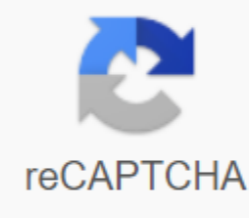




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## Dark elf names of power

Uploaded on October 1, 2018 Updated March 1, 2020 If you liked this item, please rate it on the Steam Workshop page. Hey! For any queries/questions: contact me! Description this mod is part of my compilation (all together make a small tweaked vanilla experience and keep all the vanilla aspect useful!) it's a pretty simple mod changing the dilemma of the distribution of names of powers in a meaningful way: see the details and MOD'S IMAGE - this mod allows players not to be frustrated by a bad dilemma compared to the fact what they expect to get to the X or Y total It allows you to mix some dilemmas and get some interesting mixes (but don't op them! check out the details and screen): - for example, you can get 2 skills to upgrade heavily shades with the same character (they're both revered names) - but you can get a revered corsair bonus and an aristocratic corsairs bonus that will make an interesting selection of IMPORTANT NOTE: Details -----1-Whats ?----- this - mod changes 3 power skills titles: - 3 skills ALL still dilemma ! and still need level 10 ! - They now have 3 skill levels, each giving the name power in general - the dilemma given depends on where you hold the skills point (CHECK MOD'S IMAGE SEE EVERYTHING) - there are a total of 6 dilemmas (No 12 titles) on the names of the classes of authority, which means that the default game has 36 delf titles - and AI use them too! -----2- global view----- - it affects any characters named power system ! (aka Master Agents, Lords and Blark Admirals) - NAMES FROM POWERS EFFECTS NOT TOUCHED, I just re-organized the dilemma ! Full information is in the tab made on the screen (I'm 2nd screen) fashion, including: - dilemma names (helping to link the dilemma with its default fixed choice) - name dilemmas (stressed orange) - power effects names (default vanilla statistics) - colors help show what type of skill it is, or then, What/how its impact affects your game -----3-how to use the ?----- - tab on the fashion screen (I'm 2nd screen) shows from top to bottom: - you 1 get your skill by spending in level 1 (lock 2 other skills as usual, you choose a column) - Level 1 will generate one dilemma out of 2 possible (first series of images) - you get the event and have to choose one of 2 names of credentials - you can spend on the 2nd skill level (2nd series of images) - Level 2 will generate one dilemma Of 2 possible - You will get the event and must choose one of 2 names of powers , your general get his middle name in the traits as you got the 1st - you can hold in the 3rd skill level (3rd and last series of images) - the 3rd level will generate one Of the two possible - you get the event and have to choose one of 2 names of powers, your character get your third (and last) name in the features - your character now has 3 title powers -----4- problems ?----- - note that the game will only give the (visual) name of the first dilemma automatically for the general (including AI one) - the game does not show what dilemmas can appear with each skill, you have to check the screen I did! (all the details on it!) Some mix dilemmas are still better compared to others, but CA designed the effects this way - my screen detailing all the shows in 3 columns (I have 3 skills), there are no ways to mix dilemmas from different columns (I tried to mix the most interesting and balanced way!) Compatibility - mod will completely replace the table called character\_skill\_level\_to\_dilemmas\_junctions\_tables and will be incompatible with mods. Editing the link between dilemmas and skills fully played in SP and MP (if other MP players have got the same fashions, of course) - All my mods will always be up to date with any DLC/FLC/patch as quickly as possible (use) You can safely add or remove this mod from the current campaign (end) NOTE: Varad means WARriors ADrien (!) some don't, some of them... only with minor tweaks to rich gameplay in every way for everyone- I only play with role-playing in SP and MP (campaigns and battles) and I never get tired of that! There is a good dilemma! Tags: 1158739268 This article does not refer to any sources. Please help improve this article by adding quotes to

