



FROST & FUR

The Explorer's Guide to the Frozen Lands




2002

by Michael Tresca

Frost & Fur

The Explorer's Guide to the Frozen Lands

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Introduction



The cold. Nowhere is a climate more inhospitable, more hostile, and more alien to humanity. It is nature at its worst and, but for those who can appreciate its chilling beauty it is nature at its most glorious. This book explores just what it means to tread in knee-high snow, to struggle against blistering wind, and to huddle in an igloo when the temperature is well below freezing outside.

The term “cold land” is a very broad definition that includes a variety of temperatures, climates, and terrain. *Frost and Fur* details both the arctic and subarctic regions. For the purposes of this book, the arctic climate is defined as being 90 degrees to 66 degrees in latitude and the subarctic is 65 to 51 degrees latitude.

The arctic regions are those in both the northern and southern hemispheres where the temperature is generally so chillingly cold that it is uninhabitable except by the hardiest and most determined creatures. Antarctica is covered with a sheet of ice. In the Arctic the pole is capped by deep ice floating on the sea and all the land north of the timberline is frozen. Winds usually blow from east to west, and during storms they can be quite strong. There are only two seasons—a long winter and a short summer—the day varying from complete darkness in midwinter to 24 hours of daylight at midsummer. Arctic summer temperatures can rise to 65°F, except on glaciers and frozen seas, but drop in winter to as low as -81°F and are never above the freezing point. In the northern forests summer temperatures can reach 100°F, but high altitude drives winter temperatures even lower than in the arctic. Although subarctic climates have long winters, there is also a summer season

where the temperature can reach 80°F. Winds are harsher and blow from the arctic on a westerly angle.

But ‘*Frost and Fur*’ doesn’t just detail rules on survival in the cold regions, it also examines the people who live there. Snapshots of different cultures from around the world provide a multitude of gaming opportunities for your campaign. If you don’t know what to do with all these new rules, these campaign settings are the perfect opportunity to introduce your gaming group to a chillingly beautiful new land.

Finally, ‘*Frost and Fur*’ is chock full of ideas. There are hundreds of new feats, new spells, new monsters, and new rules to play with. ‘*Frost and Fur*’ is a DM’s toolbox and a player’s survival guide. You may even learn something about surviving in the cold yourself.

So cuddle up, grab a hot drink, and enjoy the adventure that the frozen lands have to offer!

Although it was half-buried in rising snowdrifts and battered by shrieking winds so common to the southernmost parts of the frozen waste, one inn’s windows flickered with the light of a fire. A tiny figure trekked its way across the unbroken waves of white that stretched seemingly to infinity.

Inside, the warm, crackling fire and loud voices defied the storm’s ferocity.

“He is late,” said Shelikov. He was a ferret of a man with a protruding nose, raisin-like eyes, and a nearly lipless mouth. “I told you we should have picked a different promyshlenniki.”

Frost and Fur

Golikov was his antithesis. He was rotund, with wide doe eyes and a cherub's face. When he smiled, it was an affront to his childlike demeanor. "Baranov will come," he muttered, his large eyes flickering occasionally to the door. "This is too much of a challenge for him to pass up."

"A challenge? Bah!" Shelikov smacked his mug of ale down on the wooden table, unnoticed by the other raucous patrons. "He is the greatest promyshlenniki, the greatest trapper Torassia has. He has more than enough money, what can we offer him?"

Golikov giggled, the folds of his face nearly engulfing his eyes. "Something no one else can offer him—something more than the money you and I crave, my merchant friend, a new conquest."

Shelikov slurped at his drink, his pointed nose dipping into its contents. "These promyshlenniki are madmen. You wouldn't find me out there." He gestured with his mug at the snow-covered window.

Golikov chuckled. "And yet here we are, in this God-forsaken place. Think about it: when we have made all the money we can, when we live like kings in gold-covered halls, what then?"

Shelikov narrowed his eyes. "Then I will enjoy it."

"Will you?" Golikov's eyes sparked. "Will you really? The thrill of life is in the fighting. Some men fight harder than others. Baranov lives for the hunt. He will come."

As if in response to Golikov's summons, the door burst open. The hulking figure that framed the doorway hesitated only a moment. Then he strode over to the merchants, shedding his large fur coat and mittens. Although he had shed his outer garments, it was difficult to distinguish where the clothes stopped and the man started. His face was a furry explosion of wavy walnut hair. His beard framed full lips, his moustache underlined a thick nose, and thick caterpillars of hair topped his brow. Yet, despite the depth of his face, his unnatural blue eyes were impossible to ignore.

Shelikov squirmed and looked to Golikov for support. The trapper was at least six feet in height.

Immediately sensing their weakness, he sat down. "So!" he roared, startling Shelikov. "These are the merchants who will hire the greatest promyshlenniki in the realm?" He winked at the serving wench, who disappeared to fetch his usual meal.

"And you are?" Golikov asked with a smirk on his face.

"Hungry!" He bellowed over his shoulder, "Move faster, woman, or I'll eat these two merchants instead!"

Shelikov's eyes flickered to Golikov for reassurance.

"I am Golikov and this is Shelikov. We have been hired by the Tsar." When no introduction was forthcoming, Golikov offered, "You must be Aleksander."

Aleksander pursed his lips at the mention of the Tsar. "I am Aleksander Ivanovich Baranov! What business has the Tsar with me?"

Golikov made a steeple of his fingers. "You are so famous that word has reached the Tsar's ears, hundreds of miles south from here. He sent us," he gestured at Shelikov, who was trying to shrink into his chair, "to speak on his behalf for a very important purpose."

Aleksander's food finally arrived. He grabbed one steaming potato and bit into it like a fruit. All the while, he kept his gaze on the two merchants.

Golikov continued. "The past wars have left many lands unclaimed. The Ni'Shang continue to expand. For the moment, the mountains are an effective border between our Torassia and their Empire. But if they find a path across the Frozen Wastes to the north, they will be able to trade with the other kingdoms. New trade will bring added resources," he sipped from his mug, "allowing them to compete for our land."

Aleksander picked bits of potato out of his beard. "And you wish me to enter the Frozen Wastes? That is madness."

"Only," Golikov interrupted, as Shelikov was about to speak, "to lesser men." He produced an official-looking seal from one of his many furred pockets. "Look here." They assumed Aleksander could not read. The easily recognizable seal was proof of the Tsar's support for the illiterate.

Aleksander squinted at the seal, as if by staring at it long enough he could discern its authenticity. In truth, Aleksander had never seen it before.

"We will supply the ship and the crew. All you need do is find a passage through the Northern Wastes. Do that, and Torassia will be able to expand its borders and restore the Mother Country to her former glory."

"I am not a fool," Aleksander said slowly.

"You will be made a Court Counselor of the seventh rank." Such a promotion to anything over the eighth rank in the Torassian hierarchy meant he would be initiated into hereditary nobility.

"But if fame is not enough—" Golikov jostled Shelikov, who came out of his stupor long enough to produce another scroll from his coat. He cleared his throat and began to read it, "By the order of the Tsar, Aleksander Ivanovich Bar"

Aleksander plucked it out of Shelikov's hands. His eyes scanned the text. "Only five thousand rubles?"

"That's just for considering it!" Golikov said hastily as he took out a roll of ten 500-ruble banknotes. He slammed them down on the table. "Twice that if you succeed!"

Aleksander dropped the scroll and scooped the bank notes up with one meaty paw. "Fine."

Shelikov stopped holding his breath.

"But," "But?" Shelikov squeaked.

"It is my ship. I run it all. You recognize me as the final authority. I receive twenty five percent of all profits made from all colonies I establish. I will write up a document that you will sign and you will get the Tsar to sign it. Meet back here in one week."

Golikov blinked. Shelikov stuttered, "F-fine." Shaken, the two merchants fled Aleksander's presence.

When the serving wench came to clean up the plates, Aleksander announced his departure by the slam of the inn's door behind him. The other patrons were agog at her tip—two 500-rouble banknotes.

Cold Terrains



They were in a narrow valley well known for the wandering caribou herds that habitually crossed it. Although Kanereyklak's grandson Nareyklak, or "little bow", was not yet fourteen, his voice was strong, and his imitation of a wolf's howl was flawless. He bayed at the top of his lungs, frightening the herd that topped the hill.

Kanereyklak sprinted to the narrow end of the valley and hid, moving a few large stones in front of him for better concealment. Then he took his bow and arrows from his sealskin quiver and half-kneeled, with his left leg straight out and his right knee a little above the ground.

Kanereyklak's name meant, "frost bow," from the white bow he always carried. It was a composite bow, made of musk-ox horn and caribou antlers. The full length of the bow was reinforced with a backing of plaited sinew.

Kanereyklak knocked an arrow with a wooden shaft and a long, barbless bone point. He pulled the bowstring back with seasoned precision. As the caribou broke into a gallop, Kanereyklak fired one arrow and then smoothly knocked and fired another. The thundering caribou hooves churned up snow as they rumbled past him.

Nareyklak arrived moments later, out of breath. "Grandfather!" he shouted, "You got two!"

Two caribou lay dead, both of their skulls pierced through the ear.

Kanereyklak was an exception amongst his tribe. His archery skills were unparalleled. Most of his people could only hunt caribou with bow and arrow at a range of sixty feet. He had felled two at over one hundred feet.

Nareyklak immediately prepared to butcher the caribou with his own short knife, but Kanereyklak stopped him with a gesture.

"The tutchone's inua has not yet been released." The young boy blinked at him and then nodded.

"We must always respect the tutchone's inua. If we do not, Tornarssuk will be displeased, and there will be no more tutchone to hunt."

Each animal had a spirit associated with it that lived independently of its physical host. For the caribou's spirit to be reincarnated into another caribou, it needed to be released.

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Only then would Tornarssuk allow it to reincarnate into another caribou so that they might be hunted again.

Kanereyklak slit the first caribou's throat. He nodded to Nareyklak, who did the same with the other carcass. Then they set to work butchering the corpses.

They took great care in the skinning the animals and the removal of the precious sinew, which could be used for more bowstrings. They separated the thigh- and shinbones, the fillets and tongues. Grandfather and grandson enjoyed the caribou eyes on the spot, gulped some of the raw meat, and began burying the carcasses under piles of stones for later consumption.

A shout turned them both around to view. It was one of Kanereyklak's sons.

"We found an adlait on the shore!" he shouted, "Come back to the village, we do not understand the stranger's tongue!"

Kanereyklak pursed his lips. "Finish here with your father," he said to Nareyklak as the boy's father ran down to join them.

Kanereyklak turned to go. As an afterthought, he turned back and picked up his sealskin quiver. Then he marched off in the direction of the village.

When Kanereyklak arrived, a crowd had gathered around the stranger. Clad in fur skins, he had the haggard, desperate look of a man who was out of his element. It was the pitiful look of a prideful man, a white man in an inferior position. He was shouting and gesturing, desperate to be understood.

Nobody noticed Kanereyklak as he made his way through the crowd. "Do you understand Southern?" he asked in the language of the Ni'Shang Empire. The crowd fell silent.

The stranger was powerfully built, despite his obvious travails. He was clearly a trapper, as his clothes consisted of skins Kanereyklak did not recognize. His entire face was covered with a great, bushy beard and moustache. Sparkling blue eyes offset his beetling brow.

A southerner for sure. Kanereyklak had met many peoples and traveled to many lands, but he had never encountered trappers who knew how to survive in the Northern Wastes.

A look of shock passed over the man's face "I do. You are..." he hesitated, "from Ni'Shang?"

The flicker of concern that penetrated the man's expression piqued Kanereyklak's interest. What did this man have to fear? Kanereyklak shifted his weight to reassure himself of his bow's presence in its quiver.

"I am Kanereyklak," he said, "this is our village."

The man nodded, shivering. "I am Aleksander. I have come a very long way. I fell overboard at sea and made it this far inland."

Kanereyklak looked at Aleksander curiously. "Where are you from?"

"Torassia," Aleksander responded in his thick, clumsy accent. "My ship was exploring the Northern Wastes for a faster trade route to Ni'Shang."

Kanereyklak could tell the man was holding something back.

"Come in, get warm. There will be enough time for talk."

There is a wide range of terrains that can be classified as a "cold land." This chapter details each terrain type, its flora and fauna, resources, and random encounter tables.

Cold Aquatic

Cold oceans have a polar climate characterized by persistent cold and narrow annual temperature ranges. Their winters suffer from continuous darkness, cold and stable weather conditions, and clear skies. Conversely, typical summers are flooded with continuous daylight, damp and foggy weather, and weak cyclones with rain or snow.

Drifting polar icepacks that average about 12 feet in thickness perpetually cover cold oceans. This icepack nearly doubles in size during the winter and can reach other landmasses. Near the cold lands, icebergs are common. Carved from glaciers, icebergs are temporarily inhabited by birds and sea mammals.



Diversity

Sea mammals are common in cold oceans, including seals, whales, and porpoises. Birds are also frequent, although the most common inhabitant is the penguin. Several Eskimo cultures revolve around life on the cold ocean and are extremely proficient whalers and seal-hunters.

Cold Terrains

Table 1.1: Cold Aquatic Encounters

Encounter	D% Day	D% Night
Animal, Arctic Whale	01–08	01–08
Yek	09–10	09–10
Chudo–Yudo	11–14	11–14
Vodyanoi	15–16	15–16
Animal, Huge Shark	17–18	17–18
Animal, Killer Whale	19–24	19–24
Animal, Large Shark	25–30	26–30
Animal, Medium–size Shark	31–38	31–36
Animal, Penguin	39–46	37–40
Animal, Porpoise	47–54	41–48
Animal, Sea Lion (Pinniped)	55–60	49–50
Animal, Seal (Pinniped)	61–68	51–54
Animal, Walrus (Pinniped)	69–76	55–58
Elemental, Ice	77–78	59–60
Dragon, Goryshche	79–80	61–63
Giant, Ice	81–82	64–64
Dragon, Linnorm	83–84	65–66
Rusalka	85–86	67–74
Strukis	87–88	75–78
Human, Eskimo	89–90	79–80
Ice Drake	91–92	81–82
Kraken	93–94	83–88
Shatter Kraken	95–96	89–90
Sprite, Ice	97–98	91–92
Troll, Scrag	99–100	93–100

Resources

Marine mammals and, by proxy, their furs are the most valuable resource. Whale blubber and ivory is also a commodity in demand.

Cold Desert

A cold desert? Contrary to popular belief, deserts don't have to be covered by sand nor do they have to be hot; they just have to lack available moisture. Many cold deserts occur so far from the sea that moisture-laden winds never reach them. Also, if the water is locked up in ice, it produces the same effect as no water at all. Cold deserts feature small mountain ranges broken by wide valleys, rolling plains, outwashes and hummocks. Cold desert temperatures in winter range from 28°F–38°F and in the summer 70°F–79°F.

The winters can receive quite a bit of snow. The typical annual precipitation ranges from 6–10 inches, although annual precipitation can be as much as 18 inches or as little as 3½ inches. The heaviest rainfall of the spring is usually in April or May. In some areas, rainfall can also be heavy in autumn. The soil is heavy, silty, and occasionally salty. It contains alluvial fans where soil is relatively porous and drainage is good so that most of the salt has been leached out.

Table 1.2: Cold Desert Encounters

Encounter	D% Day	D% Night
Animal, Arctic Fox	01–04	01
Animal, Arctic Wolf	05–10	02–07
Animal, Badger	11–12	08
Animal, Bat	13–14	09–11
Animal, boar	15–18	12
Animal, Cat	19–23	13–18
Animal, Hawk	24–28	19
Animal, Lion	29–34	20
Animal, Owl	35–40	21–26
Animal, Rat	41–46	27–32
Bugbear	47–48	33–35
Dire Animal, Rat	49–51	36–38
Dire Animal, Wolf	52–54	39–41
Dog, Sled	55–60	42
Frost Worm	61–64	43
Giant Owl	65	44–46
Goblin	66–69	47–50
Gorgon	70	51–53
Griffon	71	54
Harpy	72	55–57
Hobgoblin	73	58–60
Manticore	74	61–63
Medusa	75	64–66
Ogre	76–81	67–72
Orc	82–85	73–76
Pegasus	86	77
Remorhaz	87	78
Troll	88–90	78–81
Vampire, Cold Stranger	91	82–84
Vermin, Huge Monstrous Centipede	92–93	85–86
Vermin, Large Monstrous Centipede	94–98	87–92
Winter Wolf	99	93–96
Zombie	100	97–100

Diversity

The plants are widely scattered. In areas of shad-scale, about 10 percent of the ground is covered, but in some areas of sagebush it approaches 85 percent. Plant heights vary between 6 inches and 4 feet. Spiky-leaved deciduous plants dominate the terrain.

Widely distributed animals include jackrabbits, pocket mice, grasshopper mice, kangaroo rats, kangaroo mice, antelope, badger, kit fox, and coyote. Deer are found only in the winter. Other creatures include the bactrian camel, gazelle, short-toed larks, snow leopard, jerboa, lizards, onager, cat, gecko, gerbil, beetles, blue hill pigeon, desert wheatear, bear, sandgrouse, wild mountain sheep, and wolf.

Cold deserts don't have much to offer other races. Usually only human barbarians, orcs, and by proxy their half-orc kin, are found in this most inhospitable of lands.

Frost & Fur



Resources

There are a wealth of precious and semi-precious stones to be found in cold deserts, including turquoise, jasper, agate and crystal. Digging them up is another matter.

Cold Forest (Taiga)

Competing with deserts as the largest biome, taigas consist of great northern coniferous forests. Known also as the boreal forest, taigas can cover up to 11 percent of a planet's land surface. Usually, the northern limit of the boreal forest melds with the southern reach of the arctic front in summer. Its southern limit reaches the winter extent of the Arctic front.

To the north of the taiga is tundra, devoid of trees other than dwarf willows that manage to eke out an existence in the brief summers. In the taiga, there are 30 days of sunlight—sufficient to allow trees to actually grow. Like other ecosystems, there is no obvious cutoff between where a taiga begins and ends. Instead, tongues of the taiga reach southwards into other forests.

Beginning at about 100 miles south of the tundra is a zone of forest tundra that can range up to a hundred miles wide. It is here that stunted trees survive, including birch, alder, and willow trees. Grasses, mosses, and lichens accompany them in their struggle for survival. Further south is the actual taiga, consisting of massive areas of forest filled with firs, larches, spruces, and pines, only occasionally broken by waterways and other deciduous trees.

Despite the warmer climate that allows for tree growth, the taiga still suffers from raging blizzards that can pile snow into massive drifts that remain unmelted for months. Water is thus locked into the snow and inaccessible to vegetation. Conversely, when the spring thaw comes, the plants face being waterlogged. This combination of conditions creates a soil that is acidic and infertile. Even when water pockets drain away, they take the nutrients with them.

Temperatures in the taiga can actually be lower than the tundra during winter and stifling hot in the summer. Temperatures will drop as low as -90 °F in the dead of winter and then soar to over 85 °F in the summer.

Table 1.3: Cold Forest (Taiga) Encounters

Encounter	D% Day	D% Night
Animal, Badger	01–02	01
Amortortok	03–04	02–04
Animal, Black Bear	05–07	05
Atshen	08–10	06
Animal, Brown Bear	11–13	07
Animal, Cat	14–15	08–10
Animal, Hawk	16–18	11
Animal, Mule	19	12
Animal, Owl	20–21	13–15
Bear, Iron	22	16
Animal, Rat	23–25	17–18
Animal, Raven	26–28	19
Animal, Raven	29	20
Animal, Sled Dog	30–32	21
Animal, Small Viper	33–35	22
Animal, Weasel	36–37	23
Animal, Wolf	38–40	24–26
Animal, Wolverine	41–42	27–29
Bugbear	43–44	30–32
Cryohydra	45	33
Deer, Caribou	46–52	34–36
Deer, Moose	53–57	37–38
Dire Animal, Boar	58–59	39
Dire Animal, Rat	60–61	40–41
Dire Animal, Wolf	62	42–44
Elf, Wood	63	45
Voron	64	46–48
Giant, Ice	65	49
Tapagoz	66	50–52
Senmurv	67	53
Ruskaly	68	54–56
Morozko	69	57–59
Lycanthrope, Wereraven	70	60–62
Lycanthrope, Werefalcon	71	63–65
Lycanthrope, Wereeagle	72–73	66–68
Lycanthrope, Weredove	74–75	69–71
Kam	76	72–74
Kainkutho	77	75
Golden Duck	78	76
Giant, Syvagator	79–81	77–79
Giant Falcon	82–84	80–82
Dvorlem	85	83
Firebird	86	84–86
Sprite, Ice	87	87
Treant, Ice	88	88
Draugr	89–90	89–91
Devil, Illness Imp	91–93	92
Devil, Misery Imp	94–96	93
Dire Animal, Sloth	97–98	94
Winter Wolf	99	95–97
Corpse Shroud	100	98–100

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Diversity

The taiga has limited diversity as a result of its very short growing season. This extends to fauna as well. However, there are still variations amongst the foliage due to the permafrost layer, altitude, drainage, and other factors. Moister climates are the province of spruces while harsher, colder conditions breed only the hardiest larches and conifers.

Over two thirds of taigas can be permafrost, permanently frozen soil that roots can barely penetrate. This means the water remains locked in the soil, making the land drier to plants than some deserts. Conifers thrive in this environment because of the adaptability of their greenery. The small surface area of conifer needles retains heat but exposes the tree to sunlight by pointing in every direction. The waxy coating and sunken ventilation pores help resist desiccation. The trees are even conical for a good reason: it makes it more likely snow will slough off which would otherwise break branches.

The hardiest of the deciduous trees is the larch. It sheds its leaves in winter to avoid the ravages of frost and drought and has roots that are shallow but spread out over a wide area, giving the tree maximum opportunity to absorb moisture and stabilize it against gale-force winds. With widespread roots, the larches are forced to grow far apart, reducing competition.

The relatively small number of ecological niches and the severity of winter limit the animal life of the taiga. The large herbivores consist of deer, more than in any other biome. Small herbivores consist of rodents, from voles to beavers. Predators include a wide variety of weasels as well as wolves and lynxes. Grouse are common, but they are one of the few indigenous bird species. For the most part, birds are summer visitors. Very few reptiles and amphibians are able to survive the harsh winter and those that do give birth to live young due to the lack of sunlight normally required to warm eggs. Insect life, on the other hand, is so abundant as to be overwhelming. Clouds of gnats, mosquitoes, and midges emerge from the swamps to feast on the blood of mammals. During the unforgiving winter, they burrow underground or hide underwater. The black-veined white caterpillar binds the edges of hawthorn leaves around it with silk, creating its own insulation.

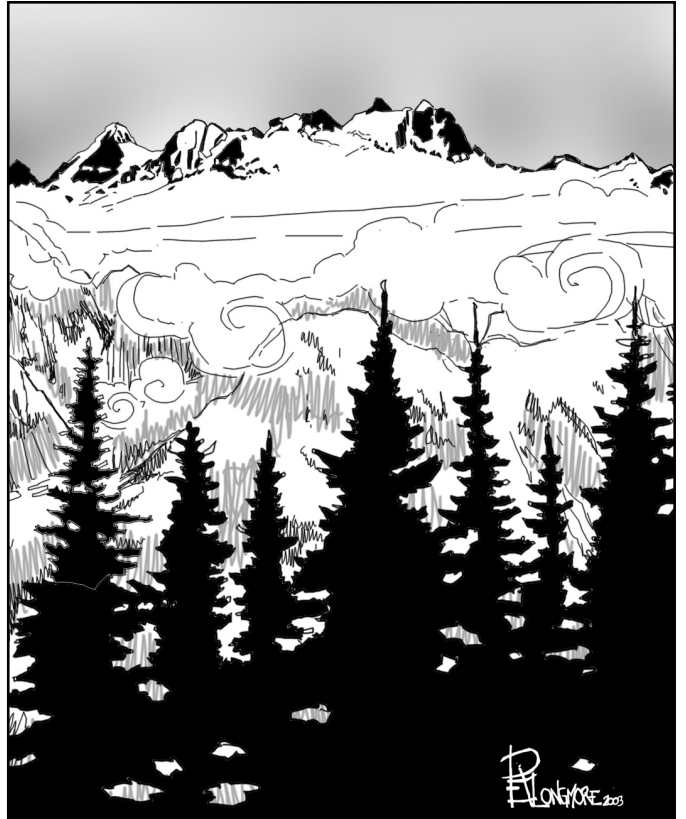
One side effect of the necessity of conserving heat is that the fauna is larger. The larger an animal, the less heat is lost due to the reduced relative surface area. This is why the taiga is home to the largest deer (moose), weasel (wolverine) and grouse (capercaillie). All predators are opportunists and will eat carrion if need be.

The most well-known and feared beast of the taiga is the wolf. Unlike other predators, it hunts cooperatively. Its preference is deer, elk, and reindeer that migrate from the tundra to the taiga in winter.

Lemmings and voles make up much of the vermin in the taiga. They produce up to five litters a year, with four to eight young in a litter. They spend the majority of their time in shallow tunnels and during the winter, they burrow through the snow. Another rodent,

the red squirrel, hoards mushrooms, nuts, and cones to see them through the winter. They can bury up to 200 pinecones in a day.

Wood elves are the most likely intelligent race to inhabit a taiga, building their homes at the base of trees in underground snow hillocks.



Resources

The extremes in temperature of the taiga put off most races from exploiting their resources. And yet, the verdant forests and large fauna provide a wealth of materials. Foxes, minks, sables, and beavers all provide a valuable fur trade. The boreal forest is also a source of softwood timber and pulpwood, useful in making paper. When not being forested, the taiga can conceal riches for the greedy. Iron ore, gold, and even diamond mines lay beneath the permafrost, just waiting to be discovered by an enterprising dwarf.

Cold Hills (Steppe)

Steppes are dry, cold grasslands. There isn't much humidity in the air because steppes are located away from the ocean and close to mountain barriers. The steppe is usually found between the desert and the forest. Rainfall ranges from 10–30 inches per year. But in May, June, and August, the steppe can get 4–5 inches a month.

All the steppes experience long droughts and violent winds. The temperature between summer and winter varies greatly. Sometimes the summers are so hot that the grasses catch on fire. Known as “the red buffalo,” by some native tribes, steppe fires can sweep over millions of acres, clearing the way for fire-resistant perenni-

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als and fertilizing the ground with the ashes of the burned foliage. Summer temperatures can reach a sweltering 104° F.

In the winter, there are no clouds to keep the heat from escaping into the atmosphere. In addition, winter winds regularly reach speeds of over 60 mph, creating numbing wind-chill temperatures. Temperatures below -40° F are common.



Diversity

There are many plants in steppe, including a large variety of grasses. They include blue grama and buffalo grass, cacti, sagebrush, speargrass, and small relatives of the sunflower. The grasses are separated into three different groups, depending on how much rain they get. The tall grasses grow up to 4½ feet because they live closer to the forest and receive more rainfall. The short grasses can be less than 1½ feet. They are closer to the desert. The last group is the mixed grasses. They grow 2–3 feet high and get 15–20 inches of rain per year.

Thanks to all the grasses, many of the animals that live in steppe are grazing animals, such as antelopes, rabbits, mice, and horses. Other animals include owls, hawks, and snakes. Since it is such an open environment and predators can find animals fast, creatures defend themselves in herds or hide by burrowing.

For obvious reasons, the steppe is the home of nomadic herdsman and hunters, but it is also home to the cold weather halfling. Their small stature is a distinct advantage in the high grasses, which they use to their gain. They combine the stealthy cautiousness of the mice and jackrabbits and the aggressive patience of hawks and snakes.

Resources

Very few people live in the steppe climate because it's dominated by grass—and that's it. Farmers have a difficult time growing crops because the soil is so poor and the steppe is so cold. Due to the lack of trees, there is also a lot of wind, none of which makes the land particularly hospitable. It is best known for its multitude of grasses.

Table 1.4: Cold Hills (Steppe) Encounters

Encounter	D% Day	D%
Animal, Badger	01–04	01
Animal, Bat	05–07	02–05
Animal, Black Bear	08–09	06
Animal, Boar	10–12	07
Animal, Brown Bear	13–15	08
Animal, Caribou	16–18	09
Animal, Cat	19–21	10–13
Animal, Hawk	22–24	14–15
Animal, Moose	25–27	16
Animal, Owl	28–30	17–20
Animal, Rat	31–33	21–22
Animal, Raven	34–36	23
Animal, Sled Dog	37–39	24
Animal, Wolf	41–42	25–28
Animal, Wolverine	43	29
Bugbear	44	30–32
Dire Animal, Boar	45	33
Dire Animal, Rat	46–48	34–35
Dire Animal, Wolf	49–50	36–38
Dire Animal, Wolverine	51–52	39
Dragon, White	53–54	40
Frost Worm	55–56	41
Ghast	57–58	42–45
Ghoul	59–61	46–49
Giant Falcon	62	50
Giant, Ice	63–65	51
Goblin	66–68	52–56
Roll on Table 1.3: Cold Forest (Taiga) Encounters	69	57
Halfling	70–71	58–61
Hippogriff	72	62
Hobgoblin	73–75	63–66
Kobold	76	67
Manticore	77	68
Kosmatushka	78	69
Minotaur	78–80	70–73
Nymph	81	74
Ogre	82–84	75–78
Kam	85–87	79–82
Pegasus	88	83
Remorhaz	89	84
Firebird	90–91	85–87
Vampire, Cold Stranger	92	88–89
Devil, Misery Imp	93–94	90
Atshen	95	91
Amortortok	96–97	92–93
Winter Wolf	98	94–95
Worg	99	96–98
Dragur	100	100

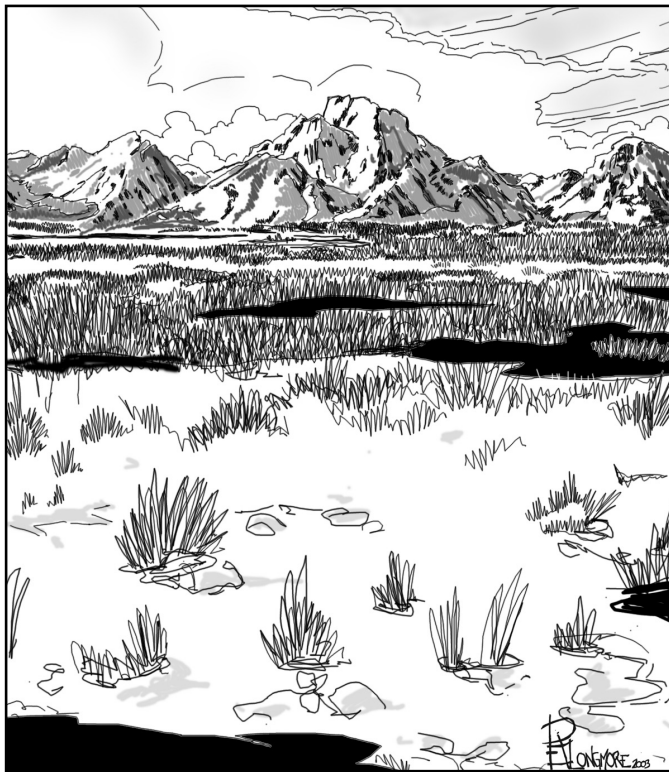
Cold Terrains

Cold Marsh (Bog)

Bogs can be formed by glaciation that tears up the terrain, leaving lake-like formations called kettle holes. The retreating ice leaves shallow basins where rain collects and forms the wetland. Glaciers, however, are not responsible for all bogs. Any poorly drained lakebed or depression in the earth has the potential to fill with rainwater and become a bog.

The bottom layer of a bog consists of peat. Peat forms when plants die, fall into the water, and are compressed over time. This layer of peat can be up to forty feet deep. The acidic nature of peat, the cold climate, and low oxygen levels due to poor water circulation prevents bacteria from feeding on the plant material. This makes the rate of decomposition in a bog very slow and explains one cause of natural mummification.

A thick concealing mat of vegetation often covers the surface of a bog. The mat forms when sphagnum moss covers open water where aquatic plants have become entangled. Gradually, the sphagnum carpets the surface of the entire bog. Other plants then take root in the sphagnum, including trees like the tamarack.



Diversity

Bog plants are well adapted to the high acidity, low oxygen, low nutrient supplies, and moist growing surface found in bogs. Large plants, such as the black spruce, develop complex root systems to help absorb oxygen and nutrients. Smaller plants, like orchids, develop symbiotic relationships with other fungi that can supply them with important nutrients. Other plants that inhabit bogs include bladderworts, pitcher plants, and sundews – all of which resort to carnivorous habits to supplement their diets. Although

few large animals inhabit bogs, a variety of wildlife including deer, bear, and moose sometimes frequent them.

Few intelligent races inhabit bogs for long periods of time due to the difficulty in building any long-term structure

Resources

The bog doesn't have much to offer because of its soggy nature—most large animals are visitors and the terrain is too treacherous to hunt effectively in. Bogs do have peat, however,

Table 1.5: Cold Marsh (Bog) Encounters

Encounter	D% Day	D% Night
Animal, Bat	01–02	01–03
Animal, Black Bear	03–04	04
Animal, Boar	05–06	
Animal, Brown Bear	07–08	06
Animal, Cat	09–11	07–10
Animal, Crocodile	12–15	11–13
Animal, Dog	16–19	14–16
Animal, Moose	20–22	17
Animal, Owl	23–24	18–20
Animal, Rat	25–28	21–25
Animal, Tiny Viper Snake	29–31	26
Animal, Weasel	32–34	27
Animal, Wolf	35–37	28–31
Bugbear	38	32
Cryohydra	39–41	33
Dire Animal, Boar	42	34
Dire Animal, Rat	43–46	35–39
Dragon, Green	47	40–41
Ghoul	48–50	42–45
Giant Owl	51	46
Giant, Ice	52–53	47
Goblin	54–55	48–50
Hag, Annis	56	51–52
Harpy	57–58	53
Hobgoblin	59–61	54–57
Lycanthrope, Werewolf	62–63	58–60
Lycanthrope, Werefrog	64	61–62
Lycanthrope, Wereraven	65–66	63–65
Nykur	67–70	66–70
Ooze, Freezescum	71–72	71
Orc	73–76	72–76
Shadow	77–78	77–79
Snow Angel	79	80
Treant, Ice	80	81
Trow	81–83	82–85
Shmat Razum	84–85	86
Skakushka	86–87	87
Tupiliq	88–91	88–90
Voron	92–95	91–93
Wolf, Winter	96	94–95
Worg	97–98	96–98
Zombie	99–100	100

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which is a valuable source of fuel. Also, if they are suitably dried out, trees can be used for timber.

