

HOLIDAY HEROES & HORRORS

Dungeonus  Octopus



Arctic Adventures for The Pathfinder Roleplaying Game



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“Holiday Heroes & Horrors”

Another unconventional product from



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CONTENTS

Arctic Adventurers	4
Arctic Equipment.....	4
Arctic Magic	5
Frost Goblins	6
Snow Elves	8
Arctic Monsters	10
Snow Elemental.....	10
Frost Wolf.....	13
Gingerbread Golem.....	14
Snow Golem	15
Dire Penguin.....	16
Open Gaming Licence Version 1.0a	17

ARCTIC ADVENTURES

This book provides a brief overview of a new arctic region known as “White Hell,” as well as new spells, magic items, and monsters to aid—or hinder—survival in the harsh arctic tundra. This region is intended to be easily placed into any current campaign setting with minimal or no modifications.

Terrain: White Hell is bordered to the South and West by the sea, by forests and mountains to the East, and a vast arctic wastelands to the North. Vegetation is sparse, but available in the southern regions, thinning out as you move north.

Climate: The average temperature in ranges from 15°–50° F (–9°–10° C) in the summer, and –30°–32° F (–34°–0° C) in the winter. With the far north and south being around 10°–20° F colder and warmer respectively.

History: For as long as history recalls, White Hell was under the tyrannical rule of the Winter Lich, a boreal sorcerer lord with near god-like control over the powers of cold. However, around 300 years ago a powerful wizard known only as the Red Lord appeared seemingly out of nowhere and confronted the Winter Lich. The Red Lord led the snow elves into battle against the Winter Lich, who was eventually defeated by the Red Lord and sealed in a massive tomb of ice. Since that time, the former forces of the Winter Lich have scattered to the wilds of White Hell while the snow elves have managed—with the aid of the Red Lord—to rebuild their society.

Inhabitants: The only permanently inhabitants of White Hell are frost goblins and snow elves—each of which are detailed in their own sections. Additionally, pods of wereorcas may be found off the south-western coast, where they hunt dire penguins.

Points of Interest: Aside from scattered snow elf villages and frost goblin tribes, there are only two points of interest in White Hell. In the north-east lies The City of The Red Lord, a medium-sized—by human standards—snow elf city under the constant protection of a greater environmental dome spell which is the largest single producer of snow elf-made goods. In the far north lies The Tomb of The Winter Lich, a massive crystalline ice structure with no apparent entrances.

GM Note: Before running an arctic adventure, it may be a good idea to review—and keep handy—the rules for snow storms and cold weather exposure—see the “Environmental Rules” section in chapter 13 of The Pathfinder® Roleplaying Game Core Rulebook™.

ARCTIC HAZARDS: SNOW-BLINDNESS

An oft-unconsidered peril of snowy conditions is slow-blindness. The sun’s rays reflection off the snow-covered ground can cause temporary damage to the eyes of a creature not adapted to such conditions. Each hour a creature spends in brightly-lit, snow-covered terrain, they must make a DC 10 Fortitude save, failure means a –2 penalty to vision-based Perception checks and total vision reduced to 100 feet. Each successive failure increased the penalty to Perception checks by 2, and reduces vision by an additional 10 feet. If a creature’s vision is reduced to 0 feet, it is considered blind.

Once removed from bright, snowy conditions, an affected creature begins to recover, making DC 10 Fortitude saves every half hour, if the creature keeps their eyes closed or covered—including while sleeping—they gain a +1 bonus on these checks. Each successful save reverses the effects of one failed save against snow-blindness, failing these saves has no ill effect. Native arctic animals—unless nocturnal—and oracles with the clouded vision curse are immune to snow-blindness.

ARCTIC EQUIPMENT

The following new items and item types are either unique to the White Hell region, or are especially useful there.

SNOW GOGGLES

Snow goggles are a strip—usually made of bone—with two wide, narrow slits which covers the eyes to protect against snow-blindness. A creature wearing snow goggles gains a +5 bonus to saves against snow-blindness. However, they also take a –2 penalty to vision-based Perception checks and ranged attack rolls, and lose their Dexterity bonus to AC against ranged attacks. Creatures with the uncanny dodge ability retain their Dexterity bonus against ranged attacks. Snow goggles occupy a creature’s eyes slot, cost 5 sp, and have a negligible weight.

NEW MATERIAL: GOBLIN ICE

Goblin ice is ice that has been supernaturally strengthened by a frost goblin’s frost touch ability. Goblin ice items will not melt unless subject to temperatures above 50°F (10°C), at which point they will take 1 point of damage for each 10 minutes. This damage doubles for every 20°F above 50. Masterwork goblin ice items do not melt until exposed to temperatures above 75°F (24°C). A frost goblin may use their frost touch ability to increase a goblin ice item’s heat resistance by 50%, doing so causes them to lose the use of their frost touch ability for 24 hours. Goblin ice items also have the fragile property*, masterwork goblin ice items are granted a DC 10 Fortitude save to resist being broken or destroyed as a result of the fragile property.

Weapons: Light and one-handed, melee, bludgeoning and slashing weapons, as well as hafted two-handed weapons—including spears—may have their blades or bludgeoning ends made of goblin ice.

Armor and Shields: Light and heavy shields, as well as breastplates and ice plate may be made of goblin ice. A goblin ice breastplate gives its wearer a +1 bonus to swim checks made to stay afloat, and a –1 penalty to swim checks when trying to remain submerged, these modifiers are doubles for ice plate. The arcane spell failure chance for goblin ice armor and shields is reduced by 5% when casting spells with the cold descriptor.

Cost and Weight: Goblin ice items cost 1/4 the items base price in areas where they are common. In other areas they may cost anywhere from 1/2 to 2× the base price and are mostly sold as novelties. Goblin ice items weigh only 1/2 of the item’s normal weight.

Construction: Goblin ice items can only be made by frost goblins using the Craft (armor/weapons) or Craft (ice carving) skills. The frost goblin must expend their frost touch ability each day during the construction, losing that ability for 24 hours.

Magic Goblin Ice Items: Goblin ice items may be enchanted like any other item of their type, but cannot be given an enhancement that deals fire damage, or protects against cold damage. An enchanted goblin ice item loses the fragile property and becomes as heat-resistant as iron.

*see the “Primitive Armor and Weapons” section in chapter 3 of the Pathfinder® Roleplaying Game: Ultimate Combat™

NEW ITEM QUALITY: SNOW ELF-MADE

Snow elves are considered by many—excluding dwarves—to be the finest craftspeople alive. Snow elf-made items are of a quality surpassing that of masterwork and have a unique beauty all their own. Snow elf-made items usually feature intricate patterns depicting snow or arctic animal motifs, wood and leather are often dyed in shades of deep red and green with white fur trim, metal items are sometimes giving a special treatment that gives them a glossy white finish.