reliable sources. Non-sources of materials can be challenged and removed. Find the sources: Dark Elves in Fiction - News newspaper book scientist JSTOR (July 2013) (Learn how and when to remove this template message) Elves, a word from German mythology, often featured in fantasy fiction. In modern fiction, especially because of the influence of J. R. R. Tolkien's Lord of the Rings, elves are modeled mainly after its original description: tall, human beings of otherworldly beauty, with kings and queens. Along with this, the Dark Elves are often modeled as a more sinister analogue of tall elves, like sleepy or troy, who are fabulous dark creatures of orcadian and Shetland folklore. The Dark Elves (Dyukulfar) or black elves (Swartulfar) are presented in German mythology as dwarves and grays. Common dark elves knowledge Dark Elves are known for their aggression, deception and stealth. They are very cruel and cruel by nature, having little mercy when it comes to deception, struggle, or anything to do with the life of another They have little respect even of their kind, sometimes they wage war against each other. However, clans are known to unite to fight the invasions and attacks of other races. They don't usually mix blood with other races; if they do, it is often with a demon or related creature. They hide in dark places and love shadows. Rarely do they come to light for unnecessary purposes, but it is not generally considered that light will damage or weaken them. Their weakness depends on the legend, and may include excessive heat, rain, nettles, or flowers of some plants and trees. Dark elves usually travel in pairs or groups, as their propensity for deception and theft makes them a target for retribution and violence from other races. References to drowsiness in the games - The Literature of Dungeons and Dragons Sleep, as they appear in Dungeons and Dragons, were created by Gary Gygax, who stated that Drow is mentioned in the fairy mythology of Kightley, as I remember (it may have been the Secret Commonwealth-no one book in front of me, and that's not all that important anyway) and how dark the elves are evil to nature, they served as the perfect basis for creating unique new myths designed specifically for (Books are books, games are games in Dragon magazine, November 1979, #31.) They were first mentioned in the game Dungeons and Dragons in the 1st edition of the 1977 Advanced Dungeons and Dragons Monster Guide under the Elf, which states that black elves, or sleepiness, are only legends. The video game series The Baldur's Gate has drowsiness as enemies and NPCs, as well as part of a game that is set in the sleepy city of Ust-Nat. Sleepy cleric Shar, Viconia, features in the gates of Baldur and Baldur Gate II: Shadow amna as a party member and, in the second game, a possible romantic interest. In the expansion of the Throne of Bhaala, its alignment can be changed from neutral evil to truly neutral if she is in an affair with a computer. Eilistraee worshipping drowsy man Solaufein plays a secondary role in the second game, but his role can be expanded into a romance with fashion. In Icewind Dale, a sleepy man named Him steals gnome weapons and artifacts and sells their goblins and orc armies attacking an elven fortress, a severed hand. Because the armies are allied with dwarf weapons, the elven leader Larrell assumes that the dwarves have betrayed them, and terminates the alliance between them. Thus, Nim is responsible for the fall of both the dwarves and elves in Dale. He can be found in the village of Svirfneblin in the tunnels of Lower Dorne Deep, where he will sell a number of magical artifacts and weapons to the player. Nim also appears in Icewind Dale II, where he appears to be in league with the Legion of Chimera. The original campaign and the first expansion of Neverwinter Nights don't deal much with drowsiness, but the second expansion, of Underdark, doing it extensively. Neverwinter Nights 2 continues to expand on them in its history, as well as allowing drowsiness and other Underdark races as playable characters. The Dark Elves found in the Age of Wonders series are an species of elves, but qualify as their own race because they are aligned with evil. The game says that all dark elves were once ordinary elves, but since the elves are immortal, they suffer not the death of life, but the death of the spirit. Never specified why their spirit dies, and the only main character who has that death is Prince Meandor. The sleepy man also appears in atari's Demonic Stone. Video Game Age of Wonders Age of Miracles II: The Wizard of Thrones Age of Wonders: Shadow Magic Baldur's Gate: Baldur's Dark Alliance Gate: Dark Alliance II Baldur's Gate II: Shadowns amn Betrayal in Krondor Everquest (Dark Elves are one of the game Everquest II (Dark Elves Are One of the Playing Races) : Menzoberranzan Heroes of Sword and Magic v Icewind Dale Kingdom of Amalura: Reckoning (Dark Elves are one of the playable races) Neverwinter Nights : Hordes Underdark Neverwinter Nights II Senior Scrolls: Arena Senior Scrolls II: Daggerfall Senior Scrolls III: Morrowind (also known as Dunmer in the game and its expansion) Senior