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ADVENTURE PATH[™]



REIGN OF WINTER

PLAYER'S GUIDE



REIGN OF WINTER

PLAYER'S GUIDE

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REIGN OF WINTER

The Reign of Winter Adventure Path is on its way, and unseasonable pockets of winter are appearing all over Golarion. It's surely no coincidence that this is the time when the Queen of Witches, Baba Yaga, is scheduled to return to the frozen land of Irrisen. Will the PCs discover the sinister plot behind these winter pockets and stop them from spreading, or will Golarion be locked in an eternal ice age?

The options in this guide help tie characters to the people and lands of the North, and the following recommendations and campaign traits are customized for the Reign of Winter Adventure Path. These hints, suggestions, and character options are designed to help players create characters perfectly suited to jumping right into and excelling over the course of this deadly campaign.

In this Adventure Path, the PCs don't know that they are about to be thrown into an unnatural winter and whisked

off to explore far-flung locations. This guide balances the need to help players with the risk of spoiling the Adventure Path's plot twists. Without any hints about what is to come, there's a chance that a group could end up consisting of a desert-running ranger, a sea singer bard, a dungeon-delving dwarf, and an air elemental wizard—none of which have much of a thematic link to the campaign.

This guide gives provides suggestions and new rules that can help you create a character for the Reign of Winter Adventure Path, but ultimately the details of the campaign are up to your GM. Before getting too far along in character creation, talk to your GM and ask whether she recommends any modifications to your character. If you get the chance, it's also a good idea to talk with the other people who will be playing in the campaign and work together to build a cohesive group.

FOR GAME MASTERS

While this Player's Guide is for players first and foremost, it includes information that is helpful to GMs too. The winter witch archetype and the winter witch prestige class are reprinted here for players and Game Masters alike. In addition to these options, this guide serves to help the GM assemble a tightly focused group of PCs who are appropriate to the theme of the campaign.

If any GMs are reading this guide to determine whether this information is appropriate for your characters, and find it reveals too much or doesn't cover the points needed for their campaigns, they should consider cutting this guide apart and customizing a Player's Guide that better fits their specific groups. All of the information provided is pertinent to this campaign, but ultimately, you know your group better than we do. Feel free to take pieces from this guide and copy and paste them into your own document to distribute to your players.

SPOILER WARNING~THE NATURE OF SPOILERS

While we don't intend to spoil this Adventure Path, different groups have different standards for what they consider to be spoilers. This being called the Reign of Winter Adventure Path, a player could infer that cold weather and freezing temperatures are something that their characters are going to come into contact with.

Think of this Player's Guide as a movie or video game trailer. It is here not only to help players make good decisions for the characters they intend to playing, but also to give players a taste of what is to come. Player's Guides let the audience know what they are getting into. Some people don't want to know anything about a movie they are planning on seeing, while others watch all the trailers available before going to the theater. Since a movie lasts only a couple of hours but a vibrant campaign lasts for many months of multiple-hour sessions, it is important for you to have a good idea of what you'll be spending your time doing—this will help ensure that you enjoy the experience.

In this guide we will talk about how characters should be ready to deal with winter, even though the campaign doesn't begin in a place where a blizzard is likely. In the first few encounters of the first adventure, players should do their best to separate their knowledge as players from their characters' knowledge.

This guide is also provided to help players make fun PCs for the campaign. If the members of your gaming group show up with characters that just don't fit the theme of the adventures, the GM is going to have to work extra hard to incorporate the characters into the

campaign, or the players with the oddball choices are not going to have much fun—or both!

An Adventure Path is a big commitment for everyone involved, and the more people know what they're getting into before anything begins, and if they players have a chance to make a character that is appropriate to the Adventure Path, it goes a long way to ensuring everyone at the table will be happy.

This Player's Guide and the product description for this Adventure Path reveal that an out-of-season winter storm strikes (blanketing the village that serves as the starting point and the nearby woods in snow), hint at travel to Irrisen, and talk about the return of Baba Yaga. You should keep all these in mind when making your character, but know that other greater secrets will be revealed over the course of the campaign.