Cold Mountains (Alpine Tundra)

Alpine tundra is located on mountains throughout the world at high altitude where trees cannot grow. The nighttime temperature is usually below freezing, even in summer. Unlike the arctic tundra, the soil in the alpine is well drained.

Temperatures are cold for most of the year, with much wind and snow. Temperatures remain low even during the growing season, which has an exceptionally short frost-free period. Mean annual temperatures range from 36–32 °F, and the average monthly temperature stays below freezing from seven to eleven months of the year.

Soil ice is found in all soils in winter, and soil temperatures are low enough to form patches of permafrost. A common landscape feature of the tundra is solifluction terraces. These occur where water saturated soils move slowly down gentle slopes over permafrost. Most terraces possess a lush cover of forbs and sedges.

Table 1.6: Cold Mountains (Alpine Tundra) Encounters

Encounter	D% Day	D% Night
Animal, Bat	01–05	01–06
Animal, Black Bear	06	07
Animal, Brown Bear	07	08
Animal, Cat	08–11	09–14
Animal, Eagle	12	15
Animal, Hawk	13–17	16
Animal, Owl	18–20	17–21
Animal, Rat	21	22
Animal, Raven	22–26	23
Animal, Raven	27	24
Animal, Sled Dog	28–32	25
Animal, Weasel	33–35	26
Animal, Wolf	36–38	27–30
Animal, Wolverine	39–41	31
Bugbear	42–45	32–37
Dire Animal, Bat	46–48	38–42
Dire Animal, Rat	49	43
Dwarf	50	44
Firebird	51	45–46
Giant Falcon	52	47
Giant, Frost	53–56	48
Giant, Ice	57–60	49
Goblin	61–64	50–55
Gorgon	65	56–57
Dvorlem	66–69	58
Harpy	70	59–60
Kaikutho	71	61
Kam	72–75	62–66
Lycanthrope, Wereeagle	76–79	67–71
Lycanthrope, Werefalcon	80	72–73
Amortortok	81–85	74–79
Atshen	86–90	80–85
Devil, Misery Imp	91	86–87
Snow Angel	92	88
Draugr	93	89–90
Troll	94	91–93
Morozko	95–98	94–96
Roll on Table 1.5: Cold Marsh (Bog) Encounters	99	97–99
Worg	100	100

Diversity

The alpine tundra is a windswept, treeless area that extends from treeline to the highest mountain peaks. Much of the tundra



appears as barren rock or as a cover of thin soils. Yet in many places deep soils and abundant plant cover do exist. Winds are frequently strong, snowfall can be heavy, and the growing season is short, in some areas only thirty days annually.

To resist strong winds and retain precious heat absorbed from the ground or attained through solar radiation, tundra species are commonly small, ground-hugging plants, such as prostrate woody shrubs (commonly willows), herbs, lichens and mosses. The plant-life in alpine tundra also includes tussock grasses, heaths, dwarf trees, and small-leafed shrubs. These small but hardy tundra plants face harsh winters of winds reaching speeds of more than 170 mph, surviving long periods of sub-zero temperatures, blizzards,

Cold Terrains

drought, rocky soil conditions and strong sunlight. Severe weather can occur at any time of the year at this altitude.

The growth and survival of flora and fauna in these areas are determined largely by the interaction of severe weathering, which only allows small amounts of soil to accumulate on rock formations; low temperatures; and an ice period that can last as long as four months. Animals living in the alpine tundra are also well adapted and include mountain goats, pikas, marmots, sheep, springtails, beetles, elk, grouselike birds, grasshoppers, and butterflies.

Resources

Although alpine mountains are probably the least habitable areas of the mountains, they are also the least likely to be invaded. It is here cold-dwelling dwarves can mine in peace. And yet, the permafrost provides its own challenges, making even surface mining difficult without magic or technology.

Cold Plains (Tundra)

The polar regions are cold because the sun never actually rises very far above the horizon. Its rays only glance across the earth, and of the solar energy that does reach it, the ice sheets reflect 95 percent. The size of the ice sheets varies with the season. It also varies with the epoch—3 million years ago there were no ice sheets, and 40 million years in the past there were no polar ice caps. Bordering the ice sheets is the vast, treeless tundra. In the tundra, summers are short and winters are long, bitter affairs, with the temperature dipping below -150 °F.

Diversity

Vegetation on the tundra is small by necessity. The biting winds mow down anything larger. Small, perennial plants thrive in the tundra, including champions, saxifrages, crowberries, bilberries, blueberries, dwarf birches, and willows.



All the creatures of the tundra have developed important physical traits for survival in the cold. Their stubby, compact bodies conserve heat and their thick subcutaneous deposits of fat, blubber, or feathers help trap air next to the skin, retaining warmth. With the exception of the polar bear, their pelts change with the seasons, from shades of gray or brown to pure white in winter.

Whenever possible, animals burrow into the snow to avoid prolonged exposure to the unforgiving winds. Burrowing makes best use of the insulating properties of the snow, ice, and earth. When burrowing isn't possible, cooperative behavior is common. Animals such as penguins will huddle together in groups of several thousand to keep warm, circulating their positions to warm those on the fringes.

The tundra comes alive in the summer in a thick, lush growth, drawing birds from all over. The presence of large numbers of invertebrates in the water and the huge amount of insects attracts a wide variety of wading birds, geese, and ducks. Other predatory birds follow, including eagles, merlins, and falcons. Most leave when winter arrives, with the exception of the penguins (in the south) the rock partridge and the snowy owl (in the north).

Caribou are common in large herds which migrate twice yearly from the taiga to the tundra, feeding and fattening themselves on the rich summer vegetation. They return after mating in September

Table 1.7: Cold Plains Encounters

Encounter	D% Day	D% Night
Animal, Bat	01–03	01–04
Animal, Boar	04–08	05–06
Animal, Dog	09–12	07–08
Animal, Hawk	13–17	09–10
Animal, Owl	18–21	11–15
Animal, Rat	22–26	16–17
Animal, Raven	27–31	18–19
Animal, Wolf	32–36	20–25
Dire Animal, Armadillo	37–41	26–31
Deer, Caribou	42–43	32–33
Dire Animal, Deer	44–48	34–35
Dire Animal, Rhinoceros	49–51	36–40
Elemental, Ice	52–53	41–42
Kam	54–56	43–46
Kosmatushka	57–60	47–51
Gnome	61–63	52–53
Mamaqa	64–66	54–58
Mishtapeu	67–69	59–63
Muskox	70–74	64–65
Morozko	75–79	66–71
Snow Angel	80–81	72–76
Swan	82–84	77–81
Wolf, Arctic	85–86	82–86
Woolly Mammoth	87–91	87–88
Woolly Rhinoceros	92–96	89–90
Wastling	97–98	91–95
Wight, Glacier	99–100	96–100

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to give birth in the shelter of the forest. Unlike other deer species, female caribou have antlers to help them compete for food.

The most fearsome of the northern pole predators is the polar bear. It lies in ambush for seals near air holes in the ice or alternately, sneaks up on them, taking advantage of its white coat on the tundra. The polar bear haunts the coastline, traveling up to 12 miles a day in pursuit of seals or even walrus.

Surprisingly, summer brings a burst of life and a carpet of foliage, home to a million insects and accompanying insectivores. Because the ice melts but cannot seep away into the permafrost, it turns into stagnant pools that are breeding grounds for insects. Springtails, beetles, and plant-sucking weevils abound. Carnivorous spiders and beetles are common, as are blowflies, dung beetles, and burying beetles. And of course, there are the mosquitoes. The blackflies and mosquitoes rise in summer, thicker than smoke. They torment every warm-blooded creature in the tundra. Their predations can drive some caribou (and men) completely mad.

The tundra is the home of the gnome. They specialize in burrowing and igloo creation, hunting caribou and seals.

Resources

The tundra is largely devoid of materials. Wood is rare due to the lack of trees, but a variety of fur-bearing mammals lure most hunters and trappers to the region.

Cold Underground (Ice Caves)

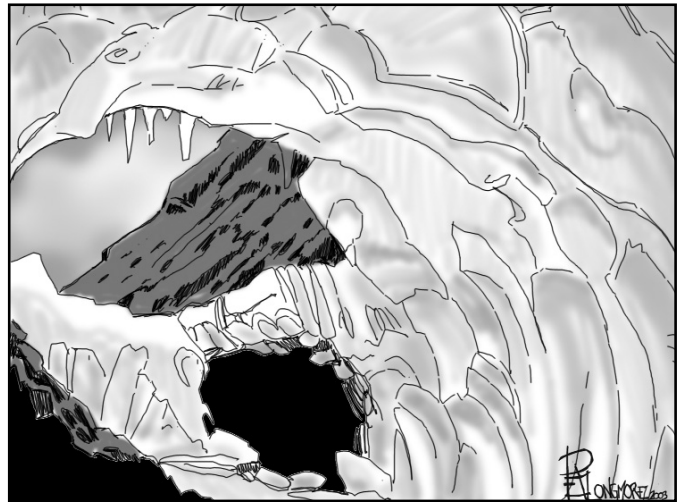
Glacier caves are created when streams flowing down the adjacent valley side continue beneath the ice. These caves tend to be elongated tunnels of a semi-circular cross-section, sloping down towards the center of the glacier. Water within the caves may freeze onto cold rock surfaces. Water at a glacier bed may be in the form of a film that effectively lubricates the glacier-rock surface, making the entire cavern seem eerily smooth.

Glacier caverns exist only so long as water flows in the area. Thus, glacier caves can open and close with the melting and freezing of the glacier itself. Avalanches and floods are an ever-present danger. Ice flakes, sometimes several feet in length, threaten anyone walking through the caves as they regularly flake off from the walls.

Diversity

Cave inhabitants are usually small creatures that enjoy the moisture and darkness. They can include millipedes, moths, snails, spiders, foxes and owls. The damp darkness also provides a fertile environment for growing mushrooms. Where slivers of light creep into some caves, some foliage might even grow.

Certain species of arctic dwarves dwell in glacier caves and, using water and heat, sculpt them into elaborate fortresses. Nevertheless, even dwarves are at the mercy of the glacier itself and must be ever cognizant of the shifts in their home that contracts and expands over time.



Resources

Glaciers pick up and move huge chunks of terrain, laying the earth beneath bare. In this sense glaciers can be seen as slow, gigantic shovels that scoop up house-sized boulders and later deposit them somewhere else. For a spelunker who knows the terrain, glacier caves can provide access to the hearts of ore lodes that might not otherwise be reached. Still, mining such places is a dangerous proposition.

Table 1.8: Cold Underground Encounters

Encounter	D% Day	D% Night
Haugbui	01–07	01–12
Draugr	08–13	13–14
Cryohydra	14–20	15–18
Dire Animal, Bat	21–26	19–30
Dragon, White	27–30	31–32
Dwarf	31–37	33–34
Elemental, Ice	38–41	35–36
Frost Worm	42–48	37–42
Mamaqa	49–54	43–52
Mishtapeu	55–59	53–62
Ice Drake	60–65	63–64
Mephit, Ice	66–69	65–66
Ooze, Freezescum	70–75	67–68
Remorhaz	76–82	69–77
Snow Angel	83–86	78–83
Wastling	87–90	84–85
Wight, Glacier	91–94	86–95
Winter Wolf	95–100	96–100

Environmental Hazards



"My ship was caught in the ice," Aleksander explained over a warm cup of tea. "The floes are very unpredictable."

Kanereyklak nodded. He was familiar with the difficulty that southern ships have navigating the ice floes. The end result was always the same. Explorers with poor navigation skills ultimately starved or froze to death.

Kanereyklak was about to respond when Anjka entered the room. Her beauty was still evident despite her advanced age. Anjka moved with an air of authority, a sharp contrast to Kanereyklak's humble demeanor. She was an angakoq, a shaman to the tribe and capable of powerful magic. Her wisdom was undisputed in all arguments and arbitration. To Kanereyklak, she was even more powerful—she was his wife.

Their silent exchange conveyed a multitude of information about the stranger. She did not trust the foreigner. Anjka found outsiders to be vulgar, pushy, imperious, and impulsive.

"You are welcome to stay as long as you wish," Kanereyklak said nonchalantly, watching Aleksander's reaction, "but you will be expected to earn your keep."

Aleksander nodded. "I understand."

Kanereyklak smirked, "I do not think that you do. But you will."

Aleksander learned much about hunting during his week-long stay. He tried to impress Kanereyklak with the loud retort of his rifle. It terrified the villagers, but Kanereyklak was unimpressed.

Aleksander slept in Kanereyklak's hut, surrounded by his sons and grandsons. They traded, they spoke of their lands, and Aleksander learned more about the Northern Wastes.

"I have noticed something about your village," Aleksander said as they walked back to the village with several seal-skins. "Your children are always happy. Playing, laughing. Do you not punish them?"

Kanereyklak shot Aleksander a narrow look. "We have no such word in our language," he frowned.

"In my country, we punish children who—"

"I know what the word means," Kanereyklak cut him off, "but we do not believe in it. Our children will know hardship and pain soon enough. When they become adults, they will

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be judged on their actions, not on laws that men create.” He pointed towards the endless arctic waste with one mittened hand. “That is the only law.”

They had returned from a successful hunt with several seal-skins. Aleksander’s bullets killed seals without damaging the hide as much as arrows or clubbing did. The Torassian was viewed in awe by the tribe from thereafter. The boldness of Aleksander’s questions increased.

“What will you do with those skins?” Aleksander asked upon return to the village.

Kanereyklak felt it. He felt it in his bones and in his hair and in his fingertips. The innocence of the question could not conceal its darker intent. Greed.

“We will trade it at the potlach. Perhaps for my granddaughter’s dowry.”

Aleksander nodded mutely.

Kanereyklak took a deep breath. “It is time for you to leave.”

Aleksander looked at him in surprise.

“Pack up tonight so you are ready to leave tomorrow.”

Kanereyklak ensured that Aleksander was given plenty of the sealskins he so coveted. Greed was unknown to the People. Kanereyklak had no wish to introduce it to his grandchildren.

It did not take long for Aleksander to reach the shore. As Aleksander had instructed, a ship was waiting for him. The men cheered at his arrival.

“Send word to the two merchants,” he said grimly to the captain. “This land is rich in sealskins, more than we ever imagined.”

Aleksander turned back as the ship pulled away, watching the white and gray land recede in the distance.

This chapter details all the natural hazards that exist in the cold lands. Most noteworthy are the sections on ice, snow, temperature and weather. Creatures that are native to cold lands learn how to compensate for these unforgiving conditions. It is visitors who really have to worry—the cold quickly claims the young, the weak, and the foolish.

Arctic Climate

Aurora (Arsarnerit)

The arsarnerit or aurora appears in a variety of forms, including pillars, streaks, wisps, haloes, or curtains of light wafting on a gentle breeze. The aurora is usually light yellow, rose, or green in color, but it can flare at times to bright crimson or yellow. A whirring or crackling sound sometimes accompanies its presence.

The arsarnerit can be dispelled or summoned with a *control weather* spell or optionally a *control weather* (but it requires the caster to bark like a dog). Arsarnerit can substitute for storms when casting *call lightning* spells as well. Spellcasting within 100 miles of an arsarnerit causes one of the listed side effects (see table 2.1). Direct contact with the arsarnerit automatically produces the effect on the subject entering it. All spells are cast at 20th level.

Table 2.1 Aurora Effects

D100	Effect
01–20	<i>Gate</i>
21–40	<i>Call Lightning (targeted at PC)</i>
41–60	<i>Time Stop</i>
61–80	<i>Teleport</i>
81–00	<i>Unhallow</i>

Blizzard

The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them. Blizzards are powerful storms, making ranged attacks impossible and inflicting a -4 penalty to attack rolls with siege weapons. Since visibility range is reduced to nearly zero, Spot and Search checks also receive a -8 circumstance penalty. With wind speeds in excess of 50 mph, all creatures must make a Fort save (DC 18). Failure means small creatures are blown away, Medium-size creatures are knocked down, and Large or Huge creatures are checked. Blizzards automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Listen checks are at a -8 penalty due to the howling of the wind. In addition, every turn, the character must make a Fort save (DC 20) or be dazzled. Blizzards can often last up to 1d3 days.

Daylight

Daylight varies with the latitude of the particular cold land and by season. Table 2.2 indicates the hours of daylight in any particular month and latitude. (negative latitudes are for the southern hemisphere)

Midnight Sun (MS): The sun never dips far below the horizon. In the north, between late May and mid-August (from November through February in southern climes), the region never experiences true darkness. Stars aren’t visible until mid-August. There is never a good time to hide during this period. All creatures who are vulnerable to light effects suffer them at all hours during this time. PCs who are unaccustomed to these conditions may have difficulty sleeping. PCs must make a Will save (DC 20) each week they spend in complete daylight. Failure means the PC cannot get a full night’s sleep and is perpetually Fatigued. A *sleep* spell will allow the PC to get a decent night’s rest.

Polar Night (PN): Winters are dark and dreary, with no day and only a few hours of twilight. Twilight glow might not be seen for over a month. In the best conditions, PCs can see by starlight,

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which inflicts a +10 DC penalty to Spot checks unless they have Darkvision or Low-light vision. Otherwise, viewing conditions are considered total darkness. PCs unaccustomed to such conditions can suffer from winter depression as a result of the never-ending night. PCs must make a Will save (DC 20) for each week they spend in a land with no sunlight. Failure means the PC becomes lethargic and depressed, suffering a -1 morale penalty to all rolls and is perpetually Fatigued. A *heal* spell will remove all effects or one week spent in a normal day cycle.

Table 2.2 Daylight

L a t	J a n	F e b	M a r	A p r	M a y	J u n	J u l	A u g	S e p	O c t	N o v	D e c
90°	PN	PN	PN	MS	MS	MS	MS	MS	MS	PN	PN	PN
80°	PN	PN	11	MS	MS	MS	MS	MS	16	5	PN	PN
70°	PN	8	12	16	22	MS	MS	19	14	9	3	PN
65°	3	9	12	15	20	23	20	17	14	10	5	3
60°	7	9	12	15	17	19	18	16	13	10	8	6
55°	8	10	12	14	16	18	17	15	13	11	9	7
-55°	17	15	13	11	9	7	8	10	12	14	16	18
-60°	18	16	13	10	8	6	7	9	12	15	17	19
-65°	20	17	14	10	5	3	3	9	12	15	20	23
-70°	MS	19	14	9	3	PN	PN	8	12	16	22	MS
-80°	MS	MS	16	5	PN	PN	PN	PN	11	MS	MS	MS
-90°	MS	MS	MS	PN	PN	PN	PN	PN	PN	MS	MS	MS

Fata Morgana

Because the arctic air is so clear and pure, distant features appear in focus. This effect, called fata morgana, alters depth perception, making distances nearly indeterminable. Under these conditions spotting distances are multiplied by 10 and all Spot checks receive a +4 circumstance bonus. PCs using ranged attacks, however, suffer double range penalties due to their inability to gauge true distance.

Fog

Moisture clouds form as a result of the difference in temperature between water and air. Heavy fog banks obscure all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Sleet

Essentially frozen rain, falling sleet reduces visibility by half (-4 penalty to ranged weapon attacks, Spot checks, and Search checks). It also extinguishes unprotected flames and causes protected flames to dance wildly (and still have a 75% of being extinguished). The hissing sound of the falling sleet conveys a -4 circumstance penalty to all Listen checks. Once fallen, it ices up the ground surface, reducing movement by half.

Snow

When cloud temperature is at freezing or below and the clouds become filled with moisture, ice crystals form. These ice crystals form on dust particles as the water vapor condenses and partially melted crystals merge together to form snowflakes. All ice crystals have six sides because of the shape and bonding of water molecules. There are 6 different types of snow crystals: needles, columns, plates, columns capped with plates, dendrites and stars. The type of crystals depends on the amount of humidity and temperature present when they are forming. Snowflakes are smaller when it's very cold and snowing and larger when the temperature is closer to 32° F.

Snowballs

Making a snowball is easy. Characters can wad up snow in a ball if it's available and hurl it at opponents. It takes one action to make a snowball. Snowballs inflict 1d2 points of nonlethal damage and have a critical of x2. Iceballs can be made by melt the snowball so it hardens—either by smoothing it with one's hands or by leaving it out in the cold. Sculpting an iceball so it becomes solid takes one round. Iceballs inflict 1d2 points of actual (not subdual)

Consuming unpurified snow or ice is a bad idea (see Tainted Water). It also results in a -1 circumstance penalty to all rolls against hypothermia for every swallow of snow as it lowers your core body temperature. If one must consume snow to avoid dehydration, it should always be heated.

Light Snow

While falling, snow reduces visibility by half (-4 penalty to ranged weapon attacks, Spot checks, and Search checks). It has a 50% chance of extinguishing small, unprotected flames. Once on the ground, it reduces movement rates to one half normal (it costs two squares of movement to enter a snow-covered square). A day of snowfall will generally leave 1d6 inches of snow on the ground.

Heavy Snow

Heavy snow has the same effects as light snow but also restricts visibility as Fog does. A day of heavy snow leaves 1d4 feet of snow on the ground, and reduces movement rates to one quarter normal (it costs 4 squares of movement to enter a square). In addition to movement penalties, deep snowfall can interfere with skill performance and provide concealment. Heavy snow accompanied by wind can result in snowdrifts 1d4x5 feet deep. There is a 10% chance that heavy snowfall is accompanied by lightning (See Thunder Snow)

Snowstorm

Although less severe than a blizzard, the combined effects of precipitation and wind that accompany a snowstorm still reduce visibility ranges by three quarters and impose a -8 penalty to all Spot, Search, and Listen checks. Every turn, the character must make a Fort save (DC 20) or be dazzled. Snowstorms make

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ranged weapon attacks impossible, except for those with siege weapons, which have a -4 penalty to attack. Snowstorms automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. Snowstorms leave 1d6 inches of snow on the ground afterward.

Inuit Words for Snow

Anniu: falling snow
 Api: ground snow
 Siqoq: smoky, drifting snow
 Upsik: wind-beaten snow
 Kimoaqtruk: snow drift
 Salumaroaq: smooth snowy surface of fine particles
 Natatgonaq: rough snowy surface of large particles

Temperature

Temperature fluctuates with the seasons and is impacted by the terrain. It gets colder during the winter months, obviously. When combined with the wind chill, the effective temperature becomes very cold indeed (see wind). The table below gives the mean temperature by terrain and time of year. If in the norther hemisphere use the upper set of months; if in the southern hemisphere, use the lower set.

Fire

When things turn really cold, a PC's first reaction may be to make a fire. Unfortunately, it's not as easy as it may first seem—good firewood is rare in arctic climes. Making a fire requires the pcs to actually find something that will burn: potential tinder, the dry material used to create a spark, (includes birch bark, shredded inner barkfine wood shavings, dead grass, dead evergreen needles, punk, evergreen tree knots, bird down, vegetable fibers, and dead palm leaves) and kindling, which sustains the fire, (might include small twigs, strips of wood, and split wood). Unless he has brought his own firewood or fuel, the PC must make a Survival check see table 2.4 for DCs.

Climate	Terrain	Winter	Spring	Summer	Fall
Arctic	Desert	20	20	20	20
Arctic	Hills	18	12	12	14
Arctic	Mountain	24	22	20	20
Arctic	Plains	22	18	16	18
Subarctic	Desert	20	20	20	20
Subarctic	Forest	12	7	7	7
Subarctic	Hills	18	10	10	12
Subarctic	Marsh	16	18	18	16
Subarctic	Mountain	22	20	18	18
Subarctic	Plains	18	14	12	14

Another Survival check is required to start the fire (DC 10 or DC 20 if raining). Assuming the roll is successful, the fire warms the surrounding area providing warmth relative to the size: a small fire will raise the local temperature by 50°, a medium-size fire by 100°, and a large fire by 150° (don't stand too close). The temperature decreases by 10° for every 5 feet away from the fire. The fire lasts for 10 minutes x the Survival roll to create the fire. For every 10°, a fire will illuminate a radius of 5 feet, thus a small camp fire illuminates a 25 foot radius, a medium-size fire lights a 50 foot radius and a large fire will throw light for 75 feet.

Thunder Snow

Very large snowstorms can also contain thunder and lightning, called "thunder snow." The likelihood of this occurring is only 10% per storm because the conditions that typically precipitate thunder and lightning are not usually compatible with the conditions required for snowfall. However, in very powerful winter storms a pool of very cold air is created above warmer, moister air at ground level.

Thunder snow has all the effects of a snowstorm. Additionally, one bolt per minute strikes for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 ten-sided dice.

Table 2.3 Average Temperature

Average Temperature in Degrees Fahrenheit												
Northern Hemisphere	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Arctic Desert	-23°	-23°	-13°	5°	18°	30°	40°	40°	23°	18°	-5°	-23°
Arctic Hills	-23°	-23°	-13°	-5°	5°	14°	18°	18°	14°	5°	5°	-13°
Arctic Mountains	-23°	-23°	-13°	-5°	5°	14°	18°	18°	14°	5°	5°	-13°
Arctic Plains	-23°	-23°	-13°	5°	18°	30°	40°	40°	23°	18°	-5°	-23°
Subarctic Desert	-5°	-5°	5°	18°	40°	50°	60°	60°	40°	23°	5°	-13°
Subarctic Forest	5°	5°	30°	40°	40°	50°	60°	60°	40°	30°	23°	14°
Subarctic Hills	-5°	-5°	14°	18°	40°	50°	60°	60°	40°	30°	18°	-5°
Subarctic Mountains	-13°	-5°	14°	23°	30°	40°	50°	60°	40°	30°	14°	-5°
Subarctic Plains	-5°	-5°	5°	18°	40°	50°	60°	60°	40°	23°	5°	-13°
Southern Hemisphere	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun

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Wind Force

- **Calm:** 0 mph—Smoke rises vertically. Water is like a mirror.
- **Light Breeze:** 1–10 mph—Leaves and small twigs in constant motion; wind extends light flag. Large wavelets.
- **Moderate breeze:** 11–20 mph—Raises dust and loose paper; small branches are moved. Small waves, becoming larger. There is a 50% chance of extinguishing small, unprotected flames.
- **Strong breeze:** 21–30 mph—Large branches in motion; whistling heard in wires; umbrellas used with difficulty. Gusts will extinguish any unprotected flames and impose a -2 circumstance penalty on ranged attack rolls and Listen checks.
- **Severe gale:** 21–50 mph—Breaks twigs off trees; generally impedes progress; inconvenience felt when walking against the wind; Slight structural damage occurs. Winds of this magnitude extinguish any unprotected flame and cause protected flames to dance wildly with a 50% chance to also be extinguished. Ranged weapon attacks and Listen checks suffer a -4 circumstance penalty.
- **Windstorm:** 51–74 mph—Trees uprooted; accompanied by widespread damage. Unprotected flames are extinguished and protected flames are extinguished 75% of the time. Ranged weapon attacks are impossible while siege weapons suffer a -4 circumstance penalty. Listen checks receive a -8 circumstance penalty due to the howling of the wind.

Wind and Weather

The weather changes in arctic and subarctic lands depending on a variety of conditions. Roll on table 2.5 to determine the change in wind and temperature conditions after consulting the temperature table. Once the actual temperature and windspeed are known, refer to the section on wind to determine the apparent temperature due to windchill.

Table 2.5 Wind & Weather

D%	Temperature Change	Windspeed
01–06	+15 F	-10 mph
07–12	+10 F	-15 mph
13–18	+10 F	-10 mph
19–24	+5 F	-15 mph
25–30	+5 F	-10 mph
31–40	No change	No change
41–46	-5 F	+10 mph
47–52	-5 F	+15 mph
53–58	-10 F	+10 mph
59–64	-10 F	+15 mph
65–70	-15 F	+20 mph
71–80	Snow	+1d10 mph
81–85	Fog	See entry
86–89	Sleet	+1d10 mph
90–94	Snowstorm	+50 mph
95	Thunder Snow	+50 mph
96	Asarnerit	See entry
97	Fata Morgana	See entry
98–100	Blizzard	+50 mph

Windchill

In the arctic autumn, winter winds reach hurricane force and can whip snow 100 ft. into the air, giving the impression of a blizzard - even when it's not snowing. Accompanied by low temperatures, winds have a marked chilling effect. For instance, a 32 mph wind will bring a temperature of 5°F down to a windchill temperature of -30°F. Cross-index the windspeed and actual temperature on table 2.6 to find the effective temperature after windchill.

Dangers

Dehydration

A character requires 4 times the average amount of water daily in an arctic environment. Medium-size characters need at least 4 gallons of fluid and Small-size characters need at least 2 gallons of fluid. In cold weather, bundled up in layers of clothing, char-

Table 2.6 Windchill Effect

MPH	Temperatures in degrees Fahrenheit									
	50 °	40 °	30 °	20 °	10 °	0 °	-10 °	-20 °	-30 °	-40 °
0	48°	37°	27°	16°	6°	-5°	-15°	-26°	-47°	
5	40°	28°	16°	4°	-9°	-24°	-33°	-46°	-58°	-70°
10	36°	22°	9°	-5°	-18°	-32°	-45°	-58°	-72°	-85°
15	32°	18°	4°	-10°	-25°	-39°	-53°	-67°	-82°	-96°
20	30°	16°	0°	-15°	-29°	-44°	-59°	-74°	-88°	-104°
25	28°	13°	-2°	-18°	-33°	-48°	-63°	-79°	-94°	-109°
30	27°	11°	-4°	-20°	-35°	-51°	-67°	-82°	-98°	-113°
35	26°	10°	-6°	-21°	-37°	-53°	-69°	-85°	-100°	-116°
40										

Wind speeds greater than 40 mph have little added effect.

Frost and Fur

acters may not be aware that they are losing body moisture because the clothing absorbs most of it.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Fortitude save each hour at a DC of 10 plus any modifiers from table 2.7 (+1 for each previous check any of the modifiers on the table below) or sustain 1d6 points of nonlethal damage.

Table 2.7 Dehydration Modifiers

DC Modifier	Condition
-2	Food eaten with high water content
-1	Character weighs more than the average for his race
-1	Female
-1	Character does not engaged in strenuous activity (any Constitution, Dexterity or Strength based-skills or checks)
+1	Character does not eat a meal that day

In addition, as nonlethal damage is accrued, the PC will begin to suffer the effects of dehydration (fluid loss) listed below. If a PC has taken 25% of their hit points as nonlethal damage they have suffered minor fluid loss. At 50% the loss becomes moderate, and so forth. Effects are cumulative except in the case of Fatigued, which is replaced by Exhausted. Once the PC becomes unconscious due to nonlethal damage they begin to take actual damage and start to die.

Effects of Dehydration

- **Minor Loss (25%):** The PC becomes thirsty, weak, and nauseous. The PC is Sickened and Fatigued.
- **Moderate Loss (50%):** The PC becomes dizzy, and suffers from headaches, the inability to walk and a tingling sensation in the limbs. The PC is now Nausiated and Exhausted.
- **Major Loss (75%):** The PC's vision dims and he can no longer hear. It is painful to urinate, his tongue swells, and his skin feels numb. The PC is Deafened and Dazzled.
- **Extreme Loss (100%):** Incapacitated. The PC suffers regular damage on further failed Fortitude saves.

Although the arctic terrain is often covered in ice, water from melted ice is not always drinkable. Table 2.8 contains the Survival check DCs necessary in the climate and terrain to find an untainted supply of water. Each check represents one hour of searching. Note: on a Survival check that fails by 5 or more the PC has located a source of water that is tainted. (See Tainted Water, below).

Table 2.8 Potable Water

Climate	Terrain	Winter DC	Spring DC	Summer DC	Fall DC
Arctic	Desert	20	20	20	20
Arctic	Hills	19	19	19	19
Arctic	Mountain	20	20	20	20
Arctic	Plains	19	19	19	19
Subarctic	Desert	20	19	19	20
Subarctic	Forest	19	16	16	19
Subarctic	Hills	20	19	18	19
Subarctic	Marsh	12	8	10	10
Subarctic	Mountain	20	16	17	18
Subarctic	Plains	19	16	16	17

Hypothermia & Frostbite

If a PC is exposed to extreme cold he will begin to suffer the effects of hypothermia and frostbite.

As a person's core body temperature drops, their metabolism slows. This leads to a strangulation of the skin caused by lack of circulation and the eventual freezing of tissue. In game terms, hypothermia is nonlethal damage caused by cold usually coming from exposure; frostbite is normal damage caused by cold. Obviously, creatures that have no metabolism (undead, ethereal creatures, elementals) or creatures with the Cold subtype, need not worry about these conditions.

Exposure

The best defense against cold or exposure is to get under cover and keep warm. Cold and exposure deal nonlethal damage to the victim. This damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious due to nonlethal damage, the cold and exposure begins to deal normal damage at the same rate. Characters exposed to the cold (wind chill temperatures below 40°F) must make a periodic Fortitude saving throw to avoid suffering the effects of hypothermia. Each failed saving throw results in 1d6 nonlethal damage taken. The following guidelines apply:

- **Frequency:** At or below 40°F, unprotected or wet characters must make a Fortitude save after each hour of exposure. When subjected to extreme cold (at or below 0°F), protected (i.e. wearing cold weather gear or equivalent) characters must make a Fortitude save after each hour of exposure, unprotected characters must make a Fortitude save every ten minutes, and wet characters must check each minute. Note: a character immersed in icy or frigid water must make a Fortitude save every round, regardless of ambient air temperature.
- **Exposure DC:** The DC of the Fortitude save depends primarily on the effective temperature. The effective temperature depends on the weather, the presence of heat sources (see the temperature section for the effect of fire on ambient tempera-

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ture), and wind chill. The base DC is 15 +1 for each previous check and +1 for each 10 F° below the base (40°F or 0°F).