Scrolls IV: Oblivion (also known as Dunmer) Senior Scrolls V : Skyrim (also known as Dunmer) Pools of Darkness Kingdom Under Fire: Heroes though not entirely synonymous with Sleep) Kingdom Under Fire: Crusaders (like the Dark Elves although not entirely synonymous with Srow) Dungeons and Dragons Online: Stormreach Champions of Norrat (like the Dark Elves, though not entirely synonymous : The Ruins of the myth of Drannor Ever'quest II Materia Magica Fight for Midgard (as one of the playable races) God of War Lineage II (as dark elves - one of the playable races) SpellForce (as Norcaine - one of the playable races) Legend of zelda: Ocarina time (as Dark Link) , some of which are dark) Total War: Warhammer II (two playable factions of Dark Elf) Trow in popular culture Trows are the characters in Bungie's Myth series. Trow appears in the flagship name InXile, The Bard's Tale, as a common enemy and source of musical interludes. Jeremy Gray, owner of the Gray Detective Agency is Trow in the series Of Hilarious Gentry Lorell K. Hamilton. Dark elves in popular culture This section does not cite any sources. Please help improve this section by adding links to reliable sources. Non-sources of materials can be challenged and removed. (August 2012) (Learn how and when to delete this template message) Case In Elizabeth Moon's The Case of Paxenarion, the Dark Elves are a sect of elves who strayed from the path and now follow the gods of evil, not the High Lord. Middle-earth Main article: Moriguendi See also: Orc (Middle-earth) In J. R. Tolkien Middle-earth writings, Moriguendi or Elves of Darkness were a group of elves who did not complete the Great Journey across the continent of Middle-earth and Sundering seas, and thus did not contemplate the light of the two trees in Valinor. The Dark Elves were nothing more evil than the Light Elves; the latter simply excelled in knowledge and skill, and were more noble and powerful. In one theory regarding their origin, orcs are believed to have damaged versions of Avari. Everquest in Everquest (E) Dark Elves played a very key role in the game. Players played like these elves in RP Online format. Each player can customize their way of playing around the world. In the sequel, Everquest II, the Dark Elves (correctly known as Teir'Dal) once again play a prominent role. They are run by the queen Kristianas Tex from her throne in the ancient underground city of Neryak. The town is located in the eastern part of Darklight Wood, northwest of Freeport on the D'Lehr continent. A number of factions are fighting for favor and control within the Sleaquack. While many of TheirDahl are native to Neriak, they can be found in most parts of the world of Everquest II, a planet called Norrat. Mega Man zero Dark Elf is a key character in the plot of Mega Man zero 2 and Mega Man zero 3. It was originally created as Mother Elf, a good creature who had the power to destroy the Mavericks. However, Dr. Weil cursed the Elf Mother, and she turned into the sinister Dark Elf, creating two evil children of the dark elves: Creer and Prier. The dark elf was so destructive that X sacrificed himself to seal it inside his body. However, years later, in Mega Man zero 2 she was eventually released by Elpiso, who used her power to fight zero. With the defeat of Elpiso, the Dark Elf flew away. In the third instalment, the Resistance and Neo Arcadia began looking for the Dark Elf, which caused a clash between Nul and Weil. The elf and her children, however, were caught by Vail and merged with Omega (or Original zero). After the death of Kreer, Prier, and Omega, Weil's curse was finally broken, and the Dark Elf again became the Mother's Elf. Final Fantasy The Dark Elf King Astos puts the Prince of Elphian Castle to sleep for 5 years. In the game, the player must find Matoya and force her to make a medicine to wake him up. Final Fantasy IV Boss named Dark Elf is located in Lodestone Cave. Being weak against metal weapons, he created a strong, magnetic field in his lair. The Bard, Edward, could play music that broke his concentration, and with it the field. As a last resort, it is transformed into a Dark Dragon. His proposals contained a strange capitalization. Dungeons and Dragons in dungeons and multiverse dragons, especially in the worlds of Greyhok, The Forgotten Kingdoms and Eberron, dark elves commonly referred to as drowsiness. They are dark-skinned and white-haired and, as a rule, but not exclusively, evil. Many other games and works of basic fantasy fiction get their dark elves or night elves from sleepy dungeons and dragons. Sleep in most dungeons and dragons settings are portrayed as fans of the spider goddess Lloth and live in matriarchal societies. In mystara/The Famous