CHARACTER ADVICE

During this Adventure Path, the PCs will visit a number of interesting and exotic places, but humans can go unnoticed in most of these locations. Members of more unusual races might have a harder time blending in at first. However, as the PCs progress through the Adventure Path, they will find themselves farther away from home and what is considered normal. Because the PCs will all be foreigners in strange lands, this campaign might be a good chance for players to try uncommon races.

Character options with winter themes are available to PCs, and while having protections against cold will be very helpful, remember that it is likely your character will be fighting creatures that are acclimated to the cold and resistant to the cold energy type.

CULTURE SHOCK

Throughout the course of the adventure, the PCs find themselves in many likely unfamiliar locations. Because of this, they will find that their social mores often do not fit those held by the NPCs they encounter. Being flexible and able to adapt (or blend into) different cultures would be very helpful in this Adventure Path. Characters who are more interested in being obstinate individuals will likely have a difficult time in this campaign, however, and could become a burden for their fellow adventurers.

CHARACTER TIPS

How should you prepare for the dangers that await you in the Reign of Winter Adventure Path? Just keep the following in mind while creating characters.

Frozen Foes: Reign of Winter's adventures contain a variety of monsters, many of which are native to icy climes. You'll face animals, fey, and humans at lower levels, then giants and magical beasts. At higher levels, expect evil outsiders, undead, and possibly even a few dragons.

Ice Magic: Irrisen's White Witches are masters of icy magic, but your character may be interested in cold magic as well. The winter witch archetype in *Pathfinder Campaign Setting: Inner Sea Magic* is perfect for a witch character, as is the winter witch prestige class from *Pathfinder Campaign Setting: Paths of Prestige* (reprinted in this guide), while an oracle can choose the winter mystery presented on page 26 of *Pathfinder Player Companion: People of the North*. A druid with the arctic druid archetype or sorcerer with the boreal bloodline from the *Pathfinder RPG Advanced Player's Guide* would also be a good fit. Likewise, an inquisitor with the witch hunter archetype from *Pathfinder RPG Ultimate Combat* or a magus with the hexcrafter archetype from *Pathfinder RPG Ultimate Magic* would suit many of the campaign's themes.

Lands of Winter: Winter is a major theme in the campaign, so you should be prepared to face cold temperatures and harsh conditions. Survival would be a very good skill to have, as would Stealth and Use Magic Device. Characters will also be traveling to new lands during the campaign, so Diplomacy, Linguistics, and Knowledge (local) may be useful in dealing with natives and new surroundings. Being able to survive in cold terrain is a must, but the adventures will also take characters into forest, mountain, and urban environments as well.

LANGUAGES AND COMMUNICATION

This Adventure Path brings the PCs to a number of far-flung places, locations that might very well end up being extremely foreign to most characters. In order to get by when it comes to communicating with natives of these places, it would serve a PC well to invest in the Linguistics skill. Furthermore, early on in the campaign the PCs visit the nation of Irrisen, whose residents don't generally speak Common, but instead treat the Skald language as their common tongue. Some Irriseni also speak Hallit, and Sylvan and even Aklo may be helpful for communicating with some of the fey natives.

For some characters, language slots are a precious commodity (especially at the beginning of their careers), but it would be helpful for a party of adventurers in this campaign if at least one member of the group selected Hallit or Skald as one of her starting languages. (You can also talk to your GM about using a possible house rule that allows use of the Linguistics skill to get a basic understanding of unfamiliar spoken languages.) As the campaign progresses, spellcasters would be wise to select *comprehend languages* or *tongues* as spell selections.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Reign of Winter Adventure Path. Although the campaign will take characters to Irrisen and other

ADDITIONAL READING AND OTHER RESOURCES FOR PLAYERS

Players wishing to learn more about various regions they may visit or who want to be prepared for the chill of winter should check out *Pathfinder Campaign Setting: Inner Sea Primer* and *Pathfinder Player Companion: People of the North*. For players looking to see how people live in Irrisen, consider reading the Pathfinder Tales novel *Winter Witch*. Though the novel is set in Irrisen, it shouldn't provide any spoilers for the plot of this Adventure Path.

icy, winterbound locales, it begins in the warm lands of Taldor far to the south. Characters designed for this campaign should plan to be residents of or new arrivals in the village of Heldenren.

