

Frost Elves

Cruel, banished fairies who covet their former domain of Dolmenwood.

FACTION OVERVIEW

Natives of the Fairy Domain of Frigia

Frost elves are the cold-hearted and frigidly beautiful natives of the distant fairy realm of Frigia (pXXX), which once lay close to Dolmenwood. In primaeval days, beyond the memory of any who live, this folk dwelt solely in the frost-clad forests and mountains of Frigia. However, like all fairies, their insatiable curiosity led them to wander into the mortal world and, eventually, to Dolmenwood.

Eternal Winter of the Cold Prince

When mortals first came to Dolmenwood, they found a place blanketed with fairy magic and wracked with eternal ice. The frost elves and their liege, the Cold Prince, had claimed the Wood for themselves, as an extension of their dominion in Frigia, and ruled for centuries beyond count.

Temporary Absence from Dolmenwood

As is the fickle way of fairies, the Cold Prince's interest in Dolmenwood waned. His people withdrew into Frigia and the fairy frosts that had wracked the forest receded. It was at this time that the human habitation of Dolmenwood began in earnest. When the Cold Prince's whim returned to Dolmenwood, 1,000 years had passed in the mortal world and his former dominion was claimed by mortal folk.

Banished by the Triple Compact

There followed a period of bitter conflict between frost elves and mortals. In desperation, the King, the Church, and the Drune formed an alliance known as the Triple Compact (see *History*, p16). By a working of deep magic, these unlikely bedfellows constructed the Ring of Chell, banishing the frost elves from the mortal world and isolating them in Frigia, in the distant reaches of Fairy.

Feared Antagonists of Folklore

Since their banishment from Dolmenwood 850 years ago, frost elves have faded, in the minds of the common people of the Wood, into the realm of folklore. Their presence there, however, is significant: they typically feature as an ancient evil that threatens to overrun the Wood once more. Snows and cold winters are feared as augurs of the Cold Prince's return to the mortal world.

TODO: Illustration

Cruel and Mistrustful

Frost elves are cruel and malevolent, like the bitter frosts of deep winter, delighting in the agony of others. Their exile has made them utterly insular and trusting only of their own kind. They view themselves as superior to all mortals and to most other fairies (having only a modicum of respect for the nobles of other fairy kingdoms).

Magic of Frost and Ice

Like all fairies, frost elves have innate power that mortals regard as magic. Their frigid, otherworldly beauty and silvery words are as perilous as their ice-blades. Above all, frost elves are masters of cold, ice, snow, and frost—they can chill or freeze living things by touch, they can conjure blades or missiles of ice from thin air, and they can walk upon snow-clad ground without trace. The Cold Prince himself has such dominion over the frigid element that he could, of old, defy the natural cycle of the seasons and keep the whole of Dolmenwood locked in eternal winter.

THE FROST ELVES' SCHEMES

Locate Secret Paths into Dolmenwood

A number of the Cold Prince's most trusted servants wander Fairy, seeking hidden routes that would allow quick access to Dolmenwood. A few paths into the Wood have been located, but none are expedient.

Destroy the Ring of Chell

The Cold Prince's immortal mind is consumed with breaking the ward of Chell and reclaiming his dominion over Dolmenwood. Those few frost elves who find their way, through secret paths, into Dolmenwood are charged to investigate the warding ring and to spy on its wardens, the Drune. They seek knowledge of any vulnerabilities of the ward and of any moral weakness in the Drune, employing magic and bribery to tempt mortals to aid them.

Alliance With Another Fairy Noble

For the most part, the fairy nobles who have dealings with Dolmenwood (see p30) have no nostalgia for the days of the Cold Prince's dominion and are thus reluctant to treat with him. Nonetheless, a potential alliance—if one could be achieved—could be highly beneficial for the Prince, opening possible paths into Dolmenwood via the ally's domain. The most promising candidate for such an alliance is the Lady of Midnight, who rules the eternally beleaguered city of Tainglass.



