

Alfar

<p>Racial Traits Average Height: 5' 5" – 6' 2" Average Weight: 140 to 200 lbs.</p> <p>Ability Scores: +2 Constitution, +2 Intelligence. Size: Medium Speed: 6 Vision: Low-light.</p> <p>Languages: Common, Elven Skill Bonuses: +2 Arcana, +2 Endurance Alfar Weapon Proficiency: You gain proficiency with the longsword. Frostfire Soul: The frostfire has made alfar numb to the debilitating effects of the environment they live in. You have +5 racial bonus on environmental danger checks that involve cold. Ice Walk: Alfar ignore difficult terrain with the cold keyword. Fey Origin: Same as Eladrin Trance: Same as Eladrin. Frostfire Blood: You can use frostfire blood as an encounter power</p>

Frostfire Blood	Alfar Racial Power
<i>As your blood spills the spark of Frigis that resides in you comes to life surrounding you in blue-white flames. Your blood begins to slow and then freeze sealing your wounds.</i>	
<p>Encounter * Healing Minor Action Personal Special: You must be bloodied to use this power.</p>	
<p>Effect: You may immediately make a saving throw against one condition. In addition, for as long as you are bloodied or until the end of the encounter, you gain regeneration 2 (regeneration 4 at 11th, regeneration 6 at 21st level)</p>	

Alfar, also called snow elves by many, are decedents of fey spirits from the Winter Courts of Faerie. Even though they have always resided in cold lands in Aerion, even they were unprepared for the deep freezing cold that the Long Night brought.

When it looked like their kingdoms in northern Aerion were to parish, the alfar migrated south through the darkness to the plains now known as the Silver Wastes, where Frigis, the prince of the Winter Courts was slain by Thrym. There they summoned a great and elder spirit of the Winter Courts to help them return to their ancestral homes in Faerie. The Alfar discovered they were unable to leave because Thrym, firmly in control of the world, had cut off the fey roads leading to the spirit worlds.

Instead the great spirit showed them what they must do to survive. Even though Frigis body had been slain, his dying soul resided in the fields, ice and crystals of the Silver Wastes, manifesting in a phenomena known as frostfire. The Alfar learned they could survive if they sacrificed part of their own souls to draw in a sliver of Frigis' soul into them. Those who did transformed. Fueled by frostfire, the inner light of their long dead prince, they survived to become the alfar known today.

The alfar unlocked the secrets of the frostfire and used it to protect themselves from the dangers of this new world of eternal winter. They tamed the frozen wastes by growing and erecting cities and citadels made of silver crystal, they mastered the arcane secrets of the cold and made pacts with powerful frostfire spirits, known as eidolon. As a side effect of this close communion with the remains of Frigis soul, sometimes alfar can glimpse fragments of his past memories and thoughts.

Play an Alfar if you want...

- to be tough, stoic, and intelligent.
- to play a member of an ancient race that reveres a dead god.
- to endure and even master the cold
- to be a member of a race that favors the swordmage, warlock, and wizard classes.

Physical Qualities

Alfar, once a graceful and lithe race, are now similar to humans in build and most are lean and sinewy. Alfar also possess most of the tell-tail signs of fey origin: perfect symmetrical features and pointed ears. Their complexion ranges from snow white to pale blue and their hair usually ranges from white to silver.

They are the longest-lived of the mortal fey races. The average alfar can live to be 500 years old and those who master the secrets of their frostfire souls can live for over a millennium.

Playing an Alfar

Unlike their fey cousins, the alfar are a calm and steady people, their passions tempered by their chilly blood. Thrym himself has denied them access to the ancestral lands of the Winter Courts. Their ties to their fey ancestry and heritage forcefully cut off, they feel only a distant kinship to the elves, even though they seek to restore that heritage.

Hold up in their silver crystal citadels on the frozen wastes the alfar fight a crusade against the frost giants and their servants. It is not a war of tactics or of furious marching armies; their patient and introspective manner means they fight a war of strategy, logistics and attrition. They plan their moves out decades in advance, taking one pawn at a time, and then waiting years before they strike again. The frost giant tribes don't even realize that a war is being waged against them. Their ability to look to the long-term and endure the trials to get there gives the alfar hope and serenity.

For the average alfar his days are spent in relentless duty and service to his fellow alfar. He spends much of his time training and learning to fight, protecting his citadel from the elements, predators and enemies. When not serving as a sentinel of his citadel an alfar can be found harvesting or growing specialized crops inside their cities or hunting, fishing or foraging for meat and other supplemental food outside. Long-range patrols are sent out to insure the safety of trade routes, to check on the activity of the frost giants, or to scavenge golden age ruins.

Daily life isn't always about service to your city. Much time is also spent in reverence to the memory of Frigis, where congregations of alfar gather for "requiem services" where everyone joins together to sing ancient dirges. These gatherings are not fatalistic mournings, but celebrations of their fallen god's life. Also many alfar take comfort and interest in the arts. Singing, music, sculpting and architecture are the most popular.

Some alfar turn to mastering the power of the frostfire that is harbored in their hearts. Some draw its power out of them and charge their weapons with it. Some study it, using arcane knowledge to unlock its ability to control the cold and ice. Others seek out the guardians of the frostfire fields, the eidolons, fey spirits born from the left over essence of Frigis. From their patronage they learn to unlock the ancient fey powers of the Winter Court.

