



TREASURY OF

TREASURY OF WINTER

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Treasury of Winter © 2016, Legendary Games; Author Jason Nelson and Victoria Jaczko ISBN-13: 978-1532879326 ISBN-10: 1532879326 First printing April 2015. Printed in USA.



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Hey, What's With the Names?

You will see us use phrases such as "Witches of Winter Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc., covering issues #67 to 72. Or, you may see us use names such as the "Snow Queen," the "Threefold Dungeon," the "Kingdom of the Winter Witches," or the "Icy Dragonworld" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these treasures for use in your "Witches of Winter Adventure Path," seeking your fortune in the "Dancing Hut" and beyond. See, that wasn't so hard, was it?



WHAT YOU WILL FIND INSIDE Treasury of Winter

The **Treasury of Winter** brings you three dozen magical items ideal for any Pathfinder Roleplaying Game campaign but especially suited to adventures into the icy lands of the north, where frozen fey and winter witches rule a cold-hearted kingdom and seek to spread their wintry reach across this world and beyond. Even beyond the general themes of frost and fey, these treasures draw upon Russian myth, legend, and folk traditions, as befits a campaign where meeting Baba Yaga herself is a definite possibility, and where the veil between worlds dissolves to the point that heroes from a world of magic might venture forth to a war-torn world like our own on the trail of the queen of witches herself!

This tome contains treasures of great value to those braving the long cold polar night, like the *radiant censer*, *foxfire stole*, *hoarfrost halter*, and *sledge of the great bear*, as well as those who exult in wielding the fury of the fantastic frost for themselves, like the *diamondice dagger*, *blizzard bottle*, and *hoarfrost halter*. You will find items that draw deeply upon Slavic folklore, like the *servant samovar*, *gorynych scale*, *bogatyr blade*, and *icon of timeless faith*, alongside the curiously modern trappings where magic and the marvels of the modern age intersect, like the *wire tangler*, *phosgene flail*, *invader's bugle*, and *pelisse of the light brigade*. Even if your players just enjoy the wild whimsy of the winter wonderland, they will delight in treasures like the *feyfrost brush*, *dancing reed flute*, *snowstone scepter*, and many more they will find in the *Treasury of Winter*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



TREASURY OF WINTER

The magic items in this product are designed specifically to fit within a campaign set in the heart of winter, whether that is a natural turn of the seasons or a frozen fairyland where cold-hearted fey rule wintry kingdoms. They especially embrace a Russian or Slavic sensibility and style, with a flavor that favors the tropes and culture of Eastern Europe, a land of witches and curses, and even a campaign where time itself may shift and heroes from the dark ages may find themselves face to face with the horrors of modern warfare. This book is an ideal companion to the official Witches of Winter Adventure Path for the Pathfinder Roleplaying Game (#67-72), but it works equally well in any campaign where you want to evoke the tropes of cold wastes, frozen forests, mysterious faeries, winter witchcraft, and a frosty fantasy realm that ventures beyond the traditional tropes of RPGs into the taiga, tundra, steppe, and sparkling cities of snow and ice.

The items in this book are listed here by price, and their descriptions follow organized by item type.

Ітем Наме	PRICE
radiant censer	1,400 gp
feyfrost brush	1,800 gp
flight feed	2,000 gp
wire tangler	3,000 gp
hill seeds	3,500 gp
entrenching spade	3,600 gp
dancing reed flute	6,400 gp
glitterfrost buckler	8,155 gp
glass skates	9,000 gp
winterbark barding	11,250 gp
spirit samovar	13,200 gp
scythian saber	13,715 gp
blizzard bottle	14,000 gp
snowball sling	15,500 gp
candle crown	18,000 gp
pelisse of the light brigade	18,000 gp
unseelie solitaire	19,000 gp
foxfire stole	20,000 gp
icon of timeless faith	22,000 gp

bearskin cape	24,000 gp
soulsafe matryoshka	24,000 gp
shawl of the snowbird	26,000 gp
toy soldier's ushanka	27,000 gp
bogatyr blade	30,310 gp
sledge of the great bear	32,000 gp
tiger's fang	32,801 gp
calfbone man	40,000 gp
gorynych scale	48,200 gp
diamondice dagger	53.902 gp
ironclad bracers	56,000 gp
invader's bugle	59,000 gp
diamond of everwinter	60,000 др
threefold crown	64,000 gp
hoarfrost halter	70,000 gp
snowstone scepter	84,000 gp
phosgene flail	110,308 gp

ARMOR AND SHIELDS

GLITTERFROST BUCKLER

Slot shield; CL 7th; Weight xx lbs.

Aura moderate abjuration and evocation

This glistening +1 blinding buckler is crafted of magically hardened and preserved ice. It sheds a faint blue-white glow, providing bright light within 10 feet and dim light within an additional 10 feet. A glitterfrost buckler is translucent, and when confronted with a gaze attack, pattern, or similar effect that is triggered by looking at it (such as nymph's blinding beauty, a witch's evil eye hex, or a sea hag's horrific appearance), the wielder can peer through the shield at his attacker. This grants a +2 circumstance bonus on saving throws against the effect and is treated the wielder averting her gaze, and if she attacks a creature while averting her gaze in this fashion she may roll twice to overcome her miss chance against that target and select the better result.

PRICE 8,155 GP

When confronted with a gaze attack, pattern, or similar effect as described above, the wielder may expend one use of the buckler's blinding property as an immediate action to instead reflect the effect back at the creature using it. That creature must be within 20 feet of the wielder to be affected, and it retains any immunities it normally possesses against such effects. This reflected effect affects only the creature that created the effect, even if the effect normally affects multiple creatures or an area. A glitterfrost buckler's hardness and hit points are identical to a metal buckler, but fire damage is not halved against it. It is immune to effects that only affect metal objects.

CONSTRUCTION REQUIREMENTS COST 4,155 GP

Craft Magic Arms and Armor, blindness/deafness, faerie fire, searing light

GORYNYCH SCALE

PRICE 48,200 GP

Slot armor; CL 9th; Weight xx lbs.

Aura moderate abjuration, evocation, and transmutation

This armor is grafted from the iron-hard green scales of a gorynych dragon, and is crafted with oversized pauldrons resembling dragon heads, with vambraces that appear almost molten. Gorynych scale is also crafted with a full helmet also wrought in the semblance of a roaring dragon's head. This armor functions as +3 fire resistance scale mail, and the eyes of each dragon's head are constantly vigilant, providing the wearer with all-around vision (link). When the wearer confirms a critical hit, as a swift action she can command one of the heads to animate, making an attack against the same target as a secondary natural weapon dealing 1d6 points of damage plus one-half the wearer's Strength modifier.

In addition, each of the three heads can be commanded to unleash a gout of flame once per day as a standard action, dealing 4d6 points of fire damage (DC 14 Reflex half) in a 15-foot cone-shaped burst. As a full-round action, the wearer can instead command the heads to combine their power into a single blast dealing 8d6 points of fire damage (DC 16 Reflex half) in a 30-foot cone-shaped burst. Creatures failing a save against this flame catch on fire.

