

Ice Elf by Dan Flowers

Long ago, when the Drow and Elven forces met in a colossal battle, not all Drow were driven underground. Instead, a great faction was driven to the unforgiving north. In that ice-clad climate, a new breed of Elf evolved. They were not like their Underdark brethren, nor were they akin to the surface elves. Their history is one that is not a happy one. During the Drow wars, they were driven north to the un-inhabitable, icy lands. Only a few hundred of the thousands that had begun the journey reached their new home. After dwelling peacefully for a few months, barely enough time to lick their wounds, the small community was beset upon by a tribe of Frost giants. Through stealth, deception, and guerrilla warfare, they were able to stave off the giants for a few years, inflicting heavy losses. However, the losses they took were grave as well. Finally, with but a few dozen Elves capable of fighting left, they encountered a pack of winter wolves. Deciding to make alliance, the winter wolves joined the Elves in the war against the giants. With the help of their new allies, the Elves were able to crush the remnants of the giants.

The Elves and winter wolves have kept true to their alliance. Ever since, when invaders threatened, the winter wolves and Ice Elves stood side by side.

This is the story of the adversity the Ice Elves had endured; their icy disposition and hostile outlook are remnants of this constant warfare.

Personality:

The Ice Elves are vengeful, much like their Drow cousins. They are hostile and suspicious of all other elves, excepting half-elves. They feel no kinship to the Drow, for they feel that the Drow are abominable mutants. They themselves are viewed thusly by Drow (the few that can distinguish them from surface elves) and are often at odds with them despite similarity. They are brooding and dark, but in most cases, will not look out for those other than themselves, but will usually not harm those who do not provoke them.

Physical Description:

Ice Elves have very, very light blue skin (giving the appearance of an elf who has just come in from the cold), silver hair, and crystal blue eyes. They are a little taller than most surface elves, and are less frail. This is due to being forced to survive in one of the most primal climates on the material plane. They often appear to have ice crystals lining their eyes and in their hair.

Table Ice Elf Starting Ages

Adulthood	Bar, Rog, Sor	Ba, Fig, Pal, Ran	Cl, Dr, Mn, Wiz
100	+1d4	+2d4	+2d6

Table Ice Elf Aging Effects

Middle	Old	Venerable	Max
250	500	750	+d5%

Table Ice Elf Height and Weight

Sex	Height ft	Modifier	Weight lbs	Modifier
Male	4'6"	+4d4	120	+4d10
Female	4'2"	+4d4	100	+3d10

Relations:

Ice Elves hate surface elves as well as Drow. They also despise Dwarves. Other than that, they get along with anyone who will accept them. Surface elves often call them "Frozen Drow".

Alignment:

Ice Elves are most commonly Neutral Evil, looking out for themselves and no one else and killing when necessary/convenient, but this is not always the case.

Lands:

Ice Elves live in tundra and taiga climates. However, they have no problem with mingling with other races in large, northern cities.

Religion:

Ice Elves traditionally worship dark deities, but non-evil Ice Elves worship Farlanghn in reverence for his aid in escaping the carnage of the Drow wars.

Language:

Ice Elves speak Elvish and Common.

Adventurers:

Ice Elves adventure for any number of reasons; to amass wealth, to gain strength, merely to travel... Their adventures rival humans' in their diversity.

Names:

Ice Elves usually use Elven names, but their surnames usually incorporate "ice", "frozen", or "cold". Some examples are: Icestrider, Frozeneye, Coldskin.

Ice Elf Racial Traits

Abilities: +2 Dex, -2 Con. They are just as graceful and frail as their cousins.

Size: Medium. Because of this, they incur no penalties and gain no bonuses.

Movement: 30 ft.

Weapons: Ice Elves get proficiency in composite short-bows and long-bows, as well as long and short swords.

Vision: Darkvision at 60 ft. This is black and white vision.

Skills: +4 survival (in a cold climate), +2 to listen, search, and spot. They do not gain the automatic ability to search for a hidden door. When dealing with wolves of any kind, they gain a +4 bonus to Animal Empathy.

Automatic Language: Elvish, Common: Bonus Languages: Any, except Giant, and secret languages.

Special: Ice Elves receive a +1 bonus to AC, Attack, damage, and saving throws when fighting giants.

Spell like abilities: *Chill Touch* once per day (this deals d6 per level of caster, up to 10d6, and on a 6, it deals 1 Str damage) cast as a sorcerer of a level equal to the Ice Elf's character level. To do this, the Ice Elf takes 1 subdual damage for every d6 rolled.

Any Ice Elf who is an arcane spell caster casts spells as if he were one level lower (not lower than 1, though). This is due to the separation from the arcane community for eons upon eons.