

# *Yule Elf*

Written by: James M. Spahn



**A Player Character Class for Labyrinth Lord  
& Other Old-School Fantasy Roleplaying Games**



**Labyrinth Lord**  
**Compatible Product**

# Yule Elf

## A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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to the full height of a human and these are regarded with admiration and respect by their jolly kin. They have rosy cheeks, icy blue eyes and the men all have long white beards. They are a merry folk that enjoy food and mirth, but are also hard workers with a gift for tools and craftsmanship.

The rare adventuring yule elf has departed from their secret snowy homeland and in the rare instance that they are encountered they often claim that they are on an epic quest to report back to their master regarding who was naughty or nice. This master is known by many names such as Santa Claus, Father Christmas, or Kris Kringle to name a few.

Yule elves are not particularly martial in nature, but they do fancy modern technology. They are able to wield clubs, daggers, hand axes, darts, light crossbows, light hammers, short bows, slings and short swords. They may wear leather armor and use shields, though their leathers are often heavy animal skins of a similar level of protection. Yule elves use the same Attack Value as a thief and the Saving Throws of an elf of equal level. They are universally lawful in alignment and speak the common tongue, their alignment language, as well as the languages of elves and dwarves.

Due to their small size yule elves receive a -2 bonus to their Armor Class. They have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on a d6. They are also skilled craftsmen and have a natural understanding of most mechanical things. When attempting to operate a mechanical device a yule elf is successful on a 1-2 on a d6, even if they have never encountered similar technology

**Requirements:** Dex 9, Int 9, Cha 9

**Prime Requisite:** DEX and CHA

**Hit Dice:** 1d6

**Maximum Level:** 10<sup>th</sup>

While most elves dwell in the sylvan and woodland realms of the world, there is a rare and elusive breed of the fair folk who dwell in a secret northern kingdom hidden in the snow and ice. They are known as Yule Elves. Forest dwelling elves claim no kinship to these creatures though and given that Yule Elves are diminutive in size, prefer frozen environments and that they commonly sport long snowy beards, it is quiet possible that there is no ancestral bond between the two. Still the name remains and these exotic creatures identify themselves as elves in spite of all signs to the contrary.

Yule elves are of similar height and build to halflings, sharing their round faces and plump figures. However, there are a rare few who grow

before.

**Reaching 9<sup>th</sup> Level:** Upon reaching 9<sup>th</sup> level, the yule elf gains the surname *Claus*. If they build an appropriate stronghold in a secluded tundra environment they will attract the service of 3d6 1<sup>st</sup> level yule elves who will act as craftsmen and create unique mechanical devices and minor magical items at the bidding of their master. However, the *Claus* must donate 90% of these items to children and adolescent creatures of lawful alignment. In addition, the *Claus* will attract an enchanted reindeer suited to the cold environment who will serve him loyally as a mount. Though due to its peaceful nature, the mount will not participate in combat. Finally, the *Claus* may, for one day a year cast the *Teleport* spell once per round, as often as they like. Once they declare they are activating this ability, it remains active for twenty four hours and cannot be used again for one full year. Their enchanted mount travels with them whenever they teleport.

**Holiday Cheer:** Yule Elves seek to bring good cheer wherever they go. Their ability to inspire mirth in even the most dour individual is uncanny. By singing festive songs from its native land, a Yule Elf can potentially bring winter cheer to creatures around it.

A yule elf may spend a single round singing and if he successfully uses this ability all creatures within 30' of the yule elf who hear the song join him in a his holiday cheer if they fail a saving throw vs. Spells. Those affected will dance and sing, whether they want to or not, and find themselves reciting the traditional songs of the yule elf's homeland, whether they previously knew them or not. They will remain dancing and singing for as long as the yule elf does the same, or until they are the target of an attack, magical spell, or other aggressive action. While under the enchantment they are unable to attack or cast any spells (as they are too busy dancing and singing), though they may still move.

An individual may only be affected by the yule elf's Holiday Cheer ability once per day, though the elf may attempt to use this ability as often as it wishes. For some reason this ability affects many undead creatures who are normally immune to similar *Charm*-like effects. When asked about this, most yule elves simply shrug and claim that they must be spirits of holidays past, present or future.

**Winter Mischief:** Yule elves are remarkably skilled at remaining unseen and unheard when they wish. Winter Mischief functions as a combination of the thief skills *Hide in Shadows* and *Move Silently*, though only a single roll is necessary. If the roll is successful then the elf may move at 3" per round and remain perfectly silent and as long as he is able to begin and end each round hidden in a shadowy area or concealed location, he will not be noticed. The yule elf always believes themselves to be successful when using this skill.

**Enchantments:** Yule elves possess a natural magic that is similar to magic spells, though it does not require prayer or study. The yule elf calls these enchantments, and as they increase in experience level the power of these enchantments grow. Enchantments function exactly as the spell of the same name, and may be cast by the yule elf while wearing armor or carrying a shield. However, unlike spells, enchantments are not memorized before being cast. The character simply selects the enchantment they wished to cast, limited by their level, and activates the enchantment.

At 1<sup>st</sup> level the yule elf may cast only minor enchantments. The gain access to major enchantments at 3<sup>rd</sup> level and magnificent enchantments at 5<sup>th</sup> level. The number of enchantments they are able to cast per day is determined by the chart below. All enchantments function exactly as the spell of the same name.

## Yule Elf Character Progression

Experience	Level	Hit Dice (1d6)	Holiday Cheer	Winter Mischief
0	1	1	30%	25%
4,065	2	2	35%	30%
8,125	3	3	40%	35%
16,251	4	4	45%	40%
32,501	5	5	50%	45%
65,001	6	6	55%	50%
130,001	7	7	60%	65%
200,001	8	8	65%	75%
400,001	9	9	70%	85%
600,001	10	+2 hp only*	75%	95%

\*Hit point modifiers from constitution are ignored

## Yule Elf Enchantment Progression

Character Level	Minor Enchantments	Major Enchantments	Magnificent Enchantments
1	1	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2
9	3	3	3
10	3	3	3



**Minor Enchantments:** Light, Purify Food & Drink, Resist Cold, Speak with Animals, Ventriloquism,  
**Major Enchantments:** Charm Monster, Create Food & Water, Invisibility, Wall of Ice  
**Magnificent Enchantment:** Animate Object, Conjure Animal, Control Weather, Teleport

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