Adaptive Magic: The wonders of magic have always fascinated you, and you find the urge to tinker and experiment with magic almost irresistible. You could be the child of an alchemist, wizard, or witch; a member of the Pathfinder Society; or maybe someone with a touch of fey or dragon blood. You may not be trained in magic, and you've had your share of accidental mishaps, but you possess a natural knack for activating magic items. You've always been intrigued by the cold magic of the winter witches and ice mages of the North, and would love to get your hands on some of their magic items. You gain a +1 trait bonus on Knowledge (arcana) and Use Magic Device checks, and Use Magic Device is a class skill for you.

Blood of Giants: You're a big person, and people have always said you've got some giant blood in you. Even as a child, you towered over your friends, and as you grew older, you grew even taller and stronger. Maybe your hair has a tint of blue as well, or your skin is as pale as snow. Perhaps someday you'll get the opportunity to travel to the North and meet some real giants, and see whether the rumors about you are true. You gain a +1 trait bonus on combat maneuver checks to sunder, and a +1 trait bonus to your CMD against bull rush and overrun combat maneuvers.

Failed Winter Witch Apprentice: As a child, you were apprenticed as a winter witch in the frozen land of Irrisen, but you did not complete your training. Perhaps you disagreed with the politics of Irrisen's White Witches, or you had an altercation with one of your teachers, or maybe you were just ill-suited to the practice of witchcraft. Whatever the reason, you left the ranks of the winter witches and left Irrisen. Whether or not you have continued your training on your own, you still retain some small knowledge of witchery and the magic of the icy north. You gain a +1 trait bonus on Knowledge

SPECIAL ITEM

The vigilante witch hunter campaign trait mentions the following minor magic item.

HEX NAIL

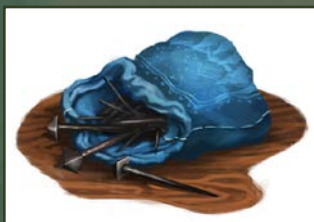
PRICE
20 GP

SLOT none

CL 3rd

WEIGHT —

AURA faint abjuration



A *hex nail* is a thick, 6-inch-long nail forged from cold iron. Usually carried like charms or concealed within the heels of shoes, these roughly worked nails are the

only protection many common citizens of Irlisen have against the White Witches and the cold fey of the North. Carrying a *hex nail* grants its possessor a +2 resistance bonus on all saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of fey, hags, and witches. A *hex nail* automatically grants its bonus when its possessor is targeted by such an effect. Once a *hex nail* has granted its bonus on a single saving throw, it becomes a nonmagical nail. Most Jadwiga consider possession of a hex nail an act of treason.

CONSTRUCTION REQUIREMENTS

COST 10 GP

Craft Wondrous Item, *resistance*

(arcana) and Spellcraft checks to identify spells or magical effects with the cold descriptor, and one of these skills (your choice) is a class skill for you. In addition, you gain Hallit or Skald (this does not count toward your number of languages).

Northern Ancestry: One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Alternatively, maybe one of your ancestors passed on the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

Restless Wayfarer: You have long led a nomadic life—perhaps because your parents were travelers (whether roaming Varisian caravaneers or traveling merchants who traded far and wide), you belonged to a nomadic tribe, or you ran away from home to discover the world at a young age. Some call it wanderlust, but to you the thought of new places and experiences is truly what

makes life worth living, and no region catches your imagination like the windswept wilderness of the North. You are used to getting along in unfamiliar lands and interacting with interesting new people. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, and one of these skills (your choice) is a class skill for you. You can also speak one additional language (this does not count toward your number of languages).

Vigilante Witch Hunter: You don't trust witches. They deal with otherworldly beings, consort with beasts, and brew vile poisons in their cauldrons. As a child, perhaps you barely escaped some horrid fate at the hands of an evil witch, or maybe a loved one was stolen from you by a witch's charms. Perhaps you wanted to be a witch yourself, but the local witch refused to take you on as an apprentice. Whatever the reason, you now hate witches, and have dedicated your life to ferreting them out and exposing their wickedness for all to see. You know that the North is full of winter witches, and should you ever find yourself there, you'll relish bringing your justice to them as well. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you. In addition, you begin the campaign with 1d4 *hex nails* (see the sidebar).

