

# THE ICE ÆLVES OF NIFLÆHEIM

CHILDREN OF THE LONG WINTER

A GUIDE TO THE ICE ÆLVES OF RHUNE: DAWN OF TWILIGHT



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BY MIKE MYLER  
& JAYE SONIA

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





**WRITTEN & DEVELOPED BY:**

Mike Myler and Jaye Sonia

**ADDITIONAL DEVELOPMENT BY:**

Clinton Boomer, Will Cooper, Joshua Kitchens and Jaye Sonia

**COVER ARTISTS:**

Jeff Brown, Ekaterina Burmak

**INTERIOR ARTISTS:**

Ekaterina Burmak, Rick Hershey, Terry Maranda, Jonathan Roberts, Peter Temesi

**EDITING AND DEVELOPMENT:**

David Headquist, Jaye Sonia

**LAYOUT:** Stephen Wark

**PUBLISHER:** Storm Bunny Studios, LLC

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# PREFACE

**P**ERSONALLY, THE ICE ÆLVES OF RHUNE ARE ONE OF MY FAVORITE RACES. While I haven't had the opportunity to run a full campaign set in Niflæheim, I imagine that if I did, it would end up being a wicked mixture of *Mad Max* meets *30 Days of Night*, with the desperate PCs forced to navigate the harsh, wintry realm, just barely scraping by while being pursued by hordes of their enemies...

...and you'll start to get a good idea of just what the ice ælves deal with on a day-to-day basis in the harsh, wintry realm of Niflæheim. When Mike and I sat down to discuss these guys, I had a rough idea for where I wanted to go with them, but otherwise, left the particulars to Mike. I don't remember my exact words when we discussed how these guys fit into Rhune, but I recall explaining their dilemma and their allegiances, with Mike telling me something to the effect of, "I've got this." As far as I've concerned, he delivered. He's carved out a large part of Niflæheim and made it his own, both in this document and in his upcoming adventure, *Frigid Reflections*.

As you read this, keep in mind that the ice ælves have little contact with the people outside of their realm, no little to nothing about the Ragnarök Clock, and for the most part, are just trying to survive. They aren't a dark people, but they are people tempered by the harsh wasteland that they now call home.

Another of our unlocked Kickstarter races, the ice ælves will be appearing in the upcoming *Rhune: Dawn of Twilight Campaign Guide*—out this October!

JAYE SONIA

FEBRUARY, 2015





# ICE ÆLVES

**O**N THE HIGH MOUNTAINS and out of the most chilling, disparate plains, a lost race has just begun to appear on Midgard. Quiet, reserved, and resolute, they are quickly becoming popular as adventuring companions—survivors one and all. These frostbitten warriors and powerful mages are the children of the Endless Winter, souls long thought lost to Midgard—the ice ælves.

## HISTORY

While some of the Thrall Lords were indifferent to the plight of the Æssinyr's children, some of the *thurisár*—those twisted to cruelty by the powers they gained Neinferth—couldn't be sated by simply fooling the favored children of the gods when Lady Y'Draah took her followers out across the Great Tree. When a contingent of ælves landed in Niflæheim, Mhamnoch created a tempest of hail and snow so great that it separated a large contingent of the ælves from the original explorers, trapping them in the frozen wastes of Niflæheim for months. With no way to reach her beloved companions, Lady Y'Draah and her remaining followers left the icy realm, assuming their companions were forever lost.

Those who remained soon realized their fate was dire and none expected to live very long. Most expected that either the giants that hunted them for sport or the very land itself, fraught with danger, would end them. Knowing they needed shelter, the ælves began tunneling into and beneath the tundra, where they found remarkable gems that allowed them to survive the bitter cold. These gems, which the ælves later named *heimilimarks*, were *jötunstones* that had acclimated to Niflæheim and when held, reacted favorably to the ælves. After experimenting with them, the ælves soon learned they could enchant the stones, turning them into items that provided warmth, food, water, as well as a means to protect against the brutal predators

of the harsh plains. Once inured against the frigid realm, the ælves attempted to find the portal that brought them to Niflæheim, but to no avail: the *thurisar* had buried it beneath the ice and snow in their absence, leaving them stranded far from Midgard.