- **Fortitude Save:** A variety of conditions can alter the result of your Fortitude check (see table 2.9) such as shelter, clothing, armor, activity, and the characters condition. Treat these as circumstance bonuses or penalties to the Fort save.

Depending on how much nonlethal damage the character has taken, he suffers from different degrees of hypothermia. Once he has taken 25% of his normal hit points as nonlethal damage the character begins to suffer mild hypothermia. At 50% the effect intensifies to moderate hypothermia. At the 75% threshold, the effect becomes severe and the PC is in grave danger. At 100%, the PC passes out and begins to suffer normal damage in place of nonlethal damage. Also, once he begins to suffer from hypothermia, he must also make frostbite checks (see below).

Table 2.9 Hypothermia Modifiers

Clothing	DC
Shelter	+10
Cold Weather Outfit	+5
Heavy Armor	+3
Medium Armor	+2
Light Armor	+1
Explorer's Outfit	+1
Other Outfits	+0
Miscellaneous	Fort Save
Immersed in icy water	-10
Wet	-5
Wilderness Lore	+ Skill rank
Vigorous Activity	+Con Bonus
Fatigued	-1
Exhausted	-2
Disabled	-3
Hot Blooded Feat	+6

Effects of Hypothermia

- **Mild Hypothermia (25%):** The PC suffers from muscle cramps (-2 Strength), dizzy spells, stumbling, lethargy (-2 Dexterity, moves at half normal speed) and is considered Fatigued. The PC trembles violently as his body attains its maximum shivering response (Reflex save (DC 20) to cast spells with somatic components), an involuntary condition in which muscles contract rapidly to generate additional body heat.
- **Moderate Hypothermia (50%):** The PC suffers from muscle cramps (-4 Strength), dizzy spells, stumbling, lethargy (-4 Dexterity, -2 Wisdom, moves at half normal speed, can either take a single move or a standard action, but not both, must make a Reflex save (DC 30) to cast spells with somatic components). PCs at this point become disoriented and confused. The shivering stops, but kidneys work overtime—suddenly the urge to urinate becomes overpowering.

- **Severe Hypothermia (75%):** The PC suffers from muscle cramps (-6 Strength), dizzy spells, stumbling, lethargy (-6 Dexterity, -4 Wisdom, only 5-foot steps, can either take a single move or a standard action, but not both, must make a Reflex save (DC 40) to cast spells with somatic components) and is considered Exhausted. The lack of oxygen to the PC's brain begins to trigger visual and auditory hallucinations. Until the PC reaches a warm place, he exhibits confused, violent, or irrational behavior (as per the *confusion* spell).
- **Extreme Hypothermia (100%):** The PC is unconscious and in the process of freezing to death. All failed Fortitude saving throws now result in regular damage. Note that hypothermia is a double-edged sword. Once a PC reaches negative hit points his life functions become suspended. He can linger on up to -20 hit points before perishing and loses hit points every minute rather than every round (although he will not stabilize).

Characters recover from this damage through healing spells and from being gradually warmed up. The hypothermia penalties gradually subside as the character recovers the nonlethal damage he took from the cold and exposure. However, if rescued, the PC isn't out of danger yet—hours after surviving hypothermia, men have died of heart attacks after sipping hot drinks. Warming the PC back up requires a successful Heal check (DC 30). Failure means the PC is warmed up too quickly and must make a Fort save (DC 30) or die on the spot. No save is necessary for magical healing.

Frostbite

Frostbite is the freezing of flesh that comes with this lowering of body temperature. As long as the skin doesn't actually get blue, it can be recovered with gradual warming. However, past a certain point, frostbite becomes extremely painful until the victim can't feel anything at all. At that point, their skin is dying and may eventually become gangrenous.

A character exposed to the cold will quickly suffer the effects of frostbite. Whenever a character fails a Hypothermia check they must make an additional Fort save (DC 15, +1 per 10 F° below 30°F), or the nonlethal damage is converted to normal damage. A PC with the Survival skill receives a circumstance bonus equal to his rank in the skill. The PC can apply half this bonus to other PCs. In addition to hit point damage, each Frostbite check failure increases the degree of suffering experienced by the character. For additional realism apply the penalties below.

- **1 Failure (Mild Frostbite):** Also known as frostnip, mild frostbite causes the skin to look very white and waxy. The top layers of skin feel hard, but the tissue underneath still feel soft. There may be some numbness associated with frostnip. The character suffers a -1 penalty to Strength and Dexterity. All effects are removed when the PC heals all damage suffered from cold and rests for eight hours.
- **3 failures (Moderate Frostbite):** The character suffers a -2 penalty to Strength and Dexterity. The character is in severe

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pain most of the time and must make will saves (DC 15) to force herself to take aggressive actions. All effects are removed when the PC heals all damage suffered from cold and rests for eight hours.

- **5 failures (Severe Frostbite):** The character's skin appears waxy-looking with a white, grayish-yellow or grayish-blue color. The affected parts have no feeling and blisters may be present. The tissue feels frozen. The character suffers a -3 penalty to Strength and Dexterity. Movement is halved. The character must make a Fort Save (DC 20) each day to avoid losing an appendage or part of an appendage. Failure means the character loses one of the following, with the effects of damage to specific areas applied. **Roll d10: 1–2 fingers, 3 hand, 4–5 toes, 6 foot, 7 ear, 8–9 nose, 10 generalized facial damage (-2 CHA).** This damage can be repaired via a *regenerate* spell but not healed with standard *cure* spells.

Snow Blindness

A PC can suffer snow blindness because of the intensity of ultraviolet rays when traveling in the arctic. The PC's retinas literally become burned. Character exposed to bright sunlight for a prolonged period must make a Fort save (DC 20) once a day. Failure means the character is dazzled for 2d12 hours. Failure by 5 or more means the PC is blinded instead. When a PC suffers from snow blindness, everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC, and grants a +2 bonus on attack rolls to enemies that attack him. The snow blinded PC moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity that requires vision. This effect can be avoided with the appropriate goggles.

Starvation

In the cold climes, characters require more high-fat foods to keep the body warm. The character requires a pound of meat every day to avoid starvation. If the food is not primarily meat, he begins to suffer the effects of starvation.

A character can go without food for 3 days. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of nonlethal damage. Once a character has taken 25% of his hit point as nonlethal damage he is considered starving (Light Starvation). At 50%, 75%, and 100% the level of starvation increases as below.

Starvation Level

Effect

- **Light Starvation (25%+):** Treat character as Fatigued. Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

- **Moderate Starvation (50%+):** Treat character as Exhausted. Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity.
- **Major Starvation (75%+):** Treat character as Staggered. He is so badly weakened or roughed up that he can either take a single move or a standard action, but not both.
- **Dying (100%+):** Character begins suffering normal damage and is Unconscious. Enemies can make advantageous attacks against unconscious characters, or even deliver a usually lethal coup de grace.

Sunburn

The sun's rays reflect off of just about everything in the arctic. As a result, exposed characters during spring and summer days can become severely burned. Unprotected characters exposed to the sun must make a Fort save once every hour (DC 15, +1 per previous check), or suffer 1 point of nonlethal damage from sunburn for each failed save. A PC with the Survival skill receives a circumstance bonus equal to his rank in the skill. The PC can apply half this bonus to other PCs. PCs who are covered up only need to check once every day for sunburn damage.

Tainted Water

Drinking ice and snow carries the same risks as drinking water—it contains particles that might make a person sick. Worse, these contaminants remain dormant until warmed up again. During the summer months, the best sources of water are rivers, ponds, lakes, streams, and springs. Although water from ponds or lakes might be stagnant, it is still drinkable. Running water is usually fresh and suitable for drinking. Occasionally, brownish surface water might be found in the tundra during the summer. This water must be filtered but is often drinkable.

Table 2.10 contains the chance on a d20 that the water consumed is tainted. If the DM rolls this number or lower, the water is tainted in some way. This number is also the DC for detecting the tainted water with a Survival check. Water that is less likely to be tainted is easier to detect. Druids can automatically detect tainted water (including tainted ice and snow).

Table 2.10 Tainted Water

Climate	Terrain	Winter	Spring	Summer	Fall
Arctic	Desert	10	10	10	10
Arctic	Hills	10	10	10	10
Arctic	Mountain	6	6	6	6
Arctic	Plains	10	10	10	10
Subarctic	Desert	12	12	12	12
Subarctic	Forest	8	8	10	8
Subarctic	Hills	8	8	10	8
Subarctic	Marsh	12	12	12	12
Subarctic	Mountain	6	6	6	6
Subarctic	Plains	10	10	10	10

PCs who drink tainted water must make a Fort save (DC 10+ above modifier). Failure means the PC is Nauseated for 1d12

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hours. During the subarctic summer months, if the PC ingests snow or ice that is tainted it is infected with giardia. Giardia is an intestinal parasite that lives in the feces of humans and animals. Symptoms start several weeks after exposure and can disappear only to return a few days later. Giardia is transmitted by ingestion, has a DC of 16, an incubation of 1d3 weeks, and inflicts 1d3 temporary Wisdom damage and 1d3 temporary Constitution damage. Signs include swelling of the stomach, pale-colored feces, gas, headache, nausea, and depression.

Terrain Features

Crevasse

Crevasses are inverted wedge-shaped depressions in ice and rock, formed from the expansion and contraction of water in cracks and crevices. Crevasses typically plunge 90 feet into the snow and terminate in a pool of meltwater. Crevasses gradually become more filled with snow and ice until they are indistinguishable from flat terrain. A crevasse poses a dangerous threat to a PC walking over it. The PC must make a Search check (DC 20) to detect it and, failing that, a Reflex save (DC 20) to avoid falling 1d10*10 feet into the crevasse and suffering the appropriate falling damage.

Glaciers

Glaciers cover no less than 10 percent of the earth's land surface. They can be found on every continent, even on tropical islands. The snow line where glaciers form varies, but it can be anywhere from sea level at the poles to 5,500 feet by the equator. Glaciers only a half a mile thick exert pressure of 62 tons per square foot, and can move up two-and-a-half miles per hour. Glaciers begin moving once they reach critical thickness, about 60 feet, and have even been clocked at 220 feet a day.

Glaciers are not a credible threat to any PC who can move away from them. However, glaciers are rife with their own dangers, including icefalls, seracs, moulins, crevasses, and snow swamps. They are also formidable obstacles. A glacier has a hardness of 0 and 3 hit points per inch of thickness. Glaciers have a Strength of 60 for purposes of determining if it can break structures. Structures that are not smashed aside are caked over with ice.

Ice

A permanent layer of ice covers much of the tundra. This ice layer averages anywhere from 200 to 500 feet in thickness. At its edges, it can be as thin as 5 to 10 feet. Barrier ice, towering up to 500 feet in some areas, borders much of the coast. Another form of ice known as platform ice covers small lakes and the edges of the sea. It ranges in thickness from 5 to 20 feet. Because it is so rich with salt, it cracks easily.

Characters walking on any ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Generally, whether ice cracks or not should be a plot device at the DMs discretion. Never-the-less if you require a random roll use the following formula.

- **Base Chance to crack:** 1
- **Seasonal Modifiers:** Summer +4, Fall +1, Spring +1, Winter -2
- **Thickness:** -1 per foot of ice thickness
- **Salt Content:** +5 if salt water ice (more fragile than fresh water)
- **Tidal Action:** +3 if waves beneath ice.

After tallying up all the additions and subtractions, roll 1d20. A result less than or equal to your value indicates the ice has cracked. This number also applies to the Reflex save penalty necessary to determine if the character falls through the ice if it cracks. Check for every 300 feet of movement on the ice. Generally thick freshwater ice will not crack unless subjected to huge forces but salt water ice tends to be weaker.

Ice can also accumulate on items, making them very slippery. Creatures attempting to grasp an iced item must make a Reflex save (DC 15). If the saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the iced item.

Icicles can be used as weapons. An icicle inflicts 1d2 points of piercing damage, has a X2 critical, and weighs 1 lb. If a PC misses by 5 or less with an icicle, the icicle shatters.

Icebergs

An iceberg is a massive floating body of ice broken away from a glacier. Icebergs range in height from 20 feet high and 50 feet long to 250 feet high and over a mile or two in length. Some can even reach 500 feet high and be several miles (km) long. Only about 10 percent of its mass is above the surface of the water. Icebergs are dangerous for a variety of reasons, including that some entirely flip over depending on their balance as they melt from the sun and warmer waters. They move at speeds of seven or eight miles a day. It is believed that talking, laughing, smoking or speaking a glacier's name when paddling past causes it to take offense and smother nearby boats with punishing ice.

There are a variety of reasons why PCs may find themselves on icebergs, but staying on one may be a challenge. Once a day, PCs who are on an iceberg that is slowly melting must make a Listen or Spot check (DC 25) to notice that it's slowly breaking apart. Once they notice, they have 1d4 minutes before its center of gravity shifts and the entire iceberg flips over. PCs who don't evacuate the iceberg in that time must make a Reflex save (DC 30) or be dumped into the water. Success means they climb the iceberg as it tips. PCs in the water must make a Swim check (DC 30) or be smacked, hard, by the iceberg as it tips, slamming them into the water for (1d6)*d6 points of damage. PCs who make the save are only brushed aside underwater and suffer half damage from being battered beneath the iceberg. If a DM wishes to make glaciers supernatural threats, a failed Survival or Knowledge (nature) check can cause the iceberg to flip or precipitate an ice-fall (see below) as the iceberg becomes "offended."

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Insect Cloud

Mosquito, black fly, deerfly and midges can all be a nuisance in the subarctic summer. The insects limit vision to 10 feet, and spellcasting within the cloud is nearly impossible (Concentration DC 25). Creatures inside the insect cloud, unless they have natural armor, sustain 1 point of nonlethal damage at the end of each round, due to the bites and stings of the insects. *Invisibility* is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect DC 15.) The insects fly at a speed of 20 ft per round.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a *wall of fire* in a ring shape keeps a cloud of insects outside its confines, and a *fireball* spell clears all insects from its blast area (although others will replace them in 1d4 turns. A single torch is ineffective against this vast horde of insects although the smoke from multiple torches will suffice. A strong wind (21+ mph) that covers the entire cloud area will also disperse the insects. When it turns colder, these nuisances are less active and they disappear at night.

Moulin

Meltwater can pour into a moulin, a vertical pipeline in the ice that channels surface water into the body of the glacier. Getting caught in one of these traps is deadly. A Reflex save (DC 20) is necessary to avoid falling 1d10x10 feet into the moulin and suffering the appropriate falling damage. Additionally, the PC faces drowning and hypothermia in the rushing water. On a successful Swim or Strength check (DC 15), the PC suffers only the cold effects. On a failed check, he must make another check that round or begin drowning.

Serac

A tower of ice, a serac can stand more than 70 feet high. They are exceedingly unstable and sun, wind, and rain can cause the ice tower to topple, even setting off an avalanche. A serac that collapses requires a Reflex save (DC 10) to avoid or the victim suffers 10d6 damage from crushing ice.

Snow Swamp (Faerie Ice)

Meltstreams and slush can cover up snow swamps, also known as faerie ice. Snow swamps look like dry snow but are unstable. Because of its granular density, snow swamps act like quicksand. Spotting a snow swamp requires a Spot check (DC 30). PCs sink at a rate of 2 feet a round. To avoid sinking, he must make a successful Reflex save (DC 20) to grab onto something and a subsequent Strength check (DC 20) to haul himself out. One person can pull another out with a similar Strength check. Failure means the trapped character continues to sink another two feet that round. Two characters working together can save a companion automatically.

Natural Disasters

Avalanche

Avalanches are a significant mountain hazard. An avalanche is a mass of snow, ice, and debris that has come loose from a mountainside and fallen down a slope, picking up or pushing down anything in its path. It often begins with a distinctive “crack”, like the world’s largest popsicle stick breaking cleanly in half. Even frost giants dread that sound. An avalanche can move hundreds of tons of snow, ice and debris from 110-180 mph and sometimes up to 225 mph easily burying even the largest of monsters. Once in motion, snow slides are irresistible forces of nature, tearing down trees and pulverizing buildings. When an avalanche finally grinds to a halt, the snow congeals like concrete, making rescue efforts extremely difficult.

No one knows exactly when an avalanche will fall, what its path might be, or how far down its path it will travel. Some areas are known to have avalanches during certain kinds of weather during certain times of year. And no one can tell who might survive an avalanche and who might not. Small avalanches can kill easily; large avalanches may do little harm, even to those in their path.

Avalanches kill in two primary ways. First, they can kill with their initial impact. Second, they can bury and suffocate their victims.

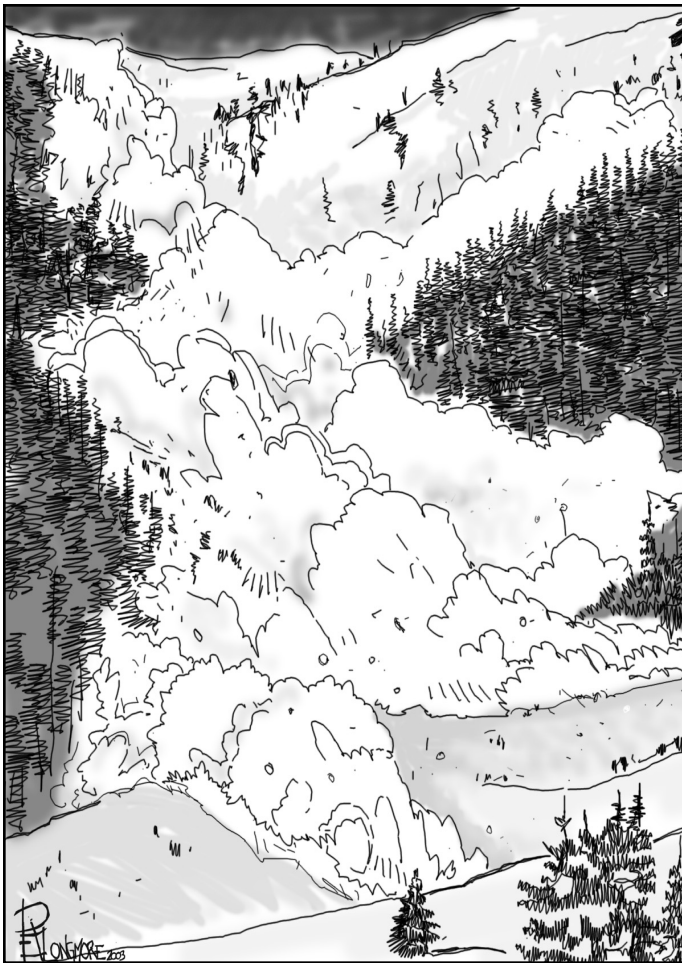
Causes

When the layers of snow packed on a mountain are of uneven density, the potential for an avalanche is created. The uneven density may have been created by warm weather lightly melting an upper layer of snow, which freezes at night into heavier, icier snow. If this snow rests on an incline, the potential for an avalanche is created. A heavy snow of 6 inches or more will put stress on this uneven layer, causing the weaker supporting snow to give way. When this happens, you have an avalanche.

Although many avalanches occur naturally, 90% of deadly avalanches are triggered by people crossing unstable snow. There are several characteristics common to avalanche areas that help experienced mountaineers avoid them. Note that these methods are far from perfect; avalanches do happen at odd times without warning.

- **Snowfall:** Avalanches are most likely to run during or after snowfall of 6 inches or more. The day after a new snowfall is the most critical time for avalanches. The pure clean snow on hillsides that is so popular among skiers is exactly the same snow that is most likely to start an avalanche.
- **Warm Temperature:** Warm weather causes a shift in density of the topmost layers of snow, as described above. In addition, it heats the rocks to which snow clings, creating another distinct layer. It is these multiple layers that set the stage for an avalanche.
- **Slope:** The potential for avalanche exists on inclines of 30 to 45 degrees. If the incline is less, the snow typically does not

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have enough potential energy to start an avalanche. If the incline is too great, not enough snow accumulates to make an avalanche.

- **Windward or Leeward:** Avalanches tend to happen on the side of a mountain that accumulates the most loose snow. Mountains primarily receive precipitation on one side, usually the windward side (the side that faces the wind). The wind then blows any loose snow to the leeward side (downwind). This snow, being lightly packed, makes for weaker upper layers, which are more prone to collapse under pressure.

The Avalanche Zone

Experienced mountaineers who are familiar with the territory will know the common avalanche sites and when to avoid them. It's those tricky rare avalanche sites that may catch a party unaware.

To screen an area for avalanche zones: make a Climb check (DC below) using the Wisdom modifier in place of Strength. Add a +2 synergy bonus to the check if the character has 5 or more ranks in the Survival, Knowledge (Geography), or Knowledge (nature). These synergies stack.

- **Common Avalanche Sites (DC10):** Avalanches occur several times a year.
- **Uncommon Avalanche Sites (DC 15):** Avalanches occur a few times every five years.

- **Rare Avalanche Sites (DC 20):** An avalanche occurs perhaps once per decade.
- **Extremely Rare Avalanche Sites (DC 25):** Avalanches are nearly unheard of.

A character may only check an area once a day and may not take a 10 or 20. Once an area has been identified as dangerous, it need not be checked again that season.

If a party must cross through an avalanche zone while it is unstable, some basic precautions can be taken to help ensure some measure of safety. The party should stay quiet and move quickly through the zone. Creating loud noises and disturbances, or making camp would be extremely unwise.

Triggering an Avalanche

Avalanche conditions must exist for an avalanche to occur. If the DM determines those conditions exist, there is a base 1 in 20 chance (roll 1 on a d20) of an avalanche happening once an hour, modified by the conditions listed below.

- **Loud Noise:** +2
- **Bard Singing:** +1
- **Moderate Wind:** +1
- **Strong Wind:** +2
- **Severe Wind:** +3
- **Windstorm:** +4
- **Hurricane:** +8
- **Daytime:** +1
- **Nighttime:** -1
- **Recent Snow:** +3
- **Explosion (e.g., fireball spell):** +1 per 5 points of damage
- **Warm Temperature:** +1/10 F° above 35°F
- **Cold Temperature:** -1/10 F° below 35°F

Some mountaineers protect passes by starting avalanches in high-risk areas to relieve the pressure from accumulating snow on the ridges. To do so simply requires that the avalanche area is identified (as described above), getting out of the likely path of the avalanche, and then striking the area with a destructive area spell or explosive effect.

Avalanche Size

The effects of an avalanche, obviously, depend upon its size. The size, direction, and effects of an avalanche are extremely hard to predict. The history of an avalanche zone says more about what to expect than anything else. However, severe weather can change how dangerous an avalanche zone becomes. DMs may elect to choose a size and path for an avalanche, or it can be determined at random see table 2.11.

Note that breathing is nearly impossible during an avalanche due to the pressure changes: the wind caused by an avalanche forms a pressure wave that moves just before the falling snow. It moves a little faster than the avalanche—about the same speed as the winds in a class 3 or 4 tornado. Fortunately, the winds are only

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generated for the duration of the avalanche—perhaps 30 to 40 seconds.

Survival

A deep rumbling usually precedes an avalanche. A successful Listen check (DC 15) will give a PC 1d4 rounds of warning. An avalanche can also be spotted from as far as 1d10x500 feet (DC 20). If the Spot check to determine the encounter distance is failed, the avalanche will be automatically seen at half the original distance (likely too late). Assume an average avalanche will travel 200 squares (1000 ft) per round. Characters who cannot get out of the way (*fly* spell, *teleportation*, *burrowing*, etc.) will have to try to survive it. Surviving an avalanche involves a pair of saving throws. The first save is to see if the character is buried in the snow. The second save is a check to see if they had the presence of mind to make an air pocket (if buried).

Reflex Save: Riding the snow wave—This saving throw determines how hard the avalanche hit them, and how deeply they are buried. If the save succeeds, the character takes only half damage and is only minimally buried (half the listed depth) in snow. If it succeeds by 4 or more, the character is able to “swim” up to the top of the snow and is not buried at all. If the saving throw

fails, the character is hit broadside and takes full damage. The character is also stunned, shaken, buried, and is pinned. Apply the following circumstance modifiers to the saving throw. The base DC is listed above.

- **Shield:** A PC with a shield receives a -1 circumstance penalty for each size level of the shield (buckler -1, small -2, large -3, tower -4) as it catches the snow and makes maneuvering difficult.
- **Size:** The character suffers a -1 circumstance penalty for each size category above Medium-size and receives a +1 circumstance bonus for each size category below Medium-size.
- **Cover:** If the character can find cover, apply all normal cover bonuses to the saving throw. Any cover used must be able to withstand the avalanche (Tower shields do not qualify).

Willpower Save: Finding an air pocket—If a character is buried but not pinned, he may make a Will save (DC 20) to have the presence of mind to form an air pocket under the snow and to not panic and use up that air. If the saving throw succeeds, the character has enough air to breath for 1d4 hours without digging out further air space. On a failed Willpower save, or if the character was pinned they have only 1d20 rounds of air. Once out of fresh air, a character begins to suffocate. A character can hold his breath for a number of rounds equal to twice their Constitution. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by +1. When the character finally fails his Constitution check, he begins to suffocate. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

Loosely packed snow has a great deal of air trapped in it. Tunneling through that snow frees up a lot of that air. As long as an individual keeps digging, he can continue to breathe with difficulty (treat as slow suffocation), taking 1d6 points of nonlethal damage every 15 minutes. Being buried alive is extremely disorienting and requires a successful Survival check (DC 20) to determine which way is up. PCs can dig their way out at a rate of one foot per round if they aren’t pinned. If pinned, the character can make an Escape Artist check (DC 10 + feet of snow buried in) to maneuver himself so he can dig himself out. If the character fails the check or doesn’t have the skill, he must get outside help or suffocate as above.

Rescue

Characters who have not been buried or have freed themselves can attempt to rescue other characters trapped in the snowdrifts. The rescue party will have four concerns: (1) finding buried party members, (2) digging through the snow effectively, (3) time, and (4) a follow-up avalanche.

The hardest part of rescuing people buried in snow is finding them. The snow gives no indications as to whether someone is buried under it or not. Snow also muffles sound so characters buried in as little as 5 feet of snow will not be heard. There are many ways to find a buried character, magical means being most

Table 2.11 Avalanche Size

Roll (d20)	Size	Effect
1–5	Small	A steep hillside: Snow buries anything in path in 7–12 inches of snow. Base damage is 1d6 if in path, 4d6 in the bury zone. Snow travels for 10d10 yards and is 1d4x100 feet wide. Winds from 0 to 60 mph are generated. Reflex DC 13
6–13	Medium	A short mountainside: Snow buries anything in path in 1d6 feet of snow. Base damage is 3d6 if in path, 8d6 in the bury zone. Snow travels for 5d100 yards and is 1d6x100 feet wide. Winds from 110 to 150 mph are generated. Reflex DC 15
14–19	Large	A large mountainside: Snow buries anything in path in 2d6 feet of snow. Base damage is 5d6 if in path, 12d6 in the bury zone. Snow travels for 10d100 yards and is 2d6x100 feet wide. Winds from 150 to 180 mph are generated. Reflex DC 17
20	Catastrophic	Several avalanche areas falling at once: Destroys trees, changes the landscape, levels buildings and even towns. Snow buries anything in path in 3d20 feet of snow. Base damage is 10d6 if in path, 24d6 in the bury zone. Snow travels for 1d4 miles and is 3d6x100 feet wide. Winds exceeding 180 mph are generated. Reflex DC 21

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effective, but more mundane techniques exist: The PCs can dig at random locations (trial and error—a very slow method); An animal can try to locate them by scent (Survival DC 25); Long poles can be used to probe the snow (Search DC 20 + snow depth). Unfortunately all the non-magical methods take time; time the pinned characters might not have. Even if a character has sufficient air, they will still suffer from exposure.

Icefall

Ice avalanches are deadlier, if that's possible, than snow avalanches. They slide on snow but have incredible mass. Icefalls occur where a glacier plunges over a steep slope, the velocity of the ice can suddenly triple to as much as six inches an hour for a distance of a few dozen yards. The brittle surface of the ice cannot keep pace with the plastic flow underneath and repeatedly splits open under stress into a honeycomb of intersecting crevasses. As the fissures deepen, they cleave out individual pillars of ice called seracs.

The game mechanic for icefalls is identical to that of an avalanche (size, damage, Reflex save), however a buried character does not receive a Willpower save to create an air pocket, nor can he dig himself out. Chunks of ice are far less yielding than loose snow and do not contain large amounts of air to breathe.

Jökulhlaup

Jökulhlaups happen when a glacier dams up water that has already melted. Once the water finds its way through the ice blocking its flow, the resulting explosion sends icy water flowing down the slopes at high speeds, spewing up to 30 miles out and turning up to 386 square miles of plain into a vast lake. Creatures in the jökulhlaup's path must make a Fortitude save (DC 15).

Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of damage each round from the battering (1d3 on a successful Swim check) plus potential nonlethal damage due to hypothermia. Huge creatures that fail are knocked down and face potential drowning. Gargantuan and Colossal creatures must also make saves, but they only drown if the water rises above their heads.

Lahar

When a volcano erupts, the meltwater carries away enormous quantities of recent and old ash, creating a mudflow known as a lahar. Lahars are debris flows that contain a high concentration of icy debris to give them the internal strength necessary to transport huge boulders as well as buildings and bridges and to exert extremely high impact forces against objects in their paths. Lahars can be a few hundred yards wide, tens of yards deep, flow at several tens of yards per second, and travel over 100 miles from the initial debris site.

In essence, a lahar is a combination of a jökulhlaup and an avalanche. Creatures in the lahar's path must make a Fort save (DC 20). Large or smaller creatures that fail the save are swept away by the rushing water, taking 4d6 points of damage each round (2d6 on a successful Swim check) and face further potential damage from hypothermia. Huge creatures that fail are knocked down and face potential drowning. Gargantuan and Colossal creatures must also make saves, but they only drown if the water rises above their heads. Those at the base of a lahar suffer 8d6 points of damage or none with a successful Reflex save (DC 15). Failure of either save means the character is pinned and buried in mud. The character will begin drowning almost immediately.

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It only took a few months before the Torassians returned. Once ships had been spotted, Anjka decided to perform the Kushapatshikan, or tent-shaking ceremony, to find out more about the invaders.

She stepped over the freshly picked fir boughs in the main tent into another smaller tent. It was covered with caribou hide and supported by eight poles. As soon as she stuck her head in the tent, it began to shake violently. The voices of beasts and people shouted, yelled, and squealed within.

A thin sheen of sweat covered Kanereyklak's forehead. Although he had witnessed tent-shaking ceremonies before, he was never comfortable with his wife in a small tent surrounded by potentially hostile spirits. To perform a tent-shaking ceremony required an accumulation of manitushiun, power granted through the hunting of animal spirits. But Anjka did not need to hunt to gain such power, as an angakoq, her relationships with the animal masters bestowed much manitushiun through association alone.

Then it was over and the tent stopped shaking. Anjka emerged, drenched in sweat, but otherwise unharmed. Her

eyes were wide and dilated. When she looked at Kanereyklak, she looked through him.

"The Mishtapeu is angry. She has spoken to the other Mishtapeuat and their Angakoqs. The Torassians have built a fort."

Kanereyklak's hands balled into fists.

"They call the fort Novo Arkhangel'sk. They are using it to hunt seal."

"How many men?" Kanereyklak asked through gritted teeth.

"Perhaps sixty, perhaps more."

"Sixty guns." Kanereyklak shook his head. "One man with even one of those weapons could kill many of our best warriors."

Anjka put one hand on his shoulder. "They are merely hiring the local tribes."

"For now," Kanereyklak said softly, "for now."

A few days later Aleksander and his men came to Kanereyklak's tribe. They met across the frozen wastes, a

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few miles outside of the village. Kanereyklak negotiated the exchange. The two spoke in the Southern tongue, which was unknown to both Aleksander's and Kanereyklak's people.

"I am glad you came comrade," Aleksander said with a broad grin. He appeared more confident. "I have come to repay the kindness you have shown me."

"You are hiring the men to do work, when they should be hunting for their own tribes for the coming winter. It will be colder this year."

Aleksander continued to maintain a strained smile. "Yes, and that is while they will need to hunt faster." He gestured, and one of Aleksander's men brought over a flintlock musket. "This will double your kills, and you will make enough for us and for you. I will give your men fine drink as well."

"Drink?" Kanereyklak didn't spare the gun a glance, but the younger tribesmen examined it with reverence.

"Drink! You haven't had a real drink until you've had Torassian whiskey. Here," he offered a metal flask, "try some."

Kanereyklak's nostrils flared in derision. "I know what that is," he waved off the drink, "and I know what you are."

"Then you know," Aleksander said softly, "that this is what's best for your tribe."

Kanereyklak knew that he could not battle the progress and competition of the other tribes. Aleksander's menacing tone meant they didn't have a choice. It was only a question of how much corruption they were willing to take.

"We will only take the guns," he said. "You can keep your whiskey."

"Excellent!" Aleksander shouted, clapping the smaller man on the back and gripping his hand in a painful handshake. The other Torassians let out a whoop at the obviously good sign. "Then it is done. The men who wish to get their guns must report to Novo Arkhangel'sk tomorrow morning."

Kanereyklak nodded and turned to the young warriors who accompanied him. He said in their native tongue, "The adlait offers us weapons in exchange for sealskins. He says that we will hunt faster with their weapons. They want all who are interested to join them tomorrow morning."