Warded against Witchery: Sometime in your youth, you encountered a location, object, or being steeped in the power of evil witchcraft. Whether you were the victim of this force, were a conduit for it, or merely witnessed its effects, the event changed your life. You have tried to put the strange incident behind you and forget it, but nebulous premonitions of danger and eerie feelings of *deja vu* have dogged your steps ever since. For some inexplicable reason, you feel drawn to the lands of the North, though you fear another encounter with the evil witchcraft that touched you once before. Whether through your purity, the blessing of goodly spirits, an innate determination, or an intuitive and inexplicable familiarity with the ways of black magic, you have acquired a resilience against the power of the dark arts. You gain a +1 trait bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters, and a +1 trait bonus on Spellcraft checks to identify spells cast by evil arcane spellcasters.

WHERE YOU'RE FROM AND WHERE YOU'RE GOING

This Adventure Path doesn't stay put. The characters all start out in the same place, but moving forward, the only thing known is that they will be spending much of their time in freezing temperatures. Below is a brief description of where the PCs start and a quick primer on how wintry weather affects them.



SOUTHERN TALDOR

The Reign of Winter Adventure Path assumes that your character starts in or around the small village of Heldren in southern Taldor. This area contains populations of humans, halflings, half-elves, elves, and gnomes. While half-orcs are rare, they are not unheard of in this region and they are not treated much differently from those of other races. Also, as Taldor is a somewhat tolerant country, it wouldn't be unheard of to see aasimars, tieflings, or other strange and almost otherworldly races.

Heldren is located in southern Taldor near the edge of the Border Wood. Taldor's capital of Oppara is almost 200 miles northwest of Heldren, and the closest sizable city is Zimar—Taldor's third largest city. This fortified city on the Jalrune River houses a large number of Taldan troops ready to defend their borders from the Qadirans to the south. A small town named Demgazi sits on the other side of the Border Wood from Heldren. More information about Taldor can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* or in *Pathfinder Player Companion: Taldor, Echoes of Glory*.

Heldren is a small village of 171 people, mostly farmers, herders, and woodcutters. A small armory sits atop a low hill northwest of the town square, ready to provide

a safe refuge in case the village is attacked. Heldren's town hall and its single inn, called the Silver Stroat, are the two largest buildings in the village, followed by the sawmill that brings income to the quiet settlement. Like many small villages, Heldren contains a general store, a blacksmith, a stable, a butcher shop, a barber, an apothecary, and a wise woman who sees to the village's needs. To provide spiritual guidance to the village, a small temple stands near the center of town. Though the place is dedicated to Erastil, its resident cleric tends to the community regardless of an individual's particular faith.

The village of Heldren is detailed in *Pathfinder* #67, and you can talk to your GM about additional details regarding the village if your character happens to be from there. Portions of that article contain spoilers for the adventure, but your GM might be able to provide you the information you need without ruining your experience or showing too much of her hand.

Even though the Adventure Path assumes that the PCs start in the town of Heldren, the initial adventure is flexible enough to start pretty much anywhere in the Inner Sea region. If your GM intends to begin the campaign in another town or village, talk to her about good suggestions for your character background.



COLD WEATHER PRIMER

This Adventure Path deals with strong winter themes, and during the course of the campaign, the PCs encounter a great deal of snow, ice, and arctic weather. To help ensure your survivability in the Adventure Path, take heed of some of the dangers this environment can impose.

COLD DANGERS

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night. Cold and exposure deal nonlethal damage to their victims. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must succeed at a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must attempt a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers from the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must succeed at a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Cold Snap: Lowers temperature by -10° F.

Ice Effects: Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by 5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A successful DC 10 Acrobatics check is required to run or charge across an ice sheet.