While unbelievably harsh and equally unforgiving, the ælves persisted beneath the frozen ground. When they weren't running from bloodthirsty giants, they slowly learned to survive in the lands around them. Of course, survival would never be enough and the ælves longed for home. Setting off in groups, the ælves traveled into the icy wastes, each in a different direction, promising to return with news of whatever they found. Many went south, looking for warmer environs, while some headed north, hoping to find safer havens in the high glaciers there. Still, others went east, some hoping to find the portal that originally brought them to the icy realm. And some never returned.

As they fought against the natural denizens of the plane and bested the chilling elements, the tactics each took to best utilize their *heimilimarks* responded once more, adapting to match each of the remaining groups.

## THE THREE CLADES

Although dozens of clades were originally trapped on Niflæheim, only ten clades survived the first few years on this dreaded branch. These ten, original clades were the: Ashsa, Atsókn, Einn, Fillka, Hlif, Rond, Svell, Snærr, Traust, Véurr. While all of these clades set out in those days, each on their separate missions, very few of them returned. Those who did are listed below.

Only the craftiest among these desperate ælves were able to remain stationary for more than a few weeks, evading giants who took it as sport to collapse the ice ælves' cave networks. When food grew far too scarce, some of these ælves learned to create meager meals (using carefully crafted magic) from the very snow itself. Keeping under the tundra, they dug exhaustively before unearthing the largest *heimilimark* any

## HEIMILIMARK

In Niflæheim, like on every other branch of the Great Tree, the blood of *thurisár* and *Æssinyr* spilled as the two forces did battle during the Age of Myth. The frigid conditions of the Long Winter, however, changed the very nature of these *jötunstones*. While they still function like other *jötunstones* (clockwork adepts can use *heimilimarks* in therma-torque engines, for instance), *heimilimarks* channel temperature in addition to electrical currents, making them an interesting component for some items. Moreover, they produce no excess thermal energy when used as parts of storm engines, making them enormously valuable to technologically inclined adventurers or craftsmen.

In their natural environment, *heimilimarks* do not produce any heat, but internalize the natural cold of Niflæheim, giving the appearance of warmth through a constant, subtle endothermic reaction that affects the environment immediately around them (in a 5 ft. square). Strangely, this reaction only affects the environment, never the creatures handling the stones. Unlike normal *jötunstones*, *heimilimarks* are very difficult to locate, both because of their ice-like color and smaller size. When found, an ice ælf with the right knowledge can use *heimilimarks* for powerful magic—like opening gates to other branches of the Great Tree.



## THE BATTLE OF THE DOOMED

While none of the remaining clades have yet to discover the clockwork gate that originally brought them to Niflæheim, some whisper of the last of the Einn, who actually found it. The Einn, however, also found it being guarded by a towering giant, clearly of ill-intent and malevolent power. Worse, this giant commanded legions of lesser abominations, forcing them to work daily to clear away the snow and ice covering the great gate. Knowing the value of the artifact, they executed a meticulous and courageous battle plan—that was ultimately doomed. When it became clear that the monstrous leader was of deific power, they expended their *heimilimarks* in a last ditch effort, weaving a terrible and powerful spell. As the last of the Einn died, they completed the spell, sacrificing what remained of their life energy to trap it and its minions in a massive glacier—locking it away until the final days beckoned it. This creature, seers and diviners later learned, was *Drittsekk*—foul spawn of *Mhamnoch* and bane of ice ælves everywhere.

of the children of the Long Winter had ever seen. Exposed to the elements (reduced as they may have been by the long, winding tunnels) it quickly grew in size and the Traust clade became its guardians. This clade became the first to bond with a *heimilimark*, cementing their place in Niflæheim, founding the Hidden City Iceheim.

The Snærr, who had traveled through and named the Vættfang Valleys west of Iceheim, found nothing but dangerous creatures. Chief among these deadly creatures were the enormous porcine flesh, whose tusks and claws easily felled any unprepared ælf. The Svell did not fare much better, traveling east across the Slægr, which they later began to call the Endless Slope. Those who returned came back with tales of terrible creatures that blended into the snowdrifts at every turn, telling of both the diminutive yet dangerous *litlauss* and the powerful glaciers vampires. Only their most powerful ælven magic saw their journey come to an end, their numbers vastly reduced by the time they finally rejoined their kin. When both these clades returned, their numbers were so diminished that they were forced to unite into a single group. The Véurr, of equally low numbers, invited both clades to marry into it, which they did. Those ceremonies complete, the Véurr became one of the largest clades.