CONSTRUCTION REQUIREMENTS

COST 24,200 GP

Craft Magic Arms and Armor, fireball, form of the dragon I, resist energy, summon monster V

WINTERBARK BARDING

PRICE 11,250 GP

Slot armor; **CL** 5th; **Weight** 40 lbs. **Aura** faint abjuration

This flexible armor is crafted of hammered cedar fibers, woven with overlapping scales of hardened bark. Typically crafted to fit a horse, reindeer, or similar Large quadruped, though they can magically resize to fit a Small, Medium, or Huge quadrupedal animal of any sort, protecting the animal as +1 studded leather barding. An animal wearing a winterbark barding leaves no tracks and can move through trees and natural undergrowth without impediment, as if it had the woodland stride ability. It is protected from the effects of a cold climate as endure elements, and this protection also applies to its rider. In addition, the wearer gains DR 5/- against attacks made by plants or with wooden weapons. This damage reduction also applies against spells and spell-like or supernatural effects that affect, create, or manipulate plants, such as spike growth and wall of thorns.

CONSTRUCTION REQUIREMENTS

COST 5,750 GP

Craft Magic Arms and Armor, barkskin, endure elements, feather step^{APG}, pass without trace

WEAPONS

BOGATYR BLADE

PRICE 30,310 GP

Slot weapon; **CL** 8th; **Weight** 6 lbs. **Aura** moderate conjuration and transmutation

This +2 giant bane battleaxe is crafted of ancient mountain stone and was a weapon of the first kings against the barbaric hordes

that stood against them. When attacked by a creature using a rage effect, including magic al effects as well as exceptional abilities, a bogatyr blade grants the wearer a +1 morale bonus on attack and damage rolls until the beginning of his next turn; this is increased to +2 on attacks made against raging creatures. The wielder also gains the same bonus when he is flanked or attacked by a swarm or troop of enemies, and these bonuses stack.



As a standard action, the wielder may command the bogatyr blade to change form into a throwing axe, handaxe, or greataxe, or into the shape of an unremarkable pebble. If left unattended for 1 minute, it returns to its normal battleaxe form.

CONSTRUCTION REQUIREMENTS COST 15,310 GP

Craft Magic Arms and Armor, major creation, rage, summon monster, stone shape

DIAMONDICE DAGGER

PRICE 53,902 GP

Slot weapon; **CL** 10th; **Weight** 1 lb. **Aura** moderate xx

This slim stiletto has a diamond-hard ice blade and is a +1 keen icy burst dagger that functions in all respects as an adamantine weapon, though its blade is of crystal rather than metal. A diamondice dagger deals no damage to objects made of ice or snow, and it is treated as a merciful weapon against creatures with the cold subtype. When the wielder confirms a critical hit against a creature with any form of cold resistance or immunity, that immunity or resistance is suppressed for 1 round (DC 15 Fortitude negates). If the immunity or resistance was provided by a spell, the wielder can attempt a caster level check (using the diamondice dagger's caster level) to dispel the effect. If the wielder confirms two critical hits in the same round against a creature with cold resistance or immunity, the save DC and the wielder's bonus on the caster level check to dispel are increased by 2 for each critical hit after the first during that round. Mythic creatures are immune to this effect unless the wielder is also a mythic character.

In addition to its use as a weapon, as a full-round action a diamondice dagger can be used as a whetstone to sharpen any piercing or slashing weapon made of ice as well as any frost or icy burst weapon, affecting that weapon as keen edge for 1 minute.

Once per day, the wielder may thrust a diamondice dagger into a snowy or icy surface, filling that area with razor-sharp shards of ice. This functions as spike growth (DC 14) in snowy terrain and spike stones (DC 16) on an icy surface, but the area of spikes must begin in a square adjacent to the wielder, and it fills a 10-foot line or a 10-foot cone-shaped spread. For each round the diamondice dagger remains planted in the snow or ice, the length of the line or cone increases by 10 feet, up to a maximum of 60 feet. If the wielder chooses to create a line, the area is shapeable, as long as each square of the line's area is adjacent (including diagonally) to another square of the affected area. The spikes can be destroyed by any effect that deals at least 5 points of fire damage to an area.

CONSTRUCTION REQUIREMENTS COST 27,102 GP

Craft Magic Arms and Armor, dispel magic, ice storm, keen edge, spike stones

SCYTHIAN SABER

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Slot weapon; **CL** 10th; **Weight** 4 lbs. **Aura** moderate transmutation

This curved +1 scimitar is crafted for the use of elite cavalry troops. When wielded while mounted, it functions as a +2 keen scimitar, and if the wielder rolls a critical threat his mount can attempt a free overrun combat maneuver against the same target as a swift action, with a +2 circumstance bonus if the critical hit is confirmed. If the target is knocked prone by this maneuver, the wielder's mount can make a single hoof or claw attack against that creature; this overlaps and does not stack with the Trample feat.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, creator must have Trample feat, keen edge

SNOWBALL SLING

PRICE 15,500 GP

PRICE 32,801 GP

COST 7,015 GP

Slot weapon; **CL** 8th; **Weight** o lbs. **Aura** moderate evocation

This +1 frost sling is crafted of bleached white leather, with a cup of braided silver silk. Once per round as a standard action, the wielder can conjure a snowball out of thin air in the cup of the sling, using it to make a ranged touch attack using the sling's normal range increment and dealing 1d6+4 points of cold damage on a successful hit. In hot environments (above 100 degrees), this snowball deals only half damage.

If the wielder confirms a critical hit when attacking with a conjured snowball, the snowball erupts upon impact into a welter of snowballs that fill a 5-foot-radius burst centered on the target (the wielder may choose where on the target it is centered if the target is Large or larger), dealing 1d6+4 points of cold damage to all creatures within this radius (DC 13 Fortitude half), and creatures failing their save become dazzled and fatigued for 1 minute. the dazzled condition can be ended by spending a move action to clear away snow and ice in the target's eyes.

CONSTRUCTION REQUIREMENTS COST 7,900 GP

Craft Magic Arms and Armor, ice storm

TIGER'S FANG

Slot weapon; CL 10th; Weight 3 lbs. Aura moderate transmutation

This +1 keen returning shortspear is tipped with a head carved from the fang of a saber-toothed tiger, enchanted to be as hard as steel, as is the shaft of striped wood. As a standard action, it can be commanded to transform into a dagger or spear,

PRICE 13,715 GP

retaining its other magical properties in each form. A tiger's fang is treated as a bane weapon against feline creatures, including part-feline humanoids, monstrous humanoids, and magical beasts such as catfolk, lamias, manticores, sphinxes, and weretigers (in any form, including their humanoid form). It also grants its wielder a vicious cunning when fighting creatures the wielder has faced before, granting the wielder a +1 insight bonus to AC and on saving throws against any foe the wielder has damaged in combat, or who have previously damaged him, in an encounter at least 24 hours prior to the current encounter.

CONSTRUCTION REQUIREMENTS COST 16,551 GP

Craft Magic Arms and Armor, fabricate, keen edge, summon monster I, telekinesis

RINGS

UNSEELIE SOLITAIRE

PRICE 19,000 GP

Slot ring;CL 7th; Weight --

Aura moderate evocation, illusion, and transmutation

This thick band of white gold bears a solitary ice-blue diamond sparkling in a setting. No matter the surrounding temperature, the unseelie solitaire remains cold to the touch, as does the wearer's hand. Three times per day the wearer can freeze the blood of a creature. The wearer may choose to deal cold damage to the target, as frigid touch^{UM}, or may instead affect the target as calcific touch^{APG} (DC 16). In either case, only living creatures with blood are susceptible, and each use of the ability applies only to a single attack. If the target's Dexterity damage from this effect equals its Dexterity score, its body is turned to solid ice. This effect is equivalent to petrification but cannot be reversed by stone to flesh; however, break enchantment or restoration can reverse the effect.