WEATHER EFFECTS

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain (reduces visibility ranges by half, resulting in a -4 penalty on Perception checks), and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall but also restricts visibility as fog does (obscures all sight beyond 5 feet, including darkvision; creatures 5 or more feet away have concealment). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. Heavy snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%), and it has the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.



ADDITIONAL CLASS OPTIONS

What follows are additional class options for the Reign of Winter Adventure Path. Some of these options—particularly the winter witch prestige class—are included here primarily for the GM’s use, but they can also be selected by players for use in the campaign. Talk to your GM before making your character a winter witch to see how this may impact the GM’s intended campaign. While all of a winter witch’s class abilities are appropriate to the theme of winter, some of the abilities presented in the archetype and prestige class can benefit a player character in this campaign, but some of the class abilities are more likely to hinder characters.

COLD CLIMATE ANIMAL COMPANIONS

The following animal companions are all stout enough to thrive in cold environments and could prove useful to PCs in the Reign of Winter Adventure Path.

ANIMAL COMPANION	SOURCE
Aurochs	<i>Bestiary</i> 174
Badger/wolverine	<i>Core Rulebook</i> 53
Bear	<i>Core Rulebook</i> 53
Bird (eagle, hawk, owl)	<i>Core Rulebook</i> 53
Cat, big	<i>Core Rulebook</i> 54
Cat, small	<i>Core Rulebook</i> 54
Elk	<i>Bestiary</i> 3 147
Giant weasel	<i>Pathfinder Adventure Path</i> #67 82
Horse	<i>Core Rulebook</i> 54
Mastodon/mammoth	<i>Bestiary</i> 128
Megaloceros	<i>Bestiary</i> 2 187
Ram	<i>Bestiary</i> 2 154
Wolf	<i>Core Rulebook</i> 54

COLD CLIMATE FAMILIARS

A frog or a lizard is not going to last long in lands shrouded by winter’s chill. What follows is a list of additional

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familiars that are better suited to adventuring in the brisk cold.

FAMILIAR	SPECIAL ABILITY
Arctic fox	Master gains a +2 bonus on Reflex saves
Arctic hare	Master gains a +4 bonus on initiative checks
Arctic tern	Master gains a +3 bonus on Fly checks
Ermine	Master gains a +2 bonus on Reflex saves
Lemming	Master gains a +2 bonus on Fortitude saves
Ptarmigan	Master gains a +3 bonus on Stealth checks
Puffin	Master gains a +3 bonus on Swim checks
Snowy owl	Master gains a +3 bonus on sight-based and opposed Perception checks when in shadows or darkness

ARCTIC FOX CR 1/4

Use the statistics for a fox (*Pathfinder RPG Bestiary* 3 112). The greatest difference between a typical fox and an arctic fox is that the white fur of an arctic fox allows it to better blend in with its snowy environment. An arctic fox receives a +4 racial bonus on Stealth checks attempted while in snow.

ARCTIC HARE CR 1/6

XP 65

N Tiny animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite -2 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 16, **Con** 9, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Run

Skills Stealth +15 (+19 in snow); **Racial Modifiers** +8 Acrobatics when jumping, +4 Stealth in snow

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or down (3-16)

Treasure none

ARCTIC TERN CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 2 (1d8-2)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 7, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Fly +6, Perception +6

ECOLOGY

Environment cold coastlines

Organization solitary, pair, or flock (3-20)

Treasure none

ERMINE CR 1/2

Use the statistics for a weasel (*Pathfinder RPG Bestiary* 133). While an ermine is a type of weasel, this specimen has white fur that allows it to blend into snowy surroundings. An ermine receives a +4 racial bonus on Stealth checks attempted while in snow.