The Rond, who had struck out farther than any of their kin, forging ahead against the bitter cold of the Hrinda Plains, chased an elusive and vanishing bounty that they later realized, much too late, was to be their doom. These brave ælves saw many of their number die of exposure and starvation. The Hlif made less progress than any of the other surviving groups, but were gone nearly as long as all. Chancing upon the Flues of Svala, their tribe was disbanded by tumultuous tundra itself, their once proud numbers swallowed beneath the surface of Niflæheim. Like the Rond, those who finally returned to the Traust were changed in their absence, made as hard as ice they walked. The Atsókn traveled southwest, following a trail of *heimilimarks* they were convinced would

lead them to the clockwork gate that had brought them there. After months of finding nothing, this clade returned home, arguably stronger than most, having lost only a few of their number to the bitter cold. Like the Snærr and the Svell, the Hlif and the Rond returned to Iceheim in smaller numbers than they departed, their tribes weakened as a result. These two clades united, joining the stronger Atsókn.

These three clades are all that remain of the ten clades who originally set out to explore Niflæheim. While these tribes have grown in strength over the centuries they have remained, they have changed, as well. While these three major clades dominate ice ælven society, not every ælf within them as cast off their original names. In fact, some ice ælves carry both names, hoping to carry on lines that might otherwise be forgotten.

## THE ICE ÆLVES TODAY

Today, the ice ælves are a powerful people committed to returning to Midgard. Ice ælven arcanists have spent centuries studying the *heimilimarks* and have learned to harness their power, both as components for potent magical rites, as well as parts of unique magical items that make surviving (and sometimes thriving) on Niflæheim less of the task it once was. Of course, as these clades have grown in power, so have those who would stand against them. Worse, ice shamans warn of the growing danger of *Níðhöggroth*, the White Worm of the Long Winter—attracted to the power of the gathered *heimilimarks*.

*Níðhöggroth* is a truly titanic beast, boring through both tundra and stone with ease, constantly in search of *heimilimarks*—which it delights to feast upon. While the ice ælves know Niflæheim well enough to evade the enormous, dangerous beast, they know it's only a matter of time before the beast finds their last safe haven, Iceheim—a fact that makes their obsessive quest for a way home all the harder to complete.

With each year that passes, fewer and fewer ice ælves return to Iceheim. While ice ælven elders blame the beast



Níðhöggroth for these missing ælves, just as many ice ælves whisper of other, growing dangers, including the newly discovered frigus zombies and the Véurr's ancient foes, the glacies vampires. Regardless of who is preying on these ælves, the great wyrm's power grows ever greater—year after year—leading many ice ælven elders to believe that once it does, the colossal serpent will finally possess the power to uncover Iceheim and finish the ælves there once and for all.

## PHYSICAL

The vast majority of ice ælves are tall, slight, and remarkably pale, with piercing blue eyes the color of arctic waters. Their hair is unnaturally stiff and rigid, tipped or highlighted by azure strands that mark them out as different from their brethren. A very few seem to have escaped the touch of winter, with blue-black hair and with a bit more color to their skin. Ice ælves rarely travel with a heavy pack, and prefer to carry lighter weapons and wear lighter armor, staying as mobile as possible to make good on their natural finesse. When it comes down to whether or not an item is worth carrying, the ice ælves quickly assess its value and utility—technologically advanced or enchanted, if it weighs too much, they don't care for it.

## SOCIETY

Ice ælves are introverted and quiet outside of their own circles, traveling to and from settlements quickly and staying on the move (whether in groups or traveling alone). When ice ælves do gather, they group together in tribes—which they call clades—marrying into and out of these groups to keep their overall society smart, strong, and tenacious. While they don't practice eugenics as a matter of social rule, many clades have established traditions that forbid unions between ice ælves who might produce weak or dumb offspring.

## RELATIONS

Unlike their ancestors, the ice ælves have been trapped on Niflæheim for eight long centuries and know nothing of how ælven society has evolved. Lacking this knowledge, the

children of the Long Winter might easily develop friendships anyone—ælves and clockwork elves alike—although their relative isolation on Niflæheim ensures most of them work only with their fellows. When those who walk the Great Tree do encounter ice ælves, many of them frequently mistake the ice ælves for normal ælves, reacting accordingly.