World, shadow elves are a race of underground elves mutated by magic. In the Dragonlance environment, dark elves are not a separate sub-race of elves (in fact, the drowsiness of other worlds does not exist on this). In this setting, the dark elf is a label given to any elf who is an outcrop from an elven society, usually (though not always) for evil practices. Fighting Fantasy In the Fight Fantasy gamebook role-playing series, the Dark Elves are just like their Dungeons and Dragons counterparts. However, some details of their culture have been adapted according to the background of Fighting Fantasy. Record Lodoss Wars Some Dark Elves from the fictional world record Lodoss war brown skin and not necessarily evil, but primarily in line with the forces of Marmo, the enemies of the heroes of history. These dark elves are capable of deep fidelity and love, of which the only dark elf protagonist, The Pyrotechnics, is awesome. Shadowrun Like most metahuman races in the world of Shadowrun, many elves are born from the same ethnic groups that normal humans come from, meaning that there are African elves, Indian elves, and Arab elves, for example. However, the closest thing to the dark elf in Shadowrun is a subgroup of elves on a meta-human variant called Night, most of which comes from Europe. The nightlife is aversion to sunlight and differs from other elves, possessing a thin fur coat that covers their bodies, is indistinguishable from their skin at a distance and is usually painted black, purple or dark blue. Popular media have dubbed them dark elves, and the group is sometimes stereotyped against as members of a cult or an evil meta-human race. Warhammer In the fictional universes of Warhammer Fantasy and Warhammer 40,000, the generally evil Dark Elves (running parallel to the Dark Eldar in the Warhammer 40,000 universe) do not live underground, living instead in cities similar to those of tall elves, not dark-skinned. The Dark Elves are masters of torture, and they worship Kane's god, the Lord of the Killings. Warmhammer's dark elves call themselves The Drills and rule with an iron fist by the witch-king Malekt and his sorceress Morati. The Druchy live in the land of Naggart and the brutal raiders with great contempt for all races, especially their light relatives, high elves. The Dark Elves were actually the ones responsible for stirring up war beards, a great war that caused a rift in the relationship between dwarves and tall elves, although only the tall elves know about it, and the dwarves will not believe it if they find out. In the Warhammer 40,000 universe, the Dark Eldar (Also known as the Drukhar) live in the extra-dimensional city of Commorrhag from which they launch raids upon the rest of the galaxy to capture slaves to be brought back to Commorrhag as playthings or torture victims. They suffer from a condition known among themselves as thirst, which causes them to consume the souls of other sentient beings so that the God of Chaos Slaanesh consume them. Elder Scrolls in elder Scrolls series role-playing video games, the Dark Elves (often called Dunmer) tend to live peacefully with other races and by and large their entire race is not considered evil, as are many other fantasy series. They are the native and predominantly Morrowind race. They are generally considered conservative by nature and distrustful of outlanders (not natives). Dunmer culture is divided between sedentary people of cities and nomadic ashlander tribes. Dark can easily be applied to them as gloomy or painful because such is their temperament. Dunmer was reportedly punished with his red eyes and dark blue skin by Azura, one of Daedra's most famous, either for disobeying her at one of the most important moments in their history, or for worshipping the Tribunal with the Tribunal, killing Nereuar, Dunmer's savior. Many imperial scientists prefer the theory that bluish-gray skin is an adaptive response to frequent volcanic eruptions on Vvardenfell. Long life expectancy is common among members of the race, most of whom live up to 200-300 years, with the exception of craftsmen and necromancers who can live anywhere up to thousands. In truth, the term Dunmer more correctly means Cursed Elves than dark elves. However, the term Dark Elves is much more free. Although conventionally civilized, Dunmer is known to possess several wild and barbaric traits, especially among the royal war house of the ruling classes. Although the Tribunal (a temple centered around a trio of demigods) was once their religious pantheon, they have since found themselves in a small place to be replaced by TheEdrian worship, which has long been out of practice because of the rise of the Tribunal centuries earlier. As a result of the