Weapons: Snow elf-made weapons gain +1 to attack rolls, +1 hardness, and an additional +1 bonus to attack rolls made to confirm critical hits.

Armor and Shields: Snow elf-made armor and shields reduce the armor check penalty and arcane spell failure chance by 2 (minimum 0). Light and medium snow elf-made armors are also treated as a cold-weather outfit, unless specifically made not to be.

Tools: Snow elf-made tools grant a +3 circumstantial bonus on skill checks using the tools.

Cost: Snow elf-made items have a cost 150% that of an equivalent masterwork item.

Construction: Snow elf-made items can only be made by snow elves with the master crafter racial trait.

Repair: A broken snow elf-made item can only be repaired by a snow elf or by magic. If a broken snow elf-made item is repaired by a non-snow elf, it is downgraded to masterwork quality (calculate repair cost based on masterwork price).

NEW MAGIC ITEMS

The following magic items can help aid survival in harsh arctic environments.

WHITEVISION GOGGLES

Aura: faint transmutation | **CL:** 6th

Slot: eyes | **Price:** 2,000 gp | **Weight:** 1 lbs.

DESCRIPTION

Whitevision goggles imbue their wearer with the whitevision ability—as the frost goblin racial trait. If the wearer has darkvision, its effective distance is reduced by 1/3.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *sleet storm*;
Cost 1,000 gp

CLOTHES OF WARMING

Aura: faint abjuration | **CL:** 3rd

Slot: body | **Price:** 1,500 gp | **Weight:** 5 lbs.

DESCRIPTION

Clothes of Warming allows to exist more comfortably in severe and cold by causing the wearer to experience ambient temperature around them as 40° Fahrenheit higher. In order to be effective, a suite of Clothes of Warming must include hand, foot, and head covering; if worn with armor, Clothes of Warming must be worn underneath. Clothes of Warming raise temperature by a fixed amount, and if worn in normal or above average heat conditions will subject the wearer to the effects of high heat. In addition, Clothes of Warming function as a cold-weather outfit.

CONSTRUCTION

Requirements Craft Wondrous Item, endure elements; **Cost** 750 gp

ARCTIC MAGIC

The following spells are unique to the Whit Hell region.

CREATE GOBLIN ICE

School: transmutation | **Level:** sorcerer/wizard 3

Casting Time: 1 hour

Components: V, S, M (specially prepared goblin ice crystals worth 50 gp)

Range: touch

Target: one ice object up to 5 cubic feet in size

Duration: permanent

Saving Throw: none | **Spell Resistance:** no

This spell transforms ice into goblin ice. To convert larger pieces of ice, the spell may be cast multiple times, each time transmuting only 5 cubic feet of the total mass.

ENVIRONMENTAL DOME

School: abjuration | **Level:** cleric/oracle 2, inquisitor 3, sorcerer/wizard 2, ranger 1

Casting Time: 1 full-round action

Components: V, S

Range: 10 ft./level

Effect: 1 protective dome

Duration: 2 hours/level—Max 36 hours (D)

Saving Throw: Will partial (see text) | **Spell Resistance:** no

You create a protective dome with a radius up to the spell's range, centered on your current location. By default, the temperature inside the dome is around 65°F (18°C), but can be made higher or lower at the time of casting, within a range from 20 to 100°F (–6 to 37°C). The dome can block—or allow—weather conditions like wind, snow, and rain. Strong storms cannot be completely blocked, but will be reduced to a gentle breeze and light shower. Creatures with the elemental subtype will recognize the dome as unnatural and must succeed on a Will save to enter it, although they take no penalties once inside.

The area and duration of this spell may be increased with metamagic feats, but may not surpass the maximum duration.

ENVIRONMENTAL DOME, GREATER

School: abjuration | **Level:** cleric/oracle 6, sorcerer/wizard 6, ranger 4

Casting Time: 10 minutes

Components: V, S

Range: 100 ft./level

Effect: 1 protective dome

Duration: 1 day/level—Max 30 days (D)

Saving Throw: Will partial | **Spell Resistance:** no

This spell functions as *environmental dome* except for the increased casting time, range, and duration.

FROST GOBLINS

During the reign of the Winter Lich, the local goblins were magically augmented to serve as the Winter Lich's personal army. While not nearly as powerful as their ancestors, the current generation of frost goblins still carry remnants of ice magic in their blood.

Physical Description: Frost goblins stand around 3 feet at the tallest, with light blue skin, large ears, small, snout-like nose, dark, beady eyes, bushy eyebrows, and wide jaw with two protruding tusks. A frost goblin's hair is thick, white, and grows only in a strip down the center of their heads. Frost goblins also have shaggy white fur covering their forearms, calves, and the majority of their torso—excluding the abdomen. Frost goblins usually dress in furs taken from local wildlife, which can often give them the appearance of animate piles of white fur.

Society: Frost goblins live in small tribal societies ruled by a chieftain. The chieftain is decided by a fight to the death. However, unlike a traditional battle the potential chieftains have 10 days to eliminate their opponents through whatever means they choose. This ensures that the most clever candidate wins, even if they are not the strongest physically.

Relations: Frost goblins have somewhat universally poor relations with other races. The majority of their interactions are with snow elves, and generally only when attacking them or raiding their settlements. Some more agreeable frost goblins will trade with outsiders, providing furs and goblin ice items in exchange for supplies rare in the arctic terrain. Frost goblins may also offer service as guides, although they're more likely than not to "guide" gullible travelers into an ambush.

Alignment and Religion: For the most part, frost goblins are of chaotic evil alignment, although it is not uncommon for them to be neutral evil—and very rarely, chaotic neutral.

Frost goblins rarely worship common deities, instead following a host of tribal totems representing the spirits of winter and arctic beasts. A small number of dedicated frost goblins worship the Winter Lich as a god hoping to regain the powers they had under his rule. Worshipers of the Winter Lich are always lawful evil.

Female Names: Altoryun, Aurarya, Etspetye, Gangyan, Leshyan, T'penya, Urspryu, Vintyatya, Yill, Zentye.

Male Names: Aurar, Amontr, Leshtat, Mastekec, M'ter, Pentic, Roxic, Tchrantac, Vintyat, Yill.

FROST GOBLIN RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Intelligence: Frost goblins are hardy and adept survivalists, but somewhat dim.

