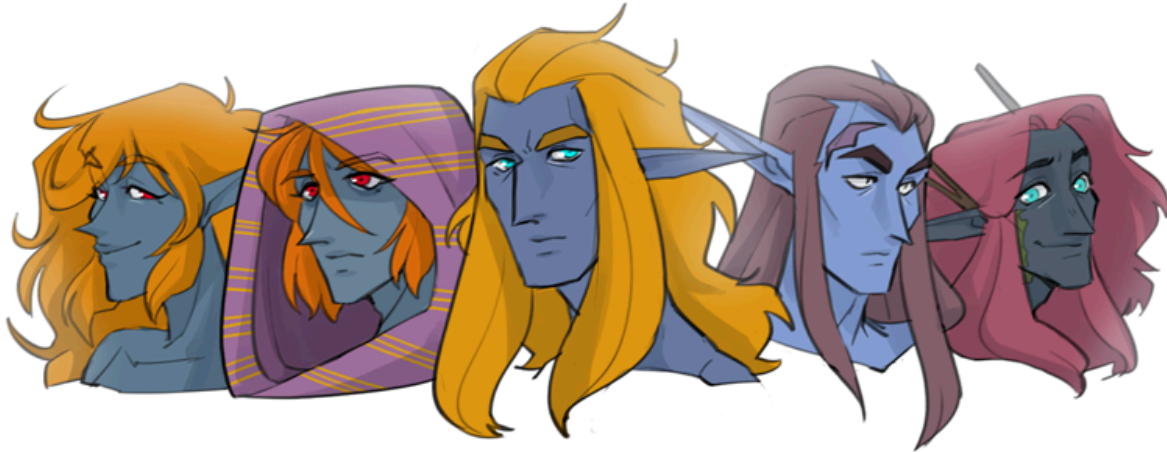


Dusk Elves

Racial Information



Editor's Note: As this pertains directly to CoS, it may contain spoilers. I will attempt to mark anything that **COULD** be potentially spoilery. The text will be colored white, so to reveal the spoiler, simply highlight it. :)

An ancient race cursed with tragedy, dusk elves primarily hail from Twilight Woods – an ever-growing forest bathed in constant sunset. Long ago their kings forged a pact with the Queen of the Unseelie Court for protection from their wrathful goddess, She of Whispers.

Unfortunately, one can never fully hide from the gods. Tragedy almost always seems to follow the dusk elves no matter where they hide, and fearing a reprisal from She no gods will take their souls. Their long lives are marked by bleakness, and death brings them no comfort – their spirits simply linger around their place of death until they lose the will to carry on and then they simply cease to exist.

But in spite of the tragedy that follows them, they push onwards, finding resolve and hope in those around them. They grow strongly attached to people, places, even entire family lines – devoting their lives to them and gaining a sense of purpose and fulfillment in spite of their general malaise.

Palidoozy's Note: In my campaign, She of Whispers is used as a replacement for the Raven Queen. They share similar themes and lore, and can probably be used interchangeably. The only reason I personally rethemed her is because (possible CoS spoilers)

I'll be referring to her as She

of Whispers throughout this document, but you can just replace her with the Raven Queen if you'd like.

Like a Sunset

Once cloaked in the drab grays and whites of the Shadowfell, their time spent in the fey-infused Twilight Woods has caused a shift in their appearance. Dusk elves traditionally have blue and purple skin tones, occasionally shifting towards green. Their hair tends to take on the colors of a sunset, leaning heavily towards yellows, reds, and oranges. Their eyes can vary strongly, but tend strongest towards red and orange. Blue is possible, but rare, and generally only found among either the first generation or those close in relation to the kings.

In comparison to other elves, dusk elves appear stoic and broader. They stand at the same height as other elves, ranging from well under 5 feet to just over 6 feet, but are generally closer in weight to their human brethern.

Appearances in dusk elves vary subtly between generations. Those closer to the 0th generation of dusk elves (i.e. those who were shadar-kai directly transformed, such as the kings) appear much closer to traditional elves, with thinner, more slender frames. Their hair tends to be fuller and brighter. Conversely, those further in their bloodline away from earlier generations of dusk elves tend to have thinner, duller hair. This has led to a societal bias among many dusk elves – those with brighter colors and full sets of hair are of stronger, purer blood; while those with duller appearances have diluted, weak blood. In reality, physical appearance has no effect on the strength or character of a dusk elf, but these biases persist in spite of the truth.

Misery Eternal

Due to their rejection of their god, dusk elves have a strange relationship with death. Dusk elves are not just long lived – they cannot die of old age. While shadar-kai's spirits return back to She, the dusk elves purposely severed this connection, rendering their souls essentially trapped on the material plane.

Unfortunately, this led to several unintended results. Most notable is the fact that dusk elven souls will always linger on the material plane after they die – either in the form of harmless spirits, ghosts, or even banshees. They linger where they died or around their murderers until they lose the will to continue on, at which point they simply fade and cease to exist. Spells such as *true resurrection* will not even restore a dusk elf to life at this point – only powerful spells such as *wish* can do so.

Rarely, a large collection of dusk elven spirits can form into a powerful wraith or a screaming choir. These are usually formed in the case of large scale death or suffering. Some individuals

have figured out how to utilize such gatherings for their own benefit, either to power profane magical items or special actions to harm others.

Palidoozy's Note (Possible CoS Spoilers):

Older dusk elves are also often noted as being out of touch, even relative to other elves. Though their bodies and spirits may be eternal, their minds and consciousness are not. The first generation of dusk elves are riddled with madness, ranging to everything from an inability to communicate properly to a complete and utter disregard for all life. Such a decay of the mind and the inability for the older generation to die off lead to the slow decline and eventual collapse of their society.