Initially standoffish, once an ice ælf has accepted a companion or ally into their trust, they are stubbornly loyal and resolute to the cold, bitter end.

## ALIGNMENT AND RELIGION

Ice ælves tend to be of neutral alignment, and many hold no particular allegiance to any of the deities. Some of the oldest children of the Endless Winter secretly honor their unintended leader, Lady Y'Draah, whom they see as a manifestation of the harsh goddess Velluna-Akka. Those who do, however, take care to hold their beliefs close, as many of the clades still hold umbrage against her for their current predicament. Many ice ælves practice shamanism, reaching out to the spirit of the realm itself, drawing power much the same way druids do. Even more rare are the secret cultists of Mhamnoch, adherents driven by fear to supplicate to the *thurisar* that imprisoned them so long ago.

## ADVENTURERS

Unaffiliated with the war on technology and with a few of their member resembling their brethren in Midgard, ice ælves make excellent diplomats between the clockwork elves and the ælves, despite their generally cold demeanor. Survival is in the very bones of the slight folk of the snow, and each seems to have a penchant for exploration of any kind, be it by land, air, or sea. With a preternatural talent to resist the harshest rigors of the wilds, strong intuition, and chilling grace, ice ælves make excellent druids, fighters, inquisitors, and rangers.

## NAMES

**Male Names** Biornólfr, Egill, Fálki, Guðmundr, Þórbrandr, Úlfr

**Female Names** Álfdis, Auðr, Bera, Drífa, Halldóra, Ragnhildr

**Clade Names** Ashsa, Atsókn, Einn, Fillka, Hlif, Rond, Svell, Snærr, Traust, Véurr





## RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Charisma

*Ice ælves are nimble and have a natural cunning, but tend to have personalities that match their environs.*

**Type** outsider (native)

**Medium** Ice ælves are Medium creatures who have no bonuses or penalties due to their size.

**Darkvision** Ice ælves can see in the dark up to 60 ft.

**Normal Speed** Ice ælves have a base speed of 30 ft.

**Arctic Stalker** When in arctic environments, ice ælves enjoy a +2 racial bonus on Perception, Stealth, and Survival skill checks. Additionally, ice ælves gain a +4 racial bonus to Acrobatics skill checks when moving across ice or similar terrain.

**Cold Resistance** Ice ælves have been transformed by their time in Niflæheim and have cold resistance 5.

**Elven Immunities** Ice ælves are immune to magic sleep effects and enjoy a +2 racial saving throw bonus against enchantment spells and effects.

**Heimililbound** Ice ælves establish magical links with their clade's *heimilimarks* the same way ælves bind themselves to their Sils. As long as they remain within five miles of their clade's *heimilimark*, they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ice ælves that travel too far from their clade lose this ability and age at a rate of one year for every decade they spend in the outside world.

**Snow Stride** While in arctic terrain, ice ælves treat difficult terrain caused by snow, ice, and similar conditions as regular terrain. Magically altered terrain affects them normally, however.

**Unerring Forecast** Ice ælves are keen to atmospheric changes and minute variations in temperature, especially when the weather is extremely cold. An ice ælf can spend a standard action to predict the weather in an area for the next 24 hours.

This prediction is always accurate, but cannot account for spells that might alter the forecast.

**Fire Vulnerability** Although well adapted to the cold, ice ælves have developed a weakness against extreme heat. Ice ælves have vulnerability to fire.

**Languages** Ice ælves begin play speaking High Ælven. Ice ælves with high Intelligence scores can choose from any of the common tongues.

## RACIAL SUBTYPES

While many ice ælves come from a variety of clades, most live and hunt under a single clade's banners. Individuals from those clades, however, sometimes carry not only their blood, but the changes that they have underwent, as well. Players looking to create unique ice ælves with racial ties to a particular clade might consider the following alternatives.

**FROST TINGED** The Atsókkn are a hard, long-lived clade that has defeated many of the predators that once hunted them. Ice ælves from this clade gain blue, hard skin that naturally deflects many attacks. Ice ælves who gain this racial trait gain a +1 natural armor bonus, but lose the elven immunities racial trait.