Goblinoid: Frost Goblins are humanoids with the goblinoid subtype.

Small: Frost goblins are small creatures and gain +1 size bonus to attack rolls, +1 size bonus to AC, a -1 penalty to CMB and CMD, and a +4 size bonus to Stealth checks.

Slow Speed: Frost goblins have a base speed of 20 feet.

Arctic Acclimation: Frost goblins take no damage or penalties from cold weather conditions within natural ranges, but suffer a -2 penalty on Fortitude saves versus environmental heat.

Cold Affinity: Frost goblins with the boreal bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Frost goblin clerics with the Ice subdomain cast their domain spells at a +1 caster level.

Cold Resistance: Frost goblins have resistance 5 against cold damage.

Frost Touch: As a standard action, a frost goblin can make a melee touch attack that deals 1d3 cold damage. Using frost touch does not provoke. Alternatively, a frost goblin may use this ability to imbue supernatural strength to normal ice, transforming it to goblin ice. Using frost touch in this way causes the ability to be lost for 24 hours.

Snow Stride: Frost goblins can move through difficult terrain caused by snow and ice at their normal speed. Magically altered terrain affects a frost goblin normally.

Whitevision: Frost goblins can see normally in snowy conditions and are immune to snowblindness.

Languages: Frost goblins begin play speaking Goblin. Frost goblins with high intelligence scores can choose from the following languages: Auran, Boreal, Common, and Elven.



FROST GOBLIN RACIAL OPTIONS

ALTERNATE RACIAL TRAITS

The following racial traits may be taken in place of the frost goblin's standard racial traits.

Arctic Beast Master: Frost goblins with this trait gain a +2 bonus on Handle Animal checks made against native arctic creatures. Additionally, if the frost goblin has an arctic creature as an animal companion, it gains 1 additional bonus trick. This trait replaces cold affinity.

Wanderer: Some frost goblins wander outside their native arctic region. Frost goblins with this trait increase their base speed to 30 ft. and gain darkvision 60 ft. This trait replaces arctic acclimation, snow stride, and whitevision.

Dive Fisher: Some frost goblins have become specialized to hunting aquatic prey. Frost goblins with this trait gain a swim speed of 20 ft., +8 racial bonus to Swim checks, and +1 to attack rolls against creatures with the aquatic subtype. This trait replaces ice crafting and snow stride.

FAVORED CLASS OPTIONS

The following options are available to all frost goblins with the listed favored class, and may be taken at each level in place of the normal favored class reward.

- **Barbarian:** Add a +1/2 bonus to the barbarian's trap sense ability or +1/3 additional user per rage of the lesser elemental rage* rage power.
- **Druid:** Add +1 to the frost goblin's cold resistance up to a maximum of 10 in normal form or 15 while using wild shape.
- **Ranger:** Add +1/2 to the skill bonuses or +1/4 to the initiative bonus granted from the ranger's favored terrain ability (cold terrain only).
- **Sorcerer:** Add +1/2 to cold damage dealt with sorcerer spells.

RACIAL ARCHETYPE

The following racial archetype is available to frost goblins.

Frost Rager (Barbarian)

A frost rager channels the frost goblin's natural connection to boreal forces into combat prowess. A frost rager has the following features.

Frost Rage: A frost rager can take the greater elemental rage, lesser elemental rage, and elemental rage powers at 2 levels lower than the listed prerequisites, but are restricted to cold damage (cold damage from elemental rage and lesser elemental rage stack).

Ice Armor (Su): At 3rd level, whenever a frost rager enters a rage they manifest ice armor. The ice armor provides the frost rager with damage reduction 2/— and has hit points equal to the frost rager's barbarian level plus Constitution modifier. Damage reduced by the armor is subtracted from its hit points, and when reduced to 0 the ice armor is destroyed. Damage reduction from ice armor is applied before that from the damage reduction barbarian class feature. This ability replaces trap sense.

NEW RACIAL RULES

The following options are available to frost goblins. Some may be used by members of other races at the GM's discretion.

New Skill: Craft (ice carving)

Frost goblins are particularly adept at carving items out of ice. A Craft (ice carving) check may be substituted for any other Craft check when making an item out of ice or snow (DC same as for non ice). Ice carving requires that work be done in sub-freezing temperatures—below 32° F or 0° C. This skill allows for creation of both functional, and decorative ice carvings.

Frost Goblin Equipment

Ice Plate Armor

Ice plate is made of plates of goblin ice frozen onto a hide harness. Functionally, ice plate has the same statistics as half-plate, except that it weighs only 40 lbs. Unless insulating clothing is worn underneath, a creature wearing ice plate is subject to penalties normally incurred from cold weather conditions.

Frost Goblin Feats

The following feats are available to frost goblins or—at the GM's discretion—any other characters who meet the listed prerequisites.

Frost Ray

You shoot frost from your finger

Prerequisites: Frost touch, Charisma score or 13 or higher.

Benefit: You can channel your frost touch ability into a frost ray. Make a ranged touch attack against a target within 25 feet to deal 1d3 cold damage. Using a frost ray provokes attacks of opportunity.

Ice Crafter

You shape ice with grace and ease.

Benefit: You gain a +4 bonus to Craft (ice carving) skill checks. If you have 10 ranks or more in Craft (ice carving) the bonus increases to +8

SNOW ELVES

Snow elves are widely known as superior craftspeople, a trait that was exploited by the Winter Lich, who enslaved many and forced them to produce arms and armor for the Winter Army. After the defeat of the Winter Lich, many snow elves banded together with the Red Lord to build the City of The Red Lord. Others set up a series of outposts for bringing supplies to, and trade goods out of, the city, allowing for trading with those willing to brave the elements of White Hell.

Physical Description: Snow elves stand 3 to 3.5 feet tall with no discernible difference in height between sexes. They are fair skinned with long, pointed ears, and light brown to blond hair. They typically dress in shades of green, red, gold, and brown, often with white fur trim. In extreme conditions, heavy furs are usually worn as well. Snow elves are also known for wearing distinctive long caps and boots with pointed, upturned toes—which prevent their toes from digging into the snow.

Society: Snow elves have a somewhat diverse society which is largely divided into three different groups with differing practices based mostly on location. Most snow elves live in small, mostly self-sufficient settlements, usually located in less extreme climates. These settlements are primarily in the south-east corner of White Hell, which is the southern most—and therefore warmest, and most accessible—part of White Hell.

However, Some snow elves choose to leave the relative safety and comfort of the south in search of knowledge and adventure. Such snow elves live in small nomadic groups which are largely dependent on a series of outposts that stock supplies to trade with these groups. Nomadic snow elves are usually highly capable in survival and combat skills due to the harsh conditions and frequent encounters with unfriendly creatures.