LEMMING CR 1/8

XP 50

N Diminutive animal

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 2 (1d8-2)

Fort +2, **Ref** +3, **Will** +1

OFFENSE

Speed 15 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 12, **Con** 6, **Int** 1, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -3; **CMD** 2 (6 vs. trip)

Feats Great Fortitude

Skills Climb +5, Stealth +17; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment cold hills and mountains

Organization solitary, pair, or rout

Treasure none

PTARMIGAN CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 2 (1d8-2)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft., fly 40 ft. (poor)

Melee bite +4 (1d2-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 14, **Con** 7, **Int** 1, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Perception +6, Stealth +10 (+14 in snow); **Racial**

Modifiers +4 Stealth in snow

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or flock (3-12)

Treasure none

PUFFIN

CR 1/3

XP 135

N Diminutive animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 2 (1d8-2)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +6 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 3

Feats Weapon Finesse

Skills Fly +8, Perception +6

ECOLOGY

Environment cold coastlines

Organization solitary, pair, or flock (3-12)

Treasure none

SNOWY OWL

CR 1/3

Use the statistics for an owl (*Bestiary* 132). A snowy owl has white feathers that allow it to blend in with its surroundings during winter. A snowy owl receives a +4 racial bonus on Stealth checks attempted while in snow.

WINTER WITCH (WITCH ARCHETYPE)

The descendents of Baba Yaga rule the frozen realm of Irrisen, and possess a unique power stemming from their otherworldly origin and their ties to cold magic. This power is partly magical, partly political, and partly cultural. Known as winter witches, these scions of Baba Yaga have not bothered to hide their secrets from outsiders, for they understand that those who see winter witches not native to Irrisen working their frozen magic will simply assume the witches are agents of Irrisen. By opening up their traditions to those who have no direct blood connection to Baba Yaga or the ruling families of

Irrisen, they spread the notoriety and infamy of their wintry magic far beyond what they could accomplish on their own. While winter witches are most commonly encountered in Irrisen, they could be encountered in any part of the Inner Sea region, where they work to increase Irrisen's notoriety with each frozen spell and manipulative hex they cast. A winter witch has the following class features.

Familiar: Winter witches must choose a familiar that is native to the frozen north, even if they themselves operate in other regions. Traditionally, this limits winter witch familiar choices to bat, cat, fox, hawk, owl, rat, raven, or weasel. A winter witch who gains the Improved Familiar feat can select any familiar she desires, save for familiars with the fire subtype.

Cantrips: A winter witch adds *ray of frost* to her spell list, but does not automatically learn this cantrip.

Patron: A winter witch must choose her patron from one of the following patron themes: ancestors*, deception, enchantment*, endurance, moon*, occult*, portents*, stars*, transformation, trickery, vengeance*, water, winter*, or wisdom. An asterisk (*) indicates that the patron theme is detailed in *Ultimate Magic*.

Ice Magic: When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by 1. A winter witch cannot learn or cast spells with the fire descriptor at all.

Cold Flesh (Ex): At 1st level, a winter witch gains *endure elements* as a constant spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. At 9th-level, this increases to cold resistance 10, and at 14th level, it becomes immunity to cold. This replaces the witch's 4th-level hex.

Hexes: The following hexes complement the winter witch archetype: beast eye*, blight, cook people*, evil eye, feral speech*, hag's eye, hoarfrost*, ice tomb*, witch's hut.* An asterisk (*) indicates that the hex is detailed in *Ultimate Magic*.

A winter witch can select the following hexes:

Frostfoot (Su): This ability works like the *spider climb* spell, but the surfaces the witch climbs must be icy. The witch can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. She can move across regular snow without penalty, and heavy snow costs her only 2 squares of movement instead of 4.

Frozen Caress (Su): Whenever the winter witch casts a touch spell, she can infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect. If the touch spell allows a saving throw, a successful save negates this additional cold damage.

WINTER WITCH PRESTIGE CLASS

In the minds of the folk of the arctic north, the otherworldly powers of winter witches are inextricably linked with the frozen realm of Irrisen and its cruel aristocracy. These rulers, the Jadwiga, have the bitter blood of Baba Yaga running through their veins, and possess unique abilities that make them unparalleled in their power over ice, snow, and cold.



Not all winter witches have a blood connection to the nobility of Irrisen. Some have their craft passed down to them by wizened mentors, and others hear their calling in the howling winds of a freezing winter's night. Of those winter witches who live outside Irrisen, many subsist on the fringes of civilization or in the wild, often concealing their powers lest they be seen as Irriseni spies. This is particularly true in the lands of the Linnorm Kings, where memories of the Winter War with Irrisen fuel long-held hatreds, as well as in the Realm of the Mammoth Lords, whose superstitious tribespeople deeply distrust most forms of arcane magic.

