

This document details the progression and class details for snow elves, along with their description as adversaries for adventuring heroes.



Snow Elves

“Each winter, inevitably, the snow elves come. Descending from the freezing mountains like an insidious creeping avalanche, their raiders prey upon the rural settlers of the foothills, ravaging their towns and stealing what they can before disappearing into the cold snow.

Folktales warn people from traveling during the cold, dark nights: it’s better to stay inside, lock the doors, latch the windows. Bar the doors to the stables, bring smaller livestock into the house. Keep the hearth hot and light candles when you can.

That snap and crackle in the night, those quiet foot falls on the roof?

It’s the snow elves, their long fingers claspings, their emotionless white eyes peering and searching. The snow elves know no mercy, their malignant greed drives them to take all they can. Crops, food, animals; even children, wives and men: the cold hunger of the mountains knows no end.”

Description: The snow elves are a wretched race: cursed and cast out by the King of Elfland long ago, they eke a desperate existence upon the mountaintops, only coming down to raid the lowlands during the winter.

The perpetual spring-summer of the Elflands is forever forbidden for the snow elves, the ancient magics of their former kin torn from their souls by their King for some forgotten slight. Their bodies are simply hosts for tired souls, adapting to their new existence through sheer spite.

The snow elves essentially subsist on the raids they manage during the winter months. Their limited physique forces them to stay near the ice and snow: if the raids fail they die of hunger, as the high peaks where they live are impossible to farm and there is next to no fauna there. The lowlands allow their nomadic culture to survive, by providing their small, brutal tribes enough to survive until the next cold snap.

The stories and folktales born around snow elf raids do little justice to their brutal magnificence. Every snow elf is completely loyal to their tribe, and will rather die than give in. Clad in their mismatched stolen armor, wielding weapons of frozen obsidian, the emaciated and driven raiding parties are terrible to behold.

Snow elves lack all pigmentation: their hair is made of cold wisps of tired thread; their eyes are angry, bloodshot globes of white; their skin is pale and frosty. They abhor fire and heat, but can withstand any cold without ill effect.

A snow elf raiding party will simply lie in wait among the drifts of snow next to a campsite, and rise silently to cut the throats of the unfortunates there. They often visit farms and compounds on the foothills, and carry off anything or anyone they can subdue: they prefer to attack during the night, as the dark is home to them, but during the cold times desperate bands of snow elves will brave the day, taking what they can and fleeing.

Judge's note: Snow elven adventurers are rare, but certainly possible should you choose to allow them. The following article describes snow elves both as a playable race and as an adversary.

Snow elves as a playable race

Occupations: Snow elves have no occupations as such: every snow elf is a warrior, prepared to die for their tribe. Additionally, snow elf characters always start at 1st level: they've already survived the harsh climates of the freezing mountain highlands, and thus require no additional adventures to prove their worth. The rare snow elf shamans described in the adversary section below are an extreme outlier: those snow elves with even the limited skill to connect with Lady Wyel¹ are always bound to their tribes, and will never leave them.

Hit Points: Snow elves gain d8 hit points each level. 1st level snow elves roll their initial hit points as d8+4.

Weapon training: Snow elves are skilled in the use of daggers, short swords, long swords and two-handed swords, javelins and spears, hand axes and battle axes. For hunting and ranged combat snow elves employ slings, longbows and shortbows. Snow elf weaponry is often made of a black glass-like substance, known as frozen obsidian (see below): they avoid iron weaponry due to their natural allergy to the metal. Snow elves wear any armor they can find, often cobbling together patchwork suits of leather and fur.

¹ Read the description of Lady Wyel published previously on KitN in this [article](#).

Alignment: Snow elves come in all alignments, but their outlook on life and existence is tired and jaded regardless. Chaotic snow elves are brutal and unpredictable; neutral members of the race are callous and uncaring; and lawful snow elves follow the cold code of the high mountains, where the strong survive and the weak perish.

Infravision: Snow elves have perfect infravision, with no range limitations for their sight even in pitch black darkness.

Cold immunity: Snow elves have no body heat, and are completely immune to the effects of cold and frost.