**ICE MAGIC** Unlike other ice ælves, the Véurrs' constant exposure to *heimilimarks* has granted them strange, magical abilities. Some members

of this clade can use *ice armor* and *stone shield* as spell-like abilities, each once per day. Whenever they use either of these abilities, the barrier they form is made of extremely hard, cold ice. Their caster level is equal to their character level. Ice ælves who select this racial trait lose the elven immunities and unerring forecast racial traits.

**SNOW EATER** After centuries of remaining hidden beneath the tundra, some ice ælves from the Traust clade have developed a strange but valuable magical trait—they can eat snow and treat it as food. Known as snow eaters, the ælves can survive indefinitely off of nothing but snow. Snow eaters must consume four times as much snow as they would regular food in order to survive. Ice ælves who gain this racial trait lose the unerring forecast racial trait.



## FAVORED CLASS OPTIONS

**ALCHEMIST** The alchemist gains +1/4th of a new discovery. The first of these discoveries must be the frost bomb discovery.

**BARD** Add one spell known to the bard's spell list. This spell must be at least one level below the highest spell level the bard can cast and have the cold descriptor, but may be taken from any class spell list.

**CAVALIER** Add +1/4 cold resistance to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains this bonus.

**Cleric** Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the cold subtype.

**DRUID** Add +1/4 cold resistance to the druid's animal companion. If the druid ever replaces his animal companion, the new animal companion gains this bonus.

**FIGHTER** Add +1 to the fighter's CMD when resisting a disarm or trip attempt.

**INQUISITOR** Add one spell known to the inquisitor's spell list. This spell must be at least one level below the highest spell level the inquisitor can cast and have the cold descriptor, but may be taken from any class spell list.

**MAGUS** Add +1/2 point of cold damage to spells that deal cold damage cast by the magus.

**ORACLE** Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the cold subtype.

**PALADIN** Add +1 foot to the size of all the paladin's aura class features while in cold terrain. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

**RANGER** Add +1/4 cold resistance to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains this bonus.

**ROGUE** Add +1/2 to sneak attack damage dealt to creatures with the cold subtype.

**SORCERER** Add +1/4 to the sorcerer's caster level when casting spells with the cold descriptor.

**WITCH** The witch's familiar gains resistance 1 against cold. Each time the witch selects this reward, increase the familiar's resistance by 1 (maximum 10). If the witch ever replaces her familiar, the new familiar has this cold resistance.

**WIZARD** Add +1/3 to the wizard's caster level when casting spells with the cold descriptor while in a cold environment.

## ICE ÆLF EQUIPMENT

Ice ælves have access to the following equipment.

### *Grafa Staff (Combat Shovel)*

Price 50 gp; Weight 10 lbs.

Snow and tundra are everywhere in Niflæheim, and the ice ælves have developed weapons that are as effective against their enemies as they are the environment. This two-handed staff is ideal for quickly breaking through ice and bloodletting, but its beveled, flat edge is perfect for moving snow. A grafa staff can be used similarly to a shovel, but when digging through earth, it only moves 1 cubic ft. of material per minute. When used to shovel snow, a grafa staff moves 4 cubic ft. of material per minute.

Used offensively, a grafa staff is a double weapon with the disarm and trip qualities. One end deals 1d6 bludgeoning damage (critical x2) and the other deals 1d6 slashing (critical 19-20/x2). Grafa staffs are exotic weapons.

### *Frozen Sheath*

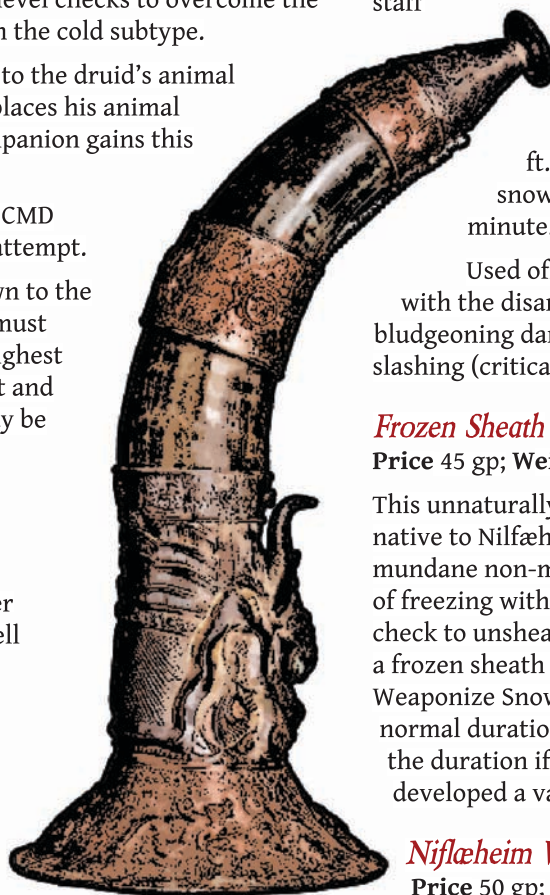
Price 45 gp; Weight 3 lbs.