The last group of snow elves are those living in the Red Lord's city. Due to the extreme cold of the northern location, these snow elves are almost completely dependant on magic for their survival. However, this magically-dependent society allows for more of its citizens to focus on non-essential activities, such as crafting high quality items for trade in the south.

Relations: Snow elves have overall positive relations with those who are willing to brave the journey to trade for snow elf-made goods. Outsiders are usually treated kindly and generously as long as doing so does not provide a hardship for the snow elves. Due to their time under the rule of the Winter Lich, snow elves are naturally distrustful of frost goblins—with good reason—viewing them as little more than savage beasts. Disliking violent confrontation, snow elves prefer to avoid frost goblin inhabited all together.

Alignment and Religion: Most snow elves are of lawful good alignment, but may also be of any good alignment. Snow elves tent to worship deities related to community, craftsmanship, positive emotions or seasons.

Names: Forest, Holly, Garland, Ginger, Jingle, Jolly, Joy, Noel, North, Pepper, Snowflake, Sparkle, Spruce, Tinker, Twinkle, Whitefrost. All snow elf names are unisex.

SNOW ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Strength: Snow elves are quick and clever, but physically weak.

Elf: Snow elves are humanoids with the elf subtype.

Small: Snow Elves are small creatures and gain +1 size bonus to attack rolls and AC, a -1 penalty to CMB and CMD, and a +4 size bonus to Stealth checks.

Normal Speed: Snow elves have a base speed of 30 feet.

Arctic Defensive Training: Snow elves gain a +2 bonus to AC against creatures with the cold subtype and native arctic animals.

Cheerful: Snow elves gain a +2 bonus on Diplomacy checks.

Elven Immunities: See the “Elf Racial Traits” section in Chapter 2 of the Pathfinder® Roleplaying Game Core Rulebook™

Master Crafter: Snow elves gain a +2 racial bonus on all Craft checks and may make items of snow elf made quality.

Snow Step: Snow elves are treated as having the Nimble Moves feet when moving through difficult terrain caused by snow or ice.

Languages: Snow elves begin play speaking Common and Elven. Snow elves with high intelligence scores can choose from the following languages: Auran, Boreal, Gnome, Goblin, and Halfling.



SNOW ELF RACIAL OPTIONS

ALTERNATE RACIAL TRAITS

The following racial traits may be taken in place of the snow elf's standard racial traits.

Ancestral Hatred: Snow elves with this racial trait gain a +1 bonus to attack rolls against undead creatures and creatures with the cold subtype due to special training done in preparation for the possible return of the Winter Lich. This trait replaces cheerful.

Arctic Tracker: Snow elves with this trait gain a +2 bonus to survival checks. This trait master crafter.

Frost Goblin Fighter: Snow elves with this trait gain a +2 bonus to AC and +1 to attacks against humanoids with the goblin subtype. This trait replaces cheerful and master crafter.

Merchant: Snow elves with this trait gain a +2 bonus to Appraise skill checks and a +1 bonus to diplomacy checks made to negotiate prices. This trait replaces arctic defensive training.

Note Crafter: Snow elves with this racial trait gain a +2 competence bonus to Perform checks made to sing or play a musical instrument. This trait replaced master crafter.

FAVORED CLASS OPTIONS

The following options are available to all snow elves with the listed favored class, and may be taken at each level in place of the normal favored class reward.

- **Bard:** Add +1 to the bard's total rounds of bardic performance per day.
- **Cleric:** Add +1 to the save DC of the cleric's channel energy.
- **Fighter:** Add +1/2 to critical hit conformation rolls with weapons that the fighter has personally crafted (maximum bonus of +4). This bonus does not stack with that from the Critical Focus feat.
- **Gunslinger:** Ignore +1/3 misfires per day with a firearm that the gunslinger has personally crafted.

RACIAL ARCHETYPE

The following racial archetype is available to snow elves.

Adept Gunsmith (Gunslinger)

As natural craftsmen, snow elf gunslingers often look for ways to improve their firearms. While this trait is often shared by gnomes, snow elf modification tend to be much less inventive, but much more reliable.

Personal Firearm: The firearm received at 1st level is treated as one that the adept gunsmith has personally crafted for the purpose of abilities that require a firearm to have been personally crafted.

Augmentations: At 2nd level—and every 2 levels after—an adept gunsmith gains 1 augmentation point, these points represent highly specialized materials and components that either too rare, or too advanced to be easily acquired. Augmentations points can be spent to apply the following augmentations to any firearm the adept gunsmith has personally crafted.

Improved Accuracy: Grants a +1 bonus to critical hit conformations, maximum +4.

Improved Integrity: Decreases the firearm's misfire range by 1. This improvement can be taken up to 4 times per firearm but cannot lower the misfire value below 1. If the firearm's misfire value would be reduced to below 1, further reduction prevents increases to the firearm's misfire value—such a use of alchemical cartridges or a misfire.

Improved Loading: The firearm can be loaded as if the user had the Rapid Reload feat. This augmentation can be taken once per firearm.

Improved Quality: Firearm gains the masterwork quality. This augmentation can be taken once per firearm and cannot be given to a firearm already of masterwork quality.

Improved Range: Increases the firearm by 5 feet, up to a maximum of twice its normal range.

Augmentation points may be spread across as many firearms as the adept gunsmith wishes and may be reallocated with one day's work. If an augmented weapon is lost, sold, or stolen the adept gunsmith loses any augmentation points spent on that firearm until it is returned. A destroyed augmented firearm can be salvaged to regain any augmentation points spent on it. This ability replaces nimble and the gunslinger's bonus feats.

Personalized Weapons: This functions as the gun training gunslinger class ability, except that the bonuses apply to all—and only—guns the adept gunsmith has personally crafted. This ability replaces gun training.

Snow Elf Feats

The following feat is available to snow elves who meet the listed prerequisites.

Snow Walker

You traverse snow-covered terrain as gracefully as a frost wolf.

Prerequisites: Snow elf, snow step, Dexterity score of 13 or higher.

Benefit: You ignore difficult terrain caused by snow or ice. You can also walk on the top of snow—without sinking in—while moving at half speed and carrying no more than a light load. Doing so increases the Survival DC to track you by +5.

ELEMENTAL, SNOW

This featureless pile of snow has a vaguely humanoid shape.