A creature with the fey type wearing an unseelie ring may adopt the illusory appearance of a winter-touched version of itself at will, gaining a +20 competence bonus on Disguise checks to look like a winter-touched fey. The creature radiates evil for the purpose of divinations that detect alignment or similar spell, but does not actually change alignment. The ring confers none of the powers of the winter-touched template, and this effect otherwise functions as disguise self.

CONSTRUCTION REQUIREMENTS

COST 9,500 GP

Forge Ring, creator must be a fey with the cold subtype, *disguise* self, frigid touch^{UM}

RODS

PHOSGENE FLAIL

PRICE 110,308 GP

Slot none; CL 11th; Weight 5 lbs.

Aura moderate conjuration

This heavy baton is perforated with dozens of tiny holes at one end, from which leak tendrils of toxic mist. When the wielder casts a spell with the acid or poison descriptor, the save DC is increased by 1, and the wielder can use the phosgene flail to create acid fog, cloudkill (DC 18), and stinking cloud (DC 15) once per day each.

In addition, as a standard action the wielder may cause these noxious vapors to coalesce into a semi-solid ball of gas that can be wielded as a light flail or heavy flail. This misty weapon passes through most forms of armor and burns flesh that it touches, functioning as a +1 brilliant energy corrosive weapon, though it does not shed light. In addition, each time a creature is hit with a phosgene flail the target is sickened (DC 14 Fortitude negates) for 1 round. If the target is struck more than once in the same round, the save DC is increased by 1 for each hit after the first. If the hit was a critical hit, the save DC is increased by 2 for that hit (though not for subsequent hits). If the target fails a save when already sickened, it also becomes nauseated. If already nauseated, it is affected as a suffocate spell (DC 17 Fortitude partial).

CONSTRUCTION REQUIREMENTS COST 55,308 GP

Craft Rod, Craft Magic Arms and Armor, acid fog, cloudkill, poison, stinking cloud, suffocate

SNOWSTONE SCEPTER

Slot none; CL 11th; Weight 3 lbs.

PRICE 84,000 GP

Aura moderate conjuration, evocation, and transmutation

This scepter of smooth white stone grants the wielder mastery over the swirling snows of winter and allows him to sculpt them at his command into palaces of frozen glory. As long as he is wielding the snowstone scepter, he increases the save DC of any spell he casts with the cold descriptor by 1; this stacks with the bonus granted by Elemental Focus^{APG}. In addition, he can see without difficulty through fog, mist, snow, sleet, and similar weather conditions, and in addition he can concentrate to see through solid objects of ice and snow as if using a ring of x-ray vision. He can shroud an object or surface up to a 5-foot square with a coat of frost by touch as a standard action; this frost is permanent as long as the temperature remains below freezing. It deals no damage but obscures any details of the surface, such as writing or color, and increases the DC to spot the object in a snowy or icy environment by 5.



The wielder of a snowstone scepter can transmute snow to stone or transmute stone to snow twice per day. This functions similarly to transmute rock to mud or transmute mud to rock, but transmute snow to stone instead hardens snow and ice into the strength of stone (hardness 8, hp 15 per inch of thickness) without affecting its appearance. Fire effects deal full damage to this "snowstone," and its hardness is reduced to 4 against fire damage. Transmute stone to snow instead causes areas of unworked stone to transform into drifts of snow. Unlike transmute rock to mud, this effect can turn worked stone into a sculpted object of packed snow (hardness 0, hit points 3 per inch), but the volume affected is reduced to 1 cubic foot per level, with a maximum thickness of 1 foot from the surface of the affected stone object.

A snowstone scepter can also duplicate the following spell effects that normally function on stone, but the scepter instead affects only objects or surfaces of snow or ice.

- *move earth* (once per week)
- stone shape (twice per day)
- summon nature's ally VI (ice elementals only; once per day)
- wall of ice (once per day)

CONSTRUCTION REQUIREMENTS	COST
42,000 GP	

Craft Rod, Elemental Focus^{APG} (cold), summon nature's ally VI, true seeing, wall of ice

WONDROUS ITEMS

BEARSKIN CAPE

PRICE 24,000 GP

Slot shoulders; **CL** 5th; **Weight** 5 lbs. **Aura** faint transmutation

This shaggy bearskin pelt retains the bear's claws on its dangling limbs, and the bear's head and jaws are fashioned into a terrifying hood. The wearer gains the ferocity special quality and a +2 natural armor bonus to AC. He gains a +2 bonus on combat maneuver checks to bull rush, grapple, or overrun and can perform those maneuvers without provoking attacks of opportunity.

When the hood is raised, the wearer gains the scent special quality even as his own scent is covered in an animal musk that causes other animals to ignore him as if he were using hide from animals. Animals with the docile special quality and any non-predatory animals smaller than the wearer become shaken while adjacent to the wearer (DC 11 Will negates). If the hood is lowered, the wearer's scent returns to normal.

Once per day when the wearer uses a polymorph effect (including wild shape) to assume the form of a bear, he can become a bear as small as Tiny or as large as Huge, and he gains a +2 enhancement bonus to his Constitution while in bear form regardless of his size.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, animal growth, aspect of the bear^{APG}, bear's endurance, hide from animals

BLIZZARD BOTTLE

PRICE 14,000 GP

COST 12,000 GP

Slot none; **CL** 11th; **Weight** 1 lb. **Aura** moderate conjuration and evocation

This bottle of swirling blue and white liquid is cold to the touch. If poured out upon a liquid surface, it freezes solid as if the user had cast freezing sphere. If poured out onto a solid surface, the surface is likewise coated with ice equivalent to a grease spell, but affecting a 30-foot-radius spread. A blizzard bottle typically contains seven charges when found, and using either of these effects expends one charge, and if all seven charges are expended the bottle shatters.



A creature holding a blizzard bottle can ready an action to use the bottle to absorb a spell with the cold descriptor; this functions as if the bottle were a rod of absorption. The stored spell level(s) may be used only to cast spells with the cold descriptor, or to replenish the bottle's charges, with absorbed spells restoring a number of charges equal to the level of the spell.

If a full blizzard bottle is hurled as a splash weapon, it explodes on impact as a freezing sphere (DC 19). Alternatively, if a blizzard bottle is unstoppered and left open for 1 minute it creates a sleet storm centered on itself and causes the temperature in the surrounding area to plummet and calls forth a winter snowstorm, as control weather. If the bottle is destroyed, the sleet storm ends immediately and the control weather effect is dispelled (though it may take some time for weather to return to normal). The sleet storm otherwise continues as long as the control weather effect does, with the bottle shattering when the control weather effect ends. Sleet and snow from these effects do not bury the blizzard bottle, instead forming a rough pedestal of ice that lifts the blizzard bottle 5 feet above the surface of whatever snow or ice falls.