This unnaturally cold sword sheath is made from materials native to Niflæheim and is always chill to the touch. Any mundane non-masterwork weapon within has a 10% chance of freezing within the sheath (requiring a DC 10 Strength check to unsheathe it). In the hands of an ice ælf, however, a frozen sheath is a powerful tool. Weapons made using the Weaponize Snow feat remain intact for twice as long as the normal duration while within a frozen sheath, or four times the duration if of masterwork quality. Arctic archers have developed a variant, the frozen quiver, to hold icicle arrows.

### *Niflæheim Water*

Price 50 gp; Weight 1 oz.

Cold to the touch and a resilient, calming hue of blue, Niflæheim water carries some of the chill of the Long Winter with it. Creatures that imbibe Niflæheim water gain a +6 bonus to resist extraordinary environmental effects caused by heat for five hours. If the creature is directly exposed to flame, the Niflæheim water grants fire resistance 5 for five minutes or until the creature takes 5 points of fire damage, whichever comes first. Drinking Niflæheim water for the first time requires a Fort Save, DC 15. Anyone who fails this save takes 1d3 points of cold damage.





## Icicle Arrows

**Price** 10 gp; **Weight** 5 lbs. (20 count)

These unique arrows are tipped with stone heads enhanced by microscopically sharp ice. When fired in any environment other than an arctic one (ice, glaciers, snow, and tundra) they are treated as normal arrows. When fired in arctic conditions, however, each arrow deals +1 point of piercing damage on a successful hit.

## ICE ÆLF FEATS

### Touch of Niflæheim

*Your chilly heritage is obvious, so much so that the cold beckons to your very whim, imbuing your icy weapons with a frigid bite!*

**Prerequisites** Ice ælf, Weaponize Snow

**Benefit** You gain the use of *ray of frost* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier. When using *ray of frost*, your caster level equals your character level. As a swift action, you may expend one of your daily uses of *ray of frost* to shroud a weapon made with Weaponize Snow with tiny, sharp ice crystals. This effect deals +1d6 cold damage and lasts for two rounds.

### Fists Like Ice

*When pummeling your foes, you strike with all the wrath of the Long Winter.*

**Prerequisites** Ice ælf, Frost Touched racial trait, Wisdom 13+

**Benefit** You gain the use of *stone fist* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier. When using *stone fist*, your caster level equals your character level.

### Sharp Chill

*When you craft weapons from the ice and snow around you, they cut much deeper into your enemies.*

**Prerequisites** Arcane Strike, Weaponize Snow

**Benefit** When you create a weapon using the Weaponize Snow feat, it gains a +1 enhancement bonus. For every four levels beyond 1st, this enhancement bonus increases by +1 (to a maximum of +5 at 17th level).

### Snow Strider

*When running in arctic terrain, you are fast and agile.*

**Prerequisites** Ice ælf, Run

**Benefit** When running in arctic terrain, you use the terrain to your advantage, allowing you to change your direction a number of times equal to your Dexterity modifier. When you change direction using this feat, you may only move left or right (including diagonals) and must maintain forward movement.

**Normal** When you run, you must move in a straight line.

### Snow Slinger

*Even a little bit of ice, snow, or water can become deadly ammunition in your wintry hands.*

**Prerequisites** Ice ælf, Ice Magic racial trait, Wisdom 13+

**Benefit** You gain the use of *magic stone* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier. When using *magic stone*, your caster level equals your character level.

## Weaponize Snow

*You enjoy a preternatural mastery of the cold that enables you to fashion simple weapons from snow and ice.*

**Prerequisites** Ice ælf, Wisdom 13+

**Benefit** Using just ice, snow, and the innate magic of Niflæheim, you can craft a simple melee weapon that weighs no more than 10 lbs. When you craft a weapon this way, it lasts up to an hour (every round you use it in combat shortens its lifespan by 5 minutes, however), after which the weapon is destroyed. You may create a weapon using Weaponize Snow a number of times per day equal to 3 + your Wisdom modifier.