SNOW ELEMENTAL

Languages: Auran, Boreal

ECOLOGY

Environment: any cold (Plane of Air)

Organization: solitary, pair, or gang (3–8)

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Bonded (Ex): As lesser elementals, snow elementals must bond with specific substances to create a physical body. In the snow elemental's case, they bond with atmospheric moisture which freezes to create their snowy form. A snow elemental in the material plane will automatically form a body 1 round after entering the material plane or leaving its current body.

The elemental can voluntarily leave its bonded body as a move action, leaving it invisible and incorporeal—unable to attack or otherwise affect material objects—until the end of its next turn, when a new body is formed.

Snow Shift (Ex): Snow elementals ignores difficult terrain from ice or snow and can burrow through ice and snow without leaving a trace. To do this, the snow elemental leaves its current body, and reforms when it emerges. If desired, the old body can be left standing as a decoy with an AC of 5 and 1 hit point. Using this ability does not affect the snow elemental's current hit points or any effect that it may be under.

Snow Swarm (Ex): As a standard action, a snow elemental can disperse itself into a flurry of cold and razor-sharp ice crystals. While in this form, the snow elemental is treated as a swarm of fine creatures, gaining the swarm subtype, a swarm attack and the distraction ability—The swarm's size, damage, and distraction DC are listed under the special attacks section of each snow elemental's stat block. Ending this ability is a free action, at which point the snow elemental reforms within the swarm's area. A snow elemental can use this ability a number of rounds per day equal to 3 plus its constitution modifier.

Snowball (Su): As a free action, a snow elemental can create a tightly packed ball of snow. The snow elemental treats the snowball as a manufactured thrown weapon. Any other creature treats the snowball as if it were a thrown rock. A snowball is always destroyed after it is thrown—although they may be caught with Snatch Arrow. Snowballs are ineffective against a creature with a fire aura.

SMALL SNOW ELEMENTAL

CR 1

N Small outsider (air, cold, elemental, extraplanar)

XP 400

Init: +0 | **Senses:** darkvision 60 ft.; Perception +4

DEFENSE

AC: 16 | **touch:** 12 | **flat-footed:** 15

Modifiers: +4 natural, +1 size

hp: 16 (2d10+5)

Fort: +4 | **Ref:** +3 | **Will:** +0

Defensive Abilities: half damage from piercing attacks

Immune: cold, elemental traits

Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift

Melee: slam +4 (1d4+1 plus 1d3 cold)

Ranged: snowball +3 [+1/+1] (range 10 feet, 1d3+1)

Special Attacks: snow swarm (2.5 ft. radius, 1d6 + 1d3 cold, DC 12)

STATISTICS

Str: 12 | **Dex:** 10 | **Con:** 13 | **Int:** 4 | **Wis:** 11 | **Cha:** 11

Base Atk: +2 | **CMB:** +2 | **CMD:** 12 (cannot be tripped)

Feats: Rapid Shot^B, Toughness

Skills: Acrobatics +4, Climb +5, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8 (+12 to hide in snow)

SQ: bonded



MEDIUM SNOW ELEMENTAL

CR 3

N Medium outsider (air, cold, elemental, extraplanar) **XP 800**
Init: +5 | **Senses:** darkvision 60 ft.; Perception +5

DEFENSE

AC: 16 | **touch:** 11 | **flat-footed:** 15
Modifiers: +1 Dex, +5 natural
hp: 34 (4d10+12)
Fort: +6 | **Ref:** +5 | **Will:** +1
Defensive Abilities: half damage from piercing attacks
Immune: cold, elemental traits
Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift
Melee: slam +7 (1d6+4 plus 1d4 cold)
Ranged: snowball +5 [+3/+3] (range 15 feet, 1d4+3)
Special Attacks: snow swarm (5 ft. radius, 1d6 + 1d4 cold, DC 14)

STATISTICS

Str: 16 | **Dex:** 12 | **Con:** 15 | **Int:** 4 | **Wis:** 11 | **Cha:** 11
Base Atk: +4 | **CMB:** +7 | **CMD:** 18 (cannot be tripped)
Feats: Improved Initiative, Rapid Shot[®], Toughness
Skills: Acrobatics +6, Climb +8, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6 (+10 to hide in snow)
SQ: bonded

LARGE SNOW ELEMENTAL

CR 5

N Large outsider (air, cold, elemental, extraplanar) **XP 1,600**
Init: +6 | **Senses:** darkvision 60 ft.; Perception +8

DEFENSE

AC: 17 | **touch:** 11 | **flat-footed:** 15
Modifiers: +2 Dex, +6 natural, -1 size
hp: 68 (8d10+24)
Fort: +8 | **Ref:** +8 | **Will:** +2
Defensive Abilities: half damage from piercing attacks
DR: 5/— | **Immune:** cold, elemental traits
Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift
Melee: 2 slams +9 (1d8+11 plus 1d6 cold)
Ranged: snowball +9/+4 [+7/+7/+2] (range 20 feet, 1d6+5)
Space: 10 ft. | **Reach:** 10 ft.
Special Attacks: snow swarm (10 ft. radius, 2d6 + 1d6 cold, DC 16)

STATISTICS

Str: 20 | **Dex:** 14 | **Con:** 15 | **Int:** 6 | **Wis:** 11 | **Cha:** 11
Base Atk: +8 | **CMB:** +14 | **CMD:** 26 (cannot be tripped)
Feats: Combat Reflexes, Improved Initiative, Power Attack, Rapid Shot[®], Toughness
Skills: Acrobatics +10, Climb +13, Escape Artist +10, Knowledge (planes) +6, Perception +8, Stealth +8 (+12 to hide in snow)
SQ: bonded

HUGE SNOW ELEMENTAL

CR 7

N Huge outsider (air, cold, elemental, extraplanar) **XP 3,200**
Init: +7 | **Senses:** darkvision 60 ft.; Perception +10

DEFENSE

AC: 20 | **touch:** 12 | **flat-footed:** 16
Modifiers: +3 Dex, +1 dodge, +8 natural, -2 size
hp: 85 (10d10+30)
Fort: +9 | **Ref:** +10 | **Will:** +3
Defensive Abilities: half damage from piercing attacks
DR: 5/— | **Immune:** cold, elemental traits
Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift
Melee: 2 slams +12 (2d6+13 plus 1d8 cold)
Ranged: snowball +11/+6 [+9/+9/+4] (range 30 feet, 1d8+7)
Space: 15 ft. | **Reach:** 15 ft.
Special Attacks: snow swarm (15 ft. radius, 2d6 + 1d8 cold, DC 17)