Aleksander turned to his own men. "The kolosh have welcomed us to their land," he said. "They will help us hunt, they will bring us seal skins, and we will all become very, very rich!"

The young warriors, respectful of their elder's words showed little signs of joy at the news. The Torassians raised their fists in triumph. Having conducted their business for the day, the two groups parted ways.

This chapter details the various races and how they might be applied to a cold setting. Additionally, various subraces are listed, each described along with the culture it originated from.

Dwarves

Dwarves may at first seem particularly suited to cold lands, with their large beards and propensity for burrowing underground. However, a beard can sometimes be a hindrance in the arctic lands. Moisture collects on a dwarf's long beard from his nose and mouth and instantly freezes in temperatures below 32 degrees Fahrenheit. This hair, now turned to ice, can break off and tear skin off with it.

Apply the following modifications to dwarves:

- **Beard Hindrance:** Dwarves who do not have the Hot-Blooded feat must make a Fort save (DC 10) once every hour they are in such cold conditions. Failure means the dwarf takes 1 point of nonlethal cold damage in addition to any hypothermia or frostbite effects. Their rank in Survival may be applied to the saving throw.
- **Compact:** Dwarves are more compact than other races. As a result, their blood doesn't have to travel as far to heat their extremities. Dwarves receive their +2 racial bonus on saving throws for exposure.
- **Favored Terrain:** Cold Mountains. Dwarves are most at home in the mountains. Whenever in that terrain, a dwarf receives a +2 racial bonus to all Balance, Climb, and Survival checks. Dwarves automatically know any avalanche zone in their native mountains.
- **Stonecunning:** Stonecunning is more challenging in snow-covered mountains. Dwarves only receive a +1 racial bonus on Search checks to notice unusual stonework when it is covered with snow or ice. The dwarf must actively look for the unusual stonework (instead of just coming within 10 feet of it).
- **Mountain Fighting:** A dwarf with 5 or more ranks in the Balance skill retains his dodge bonus against giants when fighting on mountains or slippery surfaces.

Subrace: Domovoi (Slavic)

Domovoi have a peculiar relationship with humanity. They are cohabitants, often sleeping under the family stove. They watch over the family and see themselves as their protectors and helpers, but they expect to be respected in return. Females are called domovika and they usually live in the cellar of homes.

The domovoi lose the following traditional dwarven abilities:

- Weapon Familiarity with dwarven racial weapons.
- Stability bonus to resist being bull rushed.
- +2 racial bonus on saving throws against poison.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against creatures of the giant type.

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Domovoi gain:

- **Favored terrain:** Cold Plains. Domovoi receive a +2 racial bonus to Listen, Move Silently, and Spot checks. Domovoi use these skills to guard their homes.
- **Spell-like Abilities:** Domovoi with Charisma scores of 10 or higher may cast the following 0-level spells (cantrips) *ghost sound*, *mending* and *mage hand*, each once per day. Treat the domovik as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.
- **Small:** As Small creatures, domovoi gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.

The following abilities are changed:

- **Stonecunning:** Domovoi have the Woodcunning ability. Replace the word “stone” with “wood”—woodcunning applies to all wood structures.
- **Racial Bonus:** +2 racial bonus on Craft checks. Domovoi apply this bonus to any skill that helps out around the household.
- **Favored Class:** Expert. Domovoi enjoy helping around the house and develop a multitude of skills that are the envy of every human craftsmen.

Subrace: Dverge (Nordic)

The dwarves of a Nordic campaign are great practitioners of the magical arts, particularly when it comes to crafting magic items. As a result, their emphasis shifts from acting as warriors to their expertise at crafts.

Dverge lose the following:

- +1 racial bonus to attack rolls against orcs and goblinoids.

Dverge gain:

- **Favored Terrain:** Cold Underground. Dverge receive a +2 racial bonus to Listen, Spot, and Search checks when in cold underground terrain.
- **Spell-like Abilities:** Dverge with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *mending*, *mage hand* and *prestidigitation*, each once per day. Treat the dverge as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

The following abilities are changed:

- **Favored class:** Expert. Dverge are legendary smiths and enchanters of weapons and armor.

Subrace: Keelut (Eskimo)

Keelut are alternately feared and hated by humans. Their active tunneling through the ice often creates unintentional pitfalls that can be deadly to Eskimo hunters.



Keelut lose the following:

- +2 racial bonus on saving throws against poison.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 racial bonus on Appraise checks.

Keelut gain:

- +2 racial bonus on saving throws against cold. Keelut are exceptionally hard and inured to freezing conditions.
- +1 racial bonus to attack rolls against humans and atshen. Keelut constantly war with humans, who have a tendency to collapse their ice caverns (intentionally or unintentionally). Atshen hunt them for food.
- **Favored Terrain:** Cold Desert. Keelut receive a +2 racial bonus to Hide, Move Silently, and Survival checks in Cold Desert terrains. Keelut use these skills to survive in the deep ice.
- **Hot-Blooded:** Keelut get Hot Blooded as a bonus feat. See the Skills and Feats section for more details.
- **Spell-like Abilities:** Keelut with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *ghost sound*, *guidance* and *prestidigitation*, each once per day. Treat the keelut as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

The following abilities are changed:

- **Stonecunning:** Keelut have the Icecunning ability. Replace the word “stone” with “ice”—icecunning applies to all ice structures, including tunnels.

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- +2 racial bonus on Craft checks. Keelut apply this bonus to barkcraft, scrimshaw, weaving, or woodwork.

Subrace: Prehistoric (Ice Age) Dwarves

Prehistoric dwarves live in the wild uncultivated parts of the country, not necessarily because immigrants dispossessed them, but because they are entirely pastoral and unacquainted with agriculture. Though they are sometimes found in forests, they prefer open moors and heaths that provides pasturage for their cattle. Prehistoric dwarves live chiefly on the milk of their herds, with an occasional feast of meat. They are hairy and have dark complexions. Their dwelling-places are built of stone, wattle or turf, and are in beehive form. Entire families live together in this fashion. Their houses are used in the winter only. Prehistoric dwarves live entirely out of doors in the summer. Prehistoric dwarves learned quickly that the best defense is a strong offense. They are masters of bronze, of which they pride themselves in an era when stone implements are the norm. Prehistoric dwarves have a matriarchy. The king has a secondary place except in times of war. Property is communal. They breed cattle and dogs.

Prehistoric dwarves lose the following:

- Weapon Familiarity with dwarven racial weapons.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against giants.

Prehistoric dwarves gain:

- **Favored Terrain:** Cold Hills. Prehistoric dwarves receive a +2 racial bonus to Move Silently and Hide checks in Cold Hills terrain. Prehistoric dwarves flee from strangers, are fleet of foot, and are so highly skilled in the art of taking cover that they are seldom seen.
- **Hot-Blooded Feat:** Prehistoric dwarves get Hot Blooded as a bonus feat.
- **Proficient with shortspear and dart:** Prehistoric dwarves fashion bronze-tipped spears for defense and use poisoned dwarf-shot darts when fighting outsiders.
- +1 racial attack bonus with thrown weapons: Prehistoric dwarves are experts at “spanging” dwarf-shot (small arrow-heads made of flint that are usually poisoned) with their thumbs.

The following abilities are changed:

- **Favored class:** Ranger.

Elves

Elves from cold lands are creatures of ice and snow. Their pale skin is even paler, their eyes range from crystal blue to icy gray. They specialize in hunting animals that roam their forests and are practically undetectable in their natural terrain.

Apply the following modifications to elves:

- **Favored Terrain:** Cold Forest. Elves receive a +2 bonus to Move Silently, Hide, and Survival checks in Cold Forests.
- **Hot-Blooded:** Elves seem to be completely immune to the effects of the cold and receive Hot Blooded as a bonus feat.
- **Detect Doors:** Elves only receive a +1 racial bonus to Search checks for secret or hidden doors covered in ice or snow.
- **Snow Walk:** Elves with 5 or more ranks in Balance can walk on snow rather than wade through it. They are completely unaffected by any penalties for movement or combat in snow and are considered to be on higher ground when engaging an opponent in melee who is wading through the snow.

Subrace: Alfar (Nordic)

The alfar are quite similar to elves in traditional fantasy campaigns, however they are much more alien in personality, acting on seemingly random whim, doing as they please. They live in mounds and barrows, where, just beyond the Prime Material Plane, they live in a parallel realm with their own homes and families.

Alfar lose the following:

- Proficiency with longsword, rapier, and bows.

Alfar gain:

- **Favored Terrain:** Cold Plains. Alfar receive a +2 bonus to Craft, Appraise, and Knowledge checks while in Cold Plains.
- The Extraplanar subtype
- **Spell-like Abilities:** Alfar with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *ghost sound*, *mage hand* and *dancing lights*, each once per day. Treat the alfar as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

The following abilities are changed:

- **Favored class:** Sorcerer.

Subrace: Leshii (Slavic)

Elves are changed significantly in a Slavic campaign. A leshy is a guardian of the forest and an ancient faerie. Leshy's are covered in light brown or black fur. A leshy's skin (what can be seen underneath the hair) is tinged with blue and is bark-like in texture. Leshii have protruding pale green eyes. Female leshii, called lesovikha, appear as young girls dressed in white. Leshii are mischievous to outsiders and dangerous to foresters, woodsmen, and anyone who would intentionally damage their forest.

In a Slavic campaign, leshii lose:

- Proficiency with longsword, rapier, and bows.
- Immunity to *sleep* spells and +2 racial saving throw bonus against Enchantment spells and effects.

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Leshii gain:

- **Favored Terrain:** Cold Forest. Leshii receive a +2 racial bonus to Knowledge (nature), Profession (apothecary), and Survival checks in Cold Forests. They feel the pain of the forest around them, weeping at the loss of a single tree.
- **Proficiency with whip and club:** These are the leshii's weapons of choice.
- **Spell-like Abilities:** Leshii with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *ghost sound*, *dancing lights* and *prestidigitation*, each once per day. Treat the leshy as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

The following abilities are changed:

- **Favored class:** Volkhov (see the Slavic campaign setting).
- **Languages:** Once per day, leshii can *speak with animals* as a spell-like ability to speak with any animal that lives in the forest. It has a duration of 1 minute and is cast as a 1st-level caster, regardless of the leshy's actual level.

Subrace: Rmoahali (Ice Age)

The rmoahali are a dark-skinned race, almost mahogany black. They are taller than standard elves, reaching up to twelve feet in height. They have difficulty with logical reasoning but have exceptional memories, which they pass on through a form of racial memory. They have telekinetic powers that they tap from vegetation. Rmoahali generally avoid contact with the "primitive" races.

Rmoahali lose the following:

- Proficiency with longsword, rapier, and bows.
- +2 Dexterity, -2 Constitution.

Rmoahali gain:

- +2 Wisdom, -2 Intelligence: Rmoahali have extreme difficulty with logical reasoning but their racial memories make up for it.
- **Speed:** Rmoahali base speed is 40 feet.
- **Size:** Rmoahali are considered large-beings.
- **Spell-like Abilities:** Rmoahali with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *open/close*, *mage hand* and *prestidigitation*, each once per day. Treat the rmoahali as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.



The following abilities are changed:

- **Favored class:** Psion or alternately Sorcerer.

Subrace: Tornrait (Eskimo)

Elves are changed significantly in an Eskimo campaign. A tornrak (plural tornrait) looks generally human, but has a peculiarity in its appearance that varies from tornrak to tornrak, like extraordinarily long hair or pointed ears. They look benevolently upon



most humans and don't mind helping them if they are paid the proper respect.

In an Eskimo campaign, tornrait lose:

- Proficiency with longsword, rapier, and bows.
- Immunity to *sleep* spells and +2 racial saving throw bonus against Enchantment spells and effects.
- +1 racial bonus to Listen, Search, and Spot checks.

Tornrait gain:

- **Favored Terrain:** Cold Desert. Tornrait gain a +2 racial bonus to Hide, Move Silently, and Survival checks in Cold Deserts. Tornrait prefer to remain unseen to most humans.
- +2 racial bonus to Knowledge (arcana) checks. Tornrait know much about the secrets of the land.
- **Hot-Blooded:** Tornrai get Hot Blooded as a bonus feat. See the Skills and Feats section for more details.
- **Spell-like Abilities:** Tornrait with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *ghost sound*, *guidance* and *prestidigitation*, each once per day. Treat the tornrak as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

The following abilities are changed:

- **Favored class:** Angakoq (see the Eskimo campaign setting).

Races

Gnomes

Gnomes are the most adaptable of the races that might dwell in a cold land. Their relationship and communication with burrowing animals is an important cornerstone of their survival techniques. Understanding how to burrow into the snow and permafrost to keep warm allows gnomes to disappear during the coldest months and reappear during the warmer seasons.

Apply the following modifications to gnomes:

- **Favored Terrain:** Cold Plains. Gnomes know how to survive in places where there is no shelter from the bitter winds. As a result, they gain a +2 racial bonus to Balance, Hide, and Survival checks in Cold Plains terrain.
- **Burrow:** Gnomes know how to burrow into deep snow and survive there. A gnome can burrow at a rate of 10 feet per round with his bare hands. As a standard action, a gnome in more than a foot of snow can dive into it to receive full Concealment (see Snow under Environmental Hazards).
- **Deep Snow Fighting:** Gnomes with 5 or more ranks in Tumble are unaffected by deep snow. They can move through snow at their normal speed and do not receive any combat penalties for being in deep snow (see Snow in the Environment chapter).

Subrace: Maahiset (Nordic)

The maahiset are much more tied to the element of Earth than other gnomes. Their affinity with it is so strong that they rival dwarves in their mastery of the underground.

Maahiset lose the following:

- Weapon Familiarity with gnomish racial weapons.
- +2 racial bonus on saving throws against illusions.
- +2 racial bonus on Craft (alchemy) checks.

Maahiset gain:

- **Stonecunning.** As the dwarven ability.
- **Favored Terrain:** Cold Underground. A maahiset receives a +2 racial bonus to Listen, Spot, and Hide checks when in Cold Underground terrain.

The following abilities are changed:

- **Spell-like Abilities:** Maahiset with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *open/close*, *mending* and *mage hand*, once per day. Treat the maahiset as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.
- **Favored class:** Cleric. Maahiset clerics invariably worship a deity with the Earth domain.

Subrace: Polevoi (Slavic)

Polevoi are most at home in the fields. As such, they are protectors and keepers of fields and farms. This does not mean they are

docile or peaceful by any means. Polevoi have black or dark-brown colored skin, grass-like hair. Their brown eyes resemble glittering stones.

Polevoi lose:

- Weapon Familiarity with gnomish racial weapons.
- +1 racial bonus to attack rolls against kobolds and goblinoids.
- +4 dodge bonus against giants.
- +2 racial bonus on Craft (alchemy) checks.

Polevoi gain:

- +1 racial bonus to Climb, Move Silently, Swim, and Survival checks. Polevoi are familiar with all aspects of their terrain.
- Proficiency with sickle or scythe.
- Low-light Vision.

The following abilities are changed:

- **Spell-like Abilities:** Polevoi with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *light*, *daze* and *prestidigitation*, each once per day. Treat the polevik as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.
- **Favored Class:** Cossack (see the Slavic campaign setting in this book).

Subrace: Swaxtiutid (Eskimo)

Gnomes are known as swaxtiutid. They are about the size of small children and dance about in wild and lonely places, like springs or ponds. They are the keepers of secret songs, which many angakoq hope to possess.

Swaxtiutid lose:

- Weapon Familiarity with gnomish racial weapons.
- +1 racial bonus to attack rolls against kobolds and goblinoids.
- +4 dodge bonus against giants.
- +2 racial bonus on Craft (alchemy) checks.

Swaxtiutid gain:

- **Favored Terrain:** Cold Marsh. Swaxtiutid gain a +2 racial bonus to Perform (chant), Perform (dance), and Survival checks in Cold Marsh terrains. Swaxtiutid spend their time singing and dancing in the forest.

The following abilities are changed:

- **Automatic Languages:** Swaxtiutid can use *speak with animals* to speak with any amphibian or fish that lives in fresh-water springs or ponds instead of burrowing mammals.
- **Spell-like Abilities:** Swaxtiutid with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *daze*, *guidance* and *create water*, each once per day. Treat the swaxtiutid as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

Frost and Fur



Subrace: Toltec (Ice Age)

The toltec are descendants of the rmoahali (a fact that neither likes to admit) but have since shrunk to their current state. They are a reddish-brown but significantly diminutive. On the other hand, while the rmoahali were only able to build certain inventions with their own rigid thinking, toltecs are much more innovative. As a result, they are capable of inventing fantastic new technologies that rock the Ice Age world. Toltec have developed rock-hard skin, an important defense when their technologies fail them. They are frequently at war with the rmoahali, who are the only genuine threat to their power. Toltecs have invented gas-bombs and even flying ships, all made possible through their alchemical discovery of something called “vril.”

Toltec lose the following:

- Weapon Familiarity with gnomish racial weapons.
- +1 racial bonus to attack kobolds and goblinoids.
- +2 racial bonus on Listen checks.

Toltec gain:

- **Natural Armor:** Toltec gain a natural armor bonus of +4 due to their stone-like skin.

The following abilities are changed:

- **Favored Class:** Conjurer. The toltec regularly traffic with beings from beyond to learn their technologies as well as to create more inventions.

Half-Elves

Half-elves are common wherever humans and elves coexist. However, in the cold lands, xenophobia is often the rule of survival, so crossbreeding is rare. Fortunately for half-elves, they still exhibit some of their elven ancestors adaptations to the cold.

Apply the following modifications to half elves:

- **Favored Terrain:** Cold Forest. Half-elves receive a +1 bonus to Move Silently, Hide, and Survival checks in Cold Forests.
- **Hot-Blooded:** Elves are resistant to the effects of the cold and receive a +2 racial bonus to resist cold effects.
- **Detect Doors:** Half-elves do not receive any racial bonus to Search checks for secret or hidden doors covered in ice or snow.
- **Snow Walk:** Half-elves with at least 5 ranks in the Balance skill cut the penalties of snow effects in half when calculating movement and speed.

Subrace: Half-Rmoahali (Ice Age)

Half-rmoahali aren't half-breeds, they are literally half as powerful as their progenitors. The rmoahali race is slowly degenerating and they point to the toltecs as an example. As a result, half-rmoahali are normal-sized humanoids with all the attributes of normal half-elves except for the following:

The following abilities are changed:

- **Elven Blood:** Half-rmoahali are considered rmoahali for spell purposes.

Subrace: Half-Tornrait (Eskimo)

Sometimes, the benevolent relationship between a tornrait and a human goes deeper than just the role of mentor and student. In these cases, half-tornrait are born.

Half-tornrait lose the following:

- +1 racial bonus to Listen, Search, and Spot checks.
- Elven Blood.

Half-tornrait gain:

- **Favored Terrain:** Cold Desert. Half-tornrait receive a +1 racial bonus to Hide, Move Silently, and Survival checks.
- +1 racial bonus to Knowledge (arcana) checks. Half-tornrait gain some of the insight of their angakoq parents.

Halflings

In a world where warmth is reserved for those who are bigger and hairier, the halfling must be even more crafty and cautious. Halflings in arctic lands mimic the arctic hare and other tiny rodents. Their quick senses and fast-twitch reflexes are all that keep them alive in a harsh, unforgiving land.

Apply the following modifications to halflings:

- **Favored Terrain:** Cold Hills. Halflings know how to survive in places where there is no shelter from the bitter winds. As a result, they gain a +2 racial bonus to Balance, Hide, and Survival checks in Cold Hills terrain.

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- **Snow Walk:** Halflings with 5 or more ranks in Balance can walk on snow rather than wade through it. They are completely unaffected by any penalties for movement or combat in snow and are considered to be on higher ground when engaging an opponent in melee who is wading through the snow.
- **Ski:** Halflings with 5 or more ranks in Tumble checks can slide across snow and ice at high speeds. A halfling can move at double or normal his speed without provoking an attack of opportunity by sliding across snow and ice.

Subrace: Katshimetsheshuat (Eskimo)

Halflings are changed significantly in an Eskimo campaign. Katshimetsheshuat are only seen or heard in the dark or fog. They are fond of throwing stones at tents, stealing camp belongings, and if the mood strikes them, kidnapping. Children are sometimes exhorted not to stray too far from camp for fear that katshimetsheshuat will accost them.

Katshimetsheshuat (Katshi, for short) in an Eskimo campaign lose:

- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear.

Katshi gain:

- **Darkvision:** Katshi can see in the dark up to 60 feet. Darkvision is black and white only but it is otherwise like normal sight. Katshi don't mind the dark at all.
- **Favored Terrain:** Cold Plains. Katshi receive a +2 racial bonus to Hide, Search, and Move Silently checks in Cold Plains. Katshi enjoy penetrating camps and stealing supplies.
- **Hot-Blooded:** Katshi get Hot Blooded as a bonus feat.
- **Spell-like Abilities:** Katshi with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *ghost sound*, *prestidigitation* and *know direction*, each once per day. Treat the katshi as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.

Subrace: Little Fist (Slavic)

Halflings are changed significantly in a Slavic campaign. They are called Little Fists for a reason—they are ferociously aggressive and utterly fearless. They typically work with other supernatural beings in their service and it is a point of pride amongst them that they defeat a human in one-on-one combat. The males never cut their beards and wear them extremely long.

Little Fists lose:

- +1 racial attack bonus with thrown weapons.

Little Fists gain:

- Improved Unarmed Combat feat.
- **Favored Terrain:** Cold Forest. Little fists receive a +2 racial bonus to Balance, Jump, and Tumble, checks in Cold Forests.

The following abilities are changed:

- **Favored Class:** Monk.

Subrace: Nisse (Nordic)

Nisse are proud spirits of farms and homes. They establish domains covering both land and people and determine whom they will bless with their presence. Adventuring nisse are those who have decided a protected person needs their help—whether he wants it or not.

Nisse lose the following:

- +1 racial attack bonus with a thrown weapon.
- +2 morale bonus on saving throws against fear.

Nisse gain:

- **Spell-like Abilities:** Nisse with Charisma scores of 10 or higher may cast the 0-level spells (cantrips) *prestidigitation*, *mending* and *mage hand*, each once per day. Treat the nisse as a 1st-level caster for all spell effects dependent on level. DCs are Charisma based.
- **Favored Terrain:** Cold Plains. Nisse receive a +2 bonus to Craft, Knowledge, and Profession checks in Cold Plains.

Subrace: Prehistoric (Ice Age) Halflings

Prehistoric halflings must struggle to survive in a world that rewards the powerful and punishes the weak. To that end, they have made alliances with canines of all types. Domestication, the taming and inclusion of normally wild animals in halfling culture, starts in this age with dogs. Wild dogs shared a similar pack structure to halflings and are found to be very flexible in how they defined their pack. Dogs accept a non-dog as pack leader and are comfortable with sharing a kill. Dogs also have rudimentary communications skills and adapt to directions given by halfling pack mates. As dogs grew to trust and interact with humans, halflings made places for them in camp and began generations of breeding. They ride them as mounts and use them in hunting.

Prehistoric halflings lose the following:

- +1 racial attack bonus with a thrown weapon.
- +2 morale bonus on saving throws against fear.

Prehistoric halflings gain:

- **Favored Terrain:** Cold Hills. Halflings receive a +2 racial bonus to Animal Empathy, Handle Animal, and Ride checks in Cold Hills terrain.
- **Speak With Canines:** Once per day a halfling can use *speak with animals* as a spell-like ability to speak with any canine. This ability is innate to prehistoric halflings. It has a duration of 1 minute.
- **Hot-Blooded Feat:** Prehistoric halflings get Hot Blooded as a bonus feat.

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Half-Orcs

Half-orcs, like half-elves, aren't common in cold lands. Xenophobia is the rule, because tribes and cultures compete for resources. Such pairings are rare and usually forced. Half-orcs are more ferocious, violent, and brutal (if that's possible) in the arctic lands, where only the strongest survive.

Apply the following modifications to half-orcs:

- **Sleep Naked:** Half-orcs rarely notice the cold, even in their sleep. They receive the Hypothermic Sleep feat for free.
- **Blood Guzzle:** Half-orcs can raise their temperature by guzzling the blood of an opponent. The hot blood adds to their own heat and keeps them warm. Their Fortitude saves versus exposure receive an enhancement bonus of +1 per level of the warm-blooded victim. The effect lasts for 1d4 hours.
- **Favored Terrain:** Cold Hills. Half-orcs receive a +1 bonus to Search, Spot, and Survival checks in Cold Hills terrain. They are consummate hunters.

Subrace: Half-Arulataq (Eskimo)

As there are no orcs in an Eskimo campaign, there are no half-orcs. However, arulataq are fond of kidnapping human women and half-arulataq are the result.

Half-arulataq lose:

- Weapon Familiarity with orcish racial weapons.
- Orc Blood.

Half-arulataq gain:

- **Scent Feat:** The half-arulataq gains the scent ability as a bonus feat. He can track and identify creatures as animals and monsters do.
- **Hot-Blooded:** Half-arulataq get Hot Blooded as a bonus feat.

Subrace: Neanderthals (Ice Age)

In a world where xenophobia is a rule, crossbreeding is practically unheard of. However, Neanderthals fill the traditional role typically played by orcs and their kin. Physically, Neanderthals have thick bones, with a beetling brow and powerful jaws. They are stronger than normal humans and somewhat primitive in comparison.

Neanderthals lose the following:

- Weapon Familiarity with orcish racial weapons.
- **Orc Blood:** Neanderthals are not orcs and are a race unto themselves.
- **Darkvision:** Neanderthals have normal vision, just like humans.

Neanderthals gain:

- **Stonecunning:** Neanderthals are cave dwellers by nature and are intimately tied to the land. They have the same stonecunning ability that traditional dwarves have.



- **Favored Terrain:** Cold Mountains. Neanderthals receive a +2 racial bonus to Survival, Knowledge (nature), and Craft checks in Cold Mountains. Neanderthals are the first to take advantage of the shelter of caves.
- Proficient with either shortspear or handaxe. Neanderthals invented these tools first.
- **Hot-Blooded:** Neanderthals get Hot Blooded as a bonus feat.

Subrace: Trollborn (Nordic)

Trollborn are bigger, nastier, meaner, and more dangerous than normal humans. Their trollish ancestry gives them special insight into magic and it is a fatal mistake to brush them off as mere brutes.

Trollborn lose the following:

- Weapon Familiarity with orcish racial weapons.
- **Orc Blood:** Trollborn are part troll, not part orc. Trolls are different in a Nordic campaign, so trollborn do not gain any special powers as a result of this affiliation.

Trollborn gain:

- **Favored Terrain:** Cold Underground. Trollborn receive a +2 racial bonus to Craft, Knowledge, and Profession checks when in Cold Underground terrain.

The following abilities are changed:

- **Favored Class:** Sorcerer. Despite their size, trollborn make excellent sorcerers.

Humans

Humans are the most varied and adaptable races. In a cold campaign, they receive no penalties or bonuses. For more differentiation you may exchange the standard human bonus feat with the various optional cultural modifiers, below.

Races

Culture: Aleut (Eskimo)

An island people, the Aleut flourish in a land of cold islands with damp, thick fog. The men are hunters and fishermen and the women are very skilled cooks. The Aleutian people tend to be small and have dark skin, dark eyes and black hair. Aleuts have their own language. Aleuts live in villages consisting of several semi-subterranean houses, marsh grass covered huts and small wooden structures called frame houses. They hunt sea lion, seals, whales and fish out of the sea from skin-covered boats. The hunters in the Aleutian culture obey hunting rules and taboos laid down by their local angakoq. The angakoq also deal with sickness or injury. The Aleut have a structured society of chiefs, commoners, and slaves. The toyon, or village chief, ranks over the noble under him, called sukaskiq, through the importance of his possessions, including shells and amber. Beneath the nobles are the commoners and slaves. Unlike the Tlinigit (below), the Aleut do not practice the potlatch. The leaders are recruited from the high nobles or the chiefly elite. The “east” and the “above” are the sacred dimensions associated with the creator—*Agugux*. At dawn Aleut men emerge on the rooftops of their houses and face the east to greet the day and “swallow light.” Aleut receive the below bonuses but do not gain extra feats as most humans do.

- Proficient with the harpoon and composite bow. Aleut use these tools to survive, so they are all familiar with these weapons.
- **Favored Terrain:** Cold Aquatic. +2 cultural bonus on Craft (weaving), Profession (sailor), and Swim checks. Aleut are excellent basket weavers and excel at hunting on the ocean.
- **Hot-Blooded:** Aleut get Hot Blooded as a bonus feat.
- **Automatic Languages:** Common and Aleut. Bonus Languages: Inuit and Tlingit.
- **Favored Class:** Ranger. A multiclass Aleut’s ranger class does not count with determining whether he suffers an XP penalty for multiclassing. Almost every Aleut male is a ranger because it is an integral part of his survival.

Culture: Inuit (Eskimo)

The Inuit peoples are generally shorter and broader than other human cultures, with rounder faces, lighter skin, and epicanthic eye folds (the small of the skin covering the inner corner of the eyes that is common to Asian peoples). They are rarely taller than five feet at most, have black hair and small ears pressed flat against their heads. Names are passed on to a young child when a person of any age dies. Naming has special significance, as Inuit names include part of the identity and character of the name bearer. The Inuit do not show any preference for passing names within particular families or along paternal or maternal lines. On the other hand names do associate historically with a general locale. Male names include Âta, Âlipak, Anda, Kâle, Dâve, Farfarik, Jaipity, Jûât, Kanereyklak, Lâse, Mâsse, Nareyklak, Pîtaq and Sergius. Female names include Aleqasina, Âmâlia, Angnîta, Anjka, Âpilût, Hiti, Ilîna, Kâlat, Kâtak, Lâva, Naja, Ripîka, Sâlat, Karmiti, Kirima, Meriwa, Naqi, Ningegapik and Sedna. Family names include: Shangukeidi, Teikweidi, Dak-

l’aweidi, S’iknax’adi, Naanyaaaayi, S’eet’kweidi, Chookaneidi, Kaagwaantaan, Yanyeidi, Tsaaqweidi, Was’eeneidi, Wooshki-taan, Naasteidi, Laayaneidi, Lukaaxadi, L’uknax’adi, Takdeintaan, Kiks’adi, Deisheetaan, Kaachadi, Ishkahittaaan, L’eeneidi, Sukteeneidi, Gaanax’adi, Kwaashk’i Kwaan, Teey Hit Taan, Gaanaxteidi, Naaaadi, Neixadi. The Inuit mummify their nobles, build houses of wooden slabs, and are expert whale-hunters. Their housing varies from the igloo made of ice blocks to whalebone, wood, and sod semi-subterranean huts, to caribou or seal skin lodges during the summer season. They are superb ice and sea navigators with dog-drawn sleds and kayaks. A practical people, they practice infanticide and leave their old to die in times of great hardship. Inuit receive the below bonuses but do not gain extra feats as most humans do.

- Proficient with the composite shortbow, shortspear, and bola. Inuit use these tools to survive, so they are all familiar with these weapons.
- **Favored Terrain:** Cold Desert. Inuit receive a +2 cultural bonus on Climb, Move Silently, and Survival checks on Cold Desert terrain. Inuit are agile, surefooted, and athletic.
- **Hot-Blooded:** Inuit get Hot Blooded as a bonus feat.
- **Automatic Languages:** Common and Inuit. Bonus Languages: Aleut and Tlingit.
- **Favored Class:** Ranger. A multiclass Inuit’s ranger class does not count with determining whether he suffers an XP penalty for multiclassing. Almost every Inuit male is a ranger because it is an integral part of his survival.

Culture: Norsemen (Nordic)

Norsemen are fair- or olive-skinned, with blonde, black, brown, or red hair and brown or blue eyes. They are legendary for their height, especially in comparison to other European peoples. They average a height of six feet. Male names include Agnar, Aran, Bjarkmar, Borgar, Drott, Egil, Einar, Eirik, Fafnir, Frodi, Gjuki, Gim, Gripir, Hagal, Hamdir, Idmund, Ivar, Kjar, Leif, Melnir, Neri, Olaf, Raknar, Sigmund, Sigurd, Thord, Thorir, Ulf, Vignir, and Yngvi. Female names include Arnora, Bera, Brynhild, Dagny, Edda, Freydis, Grimhild, Helga, Isgerd, Kara, Lofnheid, Olvor, Ranghild, Sigrid, Throa, Unn, Vaetild, and Yrsa. Norsemen receive the below bonuses but do not gain extra feats as most humans do.

- Proficient with the battleaxe and shortspear. The Norsemen are best known for their use of the axe and spear in combat.
- **Favored Terrain:** Cold Aquatic. Norsemen receive a +2 cultural bonus to Intimidate, Profession (sailor), and Swim checks. The Norsemen admire strength and encourage violence, even amongst each other, at an early age.
- **Hot-Blooded:** Norsemen get Hot Blooded as a bonus feat.
- **Automatic Languages:** Common and Nordic.
- **Favored Class:** Barbarian. A multiclass Norseman’s barbarian class does not count with determining whether he suffers an XP penalty for multiclassing. Norsemen are terrifying opponents and even the least of them is a formidable combatant.