truce, which allowed Morrowinda to uphold many of his own laws, it was the only province under the Empire that continued to practice the chatter of slavery of smaller races, including tall elves and forest elves; events Senior Scrolls IV: Oblivion however this practice was abandoned. An event known as the Red occurs about 196 years before the events of The Elder Scrolls V: Skyrim and 11 years after Elder Scrolls III: Morrowind, the Red Mountain volcano erupted, causing a wide range of destruction and chaos along the way, forcing many Dunmer to seek refuge in nearby Skyrim and other provinces. After the Red Year, the people of Argonia invaded most of the remaining inhabited parts of the province in retaliation for centuries of slavery, further destroying the Dunmer race. Midkemia Midkemian dark elves - called moredhel (by the way, the literal word from Dark and Elf by Tolkien Elvith) - resemble elves (eledhel) and glamredhel, insane but dark hair. They are quite belligerent because of the path they follow, to power, can do the right thing, and the end justifies the means. They mainly inhabit the Nordic lands as well as the continent of Triassia, and are generally seen only in more populated parts of the world by looting and raids. Some of the moredhel return to living with eledhel in the process of changing internally and externally, called Return, but they often kill their relatives before they reach the house of the elves, Elvandar. The truth, known only to the elves themselves and a few elf friends, is that those who are bigger and elehel are the same race, both of whom were slaves at Valheru. When the latter disappeared, the warlords turned their backs on their former masters and became an elel, while the domestic slaves, inspired in close proximity to their masters, sought their power and methods and became more popular. Eldar, the custodians of knowledge and sacred objects of Valheru, left Midkemia and made his home in the world of Kelevan without anyone's knowledge as they kill everyone who tries to enter their forest. They play a significant role in the novel Darkness in Sethanon (The Riftwar series) and the video game Betrayal in Krondor. The novel Krondor Betrayal goes quite deep to show moredhel are not evil per se, but have a very xenophobic, stubborn and harsh culture, went so far as to commit genocide against glamredhel, whose descendants later discovered in another forest at Midkemia, in a somewhat barbaric state. GURPS Banestorm On the World of Yrth, presented in GURPS Banestorm, the dark elves are not a separate race, but are a xenophobic offshoot of the main elven culture. They think that all are not elves in general, and orcs in particular, are an aberration against nature and a threat to the future of the world and the elven races, and thus conspire to either enslave or destroy these other races. They began as nothing more than a group of elves united against the orcs, but for centuries their beliefs diverged from the elven mainstream. They believe in the use of magic to improve nature by directing it actively towards an alliance with the Eternal, Elven (and Dwarf) Divine. Most elves consider their faith perverted and dangerous. The Dark Elves are responsible for the Banestorm effect, which has brought humans, goblins, lizards and other non-irt local races to Yrth. Might and Magic Dark elves were part of Might and Magic VIII as one of the dominant species on the continent of Jadem enroth, available as playable characters. Depicted as red and brown-skinned analogues to woody and snow elves, these dark elves are peaceful and inhabit the country of Alvar, which includes the main port city of Jademe Ravenshore in the south. The land of Alvar north of Ravenshore is concerned about aggressive ogres. There is a dark elven prophecy about the end of the world. In Ashan, the world of Heroes of Mogu and Magic V , the Dark Elves are a faction that lives in the tunnels below the surface. They are descendants of followers of Tuidhanna, originally the renegade Wood Elf queen, whose men have been accused of burning a giant tree, Brythigga, sacred to tree elves. The Withering Sun In the Fading Sun is a science fiction role-playing game, the fictional extraterrestrial races of your-obun and your-ukar are essentially science fiction issuing high elves and dark elves respectively, somewhat akin to Eldar and Dark Eldar in Warhammer 40,000 miniature war games. However, unlike the usual depiction of dark elves, your-oukar is not inherently evil, but simply have a predisposition to direct, sometimes violent behavior and exhibit a certain moral ambiguity. The famous dark elves in the fiction Shadowblade Shadowblade is a warrior and is the most elite killer in the world of Warhammer