CONSTRUCTION REQUIREMENTS

COST 7,000 GP

Craft Wondrous Item, control weather, freezing sphere, sleet storm, spell turning



CALFBONE MAN

PRICE 40,000 GP

Slot none; CL 7th; Weight 5 lbs.

Aura moderate conjuration and transmutation

Rapping three times on this hollow leg bone of a calf causes a fistsized man to emerge from it. This little man is dressed as a peasant with a hat low over his eyes and a beard longer than his body. If anyone attempts to pick up the man or peek under his hat, he immediately vanishes and cannot be summoned again for 24 hours.

Animals react with friendliness towards the calfbone man. While he is out of his bone and with the wielder, a calfbone man confers the ability to speak with animals at will and grants a +4 competence bonus on Diplomacy checks to shift an animal's attitude closer to friendly.

A calfbone man additionally serves the wielder as an unseen servant can, but ignores commands requiring him to speak or make an attack. He vanishes at any time he would take damage or require a saving throw and cannot be summoned again for 24 hours. Where necessary, the man uses the statistics of a rat.

A calfbone man can create food and water once per day for the user and one other Medium creature.

Should the wielder slay an animal without an offering of respect and gratitude for the animal's sacrifice, a calfbone man will refuse to answer his summons for a week unless the wielder atones by apologizing to the slain animal's spirit.

The calfbone man remains active for up to 12 hours before retreating into the bone and cannot be summoned again until another 12 hours have passed.

CONSTRUCTION REQUIREMENTS COST 20,000 GP

Craft Wondrous Item, create food and water, speak with animals, unseen servant

CANDLE CROWN

PRICE 18,000 GP

Slot head; CL 6th; Weight 2 lbs.

Aura moderate abjuration, evocation, and transmutation

This wreath of enchanted holly is surmounted by a sextet of enchanted candles radiating a gentle golden light that warms the bodies and spirits of all those nearby. A candle crown can be set alight or extinguished as a standard action, and when lit it sheds bright light in a 20-foot radius and dim light 20 feet beyond that. Within 20 feet of the candle crown, wind speed is reduced by one category and cold temperatures are treated as one category warmer, and the wearer gains the benefits of endure elements against the effects of a cold climate. Allies of the wearer within 20 feet increase any morale bonuses they gain by 1 as long as they have line of sight to the wearer; this does not apply to morale bonuses to ability scores, such as from a barbarian's rage.



Each day the wearer can pluck 2d4 holly berries from the candle crown. These function as goodberries but also warm the creature eating them and help ward off hypothermia and frostbite, with each berry curing 1 point of lethal damage and 1d4 points of nonlethal damage inflicted by a cold environment. If the eater currently has no nonlethal cold damage, each berry instead provides 1d4 hours of protection from cold climate as endure elements.

Once per day, the wearer of a candle crown can create a stationary barrier of warding flame. This functions as a campfire wall^{APG} but also reduces wind speed by two categories and treats cold temperature as two categories warmer (this replaces the normal effect of the candle crown's light). Once this flaming barrier is created, the candle crown can be removed without disturbing it.

A candle crown's flames cannot be extinguished by strong winds, though they cannot burn underwater.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
Craft Wondrous Item alter windsAPG	campfire wallAPG endure

elements, goodberry

DANCING REED FLUTE

PRICE 6,400 GP

Slot none; CL 4th; Weight 1 lb. Aura faint enchantment

A character with at least 3 ranks of Perform (wind instruments) can sound a trilling tune on a dancing reed flute as a standard action three times per day, attempting to lure a single creature within 30 feet into a whirling, pirouetting balletic dance (DC 14 Will negates). If the target fails its save, it must dance each round as a move action, moving at half its normal speed and moving in a random direction each time it leaves its square (roll 1d8 to determine

into which adjacent square it moves; it may move back and forth between two squares). The target does not move into squares occupied by creatures or solid barriers, nor into obviously dangerous squares such as a wall of fire or off a cliff, but its movement provokes attack of opportunities from enemies that threaten a square it leaves. While dancing, the target is considered flanked if it is threatened by two enemies, even if they are not on opposite sides of it, and the target also loses all dodge bonuses and shield bonuses to AC. The target continues to dance as long as it can hear the music of the dancing reed flute. If the user ceases playing or is affected by magical silence or if the target is deafened, the effect ends.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, suggestion

DIAMOND OF EVERWINTE

Slot neck; CL 9th; Weight 1 lb.

Aura moderate abjuration and evocation

This icy blue-white diamond is cold to the touch and mounted on a mithral chain. Crafted by an ancient cabal of winter witches and frost wizards, a diamond of everwinter protects its wearer from extremes of temperature as endure elements and allows the wearer to go without food and water as a ring of sustenance, and icy or snowy terrain do not impede the wearers movement; he moves at full speed in icy and sn. owy terrain, and the terrain does not impose penalties on Acrobatics or Climb checks.

The wearer also gains cold resistance 10 and fire resistance 10, and if she would be damaged by a cold or fire effect she can divert the remaining damage she would take into the diamond of everwinter. The diamond has 70 hit points, and it must absorb all remaining damage that the wearer would otherwise have taken. If this exceeds the diamond's hit points, the diamond of everwinter absorbs all damage from the effect, leaving the wearer unharmed, but the diamond is destroyed. If the diamond of everwinter is damaged but has at least 1 hit point remaining, it regains 1 hit point per day. Spells like mending and make whole do not affect the diamond.

A mythic creature wearing a diamond of everwinter can grant endure elements to up to 9 allies per day, and if he expends one use of mythic power this functions as mythic endure

elements. A mythic wearer's cold resistance and fire resistance increase to 20, and the diamond of everwinter regains a number of hit points each day equal to the wearer's mythic tier. A mythic wearer can expend one use of mythic power to enhance a spell with the Rime Spell^{UM} metamagic feat without increasing the spell's level or casting time.

> A mythic wearer can expend two uses of mythic power to unlock the diamond's power to transport himself and other creatures through arctic terrain. This effect functions like transport via plants, but the wearer's current location and destination must each be adjacent to a Colossal mass of solid ice filling at least a

COST 3,200 GP

PRICE 60,000 GP

30-foot cube. The ancient covens that created the *diamonds of everwinter* had a series of hidden retreats, and it is believed that speaking the name of such a place when activating this ability will transport the wearer and his companions to that location. As a mythic wearer advances in mythic tiers, he gains additional abilities the longer he possesses the jewel.

Each time a creature gains a new mythic tier while possessing a *diamond of everwinter*, the diamond gains an additional ability from the following list. Each ability can be used once per day, though the wearer can gain an additional use of any of these abilities by expending one use of mythic power, and may expend mythic power to use the mythic versions of these spell effects. These effects affect only objects and terrain features of ice and snow, in place of the objects and terrain they can normally affect. The wearer can select an effect only if its spell level is equal to or lower than his mythic tier. The wearer can select from the following abilities: *animate objects, create food and water, fabricate, hallucinatory terrain* (DC 16 + the wearer's mythic tier), meld into stone, move earth, shifting sand^{APG}, stone shape, water walking.

CONSTRUCTION REQUIREMENTS

COST 30,000 GP

Craft Wondrous Item, Mythic Crafter^{MAdv}, Rime Spell^{UM}, create food and water, endure elements, magic missile, resist energy, spell turning

ENTRENCHING SPADE

PRICE 3,600 GP

Slot non; CL 1s; Weight 4 lbs.