Frost and Fur

Inuit Glossary

aga: mother
ageatulaitpoq: there's no bottom to his stomach
alapa: it's cold!
anauytuk: snow-stick
anut: harness for dog
anyu: snow used for a specific purpose
arnaq: woman
igalaq: window of igloo
iglopuk: large snow house
ihun: lake trout
ikiaq: red spruce
ikun: knife or skin: scraper of horn or stone
ileanaitut: glad
ilipikuk: sealskin footwear
imnek: cliff
inallu: little intestine
injuqaq: old man
innuk: two men
iqniq: meteors
itigiaq: weasel
itsalik: deerskin tent
kalnaq: long-stemmed pipe
kamik: boot
kammuk: deerskin boot
kannannaq: north wind
kannoyak: cotton grass
kanut: white geese
kataq: pot, dish
keruguq: used to tie a dog
kesuk: water-sky
kia: who
kilallurak: white whale
kilaun: drum
kinalik: eider duck
kulitak: heavy skin coat
kulliq: lamp
mumik: drumstick
naga: NO!
nagojut: friendly

naneq: lamp
nannuraluk: polar bear
nawyat: seagull
nukka: younger sister
okauyak: a shrub
onipqaqtoq: tell a story
pinahut: three
poallu: skin mitts
purnaq: fat (from a duck)
qaqsrauk: loon
qatqain: come
qeorvik: a piece of wood
qilamitaun: bola
qilaq: sky or heaven
qopuk: ice-crack
qorviq: chamber pot
sieraq: connors (small fish)
sitamat: four
tallut: caribou hunting pits
tamaiijja: "there you are"
tattilgat: brown crane bird
tavrani tavra: stop, stop!
tiguaq: an adopted child
tikivik: thimble holder
tipuk: herrings
tiquana: adopted son
tukturaluk: caribou (said with amazement)
tullik: yellow billed loon
tulugaq: raven
uglu: seal hole in the ice
ugyuk: bearded seal
ukluk: skin of the brown bear
ulo: woman's knife
umiak: large skin-covered boat
umiaktorvik: river
una: this one
unalaq: west wind
unedlaq: basket
unisat: cache
uvinaq: lemming nest

Culture: Prehistoric (Ice Age)

Humans tend to live in clans and tribes, usually bound by family affiliation. These close bonds promote cultural identity and enforce group identity in clan or tribal defense. Tactics arise from mutual trust and dependency. Men of varying ability can hunt together and bring down more animals than a single man alone. This allows the clan or tribe to eat better and thus made life easier for everybody. Coordination in combat becomes essential as growing clans and tribes require more food. Humans tend to target individuals or small groups. They take advantage

of terrain to control the field of battle. They flank opponents, to take advantage of openings. They react to protect their injured while still maintaining a pattern. They understand the value of the individual, so they do not throw themselves away wantonly. Nevertheless, mortality rate is high amongst humans: men live to 40 at most and women rarely live beyond the age of 20. Prehistoric humans receive the below bonuses but do not gain extra feats as most humans do.

Races

- **Automatic Languages:** Humans speak their own language but are illiterate.
- **Hot-Blooded Feat:** Humans get Hot Blooded as a bonus feat.
- **Favored Class:** Ranger. A multiclass prehistoric human's ranger class does not count with determining whether he suffers an XP penalty for multiclassing. Prehistoric humans are survivors by nature.

Culture: Slavs (Slavic)

Humans in Slavic lands tend to be stout, powerful individuals, not unlike a larger version of dwarves. Beards are common, with hair ranging in color from black to brown to red. Their eyes can be brown, green, or black. Slavic peoples are a mix of other human types, so their skin color varies greatly: golden- and ivory-skinned are just as common as brown-skinned Slavs. Typical Slavic male names include: Aleshin, Aliosha, Boris, Busla, Dalmat, Dmitri, Dobrinya, Fedor, Gregor, Ilya, Ivan, Kirbitei, Mikhail, Peter, Sergei, Solovei, Vasily, Vladimir, and Yakov. Typical female names include: Anastasia, Elena, Katerina, Marfa, Sofia, and Tatiana. Slavs receive the below bonuses but do not gain extra feats as most humans do.

- +2 cultural bonus on saving throws against poison. Slavic people love to drink. They have such a high tolerance to alcohol that they are hardier than other folk.
- +2 morale saving throws against fear. Slavic people are notoriously difficult to impress or frighten. They are so accustomed to grief that the horrors of the supernatural rarely phase them.
- **Favored Terrain:** Cold Forest. Slavic peoples gain a +2 cultural bonus to Craft, Knowledge, and Profession checks in Cold Forest terrain.
- **Hot-Blooded:** Slavic people get Hot Blooded as a bonus feat.
- **Automatic Languages:** Common and Slavic.
- **Favored Class:** Commoner. A multiclass Slav's commoner class does not count with determining whether he suffers an XP penalty for multiclassing. It is an unfortunate reality that most Slavs were commoners, although they often rose above their class through heroic deeds.

Culture: Tlingit (Eskimo)

The Tlingit are primarily a fisher folk, although they are also highly successful traders between other tribes and foreigners. They are exceptional woodcarvers and basket makers and are renown for their Chilkat blanket woven of cedar bark and mountain goat wool. The Tlingit follow many typical customs of other Eskimos, including salmon fishing, sea and land mammal hunting, totem pole carving, wooden ceremonial masks, large houses made of wood, cedar chests and boxes, the potlatch, a society based on rank and wealth, dugout canoes, slave-keeping, and extensive trade. Tlingit totem poles are constructed as an integral part of their homesteads. Each brightly painted figure represents people or animals that have special meaning to the clan's history. When a pole is erected, the speaker relates stories of the clan's ancestry. The Tlingit live in large community houses and are dependent on the sea for food. They are characterized by a highly developed wood carving art, including totem poles, house fronts, masks, and other ceremonial items. They also use the tradition of the potlatch, which is a display of wealth and a festival for exchanging goods. The Tlingit receive the below bonuses but do not gain extra feats as most humans do.

- Proficient with the hand axe and longbow. Tlingit use these tools to survive, so they are all familiar with these weapons.
- **Favored Terrain:** Cold Forest. Tlingit gain a +2 cultural bonus on Craft (weaving), Craft (carving), and Survival checks in Cold Forests. Tlingit are excellent basket weavers and carvers. They are most known for their elaborate totem poles.
- **Automatic Languages:** Common and Tlingit. Bonus Languages: Inuit and Tlingit.
- **Totems:** Totem feat (raven or wolf) as a bonus feat. This feat determines the Tlingit's totem allegiance.
- **Favored Class:** Barbarian. A multiclass Tlingit's barbarian class does not count with determining whether he suffers an XP penalty for multiclassing. The Tlingit are fearsome warriors, thus the barbarian class suits them well.

Classes



Kanereyklak noticed a change in the younger warriors of the tribe. At first only a few carried the guns the adlait supplied. Then it was more. Then it was half. A few weeks later, every warrior had a gun. Except for Nareyklak.

"Father said that I must ask you for permission," the young boy, soon to be a young man, said with a sour turn to his mouth. He knew what the answer would be.

"No. You shall not use the gun of the southerner."

"But grandfather!" the boy practically shouted, "It is easier to hunt with! The others kill twice as many seals, and their skins are perfect!"

Kanereyklak took a deep breath. The boy's friends spoke through him. "That is precisely why I do not want any of our clan to use these weapons. Only harm can come from the gun."

"But grandfather," the boy began again after composing himself, "think of what we could do if we were at war. If one of us falls, anyone else could use it, even the women..."

Kanereyklak's eyes narrowed and the boy quieted. "I consider you more valuable than a finger on the trigger of a

gun. The other boys say these things because their parents say these things." He leaned forward, "Don't they?"

Nareyklak nodded.

"What are the guns made of, Nareyklak?"

The boy looked up at him suspiciously. "Metal."

"And where does the metal come from?"

Nareyklak pursed his lips in thought.

"From mines far to the south," said Kanereyklak. "We have no such mines. If you believe that the gun is so important to you, where will you get bullets when you run out?"

"I will make more bullets!" the boy cried defiantly.

"With what?" his elder replied with a smile, "snow? You say it will make war easier. But you are only as strong as the adlait who supply the guns."

"But with the guns," Nareyklak huffed, "we will be the strongest of all the tribes."

"And tell me," Kanereyklak leaned closer, "what will you do when the adlait use the guns on you?"

Classes

The boy blinked as if he had been slapped. Good, Kanereyklak thought. He had finally gotten the boy's attention.

"You will die. The bow takes skill. Killing the seal and caribou with the gun is a disgrace to the spirits. The bow is an extension of you. The gun is a currency. It can be given and it can be taken away. I am not ready to depend on the adlait for survival."

He sighed and reached behind him. "But I understand your frustration. That's why I'm giving you this."

The boy's eyes widened as Kanereyklak pulled a smaller bow from behind his back. "Your first bow," he said with a slight smile. "Today, we hunt the caribou, not the seal. And today I will show you why the bow is superior."

The boy did not bring up the issue of the gun again. I have saved one of them, Kanereyklak thought.

Time passed and the adlait continued to hire the men of the surrounding tribes to kill seals. Slowly, almost imperceptibly, things changed. The powerfully armed hunters were quickly depleting the local seal population. Sealskins became rare. Even with the power of the gun, the hunters could not keep both their families fed and the adlait satisfied.

The prestige of having a gun was no longer enough to entice the young warriors, so the adlait stopped trading guns and introduced other vices. It was not long before plumes of cigarette smoke were visible at the potlachs.

Then the adlait stopped visiting the villages all together. Some of the men despaired, but they were not willing to go to Novo Arkhangel'sk to beg. They still had their pride.

Life went on. Kanereyklak reinforced to the men of his family the lessons learned. The adlait had given and the adlait had taken away. Some villages were in danger of starvation because they had depleted the land.

Nareyklak continued to accompany Kanereyklak on hunts. The boy's skill increased daily. Because the caribou were out of season, they turned to seal hunting. Anjka had warned Kanereyklak to only hunt the minimum for what the family needed, so they killed a small seal.

Kanereyklak had just slit the seal's throat to release its spirit into the air when a shadow loomed over him.

"Nareyklak," he said over his shoulder, "help me drag this one over to the sled."

The response was in a language he didn't understand. Then the cold press of steel against the back of his neck translated for him.

The gun's trigger clicked. Although Kanereyklak was armed with a knife, age had slowed his reflexes and dulled his senses. If he were a young man, the thief would never have crept so close to him.

There was a whistling shriek and the gun fell away. Kanereyklak knew that sound well. It was the sound of an arrow finding its mark.

A slow halo of blood slipped from the corpse of the thief. Nareyklak huffed up to him.

"Grandfather!" he said, his eyes darting all over Kanereyklak, looking for wounds. "I—" he looked down at the corpse, the arrow jutting out of the hood where the man's throat was pierced.

Kanereyklak rose and nudged the corpse over. It was an adlait.

Nareyklak's aim was true.

"I have taught you well," he whispered.

Kanereyklak crouched down and stared into the eyes of the dead man. For a moment, he considered letting his soul rot in his corpse. But then he withdrew his knife and slit the man's throat, releasing his spirit as he had done a thousand times for seal and caribou. They returned to the village with two corpses that day.

This chapter details how the various adventurer classes and NPC classes are affected by a world of snow and ice, including both PC and NPC classes. Each class' appropriate setting is identified as Eskimo, Ice Age, Nordic or Slavic. Fantasy is the default fantasy setting. New classes and prestige classes are presented in the various settings chapters.

Adventurer & NPC Classes

Adept

Adepts are common amongst the Eskimo tribes as the "poor man's spellcaster." They perform services when there are no angakoqs (see Eskimo chapter) and may even pass themselves off as being angakoqs. They choose their spells from the angakoq spell list. Adepts use the same familiar rules as angakoq. In a Nordic campaign, adepts are more common amongst the non-human races. Nordic humans have quite a few specialists to serve their religious needs. In a Slavic campaign, adepts are often medicine women, providing minor services to the villagers. Those few who actively practice the art of magic become much more powerful spellcasters.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Altered Spellcasting (Ice Age): In an Ice Age campaign, adepts are the only spellcasters that exist. They replace clerics, druids, sorcerers, and wizards as spellcasters. Their spell list is modified as follows:

0th level: *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, ray of frost.*

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1st level: *bless, cause fear, chill touch, command, comprehend languages, cure light wounds, detect chaos/evil/good/law, endure elements, ignite fire*, obscuring mist, protection from chaos/evil/good/law, sleep, summon nature's ally I.*

2nd level: *aid, animal trance, bears endurance, bull's strength, cat's grace, chill metal, cure moderate wounds, darkness, delay poison, eyes of the ice*, invisibility, mirror image, pass unfettered*, resist energy, see invisibility, summon nature's ally II, web*

3rd level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, sleet storm, summon nature's ally III, tongues.*

4th level: *cure critical wounds, ice storm, minor creation, polymorph, restoration, stonewall, summon nature's ally IV, wall of ice.*

5th level: *baleful polymorph, break enchantment, commune, cone of cold, heal, major creation, o's freezing sphere, raise dead, summon nature's ally V, true seeing, wall of stone.*

Aristocrat

In an Eskimo campaign, Aleut and Tlingit tribes both have aristocrats, who keep slaves and display their wealth at potlatches. In a Nordic campaign, aristocrats, known as jarls, are at the topmost of the Nordic social hierarchy. They surround themselves with huscarls (fighters) and lead entire armies on raids. In an Ice Age campaign, aristocracy is a foreign concept. Aristocrats are not appropriate to an Ice Age campaign except amongst Atlantians. In a Slavic campaign, the aristocracy is dominated by the boyar, the landed gentry who enjoy primogeniture. Too often, they abuse their privileges and brutally suppress the rights of commoners.

Appropriate Cultures: Eskimo, Fantasy, Nordic, Slavic

Barbarian

In an Eskimo campaign, barbarians are rare. The ability to whip oneself into a frenzy takes too much energy that could be better spent surviving. The Tlingit tribe might possess barbarians, however. Barbarians must possess the bear or wolverine totem (see the New Feats section). Some might argue that all Nordic people are barbarians. This is patently untrue. It is likely that most barbarians worship Odin, however. Barbarians are seen as the knights of Nordic culture, although they are brutish, loud-mouthed, and violent. Barbarians are the most common combat class in the Ice Age campaign. War is not yet a year-round profession, but barbarians know how to put their brute force to good use. Barbarians are not common to most Slavic peoples. They are, however, more common amongst the less civil races that roam the forests. Lycanthropes are prone to flying into rages, most specifically werebears. Certain warriors are also capable of incredible rages, usually bogatyr.

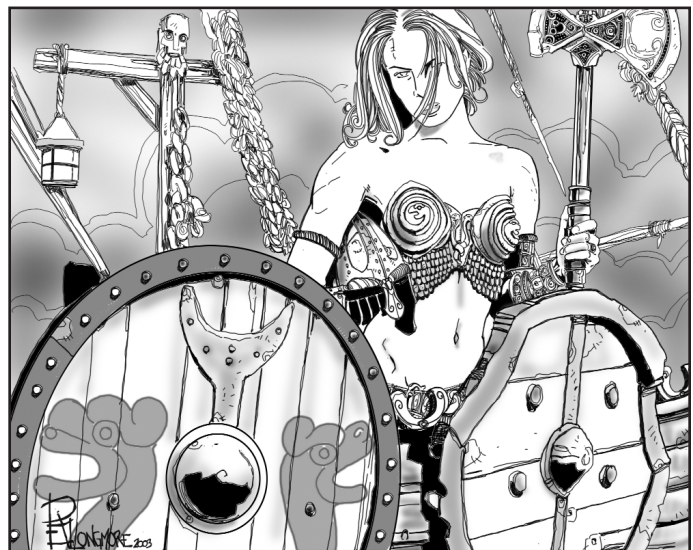
Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Barbarian Rage (All): When in a barbarian rage, the barbarian's body temperature may increase by 5 degrees and up to 10 degrees at 11th level granting him a +2/+4 enhancement bonus to saving throws versus exposure. Afterwards, the barbarian's temperature immediately dips back down, possibly subjecting him to cold effects.

Fast Movement (All): Barbarians move at their normal rate (not +10 feet) when moving through deep snow.

Uncanny Dodge (All): Standard plus with 5 ranks in Balance at 2nd level barbarians do not suffer any combat penalties in deep snow and at 5th level can ignore the effects of ice.

Damage Reduction (All): A barbarian accustomed to the cold lands can choose to shrug off cold damage instead of physical damage. This must be determined on creation.



Bard

Bards are revered in an Eskimo campaign. Their storytelling abilities are cherished for the knowledge they contain. Bards are

Classes

called skalds in a Nordic campaign. In an Ice Age campaign, entertainers are critical in conveying oral history. Thus, bards are appropriate but only in the music and entertainment they can create with their bodies. No musical instruments have yet been invented. In a Slavic campaign, gusli-players are common, as are entertainers of all stripes. They are not always treated well, but they are certainly a welcome diversion to the common folk.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Altered Spellcasting (Eskimo): Bards cast spells as divine spellcasters, learning them from spirits like an angakoq. They choose their spells from the angakoq spell list.

Altered Spellcasting (Norse): Bards cast divine spells and draw their spells from vitki runes instead. They can use runes just like vitki, but replace “spells known” with “runes known.”

Bardic Music (All): When the temperature is below 32 degrees Fahrenheit, all bardic range effects are doubled. Bards can also intentionally set off an avalanche with their singing with a successful Perform check (DC 30). See the Avalanche entry under Environment for more details.

Cleric

The individual allegiance to a particular deity is not appropriate for an Eskimo campaign. In a Nordic campaign, the class is replaced by the godi. Any clerics met would be outsiders. Adepts in an Ice Age campaign replace clerics. In Slavic settings, although the allegiance to a particular deity is not unheard of, clerics are generally replaced by the volkhovy, who are pagan priests.

Appropriate Cultures: Fantasy

New Sphere: Ice (All): See the Spells section for the new sphere.

New Pantheons (All): Clerics may choose from the variety of pantheons listed in each of the cultures in a Fantasy campaign.

Altered Spellcasting (All): See the Spells section for more information about new spells and the effects of the cold environment.

Commoner

Children and women are typically commoners in an Eskimo campaign. Nordic people do not have typical commoners. Every able-bodied man is both a warrior and a farmer. Thus, the untrained commoner isn't that common. Instead, commoners are thralls, slaves who have been captured. This is the lowest rank in Nordic society. Children and women are typically commoners in an Ice Age campaign. Commoners are quite common in a Slavic campaign. Indeed, far too many men, women, and children starve, struggling to get survive the freezing winters, harsh taxation, and regular brutality heaped upon them. Commoners are often the heroes of Slavic myths.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Druid

The power of druids is very specific to European cultures. The angakoq replaces their role in an Eskimo campaign. The druid is inappropriate to a Nordic campaign. The class is replaced by the voelva. The power of druids is very specific to European cultures. They are not appropriate to an Ice Age campaign. The druid and cleric class are combined in the presence of the volkhovy and thus not appropriate for a Slavic campaign.

Appropriate Cultures: Fantasy

Altered Spellcasting (All): See the Spells section for more information about new spells and the effects of the cold environment.

Nature Sense (All): The druid can determine if snow or ice is contaminated.

Woodland Stride (All): Cold-land druids can wade through snow without any movement penalties.

Trackless Step (All): The druid now walks on snow instead of wading through it. He leaves no tracks.

Cold Immunity (All): The druid replaces venom immunity with cold immunity. He is immune to all cold effects tied to temperature, but can still suffer cold damage from spells.

Expert

In an Eskimo campaign, experts are common across tribes. Many will specialize in a Craft. Women and older men may switch to the expert class if they become particularly adept at a skill. Nordic people are known for their craftsmanship, but dverge craftsmanship is unparalleled. Experts are common across Ice Age tribes. Many will specialize in a Craft. Women and older men may switch to the expert class if they become particularly adept at a skill. Blacksmiths, carpenters, and artists of all types abound in Slavic myth. Experts are appropriate and often play a critical role in any adventure. Experts constitute the middle class. They are better off than commoners, but not as well off as aristocrats.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Fighter

The more combative Eskimo tribes, like the Tlingit, commonly have fighters among them. Aleut and Inuit fighters are rare. They have better things to do with their time than make war. In a Nordic campaign, fighters constitute the trained soldiers of kings, called huscarls. Barbarians or warriors in an Ice Age campaign replace fighters. The art of war hasn't yet been developed. In a Slavic campaign, soldiers are an everyday part of life. Sometimes, they are heroes. Soldiers are generally known for their savvy natures and ability to endure the worst circumstances.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Frost and Fur

Monk

Monks are inappropriate for an Eskimo and Nordic campaign, nor are the strict ethos and religious concepts of the monk appropriate for an Ice Age campaign. Monks are inappropriate to a Slavic campaign except for the halfling subrace, Little Fists. These amazing warriors are capable of incredible feats despite their small size. It is an attribute of their martial art abilities that they can waylay foes far more powerful than they. Most likely, a monk in these settings is a mysterious traveler from a distant land.

Appropriate Cultures: Fantasy, Slavic

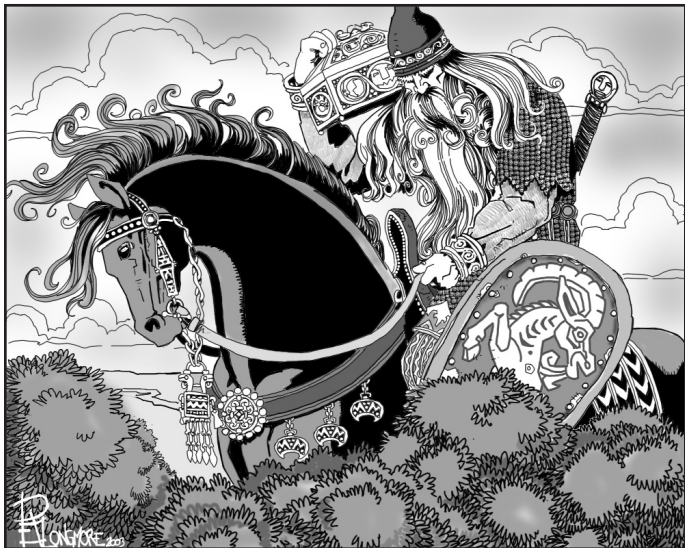
Fast Movement (All): Monks move at their normal rate when moving through deep snow.

Slow Fall (All): The monk does not have to make any Balance checks on ice.

Diamond Body (All): The monk can maintain her core temperature. Regardless of armor or outside temperature, the monk need never make hypothermia checks.

Paladin

The strict ethos and religious concepts of the paladin are not appropriate for an Eskimo campaign. Paladins are not appropriate to a Nordic campaign, unless they are used as NPC villains. The strict ethos and religious concepts of the paladin are not appropriate for an Ice Age campaign. Although holy knights are common in Slavic myth, known as bogatyri, their presentation as knights of good is not appropriate. Many bogatyri demonstrates miraculous powers but do not possess the piety and discipline required of the paladin class.



Appropriate Cultures: Fantasy

Altered Spellcasting (All): See the Spells section for more information about new spells and the effects of the cold environment.

Special Mount (All): Warhorses are not creatures fond of cold weather. Mounts must make Will saves (DC 10) when acting on their own to do something against their nature that exposes them to cold dangers. Paladins can command their mounts into action using

Handle Animal or Ride (DC 15). In cold lands, the paladin can choose to summon a woolly horse that has the Cold type (immune to cold, double damage from fire). This mount dislikes warm temperatures and reacts to heat as normal mounts react to cold.

Psion

Psions might replace angakoqs in an Eskimo campaign and voila in a Slavic campaign that uses psionics. If using the two Atlantean races (toltec and rmoahali), psions are the high priests of their culture. Psychic powers are not appropriate to a Slavic setting.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic

Psychic Warrior

In an Eskimo campaign, it can be argued that warriors who accumulate enough spiritual power might have psychic powers, but they are likely to be rare and replace rangers. Psychic warriors are not appropriate for a Nordic campaign. In ice age settings, the psychic warrior class is only common amongst the Atlantean races. Psychic warriors are not appropriate to a Slavic setting.

Appropriate Cultures: Eskimo, Fantasy, Ice Age

Ranger

Rangers are common amongst the Eskimo peoples, and those who become rangers are greatly revered for their spiritual power. Rangers are hunters and the most common class in an Ice Age campaign. Rangers are common in a Nordic campaign. Rangers are not appropriate to a Slavic campaign. The Cossack class replaces them.

Appropriate Cultures: Eskimo, Fantasy, Ice Age

Altered Spellcasting (Eskimo): Eskimo rangers choose their spells from the angakoq spell list.

Altered Spellcasting (Nordic): Nordic rangers cast divine spells but choose from the vitki rune list instead. They can use runes just like vitki, but replace “spells per day” with “runes known.”

Track (All): For tracking purposes, fresh snow is Very Soft Ground, normal snow is Soft Ground, ice is Firm Ground, and permafrost is Hard Ground.

Favored Enemy/Terrain (All): Cold rangers can choose creatures with the Cold type (frost giants, polar worm, etc.) as a favored enemy. Cold rangers can choose to pick a favored terrain rather than an enemy. While in their favored terrain, they receive the same bonuses as a favored enemy to all checks. Terrains include: Cold Aquatic, Cold Desert, Cold Plains, Cold Forest, Cold Hill, Cold Mountains, Cold Marsh, and Cold Underground. If the ranger chooses this option, he can only choose different terrains (not enemies) as he advances in level.

Rogue

The idea of stealing is foreign to many Eskimo people—at least, intertribal theft. They are all too familiar with the rape and pilaging of outsiders. Rogues are inappropriate to an Eskimo campaign. For stealthy characters, use the ranger class. Nordic

Classes

peoples don't have locks and don't really have cities. Every farmer knows everybody else. To commit crimes is to become immediately unpopular. Rogues certainly exist as scouts, but they rarely apply their skills to other Nordic people. Theft isn't common in an Ice Age campaign, but stealth skills are valued. Rogues are never welcome as a profession, but more than one lurks in a tribe's midst. The life of a rogue is all too common in Slavic lands, where crimes go unpunished. For many commoners, being a rogue elevates the struggle of survival to a new art form. Instead of tilling the fields, they prey on other men.

Appropriate Cultures: Fantasy, Ice Age, Nordic, Slavic

Uncanny Dodge (All): At 4th level, the rogue no longer has to make Balance checks on ice.

Special Ability—Burrow (All): At 2nd level, the rogue knows how to burrow into deep snow and survive there. A rogue can burrow at a rate of 10 feet per round with his bare hands. As a standard action, a rogue in more than three feet of snow can dive into it to receive full concealment and some cover (see Snow under Environmental Hazards).

Special Ability—Ski (All): At 20th level the rogue can slide across snow and ice at high speeds. A rogue can move at double or normal his speed without provoking an attack of opportunity by sliding across snow and ice.

Special Ability—Snow Walk (All): At 14th level, the rogue can walk on snow rather than wade through it. He is completely unaffected by any penalties for movement or combat in snow and is considered to be on higher ground when engaging an opponent in melee who is wading through the snow.

Sorcerer

Sorcerers are not common in an Eskimo campaign, but they do exist as antagonists. They typically possess strange and dangerous abilities not accessible to an angakoq, making for challenging adversaries. Sorcerers are the de facto arcane spellcasters in a Nordic campaign. Alfar, dverge, and trollborn are much more likely to be sorcerers than humans. Sorcerers do not exist in an Ice Age campaign except amongst Atlanteans. Use adepts instead. Sorcerers are commonly villainous spellcasters in a Slavic campaign. Hags and old women who become truly powerful wielders of magic are usually sorcerers first before taking the appropriate prestige class. Although uncommon, it is possible for PCs to take this class in a Slavic campaign.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Altered Familiar (Eskimo): Sorcerers use the same familiar rules as angakoq.

Altered Familiar (All): Snakes and toads do not adjust well to cold lands. Familiars must make a Will save (DC 20) every hour or immediately retreat to the warmest area and stay there until the temperature changes.

Altered Spellcasting (All): See the Spells section for more information about how spells are affected in a cold campaign. Generally, sorcerers rely on fire spells to terrorize their opponents on their home turf and cold spells to battle foreigners who might be ill prepared for their cold spells.

Warrior

In an Eskimo campaign, warriors are the most common class. Almost all males are at least members of the warrior class. In a Nordic campaign, warriors are known as bondi. They make up the bulk of any army. For the Nordic people, combat and raiding are a way of life. Just about everyone is at least a warrior class, if he isn't a fighter, barbarian, or ranger. In an Ice Age campaign, the warrior class is the most combat-oriented a character can become. Some tribes might regularly prey on others as a living, although in the vast wilderness this is unlikely. Tribes that are warlike will have warriors in their group. In a Slavic campaign, warriors are frequent enough, although not as common as commoners. By and large, most Slavic peoples are not interested in fighting and just try to get by.

Appropriate Cultures: Eskimo, Fantasy, Ice Age, Nordic, Slavic

Wizard

Wizards, with their book learning, are not appropriate for an Eskimo campaign. The wizard is inappropriate to a Nordic campaign. The Vitki replaces the class. Wizards do not exist in an Ice Age campaign. Use adepts instead. Wizardry is rarer than sorcery in a Slavic campaign, but there are occasionally tales of wizards with "magic books" who would consult them to determine ancient secrets or to learn forgotten spells. They are sometimes confused with the koldun, with deadly results.

Appropriate Cultures: Fantasy, Slavic

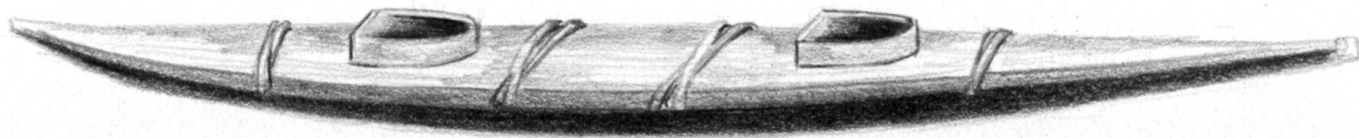
Altered Spellcasting (All): See the Spells section for more information about how spells are affected in a cold campaign. Generally, wizards rely on fire spells to terrorize their opponents on their home turf and cold spells to battle foreigners who might be ill prepared for the environment.

Altered Familiar (All): Snakes and toads do not adjust well to cold lands. Familiars must make a Will save (DC 20) every hour or immediately retreat to the warmest area and stay there until the temperature changes.

Prestige Classes

In general, prestige classes are setting specific. The standard prestige classes detailed in the DMG are optional and should be considered carefully before placement into an arctic campaign. In general they are not appropriate, but the choice is yours. We have provided a number of setting specific prestige classes in the chapters on settings later in this book.

Equipment



"We must fight back!" said one of the more headstrong warriors. "The adlait cannot be allowed to take our food!"

"Our food?" Kanereyklak said sharply. "We do not own the land. You speak like an adlait."

"Then what would you propose we do? Starve?"

Kanereyklak rose. "Anjka has spoken to the other angakoq. The spirits are angry with us all. We have brought this fate upon us by trading with the adlait. No more seals will be offered to us until we set right this wrong."

"And what do you propose we do?"

"We must leave. We must go further north, where there are more seals. The adlait cannot survive in this wilderness. They are like children. Let the land decide, as it takes care of us, let it..." he found himself stumbling over the word, "punish them."

The other men reacted with mutters of outrage. "This is a prime area for caribou hunting!" shouted one. "We must retaliate!" shouted another.

"You do not have enough guns," Kanereyklak said, "Our advantage is out here," he gestured around him. "If you bring the fight to the adlait, they will kill you as easily as they kill the seals."

"Perhaps we can negotiate with them."

"How?" Kanereyklak shot back, "We have nothing to offer. They have used up the land as they have used us. We brought this on ourselves."

"I will go," said one strong voice.

Kanereyklak's heart sank. It was Nareyklak.

"I have killed one adlait. I can kill more. I will bring the corpse of the thief to them and we will talk."

Kanereyklak was about to protest, but five more men stood up to volunteer. Then more rose. Then it was every man in the room.

Kanereyklak sat back, defeated, as they made plans to negotiate with their unwelcome neighbors.

The strongest warriors were armed with the tribe's best weapons. The few who still had guns held them proudly. Others were armed with bows and knives. Some wore talis-

mans to protect them against the adlait's guns, while others nervously smoked their cigarettes.

Kanereyklak kissed Nareyklak's forehead as the boy bid him farewell. It was the last time he saw him.

This chapter covers everything an adventurer might need, build, or drive in the cold lands, including shelter, transportation, and trade. It also details miscellaneous items that might be useful in fending off the cold. Weapons and armor are located at the end of the chapter. Although not appropriate to all cultures, monetary values are provided to help determine relative worth.

Trade Commodities

Commodity	Cost
Blanket	1 gp
Caribou Meat, 1 lb.	1 gp
Cow	30 gp
Dog Sled	20 gp
Dog	25 gp
Fish	1 gp
Hide	10 gp
Kayak	50 gp
Meat	2 gp
Ox	30 gp
Pig w/ Piglets	30 gp
Seal Meat, 2 lb.	1 gp
Sheep, 6	30 gp
Sled Dog	150 gp

Eskimo Trade

Eskimos have a practical perspective on trade. When trading between tribes, the basic realities of their harsh lifestyle are assumed. Outsiders might not realize that Eskimo peoples have little interest in reading or writing implements, heavy armor, or other impractical items that will jam up or rust in the frigid climes. On the other hand, food and weapons, especially those weapons useful in hunting, are always welcome.

Equipment

Ice Age Trade

Ice Age peoples have little concept of possessions. Few items are truly permanent and few tribes can afford to cling to such material things. Barter is the only currency that is understood, outside of the Atlanteans of course.

Nordic Trade

Nordic currency is based around a silver standard, judged by weight. Brooches and armbands are intentionally crafted to be a certain weight so that it can be easily sold. To make change, armbands are regularly hacked up. A mark is equal to 240 silver pieces and weighs about eight ounces. An aur, which weighs about one ounce, is equal to 30 silver pieces. If playing in a Nordic campaign, convert all gold piece costs to silver pieces.

Slavic Trade

Slavic currency varies greatly because of the great many cultures and nations that surround the Slavic lands. As a result, currencies are difficult to quantify. The standard currency is the ruble—despite the fact that numbers often get very large in size (thousands of ruble notes are sometimes used). Barter is a typical currency between commoners. Service is also used, often accounted for in terms of full workdays. 2 halfpennies are worth 1 penny, 2 pennies are worth 1 ruble, and 100 rubles are worth 1 kopek. For easy conversion, 1 ruble is equal to 1 silver piece. If playing in a Slavic campaign, convert all gold piece costs to silver pieces (rubles).