Magic resistance: All snow elves have a 25% resistance to magic (in addition to possible saving throws). This resistance does not function against fire based spells, or any magic associated with the King of Elfland.

Fearless and loyal: Snow elves are immune to morale and fear based effects. They are fiercely loyal to their tribe, and focus on their goals with cold calculation.

Frozen obsidian weapons: The only craft the snow elves practice upon the cold mountaintops is crafting their cruel weapons out of frozen obsidian: a strange material they forage from the inaccessible caves near the ancient peaks. Upon reaching 1st level a snow elf warrior must have crafted three weapons from the cold stone, and can make more without rolling any checks, if the material is available. Frozen obsidian weaponry looks bleak, but functions as well as any steel in the hands of a snow elf.

Iron allergy: Snow elves suffer from the effects of iron vulnerability, same as true elves (DCC rulebook pg. 57).

Cold souls: Snow elves begin to suffer, then melt, and finally burn in conditions that are too bright and warm for them. A candle is uncomfortable, a fire is painful, a full summer day is lethal. This effect can possibly be mitigated through care or magic, but no snow elf will survive continuous heat for long. Prolonged presence of warmth causes 1 point of damage per turn, and even the heat of a hearthfire is enough to kill a snow elf eventually. Additionally, they take double damage from all fire based attacks and spells.

Angry and tired: A snow elf is always prepared to sacrifice themselves for the good of the tribe. In suitably desperate situations (Judge's discretion) they may dedicate themselves to this task with brutal conviction: they roll for temporary hit points equal to their current hit dice, and add half their level to all of their rolls; this effect lasts until the immediate threat is resolved or until the snow elf dies.

Stealth: Snow elves are skilled in avoidance, and have the ability to sneak and hide as halflings (DCC rulebook pg. 60).

Backstab: Snow elves have no morals, and will take down their opponents in any way they can, they have the backstab skill as thieves (DCC rulebook pg. 34).

Languages: Snow elves speak a degenerate form of elven, and some very basic common. At 1st level they gain one additional language per point of Intelligence modifier, roll d100 (re-roll duplicates): (01-04) Alignment tongue; (05-08) Chaos; (09-12) Neutrality; (13-16) Law; (17-20) Bugbear; (21-24) Goblin; (25-28)

Gnoll; (29-32) Harpy; (33-36) Hobgoblin; (37-40) Kobold; (41-44) Ogre; (45-48) Orc; (49-52) Troglodyte; (53-56) Demonic; (57-60) Doppelganger; (61-64) Dragon; (65-68) Pixie; (69-72) Giant; (73-76) Bear; (77-80) Eagle; (81-84) Wolf; (85-88) Undercommon; (89-92) Centaur; (93-96) Minotaur; (97-100) Griffon.

Action dice: Snow elves may use their action dice for skill checks or attack rolls.

Table A: Snow elf advancement

Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Backstab	Stealth
1	+1	1d10/III	1d20	+1	+1	+1	+2	+4
2	+2	1d12/III	1d20	+2	+1	+1	+3	+5
3	+3	1d14/III	1d20	+2	+2	+1	+5	+6
4	+3	1d14/IV	1d20+1d14	+3	+2	+2	+6	+7
5	+4	1d16/IV	1d20+1d16	+3	+3	+2	+8	+9
6	+5	1d16/IV	1d20+1d20	+4	+3	+3	+9	+11
7	+5	1d20/IV	1d20+1d20	+4	+4	+3	+10	+12
8	+6	1d20/V	1d20+1d20+1d14	+4	+4	+4	+11	+13
9	+7	1d24/V	1d20+1d20+1d16	+5	+5	+4	+13	+14
10	+8	1d30/V	1d20+1d20+1d20	+6	+5	+5	+15	+15

Titles: Snow elves take titles appropriate to their deeds done for the tribe's survival. The titles always reflect the brutal survivalist nature of their bleak existence.