Aura faint transmutation

This humble space is an exceptionally effective digging tool, allowing the wielder to excavate a 5-foot cube of earth, snow, sand, or similar material from his own square or an adjacent square as a standard action. If she is digging in her own square, she can continue digging the hole deeper, but she cannot dig a hole deeper than 5 feet in an adjacent square. Digging in a square occupied by another creature provokes an attack of opportunity from that creature.

In addition, three times per day as a full-round action the wielder can move up to her base land speed in a straight line, leaving behind a straight trench 5 feet deep and 5 feet wide in each square as she leaves it. She cannot enter an occupied square while digging this trench unless she succeeds on a combat maneuver check to overrun that creature. She cannot use this ability while mounted, climbing, or flying.

CONSTRUCTION REQUIREMENTS

COST 1,800 GP

Craft Wondrous Item, expeditious excavation^{APG}

FEYFROST BRUSH

Slot non; CL 1st; Weight 1/2 lb.

Aura faint conjuration and transmutation

This delicate bone-handled brush has threads of gossamer that are cool to the touch and allow the user to paint fanciful images in a coat of silvery frost. This may be a simple blanket of white or may be as intricate as the wielder wishes; creating specific images requires a successful Craft check (or ArtistryPU check, if using the skill rules from Pathfinder Roleplaying Game Pathinder Unchained) as appropriate to the complexity of the image. The wielder can leave a mark of up to six written characters as a standard action, as if casting arcane mark. As a move action, the wielder can coat a 5-foot square with frost or ice, making it slightly slippery (requiring a move action), slippery (requiring a standard action), or as slippery as a grease spell (requiring a full-round action). If the target square is occupied, this provokes an attack of opportunity. The magical frost created by the brush is an instantaneous effect and lasts indefinitely as long as the temperature remains below freezing, except that an area equivalent to grease becomes just normally slippery after 1 minute. It is negated immediately by any area effect that deals fire damage; a flask of alchemist's fire removes all frost in a 5-foot-radius burst.

The wielder can instead attempt a melee touch attack to coat a creature with frost (DC 11 Reflex negates). This deals no damage, but while covered in frost the creature takes a -2 penalty on saving throws against cold effects and its location is clearly visible, as if it were outlined in faerie fire. The target remains coated in frost for 1 minute or until a full-round action is used to scrape it off or the target takes any amount of fire damage. Creatures with the fire subtype are immune to this effect.

CONSTRUCTION REQUIREMENTS COST 900 GP

Craft Wondrous Item, frigid touch^{UM}, grease

FLIGHT FEED

Slot none; CL 8th; Weight 2 lbs.

Aura moderate transmutation

This magical grain grants land-bound animals the power to tread upon air as if it were solid ground, and if capable of pulling a wagon, cart, sleigh, or similar conveyance to bear it aloft as well. An animal that consumes flight feed gains the benefits of air walk for 8 hours, and it can use this ability to move independently or with a rider, using its land speed.

If the animal is harnessed to a cart, sleigh, or similar vehicle, the animal and the cart are instead affected as overland flight, with the vehicle itself functioning in the air as a 5-foot by 5-foot

PRICE 1,800 GP

PRICE 2,000 GP

carpet of flying, which moves with and must remain adjacent to the animal and cannot move independently of it. The animal gaining a +4 bonus on Fly checks when pulling a flying vehicle.

The animal cannot carry a rider while pulling a flying vehicle in this fashion, and if grappled or if a creature forcibly mounts it the animal must make a DC 15 Fly check each round or lose 1d4 x 10 feet of altitude. If this causes the animal to hit the ground, the animal, its rider or grappler, the vehicle, and any creatures riding in the vehicle all take falling damage.

If multiple animals are given *flight feed*, they may be harnessed together to draw a larger vehicle, with two animals being able to pull a vehicle that functions as a 5-foot by 10-foot *carpet of flying*, and four animals able to pull a vehicle functioning as a 10-foot by 10-foot *carpet of flying*. More animals can be harnessed to the team but they do not increase the size of the vehicle that can be towed; however, the flight of the vehicle and the other animals is not impeded by the incapacitation of some of the team as long as the minimum number to pull the vehicle remain healthy enough to function.

Flight feed has no effect on animals that are not primarily herbivorous, that are primarily aquatic, or that already have a fly speed.

CONSTRUCTION REQUIREMENTS

COST 1,000 GP

Craft Wondrous Item, air walk, overland flight

FOXFIRE STOLE

PRICE 20,000 GP

Slot shoulders; **CL** 5th; **Weight** xx lbs. **Aura** faint abjuration and conjuration

This wrap of red fox fur is warm to the touch, and is typically worn about the shoulders, with the intact but stuffed fox head at one end and a bushy fox tail affixed to its opposite end. It can be worn in the same item slot as a cape or cloak, but not with other items that occupy the shoulder slot. The wearer of a foxfire stole is kept warm in cold environments as if using endure elements and further gains cold resistance 5 and fire resistance 5. The stole itself is immune to cold or fire damage. If a creature with the cold subtype confirms a critical hit against the wearer in melee, as an immediate action she may command the foxfire stole to burst into flames and surround her with a fire shield (hot flames) until the end of her next turn.

A foxfire stole is dimly sentient, infused with the essence of the fey realms, with Int 10, Wis 10, Cha 10, Ego, and a Chaotic Neutral alignment. It can understand Ignan and Sylvan but it cannot speak; instead, it communicates by empathy. It can sense the presence of fey and creatures with the cold subtype as if it had the scent special quality, and the range at which it can detect and locate creatures with this ability is doubled against fey with the cold subtype. The wearer may command the foxfire stole to animate into a fox-shaped small fire elemental for up to 8 hours per week. These hours need not be continuous, but must be used in 1-hour increments. If slain in elemental form, the foxfire stole returns to its normal shape and this ability cannot be used again for one week.

CONSTRUCTION REQUIREMENTS

COST 10,000 GP

Craft Wondrous Item, fire shield, resist energy, summon nature's ally III

GLASS SKATES

Slot feet; **CL** 5th; **Weight** 2 lbs. **Aura** faint transmutation

These skates of carved crystal are inscribed with snowflake patterns in flowing faerie script. When moving across an icy surface, they increase the wearer's land speed by 10 feet (by 20 feet if moving down a slope) and eliminate normal penalties on Acrobatics checks for icy surfaces. This does not apply when climbing.

In addition, once per day the wearer can use the skates to create a stable icy surface on top of water or similar liquid that others can use to follow in her path. This functions identically to lily pad stride^{APG}, but the pathway left behind is comprised of small ice floes rather than lily pads. Creatures with the fire subtype treat these ice floes as if they were as slippery as the grease spell (DC 12).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, lily pad stride^{APG}, slipstream^{APG}

HILL SEEDS

Slot none; **CL** 12th; **Weight** 1 lb. **Aura** strong transmutation

These wrinkled pebbles are extracted from the very bones of the earth, and when planted back in the ground they cause the land to rise and swell like a seed trying to burst forth from the ground. Each hill seed must remain undisturbed in the ground for 1 minute to germinate, though they can be fertilized by pouring a magic potion into the ground on top of it, reducing its time to grow by 1d4 rounds times the spell level of the potion (minimum 1 round).