Miscellaneous Items

Commodity	Cost	Weight
Bedroll	1 sp	5 lb.
Blanket	3 sp	1 lb.
Blanket, Winter	5 sp	3 lb.
Firewood	1 cp	20 lb.
Flint and Steel	1 gp	*
Shovel	1 gp	5 lb.
Solarsteinn	50 gp	1 lb.
Sun Visor	3 gp	1 lb.

Bedroll

A bedroll increases a character's temperature by 30 F°.

Blanket

A normal blanket increases a character's temperature by 10 F°.

Blanket, Winter

A winter blanket increases a character's temperature by 20 F°.

Firewood

Adventurers might consider bringing their own firewood with them. Bringing firewood means the characters do not have to find combustible material in cold lands (see Temperature section in the Environment chapter for more details). Firewood includes dry standing wood, dry dead branches, the heart of fallen tree trunks, large branches, green wood that is finely split, dry grasses twisted into bunches, peat dry enough to burn, dried animal dung, animal fats, and coal.

Flint and Steel

Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long. Flint and steel provides a +5 circumstance bonus to Survival checks when starting a fire (see Temperature section in the Environment chapter for more details).

Shovel

Normally, digging through snow with ones hands is at the rate of 1 cubic foot per round. With a shovel, this rate doubles to 2 cubic feet per round.

Solarsteinn

In Nordic campaigns, a character can determine direction using a solarsteinn. A solarsteinn has natural polarizing qualities. When the crystal is observed from below and rotated, light passing through it is polarized blue whenever the long axis is pointed toward the source of sunlight. It can be used to aid in navigation even when the sky is overcast or the sun is below the horizon and celestial navigation is impossible. It provides a +5 competence bonus to **Survival** or any Navigation related skill checks.

Sun Visor

Wearing this wooden visor allows a PC to avoid the effects of snow blindness. Unfortunately, it also bestows a -2 circumstance penalty to Spot and Search checks due to the limited field of vision.

Shelter

Item	Cost	Temperature Bonus
Barabara	500 gp	Up to +50 F°
Farmhouse	1,000 gp	Up to +50 F°
Igloo	50 gp	Up to +30 F°
Kagske	75 gp	Up to +30 F°
Longhouse	300 gp	Up to +30 F°
Seder	50 gp	Up to +20 F°
Tent	10 gp	Up to +10 F°
Thrall's Hut	25 gp	Up to +10 F°
Tupik	100 gp	Up to +25 F°

Frost and Fur

Shelters vary in size and appearance but they are all meant to do one thing: keep the cold out and the heat in. Some shelters are better than others at retaining heat. Assuming that efforts are actually made to keep warm within the shelter, ignore windchill and add the temperature bonus to determine how much warmer the dwelling is from the outside. The bonus includes any contributions from a fire of reasonable size for the dwelling.

Barabara

A large communal house built over a pit, common to the Aleut Eskimos. The houses have roof beams crafted from driftwood or carved from whalebones, and the walls are made from chunks of sod. A separate passageway faces east and serves as the entrance or, in some cases, the smoke hole itself. Two side doorways to storerooms often flank the central entrance. The houses are heated and lighted at night with stone oil lamps. During the day, a window, covered with translucent gut skin, provides light.

Farmhouse

A typical farmhouse is 50 feet across and 100 feet long. It shelters up to 40 people, including the landholder's extended family and his hirelings.

Igloo

A dome shape made of skillfully carved blocks of frozen snow used as a dwelling by Inuit Eskimos. The igloo's floor acts as its building material, which is excavated by a cutter working inside. To build an igloo, a character must first find an area of snow of the same consistency, usually a layer that fell in a single storm then hardened into ice. He then draws a circle from 9 to 15 feet wide (the average diameter is 12 feet) that serves as the floor plan. Then he cuts large blocks of ice, 24 inches long, 20 inches wide, and 4 inches thick. These blocks are cut from the center of the circle, then slowly spiral upward and lean slightly inward, so that each block is smaller than the one cut before it. When the top block is added, it creates a dome. Meanwhile someone must cover the igloo's outer walls with soft snow. Daylight is admitted by a translucent piece of ice fitted above the entry tunnel. Igloos usually have a second, smaller domed porch for storage and a covered passageway that acts as an entrance. Sometimes, another dome is joined so that a family can have a separate bedroom and living room. For bedding, the Inuit generally use a platform of ice covered with furs.

Kagske

A kagske is a large ceremonial snow house used for angakoq (holy man) rituals. The ceremonies are usually conducted in the dark. It is otherwise the equivalent of a large igloo, but costs more because of the spiritual specifications that are involved in its creation.

Longhouse

The Norse longhouse is usually about 60 feet long and 25 feet across. It can shelter up to twelve people, including a farmer's

family plus up to three thralls. Farm animals were cordoned off by a partition.

Seder

A seder is an isolated building created for shepherds who watch over herds during the summer.

Thrall's Hut

Norse thralls are usually housed in 15-foot diameter huts. They are usually made of turf or wood with a thatched roof.

Tupik

In the summer, the Inuit move into skin tents, called tupik. The tupik varies in construction and size. The simplest is a seal or caribou skin cover lashed to a wooden frame, with hide thinly scraped over the doorway for light. More substantial multi-seasonal dwellings have covers that can be raised over collapsed igloos. Others are supported on whale rib arches and poles, insulated with moss and secured to the ground by boulders.

Transportation

Table 5.4 Transportation Table

Item	Cost	Weight
Baidarka	100 gp	215 lbs.
Dreki	7,000 gp	—
Faering	1,200 gp	900 lbs.
Karfi	6,400 gp	—
Kayak	50 gp	100 lb.
Knorr	5,000 gp	—
Komatik	70 gp	50 lb.
Scuta	6,400 gp	—
Sexaering	6,000 gp	—
Skates	6 gp	2 lb.
Skis	10 gp	10 lb.
Umiak	1,600 gp	—
Utapanashk	20 gp	25 lb.
War Canoe	2,400 gp	—

Baidarka

The Aleut use a two-man kayak (see kayak description below) known as a baidarka. The baidarka is about 25 feet long and has two, sometimes three cockpits. It is a short kayak, with a bow curved upward and the stern squared off. Sometimes, the bows are shaped like a bird's open beak. The rear cockpit is for the paddler. The front cockpit is for the harpooner. Provision is often made to hold a harpoon catch or trade goods on the deck, sometimes in a wooden frame.

Dreki

The dreki, also known as the longship, is the Norseman's warship. It carries approximately 35 men. Dreki are about 9 feet wide and 75 feet long. They have a single mast with a square sail

Equipment

and can be oared as well (up to 34 oarsmen). Dreki prows are reinforced with iron, making them powerful ramming weapons. It moves at about 3 miles per hour.

Faering

This 20 foot by four foot boat is fitted with four oars and can carry a crew of six norsemen. It moves at about 1 mile per hour.

Karfi

The karfi is another Viking coastal ship usually owned by a king or great chieftan. This single masted vessel can carry up to 32 oarsmen and a cargo of up to eight tons. It is approximately 17 feet wide and 70 feet long. It moves at about 3 miles per hour.

Kayak

The kayak is small Eskimo boat about 15 feet long with sharp vertical ends. It has a handling hole in the bow with a flat-rimmed cockpit. The kayak is a long, narrow boat that is propelled and steered with a double-bladed paddle and designed without a keel. It is constructed of driftwood or whalebone frame, covered with a tightly stretched sealskin and waterproofed with animal fat. It is ideal for hunting polar bears, whales, seals, and walrus. The kayak is noted for its speed. The flat bottom frame is made of fir pine spruce or willow. It is a

decked, one-man hunting canoe that is more widely used than the umiak.

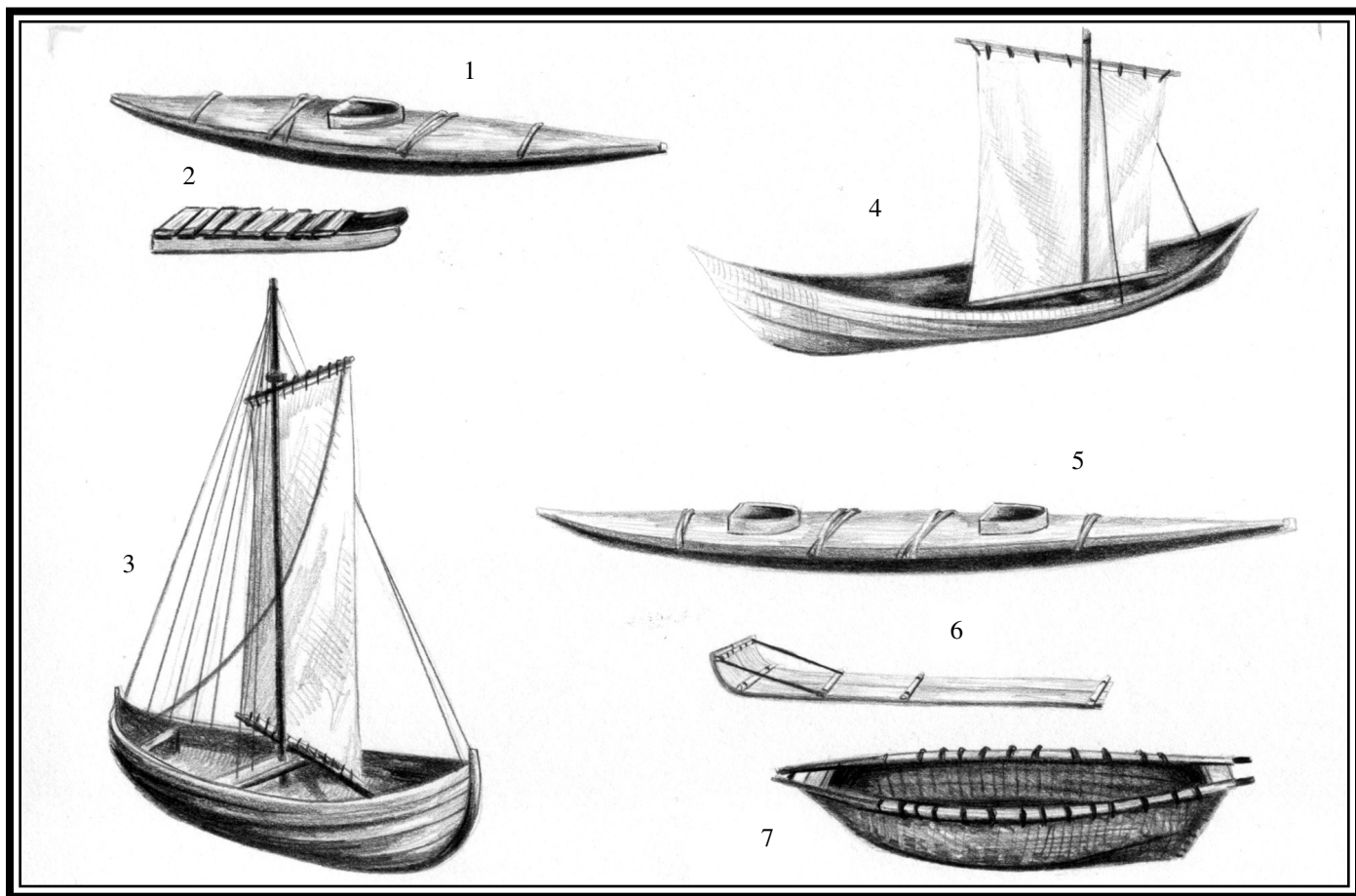
The knorr is a trading ship built for carrying cargo. As with other Viking ships, it has a single mast with a square sail. It can carry up to 20 tons of cargo and a crew of up to 25 men, although only 6 at a time can man the oars. Knorrs are about 18 feet wide and 75 feet long. It moves at about 2 miles per hour.

Komatik

The komatik is an Inuit-made sled. The craftsmen lash together wooden frames with strips of rawhide. Then, they attached a large piece of rawhide or slats of wood to form a raised platform. They shape the runners out of bone or wood. To reduce friction, the sleds are coated with ice, mud, or moss. Teams of huskies pull the sleds, with a team of anywhere from four to eight dogs hitched in tandem. A fully caparisoned team is outfitted with belts, tasseled and beaded blankets, and standing irons adorned with pompons. Sledges with raised runners and cariole sleighs are also sometimes used. Hunters that travel on ice floes sometimes pull their own sleds, with upside-down kayaks on top. This makes it easy to flip the vehicle over for land or water travel, as needed.

Scuta (Norse)

The scuta is a light single masted ship built for speed. Up to thirty oarsmen can fit in it. It has a clearance of only a few feet,



1. Kayak; 2. Komatik; 3. Knorr; 4. Faering; 5. Baidarka; 6. Utapanashk; 7. Umiak;

Frost and Fur

which enables it to cross shoals that would normally ground heavier ships. It is approximately 17 feet wide and 70 feet long. It moves at about 3 miles per hour.

Sexaering

This Viking fishing boat is approximately 40 feet long and is fitted with six oars. This vessel has a single mast with a square sail and can carry up to 30 sailors and two tons of cargo. It moves at 1 mile per hour.

Skates

Skates are made of a bone blade fastened to a leather shoe. The character can move at normal speed without having to make a Balance check every minute. Characters who have Survival (cold) can add their rank in the Survival (cold) skill to Balance checks on skates.

Skis

Skis are broad and their bindings are loose with a single pose used for balance. To climb slopes, sealskins are tied to the bottom of the skis. Snow normally reduces movement by half. With skis, movement is not penalized. However, the character receives a circumstance penalty of -4 to Climb, Tumble and Swim checks.

Umiak

The umiak is up to 40 feet long. This open-topped cargo boat is sometimes used by Eskimos for whaling and walrus hunting. Its wooden frame is covered with walrus or whale hide. It can accommodate up to twelve paddlers, although sails are also common. It is used to transport women, children, and the elderly; it can alternately be used to transport cargo.

Utapanashk

The Inuit sled is made of two thin boards of birch; each about six inches broad, a quarter of an inch thick, and six feet long. The boards are fastened parallel to each other by slight battens and sewed on with thongs of deerskin. The foremost end is curved up to rise over the inequalities of the snow. Each individual who is able to walk is furnished with one of these; but those for the children are proportionately less. Goods and infants are stowed on them. The two ends of a leather thong are tied to the corners of the sled and the double part of it is placed against the breast. The men pull it first, relieving each other by turns, then the women, then the children, each according to their strength. They follow in a line, which tamps down the ground for those who will follow, making it easier to pull the utapanashk.

War Canoe

These canoes, made of red cedar, can be up to 60 feet long with masts and sails. They are large enough to carry several tons of freight. Tlingit especially like these canoes, which bear their carved and painted crests at bow and stern.

Weapons

Adze, Stone

The adze is a variation on the axe, with the wedge blade horizontal, rather than vertical. It is useful for breaking earth, but was equally powerful at cutting flesh. The stone adze is a farming and lumbering tool adapted to war and often has a 'knee bend' curve in the handle that allows more impact in a strike.

Arrows

Arrows themselves vary from small, sharpened sticks to sticks with various heads attached. Some stone is more brittle than others, and when struck, the flakes can be used to create arrowheads. Bone is a viable alternative, from long slivers to rounded spikes. Fletching an arrow with feathers at the end improves stability in flight and helps an arrow fly true. The blunt arrow is purposely made with a bar or flat stone or bone head. It is used for stunning creatures or doing damage without damaging the hide as much. It is a non-lethal damage weapon, and is useful when you want to take a target alive.

Arrows are very likely to break, unless they are carefully removed, and normal maintenance is practiced. Even then, powerful blows or lucky strikes may break them.

Axe, Hand

Small hand axes have wooden shafts that range between two to three feet long and a blade about three to six inches wide.

Axe, Refthi

The refthi is a long-shafted hammer axe.

Axe, Sekir

Sekir have a wooden handle and a hammer head shaped like a half moon. On the other side is hook that can be used to pull riders off horses.

Axe, Skeggox

This five-foot axe has a long shaft and an elongated lower edge. It is used two-handed to hew through a shield and kill the man behind it.

Axe, Stone

Primitive axes are made by lashing wedge-like vertical blades or round, pointed stones to forked sticks, usually with strips of wood bark or animal hide. Since sticks have superior reach and stones maximize impact and damage, the stone axe is superior to either the wooden or bone club for the kind of physical trauma it can inflict. The stone axe is a one handed weapon. At construction or purchase it must be decided as to whether the axe is a slashing weapon with a wide, vertical head, or a piercing weapon with a conical, round impaling point. This is not an aerodynamic weapon, and is not made for throwing.

Equipment

Table 5.5: Weapons Table

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
Light Melee Weapons							
Dagger, Kinzhal	6 gp	1d3	1d4	x3	—	2 lb.	Slashing
Dagger, Knosh	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Knife, Double-Scramasax	4 gp	1d3/1d4	1d4/1d6	19-20/x2	—	2 lb.	Slashing
Knife, Rock	1 cp	1d2	1d3	19-20/x2	—	2 lb.	Slashing
Knife, Scramasax	2 gp	1d3	1d4	19-20/x2	—	1 lb.	Slashing
One-Handed Melee Weapons							
Adze, Stone	4 gp	1d4	1d6	x3	—	5 lb.	Piercing
Axe, Stone	5 gp	1d4	1d6	x3	—	5 lb.	Slashing or Piercing
Club, Bone	4 gp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Mace, bulava	5 gp	1d4	1d6	x2	—	6 lb.	Bludgeoning
Mace, Shestoper	12 gp	1d6	1d8	x2	—	12 lb.	Bludgeoning
Mace, Stone	4 gp	1d4	1d6	x2	—	6 lb.	Bludgeoning
Spike, Bone	1 cp	1d2	1d3	19-20/x2	—	2 lb.	Piercing
Stick, Short	3 cp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Tusk, Short	2 gp	1d3	1d4	x2	—	2 lb.	Piercing
Two-Handed Melee Weapons							
Quarterstaff, Palka	2 gp	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear, Hardened	5 gp	1d6	1d8	x3	20 ft.	7 lb.	Piercing
Spear, Stone Head	6 gp	1d6	1d8	x3	20 ft.	8 lb.	Piercing
Spear, Wooden	4 gp	1d6	1d8	x3	20 ft.	7 lb.	Piercing
Stick, Long †	2 cp	1d4/1d4	1d6/1d6	x2	—	5 lb.	Slashing
Tusk, Long	2 gp	1d4	1d6	x2	—	2 lb.	Piercing
Ranged Weapons							
Crossbow, Samostrel	35 gp	1d6	1d8	19-20/x2	80 ft.	6 lb.	Piercing
Bolts, Crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart, Bone	1 gp	1d3	1d4	x2	20 ft.	1 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Javelin, Hardened	2 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Javelin, Sulista	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Javelin, Wooden	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Leister	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
Rock, Throwing	1 gp	1	1d2	x2	15 ft.	5 lb.	Bludgeoning

Axe, Topor

This Slavic military axe is generally used as a ceremonial weapon. The ceremonial (ambassador's) topor is made from ordinary and steel decorated with silver and gold. The handle of the topor is covered with jewels. However, it is sometimes gilded with copper.

Bola

Bolas are two or more rocks bound by a cord. The Inuit use bolas consisting of bone or ivory blocks attached to rawhide or sinew cords, with handles made of feathers or grass stems. These weapons are used primarily to take down birds and are flung with the intent that the cord will strike the target and the rocks force the cord to wrap around the bird, bringing it to the ground. Not only are bolas useful for entangling, but the stones themselves can do damage when they strike flesh.

This is an exotic weapon. Throw as a normal ranged weapon. Because the bolas can wrap around an enemy's limbs you can

use this weapon to make a ranged trip attack. You can't be tripped during your own trip attempt while using a bola.

A bola is only useful against creatures between Tiny and Large size, inclusive. It can be used in melee, as a flail-like weapon, but since it was not designed for such, all characters are treated as non-proficient, conveying a -4 to all melee rolls. Larger bolas have up to 10 rocks and are called Ka-Lum-Ik-Toun.

Bow, Cordage

Eskimo bows are crafted out of just about any wood that can be found. They shape driftwood, and then, to give it strength and prevent breakage, they laminate it with whalebone and bound the bow with a prodigious amount of sinew. This strengthens the wood immeasurably and lengthens the life of the bow, preventing wood breakage. The knot pattern of the cord bindings is unique to each tribe and the strength conferred on the bow lends them exceptional penetrating power. Each cordage-backed bow is different, primarily because the wood is generally driftwood. Thicker and less elegant than most bows, its unique flare is the

Frost and Fur

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
Light Melee Weapons							
Axe, Hand	6 gp	1d4	1d6	x2	—	5 lb.	Slashing
Pick, Chekan	4 gp	1d3	1d4	x4	—	4 lb.	Piercing
Sword, Kinzhal	10 gp	1d4	1d6	19-20/x2	—	3 lb.	Piercing
Sword, Langsax	10 gp	1d4	1d6	19-20/x2	—	3 lb.	Slashing & piercing
One-Handed Melee Weapons							
Axe, Refthi	10 gp	1d6	1d8	x3	—	7 lb.	Slashing & bludgeoning
Axe, Topor	310 gp	1d6	1d8	x3	—	7 lb.	Slashing
Flail, Kisten	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Pick, Klevets	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Sword, Konchar	20 gp	1d4	1d6	18-20/x2	—	3 lb.	Piercing
Sword, Long	15 gp	1d6	1d8	19-20/x2	—	4 lb.	Slashing
Sword, Myech	15 gp	1d6	1d8	19-20/x2	—	4 lb.	Slashing
Sword, Sabel	17 gp	1d4+1	1d6+1	18-20/x2	—	5 lb.	Slashing
Sword, Shashka	15 gp	1d6	1d8	18-20/x2	—	4 lb.	Slashing
Sword, Shpaga	30 gp	1d4+1	1d6+1	18-20/x2	—	5 lb.	Piercing
Two-Handed Melee Weapons							
Axe, Skeggox	20 gp	1d10	1d12	x3	—	20 lb.	Slashing
Mace, Palista	5 gp	1d8	1d10	x2	—	10 lb.	Bludgeoning
Polearm, Berdysh †	7 gp	1d6	2d4	x3	—	12 lb.	Slashing
Polearm, Sovna †	5 gp	1d6	1d8	x3	—	7 lb.	Slashing
Spear, Heptisax	8 gp	1d8	1d10	x3	—	10 lb.	Piercing & slashing
Spear, Krokaspjot	10 gp	1d8	1d10	x3	—	15 lb.	Piercing & slashing
Spear, Rogatina	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Spear, Thrusting	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Sword, Polash	50 gp	1d10	2d6	19-20/x2	—	15 lb.	Slashing
Ranged Weapons							
Bow, Cordage	100 gp	1d6	1d8	x3	80 ft.	4 lb.	Piercing
Bow, Horned	100 gp	1d6	1d8	x3	100 ft.	4 lb.	Piercing
Bow, Hunting	30 gp	1d4	1d6	x3	60 ft.	2 lb.	As arrow
Bow, Medium	40 gp	1d4	1d6	x3	70 ft.	2 lb.	As arrow
Arrows (20)	1 gp	—	—	—	—	3 lb.	Piercing
Arrow, Blunt	4 gp	—	—	—	—	4 lb.	Bludgeoning
Exotic Weapons							
One-Handed Melee Weapons							
Whip, Knout	1 gp	1	1d2	x2	—	2 lb.	Slashing
Whip, Nagyka	5 gp	1d4	1d4	x3	—	4 lb.	Slashing
Ranged Weapons							
Bola, Avestruccero	5 gp	1d3 §	1d4 §	x2	20 ft.	2 lb.	Bludgeoning
Bola, Ka-Lum-Ik-Toun	10 gp	1d4 §	1d6 §	x3	15 ft.	3 lb.	Bludgeoning
Firearm, Ruchnitsa	250 gp	1d8	1d10	x3	50 ft.	3 lb.	Piercing
Bullets, Pistol (10)	3 gp	—	—	—	—	2 lb.	—
Firearm, Pishchal	500 gp	1d10	1d12	x3	150 ft.	10 lb.	Piercing
Bullets, Musket (10)	3 gp	—	—	—	—	2 lb.	—
Harpoon	5 gp	1d4	1d6	x3	30 ft.	3 lb.	Piercing
Net, Grass	10 gp	—	—	—	10 ft.	8 lb.	—
Nu Gag	2 gp	1	1	—	+10 ft.	1 lb.	—

† Reach Weapon

§ The weapon deals nonlethal damage.

** Weight figures are for Medium weapons. Small weapons weigh half as much and Large weapons, twice as much.”

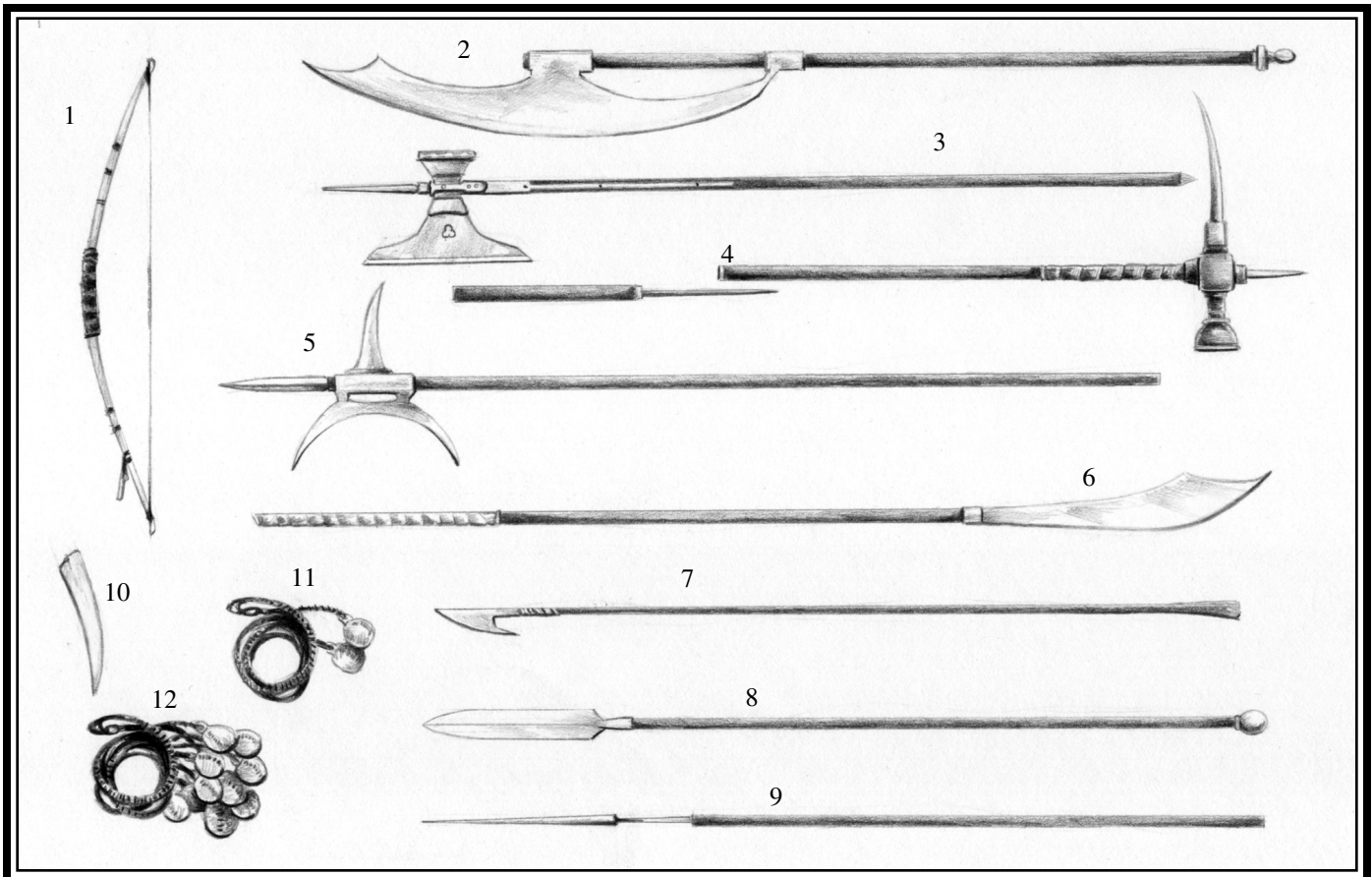
*** When two types are given the weapon is both types if the entry specifies “&”, or either type (chosen by player at the time of attack) if the entry specifies “or.””

knot work and binding of the sinew that holds the bow so solidly. The raw durability of the cordage-backed bow is unmatched.

Bow, Horned

Nordic bows are mainly made of yew, elm or ash, ‘D’ shaped in section and tapering from the center to the tips. Near the tip, the

Equipment



1. Cordage Bow; 2. Berdysh 3. Axe Refthi; 4. Pick Chekan; 5. Axe Sekir; 6. Pole Arm Sound; 7. Harpoon; 8. Spear Rogatina; 9. Javelin; 10. Tusk; 11. Bola, Avestruccero; 12. Bola, Ka-Lum-Ik-Toun.

bow could either taper to a point in the traditional style, or swell to a 'spade' end. The grip is usually left bare without any leather or cloth for grip, and the knocking point of the arrow doesn't have a sliver of horn to protect the bowstave as can be seen on later bows. Bows range from 66 to 76 inches long, depending on the height and reach of its wielder. The bow's tips have metal nocks that are sharp enough to use the bow like a spear.

Bow, Hunting

The hunting bow is a supple stick, capable of bending, but strong enough to retain its shape. The string is either made from the tendons of a strong animal, or braided plant material (often strips of bark). The tension between string and stick can be used to fling arrows over long distances.

Bow, Medium

The medium bow is about a foot longer than the hunting bow, and is used for warfare more than for capturing food.

Club, Bone

Bones of larger prey are particularly effective as blunt weapons, or for making impaling weapons from. Tusks and teeth can be used to create stabbing or edged weapons. When wood is at a premium, bone may be a desirable substitute. Slightly more brittle, but conversely more flexible, bone also lasts longer than wood.

Club

Clubs tend to be decorated with local imagery, symbols important to the region and people. Usually they depict animals, often war-like in position and are carved of wood, bone, or ivory. Clubs can be slender and are thrown as often as they are used in close combat.

Crossbow, Samostrel

Samostrels consist of a wooden stock, which usually ends in a butt. There is a longitudinal groove along the stock, and the bolt is inserted into it. On the opposite end of the stock, a short, and extremely powerful bow is attached, made of steel. To reload the crossbow, the crossbowman set his leg against a stirrup and draws the bowstring back, fastening it with a hook.

Dagger, Kinzhal

The kinzhal is a knife with a curved blade.

Dagger, Nosh

A knife.

Dart, Bone

Bone darts are simple to make and generally have a small shaft with bone or ivory heads.

Frost and Fur

Firearm, Pishchal

The pishchal is a large, heavy firearm held in two hands.

Firearm, Ruchnitsa

This small (one-handed) firearm has an iron barrel strapped to a carved wooden stick that also serves as the handle.

Flail, Kisten

A kisteni is made of various metal weights attached to a handle by a long chain or up to one and a half feet long.

Harpoon

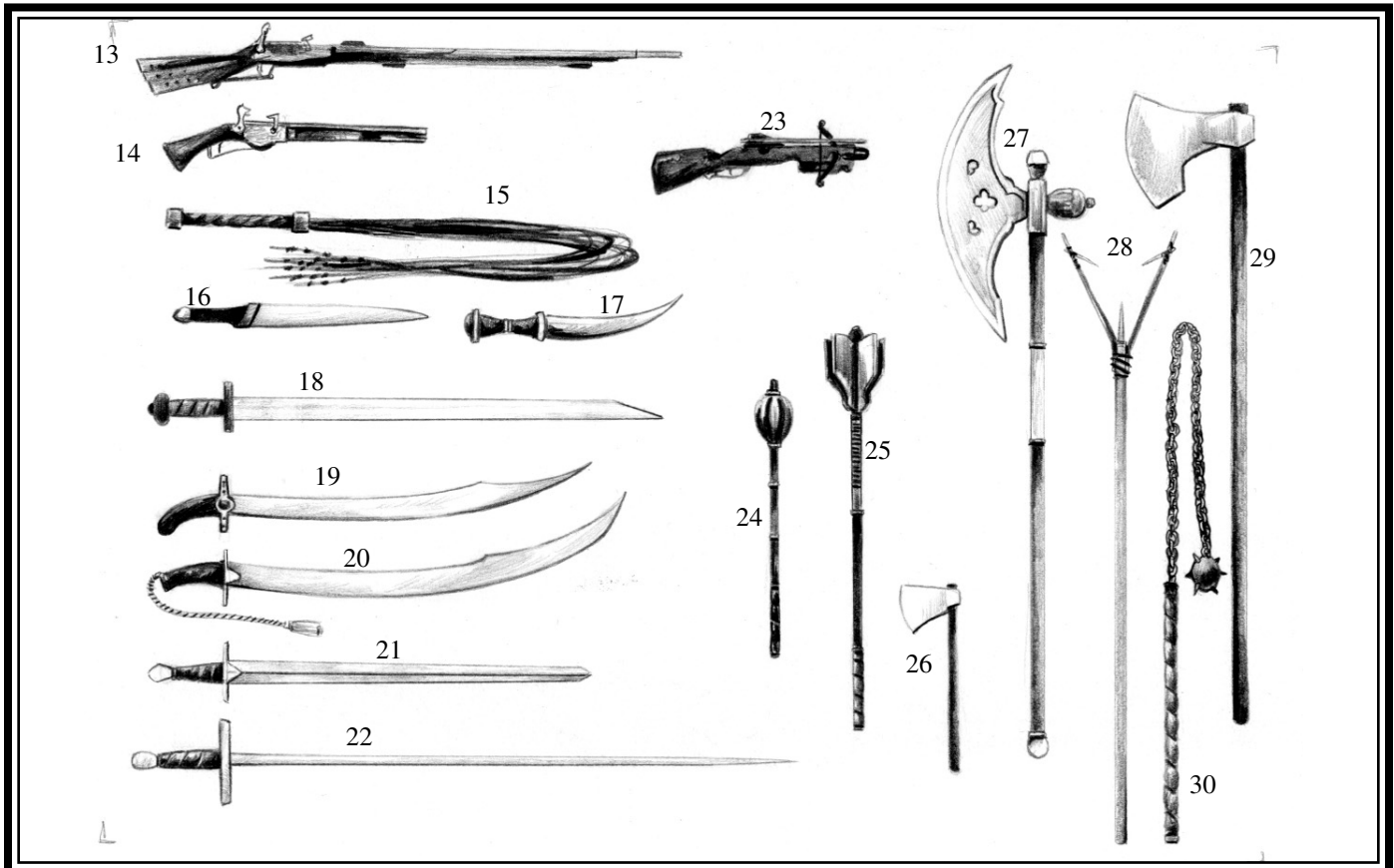
The harpoon is five feet in length with a barbed, sharpened stone head. It is used like a javelin, but is thicker and heavier, and requires both hands free to throw. It can be used in melee, but since it was not designed for such, all characters are treated as non-proficient, conveying a -4 to all melee rolls. Often these have ropes or bladders attached, to aid in recovery. The inflated seal bladder serves as a drag and a marker when the harpoon's detachable point is embedded in its prey. These are intended to strike creatures in the water.