Hit Die: d6.

REQUIREMENTS

To qualify to become a winter witch, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast at least three different spells with the cold descriptor, one of which must be of 3rd level or higher.

Special: Must have a patron and the ice magic class feature (*Inner Sea Magic* 43).

CLASS SKILLS

The winter witch's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the winter witch prestige class.

Weapon and Armor Proficiency: A winter witch gains no additional weapon or armor proficiencies.

Spells per Day: At the indicated levels, a winter witch gains new spells per day and patron spells as if she had also gained a level in the witch class. She does not, however, gain other benefits a character of that class would have gained except for additional spells per day and an increased effective level of spellcasting.

Hyperboreal Patronage: A winter witch's patron reveals an icy aspect. A winter witch adds the following spells to her spell list at the listed class levels, but does not automatically learn them: 3rd—*wall of ice*, 5th—*icy prison*^{UM}, 7th—*freezing sphere*.

Winter Witchcraft: Levels of the winter witch prestige class stack with witch levels for determining when a witch learns new hexes, the effect of her hexes and other witch class abilities (including archetype abilities), the abilities of her witch's familiar, and the level at which she can select major hexes or grand hexes.

WINTER WITCH

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+0	+0	+1	Hyperboreal patronage, winter witchcraft	—
2nd	+1	+1	+1	+1	Freeze and thaw	+1 level of witch class
3rd	+1	+1	+1	+2	Unnatural cold	+1 level of witch class
4th	+2	+1	+1	+2	Sculpt ice and snow	+1 level of witch class
5th	+2	+2	+2	+3	—	+1 level of witch class
6th	+3	+2	+2	+3	Blizzard sight	+1 level of witch class
7th	+3	+2	+2	+4	—	+1 level of witch class
8th	+4	+3	+3	+4	Unearthly cold	+1 level of witch class
9th	+4	+3	+3	+5	—	+1 level of witch class
10th	+5	+3	+3	+5	Iceglide, inexorable cold	+1 level of witch class

Freeze and Thaw (Su): At 2nd level, a winter witch can freeze water or melt ice and snow with a touch. As a standard action, a winter witch can melt an adjacent 5-foot cube of ice or a 10-foot cube of snow. Melting snow produces a volume of water equal to 10% of the snow's volume. Alternatively, a winter witch can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 round, making it almost impossible to trap a creature unless it's helpless. This ability cannot affect water that is within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds.

This ability works on fresh water and saltwater, but has no affect on water creatures; on liquids (frozen or otherwise) other than water; or on magical water, ice, or snow. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Unnatural Cold (Su): At 3rd level, whenever a winter witch's spell, spell-like ability, or supernatural ability deals cold damage, treat affected creatures as having half their normal cold resistance when determining the damage dealt.

Sculpt Ice and Snow (Sp): At 4th level, a winter witch can sculpt ice and snow into any shape that suits her purpose (as *stone shape*, except that it works with ice). This ability also works on snow, doubling the volume affected. At 7th level, this ability functions on ice or snow like the *fabricate* spell, increasing the volume manipulated and allowing a higher degree of craftsmanship. The winter witch must succeed at appropriate Craft checks to form complex items or ones with fine detail. Items created by the *fabricate* version of this ability solidify into ultra-hard ice (hardness 5, 10 hit points per inch of thickness) that resists normal melting but takes double damage from fire. The ice remains in this ultra-hard state for 1 hour per class level before returning to normal ice. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Winter Hex: Starting at 5th level, whenever a winter witch can choose a major hex, she must choose from the following hexes: ice tomb^{UM}, hoarfrost^{UM}, numbing chill (see below). Once the winter witch has selected all three winter hexes, she may thereafter choose any other hex she meets the prerequisites for.