Fantasy. He is a murderer in the society of the Dark Elves, who themselves are the masters of the murder. Despite the fact that he is still young by the standards of Dark Elf (only 150 years), he is a legend among the drubbing, his exploits told how the fireplace fairy tales seek Dark Elf children. Most famous is his one-handed crackdown on the entire crew of a high elven hawk ship, which he killed one by one for several days, each of which was killed in different ways. The very thought of The Shadowblade's murderous attempts is enough to keep all but the stupid or brave Dark Elf from plotting against the witch king because he is loyal only to the witch queen and the witch king, although it is the Witch queen alone that knows the true identity of Shadowblade. Drizzt Do'Urden Home article: Drizzt Do'Urden Drizzt Do'Urden is drowsy in the forgotten fantasy world of Realms. Sleep dark elves who live in caves deep below the surface known as Underdark forgotten worlds. In the novels of R.A. Salvatore Drizzt refuses the Srow-queen Lolita, the goddess of betrayal and deception (and later hugs Melikka, the goddess of forests and rangers). At the same time, Drizzt angers Lolta, who, in turn, demands the family sacrifices them. Drizzt leaves behind the city of his birth, Menzoberranzan, fleeing the wrath of his family, and therefore his former home (the house of Do'Urden) remains to bear the wrath of the evil Spider queen. Once a renegade, Diszt seeks refuge from his past on the surface of the world. While most Snows are evil and power hungry, Drizzt is benevolent and humble. At first glance, he is often mistakenly persecuted for his race's reputation, but over the years he has slowly gained a reputation for himself, allowing him to accept without prejudice. His preferred weapon is double scimitars, although he is perfectly capable of using various other weapons if the need arises. His main companion is Guenthwyvar, a magical panther that is summoned into the plane of Drizzt's existence with the help of a small onyx figurine. Along the way, Drizzt also made many important friends, such as the dwarf King Brunor, the adopted daughter of dwarf Cutty-Bree and the man Of Barbarian Wulfgar, as well as Montolio Mooshie Debrushi, who showed the dark elf, followed by the deity of his heart, and svirfneblin Belwar Dissengulp from Blingdengulp, the first member of Goret, the leader of Ardanien Gorath is the renegade Dark Elf of The World. He betrayed his people to travel south through the Teeth of Peace (the mountain range that separates Moredhel from the rest of the world) in order to warn Prince Aruta ConDoIn of the impending war in an attempt to stop Moredhel's leader, Delekhan, and save his people from total annihilation. His story is depicted in the video game Betrayal in Krondor and again in a video game novel, Krondor: The Betrayal. This book is the first novel in Riftwar Legacy, followed by Krondor: Killers, Krondor: Tears of the Gods, Krondor: Crawler (not yet released), and Krondor: The Dark Wizard (not yet released). Lord Indoril Nerevar Nerevar was the legendary Hortator (military leader) and King Chimer from the fantasy world of the Scrolls of the Elders, whose reincarnation is a character in The Elder Scrolls III: Morrowind. His reincarnation, Nerevarine, is not necessarily the Dark Elf as a player can choose his race, but Nerevar himself was Chimer. Long before the events of Senior Scrolls III: Morrowind with the help of the Daedre Prince Azura, he rose to power over the Chimeras, overthrowing the Nords. He ruled like King Morrowind for years until he fought in the final battle on the Red Mountain, which ended with the complete destruction of the Dwemer and left himself mortally wounded. His three counselors Vivek, Sota Sil and Almalexia (who was later his wife) swore to him and used a forbidden divine artifact found in ruins that turned out to be the heart the fallen god Lorkhan to become the gods themselves, now known as the Tribunal. As an act of punishment, Azur cursed Chimera, giving them blue-gray skin and red eyes, thereby transforming them into Dunmer, dark elves. In the centuries since then, an old friend of Voryn Nereveara also came across his heart and used it to become a god himself, but being unprepared and lacking proper tools was damaged and driven to madness, turning it into Your Dagoth - the dark lord of the Red Mountain. Azura predicted that Nerevar would one day return and cast Out Dagoth and the Tribunal, foreshadowing the character's actions in The Elder Scrolls III: Morrowind. Inquiries - Masters, Phil; Jonathan Woodward (2006). GURPS Banestorm. Austin, Texas: Steve Jackson game. ISBN 1-55634-744-8. 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