Snow elves as adversaries

Description: Snow elf raiding parties make excellent encounters and antagonists. They wantonly assault rural settlements, and raid unwary travelers on the roads. Snow elf raiders organize themselves in loose tribal hierarchies: each raiding party usually has one leader, chosen based on their prestige and cruelty within the group. Snow elf weaponry consists of cruel, jagged frozen obsidian: every blade is honed to painful precision, and functions as a similar weapon made of steel.

Snow elves are experts in guerilla ambush tactics, and Judges should remember that their ultimate goal is survival: raiders strike fast, utilizing the element of surprise and disappearing into the night with anything they can carry. Gold and valuables mean very little to them: food, animals, and people are much more valuable as loot. Raided caravans are sometimes found with their coffers intact, with no trace of food, animals or people present. This is not to say that snow elves aren't dangerous opponents in combat, which they obviously are, but to emphasize the point that their actions are always cold and calculated. If combat is too risky and the situation swings towards defeat snow elves will rather flee to reave another day, than set themselves against unwinnable odds.

Snow elf tribes are sometimes led by shamans, who have an inkling of magic left to them through some unlikely twist of arcane fate. These shamans connect primarily with Lady Wyel of the Cold, an unseelie faery queen who resides in her court in the freezing north of the Elflands. Her motives are indecipherable, and little is known about the nature of the snow elves connection to her. The cold undying hatred the snow elves harbor for the King of Elfland would make them a powerful ally in any power struggle between fae lords and ladies.

Snow elf raider

Statistics: *Init:* +2; *Atk:* frozen obsidian blade +3 melee (d8+3) or frozen obsidian longbow +3 ranged (d8+3); *AC:* 13; *HD:* 1d8+4; *MV:* 30'; *Act:* 1d20; *SP:* completely fearless, perfect infravision, full immunity to cold, vulnerability to fire and warmth, 25% magic resistance (nullified by fire or the magic of Elfland); *Saves:* Fort +2, Ref +4, Will +2; *AL:* varies.

Snow elf raiders are cold and calculating, heartless and driven. They creep in the frozen night, taking what they can and disappearing as soon as they're noticed. Snow elf raiders are only encountered during the winter, and they move in packs of 6-18 warriors consisting of both men and women. Larger groups are often led by raidmasters, particularly powerful and brutal members of the fearsome race.

Snow elf raidmaster

Statistics: *Init:* +4; *Atk:* huge frozen obsidian blade +6 melee (d10+5) or frozen obsidian longbow +6 ranged (d8+4); *AC:* 15; *HD:* 3d8+4; *MV:* 30'; *Act:* 1d20; *SP:* completely fearless, perfect infravision, full immunity to cold, vulnerability to fire and warmth, 25% magic resistance (nullified by fire or the magic of Elfland); *Saves:* Fort +3, Ref +6, Will +3; *AL:* varies.

Snow elf raidmasters are the strongest and most fearsome of their tribe: they make the plans, they decide the targets, and they are responsible for the strategies. A skilled raidmaster is a boon to their tribe, making survival possible through whatever means necessary.

Snow elf shaman

Statistics: *Init:* +4; *Atk:* cold magic +7 ranged (d12+2) or frozen obsidian blade +4 melee (d8+2); *AC:* 16; *HD:* 4d8+4; *MV:* 30'; *Act:* 1d20; *SP:* completely fearless, perfect infravision, full immunity to cold, vulnerability to fire and warmth, 50% magic resistance (nullified by fire or the magic of Elfland), cast spells as 4th level wizard (spell list up to the Judge, all with a frozen flavour); *Saves:* Fort +2, Ref +4, Will +8; *AL:* varies.

Snow elf shamans are strangely connected with the Cold Lady Wyel from birth: they see her dreams, and her frozen magic runs through their veins. The shamans barely resemble their snow elf brethren, as their bodies start forming icy protrusions of frozen bone from early infancy. The shamans are integral to tribal survival in the freezing highlands: they know where avalanches fall, can instinctively sense the caves of frozen obsidian among the jagged lifeless peaks, and their duties as spiritual leaders and wisemen within the tribe are necessary. Snow elf shamans never descend from the mountains, and the only way to encounter one of their kind is to traverse the treacherous terrain they are forced to call home.