Alfar Characteristics: aesthetic, ardent, calculating, calm, obstinate, optimistic, patient, spiritual.

Alfar Racial Feats

Alfar Sentinel

You have been trained for defense of your citadel

Prerequisite: alfar, heroic

Benefit: You gain proficiency and a +2 feat bonus to damage rolls with spears and heavy blades.

Frostfire Fuel

Your arcane studies have shown you how to fuel your magic with frostfire.

Prerequisite: alfar, Int 13, heroic.

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls when you use a power that has the cold or radiant keyword.

Frostfire Blast

You can draw the cold fire from your heart and burn your enemies with it.

Prerequisite: alfar, warlock, heroic

Benefit: When using the eldritch blast at-will power, the warlock may charge the blast with frostfire giving the attack +2 feat bonus to damage and the cold keyword.

Freeze the Lifeblood

You have learned how to enter a state of suspended animation to preserve your life.

Prerequisite: alfar, icy eminence, paragon.

Benefit: If you receive a third failure on a Death Saving throw and you still have a healing surge left, you can spend it to enter into a chrysalis like state. Your body transforms into an icy-crystal like statue and you are considered petrified. Your body will naturally revive itself after one month.

You can also be revived with a Remove Affliction ritual. Doing so increases the rituals time to 4 hours, but the ritual does no damage to you. Once revived, you only have 1 hit point and receive a death penalty as if the Raise Dead ritual had been used.

Frozen Psyche

You draw on the unconscious memories of Frigis to strengthen your own mind.

Prerequisite: alfar, Cha 13, heroic

Benefit: +2 to defense against powers with the charm or psychic keywords.

Gust of Snow

You transform into wind and snow and quickly move across the battlefield.

Prerequisite: alfar, heroic

Benefit: you gain the eladrin Fey Step encounter power. This power replaces one of the encounter powers you already know.

Icy Eminence

You strengthen your frostfire soul to protect you from even the worst effects of the cold.

Prerequisite: alfar, Con 13, heroic.

Benefit: You gain resist cold 5 + one half your level.

Requiem for Frigis

You sing an ancient funeral hymn that helps you remind the world of the greatness of Frigis.

Prerequisite: alfar, paladin, heroic

Benefit: When a target takes damage from your Divine Challenge you may choose for that damage to be cold damage instead of radiant. If you do you receive a +2 feat bonus to the damage.

Seer of the Winter Court

The wind and cold reveal your opponents next move.

Prerequisite: alfar, Whispers of the Arctic Wind, paragon

Benefit: twice per encounter you may reroll the result of one arcane ranged attack roll and keep the highest result. You gain a +4 to hit with this second roll.

Tempest of Snow

You transform into wind and snow and surge across the battlefield in the blink of an eye.

Prerequisite: alfar, gust of snow, paragon

Benefit: Once per day you can use your fey step as a minor action.

Winter Court Legacy

You have learned the secrets of the lords of the Winter Court.

Prerequisite: alfar, Cha 13, heroic

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls when you use a power that has the charm or psychic keyword.

Winter's Prodigy

You have mastered the spells of your Winter Court ancestors.

Prerequisite: alfar, wizard, frostfire fuel, paragon.

Benefit: Once per day, you can spend an action point to regain one daily wizard power with the cold keyword that you have already used.

Whispers of the Arctic Wind

A cold wind carries your ranged attacks farther.

Prerequisite: alfar, winter court legacy, frostfire fuel, paragon

Benefit: You gain +3 feat bonus to range with powers that have the cold or psychic keywords.

New Powers

Snow Blindness	Wizard Attack 5
<i>You cover the ground in sparkling luminescent snow.</i>	
Daily * Arcane, Implement, Radiant, Zone	
Standard Action Area: Burst 3 within 10 squares.	
Target: Each creature in burst.	
Attack: Intelligence vs. Will	
Hit: 1d6 + Intelligence modifier radiant damage.	
Effect: The burst creates a zone of bright shining snow that persists for one minute. Anyone that is inside the zone must make a saving throw every round they are in the zone. On a failed save the target of the saving throw is partially blind and loses his bearings. All other creatures are considered to have concealment from that target and if the target tries to move while inside the zone he moves in a random direction. Leaving the zone ends the effects. Any creature that is vulnerable to radiant damage receives a -2 to their saving throws.	

Northern Lights	Wizard Attack 9
<i>You fill the air above your opponents with swirling and mesmerizing lights.</i>	
Daily * Arcane, Charm, Implement, Radiant, Zone	
Standard Action Area: Burst 3 within 20 squares.	
Target: Each creature in burst.	
Attack: Intelligence vs. Will	
Hit: 2d6 + Intelligence modifier radiant damage.	
Effect: The burst creates a zone of swirling and mesmerizing lights that move around and change colors. Anyone that is inside the zone must make a saving throw every round that they are in the zone. On a failed save the target of the saving throw looks up and becomes entranced. The target is considered dazed and must spend a move action to move in a random direction. Leaving the zone ends the effects. Any creature that is vulnerable to radiant damage receives a -2 to their saving throws.	
Sustain Minor: The zone persists.	