Once the hill seed germinates, it causes the land to rise 5 feet in a 20-foot radius spread. Every minute thereafter, the radius of the hill expands by an additional 20 feet (at an elevation of 5 feet) and the height of the hill that has already arisen increases by an additional 5 feet. The ground continues to rise for 1d6 rounds before the power of the hill seed is expended. Multiple hill seeds



PRICE 3,500 GP

COST 4,500 GP

PRICE 9,000 GP

can be planted simultaneously in order to create a larger hill. A successful dispel magic can halt the growth of a hill seed, but any growth already completed is permanent and no longer magical. If a stone shape spell is cast when a hill seed is planted, the planter can alter the dimensions of the hill created by the hill seed as if it were a shapeable effect, so that each time it grows it creates three 10-foot-radius spreads or six 5-foot cubes placed anywhere within a 30-foot-radius of the place where the hill seed was planted.

A hill seed cannot affect the ground within 5 feet of a building or permanent structure, unless the entirety of that structure fits within a 20-foot-radius. A hill seed cannot grow on bare stone, ice, or snow, but it can be placed in sand to grow a massive dune. Hill seeds can be planted underwater on a seafloor, riverbed, or lake bed.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item move earth	

HOARFROST HALTER

PRICE 70,000 GP

Slot neck; CL 12th; Weight 6 lbs. Aura strong transmutation

An animal that wears a hoarfrost halter for 24 hours gains the cold subtype and the ability to see normally in snow, sleet, fog, and similar weather conditions. It also can move across snowy or icy surfaces at full speed and with no chance of slipping, ignoring any skill penalties to Acrobatics, Climb, or Stealth that would normally apply for snowy or icy surfaces.

In addition, three times per day the animal can breathe a 15foot cone-shaped spread of snowy mist. Creatures in this area take 1d6 points of nonlethal cold damage and are fatigued (DC 15 Fortitude negates). In addition, this snowy mist lingers until the end of the animal's next turn, affecting the area as sleet storm.

If the hoarfrost halter is removed, its effects linger for 1 hour before ending.

CONSTRUCTION REQUIREMENTS COST 35,000 GP

Craft Wondrous Item, beast shape III, cone of cold, protection from cold

ICON OF TIMELESS FAITH

PRICE 22,000 GP

Slot none; CL 10th; Weight 2 lbs. Aura moderate divination and evocation

This gilded icon of the holy saints is a powerful tool to aid divine spellcasters and those willing to tap into the power of their faith. An icon of timeless faith serves as a holy symbol or divine focus for the purpose of spellcasting. A creature lighting incense before the icon and meditating for 1 hour as the incense burns can call upon the wisdom of the saint within, duplicating the effect of divination or contact other plane (as if the spirit was native to the Ethereal Plane). Alternatively, the creature can cast either spell at the conclusion of this meditation, causing the spell to take effect at +4 caster levels. In either case, the creature meditating also gains a +4 sacred (or profane, if evil) bonus, which he may apply at any point during the next 24 hours to any Intelligence, Wisdom, or Charisma check or skill check based on those abilities.

In addition, once per day as a full-round action a creature can pray to the spirit within to manifest itself and aid him. The saint's spirit manifests as a spiritual ally^{APG}, but rather than commanding it to attack his enemies the wielder can command it to stand by his side, moving with him and guarding him. This grants the user a +2 sacred (or profane, if evil) bonus to Armor Class, and creatures attacking the spiritual ally provoke attacks of opportunity from it. It can make up to three attacks of opportunity per round, and it gains a +2 circumstance bonus on its attack roll when attacking a creature that attacks the wielder while the wielder is attempting to cast a spell.

The presence of this saintly spiritual ally also grants the wielder a +2 sacred (or profane, if evil) bonus on concentration checks and caster level checks. If the wielder fails a concentration check or caster level check, he can dismiss the spiritual ally as a free action in order to reroll the check with a +4 bonus.

When found, an icon of timeless faith contains an artistic representation of a great patriarch or matriarch of a randomly determined faith, and it functions only for those that follow the faith it represents; however, the icon of timeless faith responds to the faith of a creature praying before it. Each time the divine caster prays or meditates before the icon when preparing spells or spell slots for the day, she can attempt a DC 30 caster level check, with a cumulative +1 bonus for each consecutive day after the first. If she misses a day of prayer and meditation, this bonus is lost and must be started again. If the aspiring user succeeds on this caster level check on three consecutive days, the image within the icon of timeless faith shifts to a great saint of his own faith and the icon can now be used. If the wielder casts atonement on the icon before meditating, she gains a +5 bonus to her check for that day.

Though not a divine spellcaster, an occult medium^{OA} or spiritualist^{OA} can use an icon of timeless faith to enhance their abilities as well. A medium that channels a hierophant spirit while carrying an icon of timeless faith gains the benefits from that spirit as if she were 4 levels higher. If a spiritualist summons a phantom tied to zeal, that phantom gains a +2 sacred (or profane, if evil) bonus on Armor Class and saving throws. Such psychic spellcasters can use an icon of any faith for this purpose.

CONSTRUCTION REQUIREMENTS COST 11,000 GP

Craft Wondrous Item, divination, spiritual allyAPG

INVADER'S BUGLE

PRICE 59,000 GP

Slot none; CL 10th; Weight 2 lbs. Aura moderate necromancy

This antique military horn is tarnished from age and exposure to the harsh elements, like a relic left behind by once-glorious army defeated by the cruel winter of the endless steppe. An invader's bugle appears to be of very fine quality beneath the wear and grime, but all attempts to polish or restore it only tarnish it further.

Twice per day as a standard action, the wielder may blast one note on the bugle as a standard action, causing the ground in a 30-foot cone-shaped spread to become muddy and soft, as soften earth and stone. This chilling mud is bitter cold, and creatures beginning their turn within the area must succeed on a DC 13 Fortitude save (DC 15 if they are prone) or take 1d6 points of nonlethal cold damage and become fatigued for 1 minute. Additional failed saves cause damage but do not increase fatigue to exhaustion. After 1 minute, the mud is still cold to the touch but no longer causes damage or fatigue. In addition, once per day the trumpet can sound a mournful note, animating corpses within 60 feet of the horn and no more than two feet underground are animated under the control of the wielder, as animate dead, to a maximum of 20 HD worth of creatures. These undead fall into rank behind the sounder of the invader's bugle and only obey commands to attack, halt, or march; other commands are ignored. These zombies remain animate for 24 hours, though the user can sound the horn again each day to keep them animated. These zombies are covered in frozen mud, gaining fire resistance 10, and when destroyed they collapse into a pile of chilling mud filling their space, as if soften earth and stone had been cast upon that square, and the mud is bitter cold, as described above.

When used as part of a bardic performance or raging song, an invader's bugle increases the range of a dirge of doom or frightening tune performances to 60 feet.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must have 3 ranks in Perform (wind instruments), animate dead, ice storm, soften earth and stone

IRONCLAD BRACERS

Slot wrists; **CL** 15th; **Weight** 4 lbs. **Aura** strong transmutation

These steel-plated bracers infuse the strength of raw iron into the wearer's possessions. Any items worn or wielded by the wearer are treated as if they had hardness of 10, or increased by 2 if already a 10. However, all worn or wielded items are considered metal for the purpose of spells or effects that specifically target metal, such as heat metal and rusting grasp. If the wearer is mounted, items worn by his mount are affected in the same way.