Barbed Weapons

Barbed weapons have a tendency to lodge. Whenever a barbed weapon strikes, and greater than half its normal damage is done, the weapon should be considered lodged. Such a weapon can't be removed without a strength check (DC 15) and inflicting the weapon's damage on the person again. Players using Heal (DC 15) can try to expose the barbed weapon head through the flesh, which could allow the barbed portion to be cut off, limiting the addition damage of a barbed weapon to a single point of damage. If Heal role fails, it should be assumed that the head cannot be exposed, at which point the strength option remains. Optionally: If the chance of lodging for barbed weapons seems too high, have barbed weapons only lodge on critical strikes. However, removal rules should remain unchanged.

Javelin, Hardened

This javelin is a wooden weapon with a carved point on either end. Usually thrown before a charge, javelins may be carried in a long quiver. This version has been hardened by fire and is more durable. It will take more abuse before needing to be replaced. It can be used in melee, but since it was not designed for such, all characters are treated as non-proficient, conveying a -4 to all melee rolls.



13. Ruchnitsal; 14. Pishchal; 15. Knout; 16. Scramsax; 17. Kinzhall; 18. Langsax; 19. Shashka; 20. Sabel; 21. Long Sword; 22. Konchar; 23. Samostrel Crossbow; 24. Mace Bulava; 25. Mace Shestopper; 26. Hand Ax; 27. Myech; 28. Leister; 29. Steggox; 30. Kisten Flail;

Equipment

Javelin, Sulista

Sulista are metal javelins with light and thin staves up to three and a half feet long. Three or more are carried in a small quiver called a dzhid that is attached to the belt on the left side.

Javelin, Wooden

This javelin is a wooden weapon with a carved point on either end. Usually thrown before a charge, javelins may be carried in a long quiver. It can be used in melee, but since it was not designed for such, all characters are treated as non-proficient, conveying a -4 to all melee rolls.

Javelin

The Nordic javelin possesses a narrow, tapering head. Javelins are generally thrown with an overarm technique, aiming at the face, throat and upper chest.

Knife, Double-Scramasax

This scramsax has two blades on a swivel, one longer, one shorter. The longer or shorter blade can be swiveled out as the user sees fit. The small blade is typically used for delicate carving while the longer blade is used for more general work.

Knife, Rock

This primitive knife is merely a sharpened flake of stone wedged into a wooden handle.

Knife, Scramasax

This long knife is used as both a survival tool for everyday living and as a weapon, similar to a machete. The scramasax is also a symbol of freemanship, indicating the bearer makes his own way. The average size of a scramasax is between six and ten inches.

Leister

The leister is a spear with three bone prongs, one for penetrating and two for grasping the catch.

Mace, Bulava

A mace carried as a mark of rank by Slavic officers. It has a short staff with a massive multi-faceted head on one end.

Mace, Palista

The palista is an iron cudgel with several protruding spikes. The spikes are fashioned from large nails. An ancient weapon, it is also called an oslop.

Mace, Shestoper

The shestoper is a mace topped by six equally spaced vertical vanes that protrude from an iron core.

Mace, Stone

Equipped with a stone head and affixed to a stout length of wood, the stone mace is more damaging than the plain club. One of the advantages of the stone mace over a bladed weapon is its tendency to leave the hide intact. Intact hides required less mending, and are excellent for clothing or dwelling coverings.

Net, Grass

Made from plant fiber (grasses, primarily), and woven with patience, these nets are intended to entrap prey. Nets are usually thrown as a precursor to closing in on a beast with either spear or club ready to take advantage of an entrapped creature. The grass net is made of woven grasses, usually, with stones tied along the edges to weight it down and make it more likely to hold its victim. In order to throw it optimally, it must be gathered together carefully, and launched as a ranged touch attack against the target. The net's maximum range is 10 feet, and there is no penalty for trying to strike a target even up to the net's maximum range. If you hit, the target is entangled. An entangled creature is a -2 on attack rolls, and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. Unlike the fighting net listed in the Player's Handbook, grass nets usually had no trailing rope. If an entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell. The entangled creature can escape with an Escape Artist check (DC 15) that is a full-round action. The grass net has 4 hit points, and a damage threshold of 1. Once torn, it must be repaired to be used effectively. A grass net can be burst with a Strength check (DC 20, also a full-round action). A net is only useful against creatures between Tiny and Large size, inclusive. The first time a net is thrown in a fight, it must make a normal ranged touch attack. After it has been unfolded, any further attempts suffer a -4 penalty on attack roll. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Nu gag

Harpoons and darts are thrown, with the main force of arm strength, but many native tribes also uses a device called the nu gag to extend its throwing range and force. The nu gag is usually braced in the hand or along the arm, about two feet in length, with a curve at one end. Nu gag are usually held on the arm, and a weapon (dart or spear) is braced on it, in a small groove in the wooden surface. This groove helps to anchor the weapon. Then, when the attacker throws, the nu gag acts as an extension of the arm, greatly increasing the distance of the throw, while also adding slightly to the damage. The nu gags are short and thick, often little more than a board with a groove in which the dart lays during the throw. The handles on these models are usually finely carved to fit the hand and often have finger slots or holes drilled through the nu gag to help retain it in the hand during the cast. Little or no flex can be affected with these thick nu gags, thus the distance is much shorter.

Frost and Fur

Pick, Chekan

The chekan is a combined military hammer and pick. A concealed dagger can be unscrewed from the base. It serves as both a weapon and military symbol.

Pick, Klevets

The klevets is a military hammer-pick.

Polearm, Berdysh

The berdysh is an elongated battleaxe with a large, narrow, curved axe head measuring 24 to 32 inches long. Its curved blade sits on a pole five to eight feet long, which has an iron binding on the lower end. The smaller berdysh have two rings for attaching to a shoulder strap. This arrangement is popular among horsemen. It can also double as a firearm rest.

Polearm, Sovna

Among the variety of pikes is the “sovna”, which has a curved blade with one sharp edge slightly bent at the end of a long pole.

Rock, Throwing

Throwing rocks are generally considered diminutive in size. If a given stone is larger, the weight is obviously more, and it will do more damage as per the segment Weapon Size and Damage. Dropping a rock on a creature is dealt with in the DMG. A 30 lb. or better stone is suggested when dealing with 100 foot high cliffs.

Spear, Hardened

This spear is a weapon, from 4-5 feet in length, with a sharpened head. It tends to be slightly thicker than the javelin, and does not fly as far. The spear can be readied against a charge and it may also be used as a double damage weapon during a charge.

Spear, Heptisax

This spear is similar to a krokasþjót but not metal-bound.

Spear, Krokasþjót

This six-foot hooked spear has a metal-bound shaft and a double-edged pointed blade. Some have hooks, while others have more than two cutting edges.

Spear, Rogatina

The rogatina has a wider blade than ordinary spears and a butt that ends in an apple-shaped knob to improve balance.

Spear, Stone Head

This spear is a weapon, from 4-5 feet in length, with a sharpened head. This spear has a stone head, which makes it more penetrating and durable, although more difficult to construct. It tends to be slightly thicker than the javelin, and does not fly as far. The spear can be readied against a charge, as per rules in the PHB, and it may also be used as a double damage weapon during a charge.

This is a stone headed version of the spear, and is more durable as a result.

Spear, Thrusting

The thrusting spear features a broad, leaf-shaped blade anywhere from 3” to 18” in length. Some of these had “wings” or lugs, which were short extensions on either side of the socket just below the head, presumably to keep the point from penetrating too deeply into a foe and becoming trapped.

Spear, Wooden

This spear is a weapon, from 4-5 feet in length, with a sharpened head. It tends to be slightly thicker than the javelin, and does not fly as far. The spear can be readied against a charge and it may also be used as a double damage weapon during a charge. This weapon is the premiere weapon of the Ice Age.

Spike, Bone

Bone can be shaped to form a point. The thrusting damage may not cause as extensive wounding as a club might, but it has a much better chance of striking something vital.

Stick, Long

The proto spear/staff, a long stick is simply that, long and wooden. Although it can be thrown, it is not inherently aerodynamic. Due to its length, it is a double weapon. You can fight with it as if fighting with two weapons, but if you do you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons in the PHB). A creature using a double weapon in one hand, such as a Large creature using a long stick, cannot use it as a double weapon.

Stick, Short

The short stick was the first club. Usually stouter than a long stick, it doesn't encumber the off hand.

Sword, Konchar

A long, straight sword with a very sharp point, fashioned with four sides in a kind of diamond shape. It is effective in penetrating mail.

Sword, Langsax

This is a longer version of the scramasax. The blade ranges from 22 to 30 inches in length and is used exclusively as weapons. The blades are broad, heavy and with an angled back sloping in a straight line towards the point. Blades are often inlaid with gold, silver, copper or bronze wire beaten into fine channels carved into the iron blade. The grip is made of wood, bone or antler and is sometimes carved or decorated. The langsax's blade ends in a needle-sharp point, making it capable of thrusting like a spear and puncturing mail.

Equipment

Sword, Long

They are a symbol of nobility and wealth because they require so much metal, metal that is in short supply. Swords are rare weapons in Nordic lands and nonexistent in Eskimo lands.

Sword, Myech

A myech is a long, two-edged, straight sword. Its blade is made of steel or iron and is called a klunok. The flat side is called golomeny or golomnya, and the sharp edges are called lezviya. The hilt of the myech is called a kridge. The myech is carried in an iron scabbard, bound with leather or velvet and decorated with gold or silver inlay. It is hung on the belt by two rings at the mouth of the scabbard.

Sword, Sabel

A sable is a curved saber that consists of a blade and a hilt, or kridge. The sharp side of the sabel has a blade and a tilye, or rear part. The handle is made up of the ognivo, the chyeryen, and the knot with a hole for the temlyak, a cord.

Sword, Shashka

This sword has a curved blade like a saber.

Sword, Shpaga

This sword is heavy, has four sides like a konchar and is the weapon of choice for the Slavic military

Tusk, Long

Sometimes bone need not be carved to form a point. Tusks make for a natural goring weapon, both for animals and for people.

Tusk, Short

Shorter tusks may be carried like the bone spike, but do not require any modification. They can also be mounted on armor or shields, as per the rules on adding spikes to armor and shields.

Whip, Knout

A whip consisting of a number of dried and hardened thongs of rawhide interwoven with wire, the wires are hooked and sharpened so that they tear the flesh. Unlike most whips it does not inflict non-lethal damage.

Whip, Nagyka

This horrible short whip is lead-filled, which makes its blows much deadlier. Unlike most whips it does not inflict non-lethal damage.

Armor

Baidana

The baidana is a form of armor made of metal rings that are large, flat-forged, and fitted over each other. Some versions are split in front at the neck so they can be pulled on, and others are split at the hem for horsemen. It hangs down to the knees. Baidana are useful against slashing weapons, but because of the large rings are less effective against piercing attacks (-1 AC Optional vs piercing attacks). It can be worn with other types of defensive armor. This is a Slavic armor.

Bakhterets

Bakhterets consist of narrow oblong horizontal and slightly curved iron plates arranged in vertical rows. The short lateral sides of these plates are fastened together with rings. This provides exceptional flexibility with powerful protection. This is a Slavic armor.

Bone Plate

Because the arctic reaches are often treeless, arctic peoples make do with non-wood materials for much of their weaponry and armor. The armor is fashioned from whale rib bones (usually in lengths from six inches to three feet), and strung together with sealskin. . This is an Eskimo armor.

Bronya

Ancient armor made from rectangular metal plates with openings along the edges. Leather straps are passed through the openings and the plates are tightly fastened to one another. This is a Slavic armor.

Byrnie

This long mail garment is made from iron rings that are individually punched from plates or wound from drawn wire, each ring linked to four others. Every second ring is solid, with the split rings being linked into the shirt and then riveted closed. With over 30,000 links in the average shirt, the effort required to make a mail shirt is considerable. Most shirts have half-length sleeves, and reach to mid- thigh or knee length, protecting the most vulnerable parts of the body. Byrnie are medium armor and cost 100 gp. This is a Norse armor.

Doshchatimi

Armor made of scales. The plates of this armor are fastened with a fabric or leather straps on one side and secured in the center. Fine doshchatimi are usually beyond the means of most common warriors and were likely worn on the battlefield only aristocrats who could afford it. This is a Slavic armor.

Furs and Skins

This kind of armor is similar to skin armor, but it consists of layers of skins, some of which still possess the animal hair. Very popular with the barbarian set, furs and hides are very useful in

Frost and Fur

Table 5.6: Armor & Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30ft./20ft	Weight
Light Armor							
Dog Hide	5 gp	+1	+5	-2	20%	30 ft./20 ft.	15 lbs
Bird Hide	10 gp	+1	+6	-1	15%	30 ft./20 ft.	10 lbs
Skin	5 gp	+1	+6	-1	10%	30 ft./20 ft.	8 lbs
Weasel Hide	15 gp	+1	+7	0	10%	30 ft./20 ft.	10 lbs
Squirrel Hide	20 gp	+1	+8	0	5%	30 ft./20 ft.	10 lbs
Padded, Teghily	5 gp	+1	+8	0	5%	30 ft./20 ft.	10 lb.
Padded, Wool Clothes	7 gp	+1	+8	0	10%	30 ft./20 ft.	10 lb.
Wolverine Hide	25 gp	+2	+4	-3	20%	20 ft./15 ft.	15 lbs
Fur And Skin	10 gp	+2	+5	-1	15%	30 ft./20 ft.	12 lbs
Padded, Parka	15 gp	+2	+7	-1	10%	30 ft./20 ft.	17 lb.
Reindeer Hide	15 gp	+3	+4	-1	15%	30 ft./20 ft.	15 lbs
Medium Armor							
Wolf Hide	30 gp	+2	+3	-4	25%	20 ft./15 ft.	20 lbs
Wooden Plate	20 gp	+2	+5	-2	20%	20 ft./15ft.	20 lbs
Caribou Hide	35 gp	+3	+4	-3	20%	20 ft./15 ft.	25 lbs
Bone Plate	30 gp	+3	+4	-3	25%	20 ft./15ft.	22 lbs
Scale Mail, Doshchatimi	50 gp	+4	+3	-5	25%	20 ft./15 ft.	30 lb.
Scale Mail, Yushman	150 gp	+4	+3	-3	20%	20 ft./15 ft.	25 lb.
Seal Hide	40 gp	+4	+3	-4	25%	20 ft./15 ft.	15 lbs
Bynie	100 gp	+4	+4	-2	20%	30 ft./20 ft.	25 lbs
Chain Mail, Kol'chuga	150 gp	+4	+4	-2	20%	30 ft./20 ft.	14 lb.
Scale Mail, Bronya	250 gp	+5	0	-7	40%	20 ft./15 ft.	45 lb.
Polar Bear Hide	50 gp	+5	+2	-5	30%	20 ft./15 ft.	30 lbs
Breastplate, Zertsalo	200 gp	+5	+3	-4	25%	20 ft./15 ft.	30 lb.
Chain Mail, Baidana	150 gp	+5	+4	-2	20%	20 ft./15 ft.	13 lb.
Heavy Armor							
Splint Mail, Kuyak	200 gp	+6	0	-7	40%	20 ft./15 ft.	45 lb.
Banded Mail, Bakhterets	250 gp	+6	+1	-6	35%	20 ft./15 ft.	26 lb.
Half-Plate, Pantsir	600 gp	+7	0	-7	40%	20 ft./15 ft.	50 lb.
Half-Plate, Kalantar	1,000 gp	+8	0	-7	40%	20 ft./15 ft.	50 lb.
Shields							
Shield, Small Bark	1 gp	+1	—	-1	5%	—	4 lbs
Shield, Small Hide	2 gp	+1	—	-1	5%	—	3 lbs
Shield, Tarch	20 gp	+1	—	-1	5%	—	10 lb.
Shield, Medium Bark	2 gp	+2	—	-1	10%	—	8 lbs
Shield, Medium Hide	3 gp	+2	—	-1	10%	—	6 lbs
Shield, Large Bark	3 gp	+3	—	-2	15%	—	12 lbs
Shield, Large Hide	4 gp	+3	—	-2	15%	—	9 lbs

cold climates. Unfortunately, their protection comes at the expense of maneuverability.

Hide

The Inuit clothing offers protection from the cold but is comfortable for even the most strenuous tasks. The anorak is tailored to fit the contours of the body and is snug at the waist, neck, and wrists to retain heat and keep cold air out. The fur lining faces the body. Many of the parkas have two layers of added insulation, the sleeves inner one with the fur facing in, and the outer one with the fur facing out. Most anoraks have hoods. The Inuit also decorate their clothing. The designs can vary in color and pattern, including leather fringes, ivory buttons, embroidery, and colored fur.

The basic clothes, which come in a variety of styles and materials, include pants, mittens, boots, stockings, and parkas. Sealskin adds the benefit of being water resistant, which makes it useful for summer rains or hunting at sea. Caribou skin is warmer and lighter, and thus better suited for winter.

Other hides are used as well, including polar bear, fox, wolf, wolverine, marmot, squirrel, bird, and dog. Sea mammal intestines can also act as clothes when sewn together. The Inuit use as many as four layers of caribou fur on their feet and insulate their mukluks and mittens with moss and down.

Equipment

Kalantar

Kalantar is made in two halves, front and rear, like a vest without sleeves, which are clasped together on the warrior's shoulders and sides. Each half, from the neck to the waist, consists of a number of metallic plates arranged horizontally and fastened together by a ringed mesh. Decorated with gold inlay, decorative patterns, and engravings, the kalantar is reserved for nobility. This is a Slavic armor.

Kol'chuga

The Kol'chuga is a chain mail hauberk with interlaced copper rings, polished to a shine. It is worn over normal clothing or a thick canvas rubakha and usually worn with a leather belt with plates, or worn unbelted. This is a Slavic armor.

Kuyak

Armor made of round metal plates affixed to a leather base. The kuyak is frequently worn over the kol'chuga. This is a Slavic armor.

Pantsir

The pantsir combines several types of armor. It consists of scales on the lower front part and large tongue-shaped plates on the chest. The smooth metal plates are polished to a high shine and

covered with gold, silver and engravings. Only Slavic aristocrats wear pantsir on the battlefield.

Shields

Primitive shields are usually made of bark or hide stretched taught over a wooden frame. Strikes can be deflected with these, and charges can be diverted. Some peoples decorate their shields with fearsome images, to frighten predators or other tribes. Shields are either held or strapped on with hide thongs. No items can be carried in the shield hand because of this. Bash attacks are possible with the small and medium shields, and do 1d3 and 1d4 points of damage on a successful strike, respectively, with a x2 critical modifier. Adjust the damage downward (1d2 and 1d3) for smaller wielders. Used in this way the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat the shield as a light weapon. If you use a shield as a weapon, you lose its AC bonus until your next action.

Skin Armor

Skin armor is made from cured (but not tanned) animal skins, and usually only covers the torso and upper leg region of the body. Flimsy, prone to molding and getting stiff, it is still better nothing at all.



1. Caribou Hide; 2. Baidana; 3. Bakhterets; 4. Kuyak; 5. Yushman; 6. Pantsir; 7. Kol'chuga; 8. Kalantar; 9. Zertsalo

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Tarch

A Slavic shield, whose upper part consist of a metallic sleeve with a blade; the warrior put his arm into this sleeve. It is designed for fortress defense. It deals 1d8 points of Slashing damage (19-20/X2 crit). Attacking with a tarch is a shield bash attack.

Teghily

The teghily is a kind of kaftan with short sleeves and a high collar. Due to its protective characteristics poor Slavic warriors use this garment instead of armor. The teghily is made of hemp and quilted through. Teghily is made of thick cotton fabric with metallic rings or plates sewn on the breast. Sometimes parts of animals are used by being boiled and painted into a mesh of animal tissue. This is cooled and dried hard. A paper cap, made in a similar fashion, usually accompanies teghily armor.

Wooden Plate

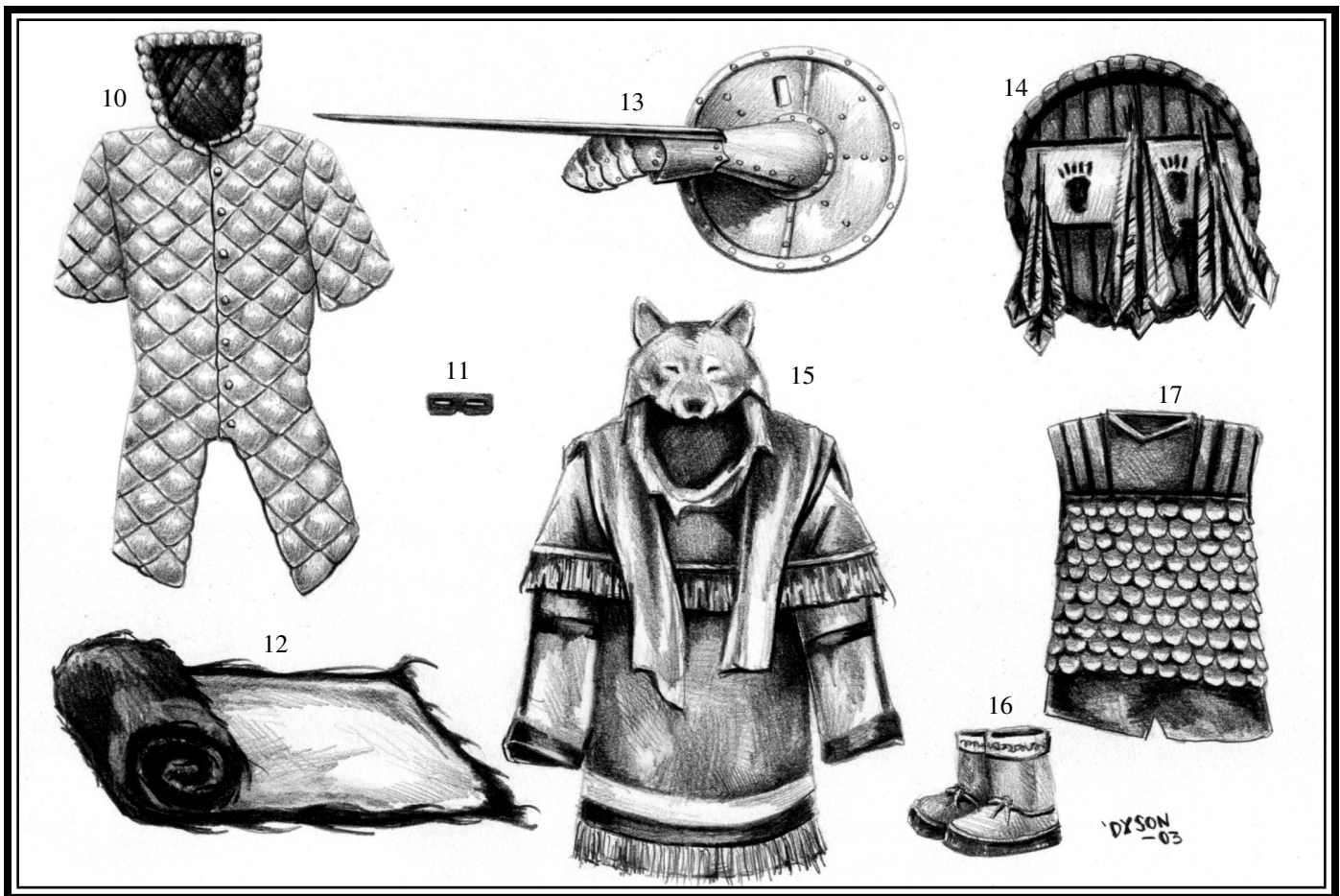
The Tlingit are famous for their armor. They place wood slats over up to three layers of hide to create durable protection against weapons. They also wear helmets of solid wood for protection and sometimes carve them into masks to strike fear in their enemies. The shape of the headgear indicates a man's rank: the young and inexperienced hunters wear a short visor, an elongated visor is worn by the rank-and-file, and open-crown long-visor is worn by important mature men.

Yushman

This armor is a mail shirt covered with a number of horizontal plates, interlaced with its front and back. This is a Slavic armor.

Zertsalo

A Slavic armor that consists of four plates (front, back, sides) fastened together and put on the shoulders by means of straps with clasps.



10. Teghily; 11. Sun Visor; 12. Winter Blanket; 13. Tarch; 14. Hide Shield; 15. Wolf Hide; 16. Boots; 17. Bronya

Skills & Feats

A group of men finally did return. It was Aleksander, with a few well-armed men, in stark contrast to the motley group of promyshlenniki he had brought with him last time. Kanereyklak went out with the other elders to meet them.

"Hello old man," Aleksander said, all decorum lost. "My time is short so I will get to the point."

"What of the men who went to your fort?"

Aleksander translated to his comrades, who laughed heartily. "They are still alive, because they are of value to us. But your value is questionable."

Aleksander pointed at one of the elders, older than Kanereyklak, who waited patiently as they spoke in a foreign tongue.

"This one is of no use to me." In one smooth motion, a promyshlenniki hoisted his rifle and fired at point black range. The elder's skull burst open as he stumbled backwards. The remaining elders stood stock-still.

Kanereyklak did not turn to look at the corpse, but continued to hold Aleksander's gaze. "You are desperate."

Aleksander took a step closer and one of the men lifted his rifle to aim at Kanereyklak. Aleksander waved him off. "Yes, we are starving. The supply ships have been cut off because of a shift in the ice floes. But we can mutually benefit from this situation."

Those same familiar words hung in the air. Kanereyklak did not react.

"Your young hunters are stubborn. They will not hunt for us. Not for money, not for alcohol, not under threat of death. There is still a great fortune to be made in pelts, but they cannot see the opportunities." He brushed some snow out of his beard. "They are not business-minded, like you and I."

Kanereyklak waited. If age had taught him anything, it taught him patience. He dismissed any fantasies of stopping Aleksander. All the capable warriors had been captured or killed by Aleksander's men.

"Business, you see, requires an exchange. The process breaks down when one party wants to exchange and the other does not. You have something I desire and yet there is nothing I can offer your men."

"So," Aleksander concluded, planting his fists on his hips, "I must create a need. Therefore, the women of your village will come with us. If the men want to see their wives, their mothers, their daughters again, they will work and they will work hard."

Aleksander didn't smile anymore. He waited for some form of resistance from Kanereyklak.

"Give me some time to prepare them so they go peacefully," Kanereyklak said without hesitation.

Then Aleksander laughed, muttering something in Torassian to his comrade that was most assuredly an insult. The elders looked to Kanereyklak, frightened.

"We will give you some time," Aleksander said. "Then you will bring the women to us." He put one hand on Kanereyklak's shoulder. "You are doing the right thing, comrade. One of the other villages was not so sensible. We took what we wanted by force instead."

Kanereyklak walked away with the other elders in tow.

The women of the village met the news with stoic silence. They were outnumbered and outgunned. Wife-taking wasn't unusual amongst their people. The difference was that the men usually took the women as their own wives. The terror tactics of the Torassians were foreign to them. Blackmail was the luxury of those who lived in more forgiving climates.

"They have asked for the women," Kanereyklak said to Anjka.

"I know all about it," she whispered. Her eyes were sad, but her expression was serene.

Kanereyklak clenched and unclenched his fists. Since he had returned from the southern lands, they had never been separated for more than a few days.

"I will not allow this."

She held Kanereyklak tightly, staring deeply into his eyes. "It is not for you to allow."

Then she proceeded dutifully out into the frigid air. She joined a long, lonely line of women that snaked its way towards where the *adlait* waited. Some men muttered in harsh tones, but they were powerless. They were old. Their wives and children were being taken from them. What else could they do?

The men watched until the women were marched out of sight. Then, one by one, with nothing else to do and nowhere to go, they shuffled back into their homes in a daze.

Kanereyklak stood alone, fists clenched. He stared at the dot that once was the trail of women for nearly an hour. They were beyond his vision and beyond his help.

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He would not stand such treatment. He was old, but he was not dead. He would not let his family, his village, and his people, be wiped out by foreigners who did not respect the land.

"It is not for you to allow."

Kanereyklak blinked back the tears that had begun to freeze in the corners of his eyes. It was not for him to allow. It was not for him to judge.

He knew who would judge them

This chapter details new skills as well as how the standard skills are changed by physical and cultural differences in the cold lands. A variety of new feats are also listed for cold-weather natives.

Skills

Appraise

This skill has application in determining the food value of a creature. By making an Appraise check (DC 10 + animal's CR) the character can determine the food value, amount of meat, and ease of prey a particular target is. In a barter economy, items do not have a fixed price. A successful Appraise check will only get you a rough idea of what you could reasonably expect in trade for the item. Otherwise the skill is unchanged.

Balance

A successful Balance check (DC 15) allows free movement on icy surfaces. Otherwise the skill is unchanged.

Climb

Note that ice is a slippery surface, adding +5 to the check DC. Otherwise the skill is unchanged.

Craft (Alchemy)

In an Ice Age campaign a successful Alchemy check (DC 20) is required to start a fire (rather than Survival), which is considered to be a nearly magical power. Otherwise, this skill may be used to produce any number of useful substances (costs given for substances may apply in other settings):

- **Bloodfire:** This bitter red liquid, when ingested gives the character a +4 bonus to all saves against cold effects for the next 2d4 hours. Preparation DC: 15 (Cost: 50 gp)
- **Icy Repose:** A character that has ingested this substance ignores any damage from cold weather, but only after they have succumbed to the nonlethal damage. The character appears to be in a deep sleep, but is cold to the touch. If the character is removed from the effects of cold, he makes a Fort save (DC 15) every day to awaken. Preparation DC: 25 (Cost: 100 gp)
- **Stinging Flame:** This substance is used to coat a blade or other melee weapon. Once applied, the substance will ignite if exposed to water (including ice—or blood). The fire burns for 1d4 rounds, adding 1 point of fire damage to all attacks.

Wooden weapons may be consumed if Stinging Flame is applied to them. Preparation DC: 20 (Cost 75 gp)

Craft (Barkcraft)

The skill involves the art of crafting tree bark and using it as a general resource. Bark is traditionally used to cover boats and houses, as well as crafting containers and other utensils. Birch-bark and elm bark are highly valued coverings. Cedar bark is relatively supple, and can be cut into strips that can be twisted into strings and textiles. These textiles can be woven into clothing, blankets, mats, and baskets. Various types of bark can also provide sources of food, medicine, dye, and poison. Willow bark is used in the smoking mixture kinnikinnick. Five ranks in Craft (bark), gives a +2 synergy bonus to Survival and Heal checks involving bark.

Craft (Scrimshaw)

This skill is the process of decorating ivory, bone, or shell through engraving. Ink or pigments are then rubbed into the lines. Inuits are known for their elaborate carvings using sperm whale teeth and walrus tusks. The term applies to ivory and bone carved by Inuit.

Craft (Weaving)

This skill involves making textiles or baskets by interlacing flexible material, including plants and animal hair. Five ranks in Craft (weaving) provide a +2 synergy bonus to the Use Rope skill.

Craft (Woodwork)

This skill is skill in carving wood objects. Wood is a valuable resource, used in the making of houses, boats, weapons, tools, ceremonial objects, and containers. Woodcarving is highly intricate and detailed amongst the Tlingit, as evidenced by their masks and totem poles.

Decipher Script

Since no written language exists amongst Ice Age cultures, this skill is of no value to them. Atlantians can of course use it as they see fit.

Disable Device

Ice Age peoples use this skill to rig traps, such as rockfalls. They cannot use it to disable or jam anything. Rigging a rockfall trap is challenging (DC of 20).

Disguise

Ice Age peoples have no knowledge of disguise in the traditional sense. They do know how to camouflage their scent however. A successful Disguise check can work as an opposed roll against a creature using the Scent feat or ability or, alternately, a creature using the Spot skill.

Skills & Feats

Forgery

There's no written language to write in an Ice Age culture, therefore there's nothing to forge.

Handle Animal

Animals know better than their keepers to plunge headlong into the frozen wastes. If an animal will suffer cold damage by entering an arctic terrain it will balk. A successful Handle Animal check (DC 20) is necessary to make the animal continue its advance. It must be checked once every hour. Failure means the animal immediately retreats to the warmest location or stops moving completely, depending on its nature.

Heal

With the Heal skill, a character can bring another back up from the brink of death from hypothermia. Warming the PC back up requires a successful Heal check (DC 30) or magical healing. Failure means the PC is warmed up too quickly and must make a Fort save (DC 30) or die on the spot.

Hide

Hiding in the arctic lands can be challenging if not properly attired. PCs who fail to wear white clothing when out on sheets of ice or against snowbanks suffer a -10 circumstance penalty to Hide checks during the day and a -5 circumstance penalty at night.