STATISTICS

Str: 24 | **Dex:** 16 | **Con:** 15 | **Int:** 6 | **Wis:** 11 | **Cha:** 11
Base Atk: +10 | **CMB:** +19 | **CMD:** 32 (cannot be tripped)
Feats: Combat Reflexes, Dodge, Improved Initiative, Power Attack, Rapid Shot[®], Toughness
Skills: Acrobatics +13, Climb +16, Escape Artist +12, Knowledge (planes) +7, Perception +10, Stealth +6 (+10 to hide in snow)
SQ: bonded

GREATER SNOW ELEMENTAL

CR 9

N Huge outsider (air, cold, elemental, extraplanar) **XP 6,400**
Init: +8 | **Senses:** darkvision 60 ft.; Perception +15

DEFENSE

AC: 23 | **touch:** 13 | **flat-footed:** 18
Modifiers: +4 Dex, +1 dodge, +10 natural, -2 size
hp: 123 (13d10+52)
Fort: +11 | **Ref:** +12 | **Will:** +4
Defensive Abilities: half damage from piercing attacks
DR: 10/— | **Immune:** cold, elemental traits
Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift
Melee: 2 slams +16 (2d8+17 plus 2d6 cold)
Ranged: snowball +15/+10/+5 [+13/+13/+8/+3] (range 30 feet, 1d10+9)
Space: 15 ft. | **Reach:** 15 ft.
Special Attacks: snow swarm (20 ft. radius, 3d6 + 2d6 cold, DC 19)

STATISTICS

Str: 28 | **Dex:** 18 | **Con:** 17 | **Int:** 8 | **Wis:** 11 | **Cha:** 11
Base Atk: +13 | **CMB:** +24 | **CMD:** 38 (cannot be tripped)
Feats: Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Rapid Shot[®], Toughness
Skills: Acrobatics +17, Climb +22, Escape Artist +17, Knowledge (planes) +13, Perception +15, Stealth +11 (+15 to hide in snow)
SQ: bonded

ELDER SNOW ELEMENTAL **CR 11**

N Huge outsider (air, cold, elemental, extraplanar) **XP 12,800**
Init: +9 | **Senses:** darkvision 60 ft. ; Perception +22

DEFENSE

AC: 24 | **touch:** 14 | **flat-footed:** 18
Modifiers: +5 Dex, +1 dodge, +10 natural, -2 size
hp: 152 (16d10+64)
Fort: +13 | **Ref:** +15 | **Will:** +5
Defensive Abilities: half damage from piercing attacks
DR: 10/— | **Immune:** cold, elemental traits
Weaknesses: vulnerable to fire

OFFENSE

Speed: 20 ft., burrow 20 ft., snow shift
Melee: 2 slams +19 (2d8+20 plus 2d8 cold)
Ranged: snowball +19/+14/+9/+4 [+17/+17/+12/+7/+2] (range 30 feet, 1d10+10)
Space: 15 ft. | **Reach:** 15 ft.
Special Attacks: snow swarm (25 ft. radius, 4d6 + 2d8 cold, DC 21)

STATISTICS

Str: 30 | **Dex:** 20 | **Con:** 17 | **Int:** 10 | **Wis:** 11 | **Cha:** 11
Base Atk: +16 | **CMB:** +28 | **CMD:** 43 (cannot be tripped)
Feats: Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Rapid Shot[®], Toughness
Skills: Acrobatics +22, Climb +23, Escape Artist +22, Knowledge (planes) +21, Perception +22, Stealth +16 (+20 to hide in snow)

While often associated with ice elementals, snow elementals hail from the coldest parts of the plane of air, and are actually a type of lesser air elementals. In their natural state, a snow elemental's body is made entirely of supercooled air, the elemental must bond itself to, and freeze atmospheric moisture to create its solid snowy body. Without this bonding process, a snow elemental is little more than a chilly breeze.

Snow elementals usually have a form that is roughly humanoid from the waist up, with a long torso that melds into snowy ground. However, some snow elementals take other forms, such as large snakes or amorphous blobs. Whatever the elemental's form, they tend to be largely devoid of any fine features—such as faces.

Flake-form Snow elementals

Some snow elementals—usually those at higher elevations—can have a more intricate crystalline form, resembling a giant snowflake. These snow elementals lose their snowball attack, as well as their base, and burrow speeds. In place they gain a fly speed of 30 ft. with good maneuverability—Use the elemental's Stealth skill bonus +4 as its effective Fly bonus. Additionally, the flake-form elemental's slam attacks deal slashing damage with a critical range of 18–20. They also gain Hover as a bonus feat; however, they cannot create a debris cloud, even if they are of large or larger size.

Snow elementals who have spent a long time in the material plain may have the ability to change forms at-will. Changing form can be done as a full-round action, or when reforming at the end the snow swarm ability.



FROST WOLF

This unusually large arctic wolf has shaggy blue fur, glowing eyes, and tusks that seem to be made of ice. With each breath it expels a cloud of frozen mist.

FROST WOLF

CR 3

CN Medium magical beast (cold)

XP 800
Init: +1 | **Senses:** darkvision 60 ft., low-light vision, whitevision* ; Perception +9

DEFENSE

AC: 12 | **touch:** 11 | **flat-footed:** 11

Modifiers: +1 Dex, +1 natural

hp: 30 (4d10+8)

Fort: +8 | **Ref:** +5; | **Will:** +2

Defensive Abilities: ice armor | **Immune cold**
Weaknesses: vulnerable to fire

OFFENSE

Speed: 40 ft.

Melee: bite +7 (1d6+4 plus 1d4 cold plus grab)

Special Attacks: freezing grasp (DC 14)

STATISTICS

Str: 17 | **Dex:** 12 | **Con:** 15 | **Int:** 2 | **Wis:** 12 | **Cha:** 10

Base Atk: +4 | **CMB:** +7 (+11 to grapple) | **CMD:** 18

(22 versus trip)

Feats: Great Fortitude, Skill Focus (perception)

Skills: Perception +9, Stealth +6 (+10 in snow)

SQ: snow tread

ECOLOGY

Environment: arctic forests and plains

Organization: solitary or pack (3–8)

Frequency: rare

Treasure: none

SPECIAL ABILITIES

Freezing Grasp (Su): Whenever a creature starts its turn grappled by a frost wolf, it must make a successful DC 14 Fortitude save or take 1d6 cold and 1d6 non-lethal damage. Creatures with the cold subtype are immune to this effect. Creatures under the effects of the endure elements spell, or any other effect which similarly protects against severe cold are not subject to the non-lethal damage.

Ice Armor (Su): Once per day as a standard action, a frost wolf can summon extreme cold to cover its body in protective ice plates. The ice armor has 10 hit points and provides the frost wolf with DR 2/—. Damage absorbed by the ice armor is subtracted from its hit points, and when they are depleted the armor is destroyed. The armor remains until it is destroyed, until the ability is used again, or until it is removed as a full-round action.