**Special** Using Niflæheim Water with Weaponize Snow creates a masterwork version of the weapon lasts twice as long.

## ICE ÆLF MAGIC ITEMS

### Iceflame Torch

**Aura** faint transmutation; **CL** 5th

**Slot** none; **Price** 3,400 gp; **Weight** 1 lb.

#### DESCRIPTION

*This length of bluish wood is unremarkable until wielded by a living creature, at which point a soft, white and azure flame appears at its end.*

An iceflame torch is fueled by the body heat of its wielder, creating a standard flame and illumination that only the wielder and creatures adjacent to them can perceive. This flame does not produce any heat.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, ice from the tundra of Niflæheim, *resist energy*, see *invisibility*; Cost 1,700 gp

### Herklæði Crystal Gorget

**Aura** faint transmutation; **CL** 5th

**Slot** neck; **Price** 10,250 gp; **Weight** 5 lbs.

#### DESCRIPTION

*This steel gorget is covered in intricate runes, each painted icy whites and striking blues. It is slightly cold to the touch.*

The herklæði crystal gorget is a magical item commonly crafted in the Snowforges of Iceheim and is popular with ice ælfen cavaliers. When worn, this gorget allows the wearer to activate it (as a swift action), instantly covering him or her in a suit of ice armor. This armor lasts for a total of 50 minutes (although the wearer may shorten these to 10-minute increments). This armor offers the same protection as a masterwork breastplate, but is treated as a light armor for all other purposes (besides proficiency). Creatures wearing this ice armor gain fire resistance 5, but for each 5 points of fire damage ignored this way, the duration of the enchanted armor is reduced by 10 minutes.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, ice from the tundra of Niflæheim, *ice armor*, *shrink item*; Cost 5,125 gp

### Heimilimark

**Aura** moderate evocation; **CL** 11th

**Slot** none; **Price** 20,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

*The smooth contours of this palm-sized indigo stone are interrupted by jagged edges, each azure in color, that appear to melt slightly whenever they are touched.*

A heimilimark grants its owner cold resistance 20, absorbing as much as 50 points of cold damage per day before growing inert for 24 hours. By spending 5 points of its ablative cold resistance for the day, the wielder of an active heimilimark may gain the use of one of the following feats: Cold Touch, Snow Strider, Snow Slinger, or Weaponize Snow. Additionally, by spending a further 5 points of its ablative cold resistance for the day, the





wielder may use *stone fist* or *stone shield* (producing ice rather than rock). Once per day the owner may use *wall of ice* as a spell-like ability (as an 11th level caster). After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This random racial trait may never be the Heimilbound racial trait.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy*, *stone fist*, *stone shield*, *wall of ice*; **Cost** 10,000 gp

## Heimilmark, Greater

**Aura** strong evocation; **CL** 15th

**Slot** none; **Price** 42,000 gp; **Weight** 10 lbs.

## DESCRIPTION

*Easily a foot across, this impossibly smooth stone is a sheen of pure white interrupted by the occasional vein of cyan, which feels as though it is melting whenever it is touched.*

A greater heimilmark grants its owner fire immunity, the use of the *stone fist* and *stone shield* (producing ice rather than rock) as spell-like abilities at will, and the following feats: Cold Touch, Sharp Chill, Snow Strider, Snow Slinger, and Weaponize Snow. Twice per day, the owner may use *wall of ice* as a spell-like ability. After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This random racial trait may never be the Heimilbound racial trait.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy*, *stone fist*, *stone shield*, *wall of ice*; **Cost** 21,000 gp

## Heimilmark, Lesser

**Aura** moderate evocation; **CL** 7th

**Slot** none; **Price** 13,000 gp; **Weight** 1 lb.

## DESCRIPTION

*The smooth contours of this palm-sized indigo stone are interrupted by jagged edges, each azure in color, that appear to melt slightly whenever they are touched.*