In addition, the wearer can transform her body as the iron body spell for a total of 10 rounds per day, though these rounds need not be continuous. If the wearer is mounted, he can apply this effect to his mount instead, or he may choose to affect both himself and his mount simultaneously, expending 2 rounds of this effect's duration each round.

CONSTRUCTION REQUIREMENTS

COST 28,000 GP

COST 29,500 GP

PRICE 56,000 GP

Craft Wondrous Item, iron body

PELISSE OF THE LIGHT BRIGADE

Slot chest; CL 7th; Weight xx lbs.

Aura moderate abjuration

This short fur-trimmed jacket is typically worn by elite cavalry units and helps them to shrug off missile fire and quick strokes of enemy sabers. A *pelisse of the light brigade* grants the wearer a +2 circumstance bonus to AC against ranged attacks and against ranged or melee attack rolls made to confirm critical hits. In addition, when an attacker confirms a critical hit against the wearer when making a ranged attack, the wearer has a 50% chance to treat that hit as a normal hit instead, as if wearing armor with the *moderate fortification* property.

If the wearer of the *pelisse* has the Mounted Combat feat and uses it to protect his mount from an attack, he also can use the result of his Ride skill check in place of his own AC as an immediate action at any point up until the end of his next turn.

A pelisse of the light brigade can be worn with light armor but not with heavy or medium armor.

CONSTRUCTION REQUIREMENTS COST 9,000 GP

Craft Wondrous Item, Mounted Combat, entropic shield

RADIANT CENSER

PRICE 1,400 GP

PRICE 18,000 GP

Slot none; CL 3rd; Weight 3 lbs.

Aura faint conjuration, enchantment, and evocation

This gleaming incense burner is consecrated to the powers of good, granting them a sense of warmth and comfort, while its smoke is harsh and choking to those of an evil nature. Once

per day as a full-round action, a stick of incense can be lit in the radiant censer, producing a cloud of glowing smoke in a 10-foot-radius spread. Good creatures treat this area as bright light with an equal radius of dim light surrounding it; this is considered a 1stlevel magical light effect. Good creatures also gain the benefits of a bless spell as long as they remain within it. Evil creatures treat the smoke as obscuring mist, and they are also dazzled (no save) for 1 round if they begin their turn within the mist.

If the radiant censer is held by a divine spellcaster of good alignment, the radius of its smoke increases by 5 feet each round at the end of the wielder's turn (up to a maximum of 30 feet), as long as she has not moved more than 5 feet that turn.

CONSTRUCTION REQUIREMENTS COST 700 GP Craft Wondrous Item, bless, light, obscuring mist

SERVANT SAMOVAR

Slot none; CL 9th; Weight 10 lbs.

Aura moderate conjuration and transmutation

This enchanted samovar gleams with shiny fittings and filigree, as though it were being continuously polished by unseen hands to remain untarnished. A servant samovar can be used to brew potent herbal and medicinal teas, requiring 10 minutes to heat and brew them but granting a +2 circumstance bonus on Heal checks made on a creature drinking a cup of this tea. The tea loses its potency within 1 minute of being brewed. In addition, three times per day the servant samovar can be commanded to brew a cup of magical tea as a full-round action; this tea is ready to drink 1 round later and affects the drinker as a polypurpose panacea^{UM}, of a type designated by the creature speaking the command word, in addition to granting the bonus above.

In addition to these more mundane uses, once per day as a full-round action the user may pour a potion into the servant samovar and command it to brew tea, which is ready to drink 1 round later. The user must then consume the tea and request the aid of the house spirits^{B5} known as domovoi, dvorovoi, or ovinnik. The magic of the servant samovar then calls a single house spirit to serve the user. The house spirit's CR cannot exceed the spell level of the potion that was used. The house spirit serves the user as if called with lesser entice fey^{UI}, though it need not be paid for its service and remains to serve the user for 24 hours.

The house spirit avoids combat whenever possible, but if forced to fight it disappears after 1d4 rounds. Once per minute, a house spirit (including house spirits not bound to serve the user) can take a drink from the servant samovar as a fullround action, which affects it as if it had consumed a single goodberry. The house spirit may be banished back from whence it game as a standard action. If the house spirit is killed, the user is affected as nature's exile^{APG} (DC 14 Will negates), save that the spell's effect applies to fey and their attitudes towards the user rather than animals.

CONSTRUCTION REQUIREMENTS COST XX GP

Craft Wondrous Item, create food and drink, lesser entice fey^{UI} , polypurpose panacea^{UM}

PRICE 14,400 GP

SHAWL OF THE SNOWBIRD

PRICE 26,000 GP

PRICE 32,000 GP

Slot shoulders or body; **CL** 7th; **Weight** 4 lbs. **Aura** moderate enchantment and transmutation

This crocheted wrap of white woolen yarn is decorated with a fringe of woven tassels and decorated with embroidered feathers. It can be worn on the shoulders or body slot, functioning identically in either location. The wearer is inured to cold temperatures as if using endure elements, and the shawl grants a +2 circumstance bonus on Stealth checks in arctic terrain or snowy or icy areas and allows the wearer to attempt Stealth checks in such terrain even when directly being observed. If the wearer uses a polymorph effect to assume the form of a bird or feathered creature native to cold or arctic terrain, the duration of that effect is doubled and she gains a +10 bonus on Disguise checks to appear as an actual creature of that type.

Once per day as a full-round action, the wearer of a snowbird shawl can perform a hypnotic feather dance, causing creatures within 20 feet to become fascinated (DC 16 Will negates), though she can affect a maximum of 24 Hit Dice of creatures. She can maintain the dance in succeeding rounds as a move action, or as a standard action she can release the flitting and floating feathers from the snowbird shawl to continue dancing and swirling in a silhouette resembling the wearer, flying away in a direction chosen by the wearer at 20 feet per round. Creatures fascinated by her dance follow the dancing feathers, perceiving them to be the wearer enticing them on a wondrous adventure.

In addition, once per day when the wearer would be struck by an attack, as an immediate action she can discorporate into a swirling mass of white feathers and maintain that form for up to 1 minute. She is treated as if in gaseous form, but also gains the cold subtype. If she has the ability to assume the form of a bird native to arctic or cold terrain, including having a beast shape spell prepared, she can use that ability or cast that spell at any time while in this feather form as a swift action that does not provoke attacks of opportunity. If she does so, her new bird form is surrounded by a cloud of feathers until the end of her next turn that grants concealment as obscuring mist but does not hamper her own vision.

CONSTRUCTION REQUIREMENTS

COST 13,000 GP

Craft Wondrous Item, animal trance, beast shape II, endure elements

Slot none; CL 11th; Weight 300 lbs.

SLEDGE OF THE GREAT BEAR

Aura moderate conjuration and transmutation

This rough-hewn wooden sledge is 5 feet wide and 10 feet long, with a thick leather harness enabling it to be pulled by humanoids or draft animals. Engraved with primitive tribal carvings of bear totems, this conveyance allows carrying great quantities of cargo or passengers. Any creature put in the harness has its carrying capacity quadrupled for the purpose of dragging, allowing it to drag up to 20 times its heavy load in weight (this does not stack with items like muleback cords^{UE} or effects like ant haul^{APG}), and a creature in the harness also gains a +4 bonus on Constitution checks to avoid becoming exhausted, fatigued, or taking nonlethal damage due to forced marches or heavy exertion.