ENCLAVES OF THE FROST ELVES

The Embassy at the Falls of Naon (O504): By ancient, uncircumventable decree, the Cold Prince's embassy to mortal folk was excluded from the ban of Chell. It thus remains in the mortal world as the only foothold of the Prince within Dolmenwood. Despite its presence in the Wood, the ambassador (pXXX) and his retinue are utterly impotent and reduced to a decadent mockery of their former majesty. The Drune carefully guard this site, ensuring that no frost elf may come or go.

The Ruins of Hoarblight Keep (O505): The seat of the Cold Prince's dominion in Dolmenwood, of old. If his schemes to destroy the Ring of Chell and reopen the fairy gates to Frigia were to succeed, his armies would attempt to reclaim the ruined keep and reinstate the fairy court there.

TODO: Illustration

MEMBERS AND ORGANISATION

The Cold Prince

Lord of the frost elves since time immemorial, the Cold Prince is a fairy of the ancient days, and wields power alike to a godling.

Frost Elf Nobles

The courtiers, counsellors, and kin of the Cold Prince are mighty fairies in their own right. As is the way with mortal and fairy alike, their ranks are riddled with traitors, sycophants, and rivals. Of those whom the Prince can truly trust, many have been sent abroad to find routes into Dolmenwood, and the few who have been successful may be encountered there.

Soldiery

The Cold Prince keeps a formidable army of highly trained foot soldiers and cavalry. These are, of course, confined to the realm of Frigia, for the time being, but are primed to launch into full scale war on Dolmenwood, should the time come.

THE AMBASSADOR

An exceptionally tall, brittle-framed frost elf with hair like frozen cobwebs and eyes of iridescent blue. Dresses in high courtly garb—with full, three-tiered, powdered wigs—at all times. The ambassador's name (translated into Woldish) is Spring's-Habitude-Vanquished, though all refer to him as "Your Excellency".

Demeanour (Neutral): Professionally cold, suspicious, and condescending. Childish glee at the prospect of talking with outsiders.

Speech: Rigid courtly form, interspersed with exuberant giggling. Lectures obsessively on heraldry. Woldish, High Elfish, Caprice, Old Woldish.

Desires: An end to his vigil. Fresh supplies of fairy foods. Maps or legendaria relating to the kings of the seas.

Possessions: The ambassador carries upon a chain around his neck the *ring of evermore*, crafted of fairy silver and crowned with a pale ruby. One who wears the ring becomes invisible and is able to pause the flow of time in the mortal world for up to five minutes per day. Use of the ring's power is perilous: each use of the time stop ability requires a **save versus death** to prevent permanent insanity (fairies gain a +2 bonus to the save).

Servants: A small, lonesome retinue of six ambassadorial aides, three chefs, three butlers, and four maids.

Location: The embassy at the Falls of Naon (hex 0504).

Combat stats: Elf noble (DMB).

FROST ELF NAMES

d20	Male	Female
1	Bearded-With-Rime	Blackened-and-Bitter
2	Bitter-Dusk's-Hallow	Blood-on-the-Lip
3	Black-Rime-and-Frostbite	Candle's-Last-Gasp
4	Cold-Stroke-of-Midnight	Churned-and-Curdled
5	Flurry-and-Fleet	Dawn's-Feeble-Gleaming
6	Heart-of-Ice	Frost-Dust-Shadow
7	Hearth's-Bitter-Gloaming	Frosted-and-Flawless
8	Howling-Wind's-Waltz	Frosted-Night's-Breath
9	Mantle-of-Snowdrifts	Frozen-in-Lace
10	Never-Be-Borrowed	Hawthorn-and-Thistledown
11	Plum-Frost-and-Medlars	Ice-Cap-and-Fox-Gown
12	Sleet-Under-Foot	Raven's-Cold-Call
13	Splendour-of-Morrow	Shards-of-Dusk-Mirror
14	Spring's-Wilting-of-Heart	Shivers-Entwined
15	Stark-Raving-Sorrow	Snowfall-at-Dusk
16	Sunbeam's-Last-Breath	Stars'-Breath-Splintered
17	Thankless-and-Spry	Time's-Slow-Ague
18	Thaw-Never-Comes	Tip-of-the-Hat
19	Weeps-Until-Morning	Twine-for-the-May-Ball
20	Woken-too-Early	Willow's-Slow-Freezing

Frost elf names: Like other elves, frost elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals).