Palidoozy's Note: When creating your own dusk elf NPCs, you can roll random flaws from the indefinite madness table, or you can create your own. Here is an example of some of the flaws from my campaign's own old-ass dusk elves:

"Lucky" - communicates almost entirely in gibberish, sounding barely legible even to other dusk elves. Think Boomhauer from King of the Hill. Furthermore, in spite of being one of the oldest still-living dusk elves, he is plagued by a lack of ambition. He's old as hell but literally nobody can name anything he's ever accomplished. He just kind of eats, sleeps, and vibes. (Possible CoS Spoilers)

Serafim - One of the kings, extremely flawed. He developed callous beliefs towards his people, treating them more like a designer breed of pets rather than a society. He once loved the Twilight Woods and the people in it, but has since grown violent, bitter, and furious, viewing it nothing more than his personal playplace. Any threats – perceived or actual – to his standing were swiftly and violently dealt with, with the king often brutally executing the culprits for the sole purpose of making an example.

Cycle of Violence

The dusk elves fled from the Shadowfell to escape the unending and pervasive dread. Cursed by their goddess for their betrayal, violence and suffering has followed them. She of Whispers tips the scale against them when She can.

But She only needs to interfere every now and again, for the dusk elves are good enough at finding tragedy on their own. As the kings became steadily more paranoid the older they got, they warped their society into a brutal caste system of which wide-scale violence was the only escape. Once their kingdom fell, groups of dusk elves spread and formed their own micro

societies with their own shares of tragedies. Dusk elven society often finds itself trapped in a pitiful cycle of violence – one party commits violence against another and in turn finds violence committed against them, only to continue the cycle with yet another violent act.

(Possible CoS Spoilers)

Palidoozy's Note (Possible CoS Spoilers):

Devoted and Driven

Finding little joy in their own lives, dusk elves tend to offload their meaning and purpose through the lives of another. They are often driven to take up causes and support people passionately and devotedly. A dusk elf might let their own life languish until taking an oath to protect the poor of a small town, at which point they will invest their whole being into the matter. A dusk elf may devote themselves to an entire family line of a shorter-lived race, remaining as their steadfast servant from generation to generation. Taking up these causes often encourages a dusk elf to adventure into the world beyond – whether it's to support their pet project or to protect one they love.

Dusk Elf Names

Dusk elven names were once simply based upon a given name and their caste name. Since the dissolution of their society (and by proxy, the caste system), most dusk elves simply opt to not take a last name. Dusk elves who devote themselves to families of other races may take their last names to honor them.

Male Name Examples: Draza, Strahil, Velimir, Vojtik, Milic, Kasimir, Rahadin, Kjosev, Serafim, Stani, Javor, Zlatek, Bozan, Miros, Perun, Aril, Vamir, Zitomir, Prodan

Female Name Examples: Patrina, Mirashka, Mishka, Ruzica, Veruska, Vamira, Zora, Radmila, Kalina, Vanya, Zlatinka, Mladena, Bojana, Mila, Lida

Palidoozy's Note: I use the [following](#) slavic name generator for their names. While I'm not going to get too deep into the caste system in this document, below is a reference of the castes if you wish to create an older style dusk elf NPC. Their caste names are simply their last names – Kasimir's birth name would be Kasimir Ziyashnal, for instance. Rahadin's was Rahadin Krest. Usually a dusk elf born into their caste remained there for life.

*Karim - King. Reserved solely for the three dusk elven kings (Serafim, Stani, and Javor Karim)
Palnir - Royalty. Reserved for the family of the kings, or for 0th generation dusk elves and their direct kin (Kjosev Palnir).*

Ziyashnal - Nobility/Mages (Patrina and Kasimir Ziyashnal).

Volin - Warriors/Soldiers

Torgovesh - Merchants/Artisans

Krest - Commoners (Rahadin Krest)

Bol'yok - Pariahs, criminals, and the exiled (Rahadin Bol'yok).

Dusk Elf Traits

Palidoozy's Note: The dusk elves I use in my campaign currently use the shadar-kai traits. If you do not have access to these, consider the following instead:

As a dusk elf, you have the following racial traits.

Ability Score Increase. If you are not using the custom origin rules provided in TCoE, your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. Gods will not take your soul. Dusk elves reach physical maturity at about the same age as humans, but they do not die from old age and cannot suffer effects from magical aging.

Palidoozy's Note: I originally made dusk elves immortal to grapple with changes I made to the CoS timeline, but kept it because it worked thematically well for the tragic race. If your players are filthy min-maxers, consider simply giving them a standard elven lifespan of 750 years. Conversely, introduce the following mechanic:

While some may take immortality for a blessing, the decay of your society has proven it to be anything but. Every 750 years you remain alive, gain a new character flaw from the Indefinite Madness table (or provided by your DM). Greater restoration will not remove this flaw – it can only be removed by means of a *wish* spell.

If you want more ideas for how to play elder dusk elves, see the section written “Misery Eternal” above.

Creature Type. You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Hide in Twilight. As a bonus action, provided you are not in bright light, you can magically become invisible. Anything you are wearing or carrying is invisible as long as it is on your person. This effect lasts until the end of your next turn, or until you attack, cast a spell, or move into bright light. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Necrotic Resistance. You have resistance to necrotic damage.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Palidoozy's Note: Monsters of the Multiverse definitely suggests that all elves will be gaining additional functionality from their Trance trait. Dusk elves will never gain these additional

traits. As their souls do not depart to the outer planes, they never join the shared elven memory, nor do they draw from it.

Languages. If you are not using custom origin rules provided in TCoE, you can speak, read, and write Common and Elvish. While your Elvish can be understood by those who speak it, it sounds ancient and archaic in comparison due to years of isolation.