Snow Tread (Ex): Snow wolves ignore difficult terrain caused by snow and ice—excluding magically altered terrain. Additionally, a frost wolf may walk across snow as if it were solid ground, without leaving any tracks. Running or engaging in combat however, will leave disturbances in the snow.

*See frost goblin racial traits.

Like the frost goblins, frost wolves were created by the Winter Lich by imbuing the local arctic wolves with boreal magic. Under the Lich's control the frost wolves served as cunning scouts and powerful combat mounts for the original frost goblins. After the defeat of the Winter Lich, the frost wolves returned to the wild where they quickly became apex predators of the region. Unlike frost goblins—who have significantly weakened with the passing of generations—frost wolves have retained much of the original power given to them by the Winter Lich.

Frost wolves can grow up to 3 feet high at the shoulder, and more than 6 feet in length—similar in size to the average grey wolf, but considerably larger than arctic wolves from which they were created. The wolf's shaggy fur is light blue in color with dark blue flesh showing at the nose and paws. Two large, tusk-like fangs protrude downward from the mouth and seem to be made of magical ice. The frost wolf's eyes are light blue, lacking pupils and irises, and have a faint glow.



GOLEM, GINGERBREAD

This 8-foot tall humanoid-shaped gingerbread cookie lumbers towards you. You're not sure if you should be amused, or terrified.

GINGERBREAD GOLEM

CR 8

N Large construct

XP 4,800
Init: -1 | **Senses:** darkvision 60 ft., low-light vision; Perc. +0

DEFENSE

AC: 21 | **touch:** 8 | **flat-footed:** 21

Modifiers: -1 Dex, +13 natural, -1 size

hp: 96 (12d10+30)

Fort: +4 | **Ref:** +4 | **Will:** +4

DR: 5/adamantine | **Immune:** construct traits, magic

Weaknesses: brittle

OFFENSE

Speed: 30 ft.

Melee: 2 slams +16 (2d10+5)

Space: 10 ft. | **Reach:** 10 ft.

Spell-like Abilities: CL 12th

 1/1d4 minutes—*summon ants*

STATISTICS

Str: 21 | **Dex:** 8 | **Con:** — | **Int:** — | **Wis:** 11 | **Cha:** 2

Base Atk: +12 | **CMB:** +18 | **CMD:** 27

ECOLOGY

Environment: any

Organization: solitary or gang (2–4)

Frequency: very rare (creation)

Treasure: none

SPECIAL ABILITIES

Brittle (Ex): Against attacks made with a magic bludgeoning weapon, a gingerbread golem's damage reduction is reduced to 3. Additionally, a gingerbread golem takes an additional 50% damage from attacks made with magic adamantine bludgeoning weapons.

Immunity to Magic (Ex): A gingerbread golem is immune to any spell or spell-like ability which can be negated by spell resistance. Some spells and effects may also affect a gingerbread golem differently, as detailed below.

- Any spell of first level or higher with the sonic descriptor stuns a gingerbread golem for 1 round.
- Any spell with the fire descriptor gives a gingerbread golem a -1 penalty to Dexterity and +1 DR/— (stacks with existing DR) for a number of rounds equal to the spell's level.

Summon Ants (Sp): As a full-round action, a gingerbread golem can summon 1 giant ant worker, 1d3 giant ant soldiers, or 1d4+1 giant ant drones as per the *summon monster IV* spell, treating its hit dice total as its caster level. This ability can be used once every 1d4 minutes.

Gingerbread golems stand around 9 feet in height and otherwise resemble a normal humanoid-shaped gingerbread cookie. While a defeated gingerbread golem is technically safe to eat, doing so is generally not advisable.

Construction

A gingerbread golem's body is made of 2,000 pounds of normal gingerbread dough, to which the ashes of a humanoid creature and magical spices worth 1,000 gp are added before baking. Decorative icing and candies may be added, but are not required.

GINGERBREAD GOLEM

CL: 10th | **Price:** 31,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *gentle repose*, *limited wish*, *summon monster IV*, creator must be caster level 10th; **Skill** Profession (cook) DC 20 or Profession (baker) DC 15; **Cost** 16,000 gp



GOLEM, SNOW

This gigantic snowman would look out of place in any situation.

SNOW GOLEM

CR 4

N Large construct (cold)

XP 1,200
Init: -2 | **Senses:** darkvision 60 ft., low-light vision, whitevision*; Perception +0

Aura: sub-zero (5 ft., DC 12, 1d6 non-lethal damage)

DEFENSE

AC: 16 | **touch:** 7 | **flat-footed:** 16

Modifiers: -2 Dex, +9 natural, -1 size

hp: 52 (4d10+30)

Fort: +1 | **Ref:** -1 | **Will:** +1

DR: 5/adamantine | **Immune:** construct traits, cold, magic, piercing damage

Weaknesses: vulnerability to fire

OFFENSE

Speed: 20 ft.

Melee: 2 slams +7 (1d6+4)

Space: 10 ft. | **Reach:** 10 ft.

STATISTICS

Str: 19 | **Dex:** 7 | **Con:** — | **Int:** — | **Wis:** 11 | **Cha:** 1

Base Atk: +4 | **CMB:** +9 | **CMD:** 17 (cannot be tripped)

ECOLOGY

Environment: any

Organization: solitary or gang (2–4)

Frequency: very rare (creation)

Treasure: none

SPECIAL ABILITIES

Immunity to Magic (Ex): A snow golem is immune to any spell or spell-like ability which can be negated by spell resistance—excluding those with the fire descriptor. Some spells and effects may also affect a snow golem differently, as detailed below.

- Any spell capable of dousing a snow golem with a sizable quantity of water—such as *hydraulic push*—will slow the snow golem (as per the *slow* spell) for a number of rounds equal to the spell's level. While slowed, the snow golem's damage reduction can be bypassed by bludgeoning damage, in addition to adamantine. The snow golem gets a Reflex save versus this effect—even if a save is not normally given—unless the GM rules that it would be impossible to avoid.

Sub-Zero Aura (Su): A snow golem is surrounded by a supernatural aura of extreme cold. Any creature that enters the snow golem's aura, or starts their turn within it, must make a DC 12 Fortitude save or take 1d6 non-lethal damage. Cold weather clothing provides the wearer with a +2 bonus to this save. Creatures with the cold subtype and those immune to cold weather conditions—including those under the effects of the *endure elements* spell—are immune to this effect. Save DC is Constitution-based.