TODO: NPC portrait

THE COLD PRINCE

A fairy lord of ancient provenance, among the mightiest and wickedest of all fairies. The Cold Prince is a tall, lithe frost elf with pale blue, hoar-crust skin, angular features, and wan eyes lined with shimmering red light. He dresses in kingly robes of snow-white fur, with a ruff of blue feathers. In the centuries of his banishment from Dolmenwood, the Cold Prince's wrath has only waxed—his mind burns with an obsessive malice directed toward the mortals of Dolmenwood.

Demeanour (Chaotic): Cruel, disciplinarian tyrant. All his deeds blaze with a volatile fury and malevolent genius.

Speech: Like the grinding and cracking of ice. Malevolent sneering, maniacally mocking laughter. Woldish, the Immortal tongue of Fairy, High Elfish, Sylvan, Old Woldish, Caprice.

Desires: The Cold Prince's immortal mind is consumed with but a single goal: break the ward of Chell and reclaim his dominion over Dolmenwood. See *The Frost Elves' Schemes*, p56.

Possessions: The *royal crown of Frigia*, a cluster of 17 primal ice crystals melded into his skull—each crystal is valued at 5,000gp, if extracted. The *Rimeblade* (see **Combat Stats**), *staff of mortality* (see **Combat Stats**).

Family: Five wives, innumerable children sired over countless aeons. His estranged seventeenth daughter, Princess Snowfall-at-Dusk, is kept imprisoned in a tower in a remote region of Frigia.

Servants: Countless courtiers, counsellors, and noble kin. A vast household of servants, cooks, tailors, coiffeurs, court musicians, librarians, groundsmen, and so forth. A formidable army, primed for war on the mortal world.

Location: The ice-palace Ruvanaith, hidden in mountain valley in the fairy domain of Frigia (see pXXX).

TODO: Illustration

TODO: NPC portrait

Combat Stats

AC 0 [19] **HD** 18***** (100hp) **Att** 1 × *Rimeblade* (1d8+3, +3 to attack rolls) or 1 × *staff of mortality* (1d6 + ageing) or 1 × touch (freezing) or magic **THACO** 7 [+12] **MV** 120' (40') **SV** D2 W2 P2 B2 S2 (36) **ML** 10 **AL** Chaotic **XP** 9,050

Awful presence: All who behold the Cold Prince must **save versus spells** or be subject to one of the following effects (as the Prince wishes): charmed (per *charm monster*), terrified (flee for 2 turns), or driven permanently insane. Beings of equal stature (e.g. other fairy nobles or beings of godling status) are immune.

Aura of frost: Any in melee with the Cold Prince suffer 1d8 damage per round.

Mundane damage immunity: Can only be harmed by magical attacks.

Cold immunity: Unharmed by cold-based attacks.

The Rimeblade: A long sword of ensorcelled ice (+3 enchantment), shimmering with an aura of dancing blue sparks. The sword can conjure up to 5 magic missiles of ice per day. Instead of making a melee attack, one or more of the missiles can be fired at a target within 150', each missile inflicting 1d6+1 damage. The missiles hit automatically, without an attack roll or saving throw.

Staff of mortality: A staff of frigid bone, carved with the lamenting visages of mortal folk. A mortal who touches or is struck by the staff is ravaged by the accelerated passage of time, permanently losing 1d4 points of CON. If reduced to 0 CON, the victim dies of old age and cannot be raised from the dead by any means short of a wish.

Freezing touch: The victim must **save versus paralysis** or be turned into a statue of ice. (Magic such as *stone to flesh* can restore frozen victims.)

Magic: The Cold Prince can cast the following spells without limit: *detect magic*, *sleep*, *detect evil*, *invisibility*, *dispel magic*. Additionally, he may cast each of the following spells once per day: *wall of ice*, *teleport*, *anti-magic shell*, *death spell*.