A creature standing on the *sledge of the great bear* can command it to change its shape into a cart, wagon, or sleigh with runners. Its approximate dimensions do not change, and in each form it is engraved with ursine figures. As a fullround action once per week, the user can summon a pair of brown bears or a single dire bear into the harness of the sledge. These bears can pull the wagon for up to 12 hours. They do not fight unless attacked, and even if attacked they always remain adjacent to the *sledge*. Creatures riding in the *sledge* while the bear(s) are present gain a +2 cover bonus to AC and a +1 bonus on Reflex saves, as the bears shield them somewhat with their bodies.

Commanding the to use any of its powers other than enhancing the strength of the creature in the hardness requires the user to issue the commands in the speech of bears, requiring the user to be polymorphed into a bear (including by wild shape or a werebear in animal or hybrid form) or able to *speak with animals* in order to command it.



CONSTRUCTION REQUIREMENTS COST 16,000 GP

Craft Wondrous Item, ant haul^{APG}, summon nature's ally VI, wood shape

SOULSAFE MATRYOSHKA

PRICE 24,000 GP

Slot none; **CL** 7th; **Weight** 3 lbs. **Aura** moderate necromancy

This set of six nesting dolls can be used to store and safeguard a creature's soul. The creature must meditate for 8 hours to put a remnant of its soul into one of the dolls, and must repeat this for each doll, one at a time. For each doll that he uses, he takes a -1 cumulative penalty on Charisma checks and Charismabased skill checks. This penalty is removed 24 hours after a doll is shattered (see below).

At any point in the future when the user of a soulsafe matryoshka would gain a negative level or be affected by a death effect, possession effect, or an effect that would trap its soul, as an immediate action it can divert that effect to the soulsafe matryoshka, negating the effect while shattering one of the dolls (or 1d4 dolls, if the effect is a mythic effect). The soulsafe matryoshka can be anywhere on the same plane, but neither it nor the user can be within an area that blocks the passage of magic, such as an antimagic field or wall of force. If an effect would cause more than one such effect, or multiple negative levels, the user can expend more than one doll in the same round.

If a soulsafe matryoshka is broken, the user gains a number of permanent negative levels equal to the number of dolls remaining. In addition, if a creature holding a soulsafe matyoshka targets a creature whose soul is within with a charm or compulsion effect, she adds the number of dolls within to the caster level and save DC of the effect against that creature (other creatures are affected normally).

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
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Craft Wondrous Item, death ward

SPIRIT SAMOVAR

PRICE 13,200 GP

Slot none; CL 3rd; Weight 10 lbs. Aura faint conjuration and necromancy

This beautifully engraved and embossed tea decanter shines with a burnished gleam and can decant hot or cold tea upon command, up to 3 gallons per day, dispensing one cup per round. In addition, three times per day it can decant magical teas with the power to calm angry spirits and soothe the minds of those disturbed by restless spirits. A creature affected by possession that drinks from the spirit samovar gains a new saving throw to end that possession, while a medium whose channeled spirit has begun to influence him can reduce that spirit's influence by 1 point by drinking from the spirit samovar. In addition, as a fullround action the spirit samovar can be commanded to decant a cup of steaming tea into a cup of shimmering ectoplasm, which can affect a haunt or incorporeal undead within 30 feet as calm spirit^{OA} (DC 13).

CONSTRUCTION REQUIREMENTS COST 6,600 GP

Craft Wondrous Item, calm spirit^{OA}, create water

TOY SOLDIER'S USHANKA

PRICE 27,000 GP

Slot head; CL13th; Weight 2 lbs.

Aura strong evocation and transmutation

This fur hat is embellished with military insignia. As a standard action, the wearer can transform herself into the likeness of a toy soldier, appearing to all inspection as an ordinary Diminutive object (a DC 22 Perception check is required to spot her in this form). She can make a Disguise check with a +10 bonus to fool any creature examining her closely that she is a simple toy, and she is protected from magical divinations as nondetection. The wearer cannot move in this form, but is aware of her surroundings and can see and hear normally and has hardness 10 if attacked. She does not need to eat, drink, or sleep and can maintain this form for up to 1 week. Once she returns to her normal form, this ability cannot be activated again for 24 hours.

In addition, the wearer can link the toy soldier's ushanka to an actual toy soldier that she carries on her person with 8 hours of meditation. The wearer can be linked to only a single toy soldier at a time. Whenever the wearer takes damage, as an immediate action she can transform herself into a toy soldier as above and teleport herself to a random location within 30 feet. If the damage that triggered this action is from an area effect, her destination is outside this area, unless the effect affects the entire area within 30 feet. Meanwhile, at the instant she transforms the linked toy soldier is transformed into her likeness and takes her place at her former location, appearing to be slain by the attack. This duplicate is similar to a simulacrum but it retains the appearance of your dead body for 1 hour before crumbling into sawdust. It is magical but is protected from divinations as nondetection. Close inspection can reveal that the body is a fake with a successful DC 30 Heal check.

CONSTRUCTION REQUIREMENTS COST 13,500 GP

Craft Wondrous Item, contingency, shrink item, simulacrum, statue

THREEFOLD CROWN

PRICE 64,000 GP

Slot head; **CL** 7th; **Weight** xx lbs. **Aura** moderate transmutation

This circlet is crafted of twisted red, white, and yellow gold, tangled and entwined like leafed vines of ivy. Any wearer can use threefold aspect^{APG} at will. In addition, if the wearer is a witch she gains a +2 circumstance bonus on caster level checks made to overcome spell resistance; this bonus applies only when casting witch spells. In addition, a witch wearer gains access to new witch hexes based on whichever aspect she is using at any given time. If the wearer already possesses these hexes, they function as if she were 4 levels higher.

Maiden: A wearer using the maiden aspect gains the charm and healing hexes.

Mother: A wearer using the mother aspect gains the fortune and ward hexes.

Crone: A wearer using the crone aspect gains the blight and cackle hexes.

The hexes granted by a threefold crown cannot be used as prerequisites.

CONSTRUCTION REQUIREMENTS COST 32,000 GP

Craft Wondrous Item, creature must be a witch with the hex class feature, threefold aspect $^{\mbox{\rm APG}}$

WIRE TANGLER

Slot none; CL 11th; Weight 2 lbs.

Aura moderate conjuration

This tightly wound ball of wire is riddled with burrs, barbs, and spikes. It can be hurled up to 60 feet as a ranged touch attack, bursting upon impact into a tangle of barbed wire in a 10-footradius spread. Creatures within this radius take 3d6 points of slashing damage (DC 19 Reflex half), and creatures failing their save take 1 point of bleed damage and are entangled and stuck in place until they succeed on a DC 19 Strength check or DC 29 Escape Artist check. Each check, whether or not it succeeds, deals 1d6 points of damage to the creature making the check.

In addition, once the wire tangler has erupted into a mass of barbed wire, that area is treated as a wall of thorns, save it is made of metal and has hardness 10. The barbed wire created by a wire tangler crumbles to rust and dust after 1 hour. A wire tangler can be used only once.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, major creation, web

PRICE 3,000 GP



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