A lesser heimilmark grants its owner fire resistance 10, absorbing as much as 25 points of fire damage per day before growing inert for 24 hours. An active lesser heimilmark can be used to grant its owner the use of *stone fist* or *stone shield* (producing ice rather than rock), costing 5 points of its ablative fire resistance for the day. Once per week the owner can use *wall of ice* as a spell-like ability (as a 7th level caster), causing the lesser heimilmark to go inert for 24 hours. After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This random racial trait may never be the Heimilbound racial trait.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy*, *stone fist*, *stone shield*, *wall of ice*; **Cost** 6,500 gp

# ICE ÆLF SPELLS

## Resonating Winds

**School** transmutation [cold]; **Level** bard 3

**Casting Time** 1 standard action

**Components** V, S, M (handful of snow)

**Range** personal

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

When you cast this spell, your voice becomes as frigid as the icy winds of Niflæheim, making your dirge of doom performance harder to resist. While this spell is in effect, the DC to resist your dirge of doom performance is increased by +3. If you cast this in arctic terrain, increase to your dirge of doom DC by +6 instead.

## Night of Niflæheim

**School** evocation [cold, darkness]; **Level** cleric 2, druid 2, ranger 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (hand-sized chunk of ice)

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-ft. radius that only ice ælves can clearly see through. Creatures with extraordinary or supernatural ability to see through magical darkness perceive the area lit by *night of Niflæheim* as dimly lit. Additionally, any creatures other than ice ælves within the radius of darkness shed by a *night of Niflæheim* take 1d4 nonlethal cold damage per caster level (maximum 5d4). An *icelame torch* produces its illumination as normal in this area, and also protects its wielder from the nonlethal cold damage.

## Instant Frozen Pool

**School** conjuration [cold]; **Level** bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, M (flask of water)

**Range** close (25 ft. + 5 ft./2 levels)

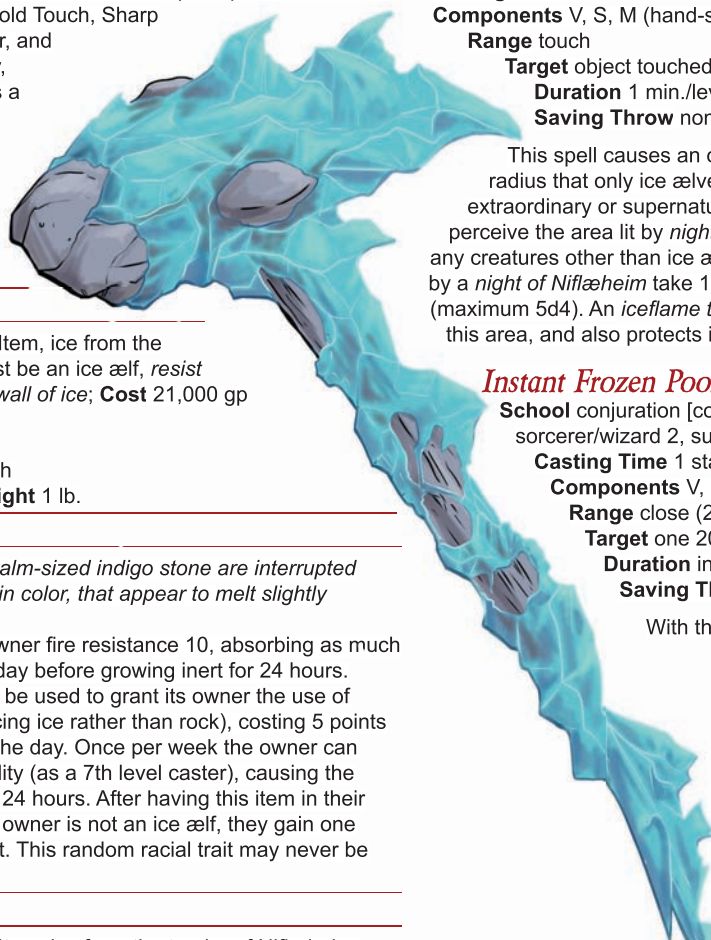
**Target** one 20 ft. square

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

With this spell, you instantly conjure a sheet of

slippery ice, coating everything in the target area and forcing anyone in the area to possibly slip and fall. When you cast this spell, make a combat maneuver check (using your caster level and spellcasting attribute modifier rather than CMB) against the CMD of each creature in the target area; on a success, you knock that creature prone. The slippery ice created with this spell lasts only an instant, and creatures knocked prone do not need to make Acrobatics skill checks to stand.





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