Numbing Chill (Su): Whenever the winter witch casts a spell that deals cold damage, she can imbue the spell with a debilitating eldritch chill as a swift action. She chooses one of the spell's targets or a creature within the spell effect. If that creature takes cold damage from the spell, it must also succeed at a Fortitude save or take 1d4 points of Dexterity damage and be staggered for 1 round. The creature need only make this saving throw once per spell, even if the spell deals damage multiple times. If the target saves successfully, it is immune to this hex for 1 day. This is a cold effect.

Blizzard Sight (Su): At 6th level, a winter witch can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions.

Unearthly Cold (Su): At 8th level, a winter witch's spells, spell-like abilities, and supernatural abilities that deal cold damage become horrendously cold. Half the cold damage caused by these effects comes from an otherworldly power and is not subject to being reduced by resistance or immunity to cold-based attacks.

Iceglide (Su): At 10th level, a winter witch can move effortlessly at her base land speed through ice or snow. This movement leaves behind no tunnel or hole, and doesn't create any ripple or other sign of passage. While icegliding, a winter witch can breathe normally. A *control water* spell cast on an area containing an icegliding winter witch flings her back 30 feet in a random direction, stunning her for 1 round unless she succeeds at a DC 15 Fortitude save. A winter witch can use this ability for 10 minutes per day. This time need not be consecutive, but must be spent in 1-minute increments. Activating this ability is a swift action.

Inexorable Cold (Su): At 10th level, a winter witch casts spells with the cold descriptor at +1 caster level. In addition, she gains a +1 bonus on caster level checks to counterspell, dispel, or penetrate spell resistance with these spells, and the DC to counterspell or dispel these spells increases by 1.

ARCTIC GEAR

A few of the most common pieces of gear used by travelers and explorers in cold climates are listed below. Full descriptions of these items can be found in *Pathfinder RPG Ultimate Equipment*, though descriptions for a few of them are listed below.

ITEM	COST	WEIGHT	SOURCE
Blackfire clay	20 gp	10 lbs.	<i>Ultimate Equipment</i> 102
Cleats	5 gp	2 lbs.	<i>Ultimate Equipment</i> 88
Climber's kit	80 gp	5 lbs.	<i>Ultimate Equipment</i> 76
Cold-weather outfit	8 gp	7 lbs.	<i>Ultimate Equipment</i> 88
Dog sled	20 gp	300 lbs.	<i>Ultimate Equipment</i> 86
Firewood (per day)	1 cp	20 lbs.	<i>Ultimate Equipment</i> 64
Frost ward gel	150 gp	1 lb.	<i>Ultimate Equipment</i> 100
Furs	12 gp	5 lbs.	<i>Ultimate Equipment</i> 89
Ice skates	1 gp	2 lbs.	<i>Ultimate Equipment</i> 89
Pole	5 cp	8 lbs.	<i>Ultimate Equipment</i> 69
Shovel, common	2 gp	8 lbs.	<i>Ultimate Equipment</i> 71
Shovel, folding	12 gp	12 lbs.	<i>Ultimate Equipment</i> 71
Skis	5 gp	20 lbs.	<i>Ultimate Equipment</i> 91
Snow goggles	12 gp	—	<i>Ultimate Equipment</i> 72
Snowshoes	5 gp	4 lbs.	<i>Ultimate Equipment</i> 91

Blackfire Clay: This pliant clay is always pleasantly warm to the touch. Working blackfire clay in your hands for a full round causes the clay to grow much warmer, granting you a +4 alchemical bonus on saving throws made to resist cold weather. You can combine five blocks of clay over the course of a minute to produce a source of warmth equivalent to a small campfire, allowing you to heat a campsite and cook food.

Blackfire clay only produces heat, never light, smoke, or odor. The clay emits warmth for 1 hour before hardening into an unusable lump. A newly created brick of blackfire clay consists of 10 blocks.

Firewood: It is sometimes difficult to find dry and unfrozen wood in Irrisen, so some journeying to the Land of Eternal Winter bring their own for campfires.

Snow Goggles: These goggles, typically carved from bone or wood with a narrow slit opening and held in place with leather straps, work as smoked goggles (*Ultimate Equipment* 72). These goggles help protect the wearer's eyes from the blinding glare of bright sunlight reflecting off the snow and ice.

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