Snow golems stand around 15 feet tall—including the magical hat required for their construction—and share the same basic construction of a common snowman. A snow golem is surrounded with a magical aura that keeps it at sub-freezing temperatures, which preserve its integrity even in warm climates.

Construction

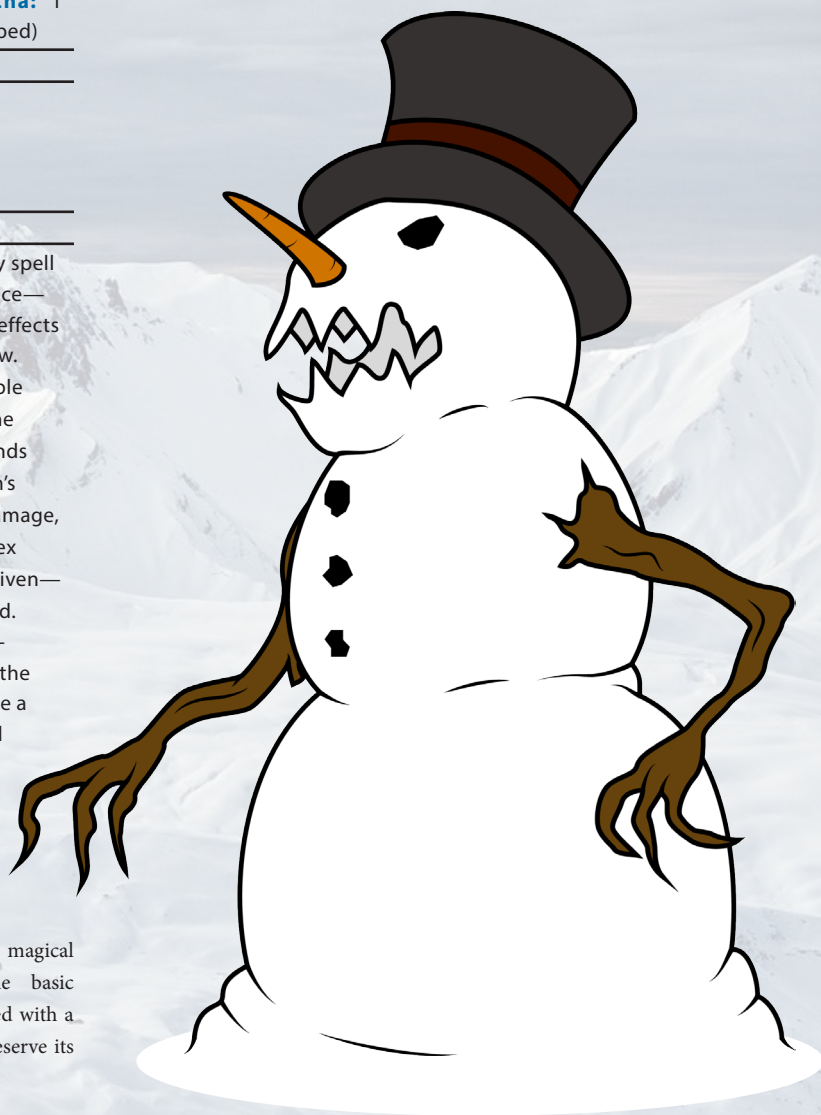
A snow golem's body is made of three large balls of snow weighing roughly 3,000 pounds, and two trees at least ten feet in height with the branches trimmed down to resemble hands. In addition, a large magical hat worth at least 300 gp is also required.

SNOW GOLEM

CL: 7th | **Price:** 10,300 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *ice storm*, *lesser geas*, *resist energy* (cold), creator must be caster level 7th; **Skill** Craft (sculpture) or Craft (ice carving) DC 13; **Cost** 5,300 gp



PENGUIN, DIRE

This arctic bird waddles into battle with the furry of a 1,000 suns.

DIRE PENGUIN

CR 1

N Medium animal

XP 400
Init: +4 | **Senses:** low-light vision ; Perception +5

DEFENSE

AC: 12 | **touch:** 10 | **flat-footed:** 12

Modifiers: +2 natural

hp: 16 (2d8+7)

Fort: +5 | **Ref:** +3 | **Will:** +0

OFFENSE

Speed: 20 ft., swim 40 ft.

Melee: bite +3 (1d6+3)

Special Attacks: sliding charge

STATISTICS

Str: 14 | **Dex:** 10 | **Con:** 15 | **Int:** 2 | **Wis:** 11 | **Cha:** 3

Base Atk: +1 | **CMB:** +3 | **CMD:** 13

Feats: Improved Initiative, Toughness^B
Skills: Swim +10, Perception +5 | **Racial Modifiers:** Swim +8

SQ: belly slide

ECOLOGY

Environment: arctic coastlines

Organization: solitary, waddle (3–12), or colony (30–120)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Belly Slide (Ex): As part of a move or run action while on snow, ice, or any other slick surface, a dire penguin may fall prone and slide on its belly. The dire penguin must move at least 10 feet before sliding, and will continue to slide up to a number of feet equal to twice the distance it moved before falling prone, the dire penguin remains prone at the end of this movement. At the GM's discretion, this distance may be increased or decreased if the dire penguin is sliding down or up a slope

Sliding Charge (Ex): A dire penguin may make a belly slide as part of a charge action, the dire penguin to slide at least 5 feet before reaching the target. Doing this grants the dire penguin a +1 bonus to damage and, on a successful attack, a free trip attempt against the target without provoking and a +2 bonus to the attempt. If the trip attempt is successful, the dire penguin may continue moving up to half the distance remaining from its belly slide (minimum 10 feet).

A dire penguin is an aggressive flightless bird standing upwards of six feet in height with a distinctive stiped pattern on its feathers, but otherwise has the same general appearance and behavior of an emperor penguin. Dire penguins are sometimes known as “The Waddling Terror,” particularly during breeding season when large numbers congregate in specific costal locations to seek mates and hunt seals.

Dire Penguin Companions

While normally aggressive, a tamed dire penguin can make a loyal and amusing companion. Upon reaching medium size, a dire penguin companion may serve as a mount for a small character. Attempting to ride a dire penguin while executing a belly slide requires a DC 20 Ride skill check, failure causes the rider to fall off, landing prone in an adjacent square.

Starting Statistics: **Size** small; **Speed** 20 ft., swim 20 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 12, Dex 12, Con 12, Int 2, Wis 14, Cha 8; **Special Qualities** low-light vision.

4th Level Advancement: **Size** medium; **Speed** swim 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Special Qualities** belly slide.



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