Jump

Crossing from ice floe to ice floe requires skill and caution. PCs making a leap across two floes must make a Jump check from at least two feet from the edge (-2 circumstance penalty). Failure means slipping into the icy water and suffering the effects of hypothermia.

Knowledge

In an Ice Age campaign, knowledge does not exist for architecture and engineering or nobility and royalty except amongst Atlantians.

Knowledge (religion)

In the Eskimo world, knowledge of religion is an intricate survival skill that is inextricably entwined with everyday activities. Knowledge of the spirits means knowledge of the land. Five ranks in Knowledge (religion) bestow a +2 synergy bonus to Craft, Handle Animal, Heal, and Survival checks.

Knowledge (riddles)

This skill allows a character to crack the code of difficult riddles. He has the experience to study the text and intuit the correct answer. The character must understand the language in which the riddle is written or spoken to attempt a check.

Listen

Sound travels faster in warm air because the air is less dense. As a result, sound waves are bent when they travel from cold air into warm air. Because warm air caps the cold air nearest the ground, sound wave travel further. The Listen check DC modifier ("per 10. ft. from the listener") should be changed to +1 per 10 ft. from the listener in cold climes.

Move Silently

Fresh snow crunches softly underfoot, making it difficult to move silently. See the penalties for Snow in the Environment section. Frozen snow crunches quite loudly, making it even more challenging (double the penalties).

Open Lock

Even metal does not fare well in a cold environment. Enterprising thieves can pour water over a lock and then attempt to smash it after it freezes. The PC must make a successful DC check as if attempting to pick it. If successful, the lock's Hardness is reduced by the success of the skill check. There aren't any locks to speak of amongst Ice Age peoples, so to them this skill is useless.

Perform

In a land where warfare is something neither side can afford, the Eskimos have found a more peaceful alternative to settling their disputes. Through the use of the nith-song, individuals resolve their differences through a debate consisting of song, dance, and humor. There must be an audience present for the dispute. The two disputants make opposed rolls of their Perform skill. The following types of perform apply: ballad, chant, comedy, dance, drama, epic, melody, and storytelling. The audience ultimately chooses the winner depending on the wisdom, wit, and creativity of each contestant. Once a victor has been declared, the topic is no longer up for discussion.

Ride

Guiding a mount through snow requires a Ride check (DC 10). Failure means the mount halts. Riding is something of a foreign concept to most Ice Age peoples. Only the prehistoric halfling understands the concept, which gives them a leg up against their larger competitors. Otherwise the skill is unchanged.

Search

Searching for something in snow and ice is difficult. Everything blends together and distances become lost when all the hills and snowdrifts look the same. PCs who are unaccustomed to frozen lands suffer a -5 circumstance penalty to all Search checks. If the PC is searching for something in the snow, apply the penalty to find it based on the level of concealment.

Sleight of Hand

This skill cannot be used in the Ice Age to actually pick a pocket because pockets haven't been invented yet. It can be used to per-

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form sleights of hand, which for all intents and purposes is magic to the less observant races.

Spot

Likewise, spotting someone or something at a distance is also a challenge in cold lands. PCs who are unaccustomed to frozen lands suffer a -5 circumstance penalty to all Spot checks. Someone hiding under snow gets the circumstance bonus to their Hide check (an opposed roll) as per the concealment rules in the PHB.

Survival

This skill is indispensable for any group that will be traveling through frozen lands. Survival ranks can be applied to saving throws against exposure and half the rank may extend to other characters (bonuses do not stack)

Eskimo variation

For many Eskimo peoples, respect and spiritual belief is inseparable from the natural world. Respect for animal masters is particularly important in that traditional Inuit believe that both their spiritual and material well-being are dependent upon maintaining good relations with these beings. It is the animal masters who are responsible for giving game to the hunter and his family; the animals they control cannot be hunted without their consent. In return, the hunter must show respect to the animal masters to keep in their good graces.

These rules of respect include placing the bones of the animals killed on outdoor scaffolds, in trees, or lakes and streams, making sure that the dogs do not eat the bones, placing animal fat and leftovers in the fire, consuming the fat from the caribou long bones, and wearing decorated clothing while hunting. As a result, five or more ranks in Survival gives a +2 synergy bonus to Diplomacy and Knowledge (religion) checks involving animals, beasts, elementals, feys, outsiders, plants, undead, and vermin.

The respect shown to nature is very basic and very important. No hunter should waste meat or skin. Creatures should not be left in traps for too long and no part of any animal hunted should go to waste. The bones are particularly important, as it is believed the bones help regenerate new animals.

When performing Survival checks, hunters must make a Knowledge (religion) check at DC 20 modified by the difference in the Survival check. A successful Survival check subtracts the difference from the DC, making the Knowledge (religion) check easier; a failed Survival check adds the difference to the DC, making the Knowledge (religion) check more difficult. Failure indicates the hunter has disrespected nature in some way.

Failing this check means the offending hunter has displeased an animal master. The amount he fails the Knowledge (religion) check by is the luck penalty he receives thereafter to all Survival checks. Animal masters make life difficult for the hunter and those he consorts with—animals know of his approach, the weather works against him, and life becomes a living hell in the wilderness. This curse can be removed through the *atonement*



spell at the cost of 500 XP. The curse can also be removed by a successful Survival and subsequent Knowledge (religion) check. The number by which the check succeeds reduces the Survival penalty until it is eliminated completely. These checks cannot just be performed at random—the hunter must be doing something that requires the use of the Survival skill.

Navigation

Compasses are unreliable near the poles (-5 circumstance penalty). The constellations are better direction finders and nights light enough to travel by (DC 20). When traveling on sea ice, traveling by landmarks alone is dangerous (-5 circumstance penalty if using landmarks); ice floes shift and move. Bird observations can also aid navigation (DC 25). Migrating wildfowl fly to land in the thaw. Most sea birds fly out to sea during the day and return at night. Sky reflections can also help to determine distant terrain (DC 25). Clouds over open water, snow free ground or timber appear black from below. Clouds over sea ice and snowfields appear white. New ice produces grayish reflections, while mottled reflections are indicative of drifted snow or pack ice.

Swim

Swimming in cold water can be deadly. Hypothermia comes quickly when immersed in cold water. Swim checks become more challenging as the PC's Strength is sapped, which can ultimately cause him to drown.

Skills & Feats

Tumble

A successful tumble check in deep snow allows the PC to completely avoid the penalties from Snow (see the Environment chapter) for that round.

Use Rope

Creating rope is a challenge in cold lands. Cordage materials are generally less available than in other places. Most barks are locked tight into trunks of dormant trees and the majority of plants are brittle. Withes, which are young shooting stems of trees, can be used as cordage. Unless the ground is frozen, cordage can also be gathered from nearby evergreen trees (DC 20). A successful check creates 10 feet of rope. If a rope becomes wet, due to ice or snow, it expands. Untying a waterlogged rope requires a standard Use Rope check with a circumstance penalty of -5.

Feats

The following new feats are available.

Arnagneq [General]

Some Eskimos have souls of their ancestors reincarnated in them. You possess such a soul and in gratitude the soul provides you with special powers and protection.

Prerequisite: Cha 13+, Shamanistic belief system.

Benefit: You receive a +1 luck bonus to all saving throws.

Behead [General]

You are skilled at decapitating a foe with a single stroke.

Prerequisite: Power Attack, Weapon Focus with a slashing weapon, base attack bonus of +4

Benefit: Whenever you roll a critical hit, roll one additional d20. If you roll another natural 20, the target is beheaded. Note that this feat only works with a weapon that inflicts slashing damage, on creatures of the same size or smaller, and that the victim cannot be immune to critical hits.

Cold Resistance [General]

You stand naked in snowdrifts and wade through icy waters until you no longer notice the cold.

Prerequisites: Con 13+, Toughness

Benefit: You gain damage reduction 1/- against cold.

Controlled Shiver [General]

You can restore your body temperature to normal by shivering.

Benefit: You can shiver violently for one round, eliminating one point of nonlethal damage due to exposure. You can do this as often as you like but can do nothing else during that round.

Crude-Wrestling [General]

Crude-wrestling matches are dangerous bouts between two powerful opponents. The struggles are decided by pinning from the front.

Prerequisite: Str 13+, Improved Unarmed Strike

Benefit: Your pins hold an opponent for two rounds instead of one.

Distance Swimming [General]

A popular Nordic sport, swimmers start at the beach and swim out towards the open sea. They turn around when they become exhausted. The last one to turn wins. You are one of the best.

Prerequisites: Endurance, Swim skill

Benefit: You receive a +4 bonus to Swim checks to avoid receiving nonlethal damage from fatigue.

Elemental Spirit

You were born with the spark of one of the elements within you.

Benefit: You gain the ability to cast a 0-level spell a number of times per day equal to your level. You cast this spell as a sorcerer of your character level. Choose one element:

- **Air:** *light*
- **Earth:** *mending*
- **Fire:** *flare*
- **Water:** *ray of frost*

Evil Eye [General]

Thanks to your Evil Eye, you can cast malefic magic more proficiently than other casters.

Prerequisite: Cha 8 or lower, cannot be good-aligned.

Benefit: All variable, numeric effects of any necromantic spell are doubled. In exchange, you lose a permanent Charisma point due to the means in which the Evil Eye manifests itself (crossed, protruding, squinting, an odd color, deep-set, or black eyes).

Fast Healer [General]

You heal quickly from your wounds.

Prerequisites: Con 13+, Great Fortitude

Benefit: You heal as if you had bed rest even though you are engaging in light, nonstrenuous travel. Even if you engage in combat or spellcasting, you recover 1 hit point per character level per day of rest.

Fearless [General]

You are utterly, stupidly fearless of all things. You will enter unknown houses, demand dinner from a roomful of bandits, and sleep in haunted graveyards without hesitation.

Prerequisite: Wis 8 or lower.

Benefit: You are immune to fear, magical or otherwise.

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Ferocity [General]

You are dangerous foe, even when near death.

Prerequisites: Con 13+, Toughness

Benefit: You can continue to function at negative hit points without going further into negatives, up to one negative hit point/2 levels. Thus, a 10th level character can continue to function at -5 hit points.

Find Another Foe [General]

You can intimidate foes even from a distance.

Prerequisites: Intimidate skill, Cha 13+

Benefit: You make an opposed Intimidate check against any foe that would attack you. If you succeed, the foe avoids you and attacks someone else if he has the choice, as per the *sanctuary* spell. You must spend the round doing nothing but glower at the opponent. You can only do this once per target and once per combat. This feat will not work if there are no other viable targets to choose from.

Firearms Proficiency [General]

You know how to fire a gun.

Benefit: You can make a normal attack roll with a hand-held firearm. This Feat does not extend to siege weaponry or cannons.

Normal: A character that uses a firearm without this feat suffers a -4 penalty on attack rolls.

Fire Resistance [General]

You expose yourself to the scorching heat of the midday sun until you don't even notice the heat anymore.

Prerequisites: Con 13+, Toughness

Benefit: You gain damage reduction 1/- against fire.

Freezer [General]

You are capable of putting out fires with a touch.

Prerequisite: Con 13+, Toughness, +7 base attack bonus

Benefit: You can extinguish all non-magical fires at will as per the *quench spell*. You must physically touch the heat source to extinguish it.

Galdralag [General]

You are a foul-mouthed bastard. Trollborn are fond of this feat.

Prerequisites: Cha below 9

Benefit: In combat, you 'psyche yourself up' by swearing profusely and can intimidate opponents who can understand what you're saying. One of your foes must make a Will saving throw (DC 10 + ½ level minus your Cha bonus). Failure leaves the opponent shaken.

Glimustaoa [General]

The left hip and right thigh are both places where an opponent's sword or dagger is usually held. When grappling, you strike here first.

Prerequisites: Dex 13+, Improved Unarmed Strike

Benefit: You prevent the target you are grappling from using a move-equivalent action to draw or sheathe a weapon.

Glutton [General]

You can eat! And eat! And eat...

Prerequisite: Con 13+, Toughness

Benefit: By making a Fort save (DC 20) you can eat an extra meal for a creature equal to your size and weight. For every meal after the first, the DC increases by +1. You can eat as many meals as you wish to in this fashion until you fail the saving throw. You are not otherwise affected by the meal - you don't gain weight.

Handsome [General]

You're attractive in appearance. People pay more attention to what you say and want to believe your every word.

Prerequisites: Cha 13+

Benefit: You receive a +2 bonus to Diplomacy and Bluff checks.

Height Advantage [General]

You are a master of using height to your advantage.

Prerequisites: Dex 13+

Benefit: You receive a +2 bonus to your attack rolls when attacking from higher ground.

Normal: You receive a +1 bonus to your attack rolls when attacking from higher ground.

Herse [General]

You dodge an attacker's blow and simultaneously removing his ability to counter. This attack demonstrates your skill and is extremely intimidating.

Prerequisite: Karl, Weapon Focus (longsword), Intimidate skill, Dex 13+

Benefits: While wielding a long sword, you receive a +1 dodge bonus to your Armor Class on a successful opposed Dexterity check. If you successfully strike your opponent on your next attack, he is automatically considered shaken for one round. This attack only works on beings that are lower level than you and no more than one size larger than you.

Hip Throw [General]

You know how to trip opponents such that they take damage when they hit the ground.

Skills & Feats

Prerequisite: Str 13+, Improved Trip

Benefit: You automatically inflict grapple damage on an opponent at the end of a trip.

Hot-Blooded [General]

You have a natural resistance to the effects of cold. Natives of cold lands (including many of the races listed in this book) automatically receive this feat for free because the surface capillaries in their limbs periodically allow surges of warm blood to pass through them and maintain their flexibility.

Prerequisite: Native to cold regions

Benefit: You gain a +6 bonus to saves against cold effects.

Howling Rage [General]

You let out a bellowing scream that terrifies your opponents.

Prerequisites: Cha below 9, Galdralag

Benefits: All opponents in a ten foot radius must make a Will save (DC 10 + ½ level minus your Cha bonus) or become shaken.

Hurl Axe [General]

You can hurl an axe with great proficiency.

Prerequisite: Axe proficiency, Str 12+



Benefits: You can throw a battle-axe or hand axe as if it were a throwing axe. It has a 10-foot range increment.

Hurled Return [General]

You can cause a hurled weapon to return to your hand.

Prerequisites: Point Blank Shot, Far Shot

You lose an action for each time you recall the weapon. You must make a Will save (DC is the AC of target) to cause the weapon to return after striking your foe. Unlike the Returning Ammo feat, hurled weapons immediately “bounce” back from the target and do not inflict any extra damage. This is a supernatural ability.

Hypothermic Sleep [General]

You can sleep on the ground, unclothed, in near-freezing temperatures by slipping into a hypothermic state that suppresses shivering.

Prerequisite: Hot Blooded

Benefit: When sleeping (and only when sleeping) you receive 1/- damage resistance to cold.

Ice Hearing [General]

The sounds of ice are as natural to you as the call of birds.

Prerequisites: Wis 13+

Benefit: With a successful Listen check (DC 20) you may hear the sounds of anyone in contact with a certain body of ice, within one mile. This is a supernatural ability.

Iceshoes [General]

Your feet are accustomed to treading on ice.

Prerequisites: Dex 15+, Balance skill.

Benefit: You receive a +10 bonus to Balance checks on icy services.

Improved Armor Use [General]

You know how to move dexterously even in encumbering armor.

Prerequisites: Dex 13+

Benefit: You reduce the armor check penalty of your armor by 1. You can take this feat multiple times.

Improved Balance [General]

You are skilled in the art of falling and can avoid landing prone when thrown.

Prerequisites: Dex 13+, Tumble skill

Benefit: You add your Tumble ranks as a competence bonus to all opposed rolls for trip checks.

Improved Disarm [General]

You are an expert at disarming your foes.

Frost and Fur

Prerequisites: Dex 13+, Weapon Finesse

Benefit: When disarming, you do not provoke an attack of opportunity.

Normal: Without this feat, a character provokes an attack of opportunity when attempting to disarm a foe.

Improved Draw [General]

Your hands are lightning fast when it comes to drawing weapons.

Prerequisites: Dex 13+

Benefit: You can draw a weapon as a free action.

Normal: Drawing a weapon is normally a move-equivalent action.

Improved Knockdown [General]

You are able to blast opponents down like reeds in the wind.

Prerequisites: Str 13+, Power Attack

Benefit: You can choose to knock a foe down by inflicting non-lethal damage instead. If you hit and inflict nonlethal damage, the victim must make a Fort save (DC 10 + amount inflicted) or be knocked down.

Improved Ready [General]

You are an expert at receiving a charge with any piercing weapon.

Prerequisites: Str 13+, Weapon Focus

Benefits: If you are using a weapon that can be used readied against a charge, you receive a +4 competence bonus to attack at the end of the charge (and inflicting double damage in the process). If the weapon cannot normally be used to ready against a charge, you can still use it to inflict double damage but do not receive the competence bonus.

Jarl [General]

You move past an attacker, putting enough distance between you and your enemy that the attacker must begin his assault all over again. To rub it in, you turn and mock your opponent, proving you could have inflicted far worse damage.

Prerequisite: Herse, Weapon Focus (shortspear), Intimidate skill, Dexterity 13+

Benefits: While wielding a shortspear, you receive a +1 dodge bonus to your Armor Class on a successful opposed Dexterity check. If you make a successful Intimidate check (DC target's Armor Class), your foe is automatically considered frightened for one round. This attack only works on beings that are lower level than you and no more than one size larger than you.

Karl [General]

You dodge to the side to avoid the blow of your attacker and then intentionally miss your target by swinging your axe in his direct line of vision.

Prerequisite: Trel, Weapon Focus (hand axe), Dex 13+

Benefits: While wielding an axe, you receive a +1 dodge bonus to your Armor Class on a successful opposed Dexterity check. If you successfully strike your opponent on your next attack, he is automatically considered stunned for one round.

Knee Trip [General]

You stick your leg behind your opponent's knee, partially tripping him.

Prerequisite: Dex 13+

Benefit: You may choose to knee trip your opponent as a result of a successful grappling action. Your opponent falls to one knee and is considered kneeling, giving you a +2 circumstance bonus to your next attack.

Konge [General]

You move through an attacker, countering before the attacker has even started. This attack seeks to defeat the attacker on the mental and physical plane.

Prerequisite: Jarl, Improved Unarmed Combat, Intimidate skill, Dex 13+

Benefits: While fighting unarmed, on a successful strike you also make an Intimidate check (DC target's Armor Class). If the skill check is successful, your foe is automatically considered panicked for one round. This attack only works on beings that are lower level than you and no more than one size larger than you.

Lucky [General]

The gods are kind to you.

Prerequisites: Cha 13+

Benefit: You receive a +1 luck bonus to all saving throws.

Ofermod [General]

You are naturally heroic against all odds.

Prerequisites: Cha 13+

Benefit: You receive a +4 bonus to Will saves vs. any fear or morale check.

Orphan [General]

Your parents, for one reason or another abandoned you, be it hardship or inconvenience. As such, you've had to learn to make your way in the world on your own.

Prerequisite: You have no family and cannot receive an inheritance.

Skills & Feats

Benefit: You receive a +4 competence bonus to any one skill of your choosing.

Pack Awareness

Packs are rarely caught by surprise by environmental features such as bodies of water, cliffs, or other dangers. In fact, they're often aware of things that their prey may not be, and will seek to use these features to their advantage. Fast creatures may be driven into water or onto unsafe ground. Large creatures may be driven off cliffs or into swift or deep water, to put them off balance.

Benefit: When working with designated pack members whom you must choose by name (can't be more than 10 people), you receive a +2 competence bonus to Spot, Hide, Move Silently, and Survival checks.

Pack Communication

Packs talk to each other so that they can adjust strategy on the fly. Injured pack members let other members know they're injured as they fall back. This allows reserves or flanking pack members to fill in a weakness. As well, this allows group understanding of perceived weaknesses. Sometimes clipped language or hand signs may be used when the pack is afraid others may understand their communication.

Benefit: When working with designated pack members whom you must choose by name (can't be more than 10 people), you can leave a melee without provoking an automatic attack of opportunity. You can avoid one attack of opportunity per pack member within five feet of your position.

Pack Scout

Packs know when to be cautious, observe, fall back, or give up. Packs use scouts to watch potential prey and discern any patterns, weaknesses, etc. If a creature seems powerful, the pack looks for a weakness before attacking. If a creature seems weak, the pack draws it away or kills it quickly, especially if the creature is not alone. If a target is too strong for the pack, the pack abandons it and look for other suitable targets.

Prerequisite: Track Feat

Benefit: On a successful Survival check, you can determine the comparative level of a creature to your own and that of your pack members. If you succeed, creatures that are lower level than you are weak, those that are higher level are strong, and those that are equal to your level are equal in power. Failure means you gain no pertinent information and cannot attempt the Pack Scout feat on the target again.

Pack Support

Pack members are rarely if ever left for dead, or forced to fight on their own. If a pack member is a weak, other members move in to protect the member or flank the creature that threatens their comrade. Packs are about mutual benefit.



Benefit: When working with designated pack members whom you must choose by name (can't be more than 10 people), you get a +2 competence bonus to flank attacks.

Podmet [Metamagic]

You know the effects of magical herbs and their power to enhance spells.

Prerequisite: Wis 13+, Survival skill.

Benefit: By rolling a Survival check (DC 30), you find herbs that enhance a spell's power. You receive a bonus to all numerical effects equal to the amount by which you succeed the skill check.

Poison Resistance [General]

You gradually expose yourself to snake bites to increase your resistance to poison.

Prerequisites: Con 13+, Toughness

Benefit: You gain damage reduction 1/- against poison.

Redheaded [General]

You are a redhead. As a result, you are considered devious and sneaky.

Prerequisite: Must be a redhead, cannot be good aligned.

Frost and Fur

Benefit: You receive a +1 competence bonus to Intelligence checks.

Reduce Cover [General]

You can strike a coward's head when he peeks out from behind cover.

Prerequisites: Spot skill, Wis 13+, Point Blank Shot, Precise Shot

Benefit: By making an opposed Spot check, you can reduce a foe's degree of cover by one step, from nine-tenths to three-quarters, from three-quarters to one-half, from one-half to one-quarter, and from one-quarter to none. This feat only works for one round and must be rolled each round to bestow the bonus. This feat does not work on a foe that has total cover.

Retribution [General]

You strike back at your foe with twice the fury that he struck you.

Prerequisites: Iron Will

Benefit: You allow an attack of opportunity by "just taking it" – then retaliate by inflicting your damage plus the damage your foe inflicted on you. Your opponent's attack disregards your Dex bonus and any shield bonus, but not armor. You must attack normally and hit unless your opponent is also "just taking it".

Returning Ammo [General]

You can cause ranged ammunition (for bows and crossbows) to return to your quiver.

Prerequisites: Point Blank Shot, Far Shot

Benefit: You lose an action for each piece of ranged ammunition you will back to your quiver. The target must make a Fort save (DC 10 + your level) or suffer another damage roll from your ranged attack as the ammunition rips itself out of his flesh and returns to your quiver. This is a supernatural ability.

Second Sight [General]

You are gifted with "the sight", an ability to see things man was not meant to see.

Prerequisites: Wis 13+

Benefit: You can see invisible creatures with a successful Wisdom check (DC 10 + creature's level). You do not need to be aware of the invisible creature, the effect is spontaneous.

Secret Mark [General]

You have, somewhere on your body, a secret mark. It can be a birthmark, a golden patch of skin, a special mole, or something even more exotic. Whatever the case, this secret mark cannot be duplicated through magical means and is always apparent in any form you take.

Prerequisite: Con 13+

Benefit: In essence, the secret mark is tied to your soul. Spells that alter your form will always have the secret mark represented on them. Doppelgangers cannot duplicate the secret mark. Even the *clone* spell will not duplicate the secret mark. It is a surefire way of identifying you as the genuine article. Identifying your secret mark requires a Search check (DC 20) on your person.

Seer [General]

You can sometimes see up to a half hour into the future.

Prerequisites: Wis 13+, Second Sight

Benefit: Once per day, you can determine the future as per the *augury* spell by making a successful Wisdom check (DC 14). You can only ask one question.

Shapeshifting [General]

You can shift forms into an animal you are acquainted with.

Prerequisite: +5 base attack bonus, must make peaceful contact with animal.

Benefit: You gain the ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) once per day. You must choose one animal form, although this feat can be taken multiple times for multiple animal forms.

Simpleminded [General]

You're a fool, but you get by anyway.

Prerequisite: Wis 8 or lower.

Benefit: You receive a +1 luck bonus to all saving throws.

Ski Combat [General]

You know how to keep your balance while on skis.

Prerequisite: Balance skill.

Benefit: Once per round, if you are struck while skiing, you can make a Balance check to negate the hit. The hit is negated if your Balance check is greater than the attack roll.

Normal: To keep standing while on skis, you must make a Balance check (DC 5).

Skjaldborg [General]

You know how to form a shield wall by overlapping your shield with your comrades. This shield wall makes it nearly impossible to penetrate, because the warriors behind you absorb the initial charge, usually with spears.

Prerequisite: Shield Proficiency

Benefit: So long as you are surrounded by at least three other allies with shields, you cannot be tripped as a result of an overrun action.

Skills & Feats

Slide-By Attack [General]

You can keep your balance and make a slide-by attack while standing on ice.

Prerequisite: Balance skill.

Benefit: When you are on ice and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your speed. You do not provoke an attack of opportunity from the opponent that you attack.

Snow Fight [General]

Benefit: In melee, you disregard the effects of an opponents cover in snow (except in the case of full cover). You suffer only half the usual penalty to speed for being unable to see due to whiteouts, blizzards, and snow. Poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Snowshoes [General]

Your feet are accustomed to treading on snow.

Prerequisites: Dex 15+, Balance skill.

Benefit: You can walk on the surface of snow, avoiding any penalties to movement, combat or skill checks.

Spear Catching [General]

You're so quick that if a spear misses you, you can catch it...and throw it back!

Prerequisites: Dex 13+, Improved Unarmed Strike, Deflect Arrows

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round, when you would normally be hit by a spear of any sort (including a javelin), make an opposed attack roll (vs the original attack result). If you succeed, you catch the spear in one hand and spin with its momentum, launching it again at your opponent. You receive a circumstance bonus to the attack roll equal to the amount you beat your opponent's opposed attack roll to catch the spear.

Spear Throwing [General]

You are a master of the throwing spear.

Prerequisite: Proficient with shortspear or javelin, Dex 12+, Weapon Focus (shortspear or javelin)

Benefits: You can throw an additional shortspear or javelin with your off-hand in the same round so long as your off-hand is free. Each throw loses 15 feet per range increment and the off-hand throw does not receive the +1 bonus to its attack roll from the Weapon Focus feat.

Speed Swimming [General]

Another popular Nordic competition, you are an extremely fast swimmer.

Prerequisites: Dex 13+, Swim skill

Benefit: A successful Swim checks allow you to swim one-half of your speed as a move-equivalent action or three-fourths your speed as a full-round action.

Stigandi [General]

Stigandi is a stance used for wrestling in the confines of the narrow halls of Nordic farmhouses during the winter, when wrestling outdoors would be hindered by the harsh northern climate. The footwork in stigandi is graceful and gliding; each step is carefully calculated with great precision. Stigandi prevents you from being backed into a wall or corner in confined spaces. Stigandi it allows you to perpetually revolve, thus enabling the maximum use of a limited area indoors in which to wrestle.

Prerequisite: Dex 13+, Improved Unarmed Strike

Benefit: You never cause an attack of opportunity when grappling no matter how many opponents are attacking you.

Strandhugg [General]

In raids, Norsemen sail into shallow water and jump from their ships into combat, shouting at the top of their lungs. These attacks specialize in surprise, looting the area, killing anyone in their way, burning the houses and then retreating back to the boats. The attack leaves villagers stunned.

Prerequisite: Jump skill. Intimidate skill

Benefit: A successful Jump check (DC 20) and subsequent Intimidate check (DC 10 + highest level Hit Dice) causes all who witness the strandhugg with Hit Dice lower than yours to make a Will save (DC the Jump or Intimidate roll, whichever is higher). Failure leaves all witnesses Panicked for one round.

Svinfylka [General]

You are effective at executing the "boar's snout" maneuver, taught to Norsemen by Odin.

Prerequisite: Improved Bull Rush, requires at least two other people

Benefit: On a successful bull rush attack, all opponents with Hit Dice lower than you who suffer the attack must make a Will save (DC bull rush attack roll) or become Panicked.

Totem [General]

Eskimos and others with shamanistic belief systems are born with totems. Over time, they may even acquire two or three. Each totem represents an animal that exists both in the spiritual and natural world. These totems favor you and expect you in turn to respect them.

Frost and Fur

Table 6.1: Totems

Totem	Bonuses
Bear, Brown:	+1 to Strength score, +1 competence bonus to Climb checks
Bear, Polar:	+1 to Strength score, +1 competence bonus to Balance checks
Deer, Caribou:	+1 to Wisdom score, +1 competence bonus to Knowledge (nature) checks
Deer, Moose:	+1 to Constitution score, +1 competence bonus to Survival checks
Dog, Hunting:	+1 to Dexterity score, +1 competence bonus to Survival checks
Dog, Sled:	+1 to Strength score, +1 competence bonus to Survival checks
Fox, Arctic:	+1 to Dexterity score, +1 competence bonus to Move Silently checks
Hawk:	+1 to Dexterity score, +1 competence bonus to Spot checks
Muskox:	+1 to Constitution score, +1 competence bonus to Spot checks
Owl:	+1 to Wisdom score, +1 competence bonus to Move Silently checks
Pinniped, Seal:	+1 to Constitution score, +1 competence bonus to Listen checks
Pinniped, Walrus:	+1 to Strength score, +1 competence bonus to Intimidate checks
Pinniped, Sea Lion:	+1 to Constitution score, +1 competence bonus to Tumble checks
Raven:	+1 to Wisdom score, +1 competence bonus to Intuit Direction checks
Squirrel:	+1 to Dexterity score, +1 competence bonus to Hide checks
Weasel:	+1 to Dexterity score, +1 competence bonus to Jump checks
Whale, Arctic:	+1 to Constitution score, +1 competence bonus to Swim checks
Whale, Killer:	+1 to Strength score, +1 competence bonus to Swim checks
Wolf, Arctic:	+1 to Dexterity score, +1 competence bonus to Search checks
Wolverine:	+1 to Constitution score, +1 competence bonus to Intimidate checks

Prerequisite: This feat can be selected once upon creation of the character. Additional totems can be selected when new feats are gained. Must have some component of alignment that is neutral-aligned. Must have an animistic or shamanistic belief system.

Benefit: See below. You also receive a +2 competence bonus to all checks involving the totem, including Animal Empathy, Handle Animal, Heal, Knowledge (nature), Ride, and Survival.

Special: The totem requires you to not kill, hunt, or eat the animal that is your totem. You can't even wear clothing or equipment made of the animal (see hides in the Equipment section). If you ever harm or eat your totem, intentionally or unintentionally, you lose the benefits of this feat. Aleut can never take a pinniped totem, Tlingit can never take a whale totem, and Inuit can never take a deer totem. You can retake the feat to regain that totem's trust. This feat can be taken multiple times for different animals. Note that if you take too many totems, you may find yourself incapable of eating any food or wearing any clothing.

Trel [General]

You withdraw from an attack until the attacker offers an opening that you can use to disable your attacker.

Prerequisite: Weapon Focus (club), Dex 13+

Benefits: While wielding a club, you receive a +1 dodge bonus to your Armor Class on a successful opposed Wisdom check. If you successfully strike your opponent on your next attack, he is automatically dazed for one round.

Tudab Seal [General]

You have accumulated enough manitushiun from your kills that you have mastered the water. You can walk or run along the bottom of a river just as if you were on land.

Prerequisite: +7 base attack bonus, Dex 13+, Shamanistic belief system.

Benefit: Once per day, you can gain the simultaneous benefits of a *water breathing* and *freedom of movement* spell as if you cast it as a cleric of your level. The benefits only extend to you. This power is considered a supernatural ability.

Tudab Fog [General]

You have accumulated enough manitushiun from your kills that you have mastered the air itself. You can call forth a fog upon command.

Prerequisite: +3 base attack bonus, Wis 13+, Shamanistic belief system.

Benefit: Once per day, you can call forth a fog cloud as per the *fog cloud* spell as if you cast it as a sorcerer of your level. This power is considered a supernatural ability.

Tudab Cure [General]

You have accumulated enough manitushiun from your kills that you have mastered your own flesh. You can call upon your wounds to mend themselves.

Prerequisite: Cha 13+, Shamanistic belief system.

Benefit: Once per day, you can heal your wounds as per the *cure light wounds* spell as if you cast it as a cleric of your level. This power is considered a supernatural ability.

Skills & Feats

Una Tar Tuq [General]

You are an expert in wrestling. You stand face-to-face with your arms around your opponent and your feet flat on the ground. Then you lift and hurl your opponent.

Prerequisite: Improved Unarmed Strike

Benefit: Upon a successful grapple, you can automatically make a successful trip attack in lieu of a pin, knocking your foe prone.

Weapon-Catching [General]

You can catch an enemy's slashing or piercing weapon on a wooden shield's rim.

Prerequisite: Shield Proficiency, Dex 12+

Benefits: If an opponent rolls a natural 1 on his attack roll (1 or 2 with a large shield), his weapon gets stuck in your shield. You can choose to discard the shield as a partial action, thereby effectively disarming the attacker. Additionally, the opponent is thrown off balance and suffers a -1 circumstance penalty to his armor class. If you do not spend a partial action to immediately discard the shield, the opponent can attempt wrench the weapon free (opposed Str checks). The shield must make a Fort save (DC 20) or be ruined.

Wind Sending [Metamagic]

With this feat, you can send spells on the wind; by doing so, the spells range is increased dramatically.

Prerequisite: Enlarge Spell, Wis 13+.

Benefit: This feat adds a range of unlimited to any spell, so long as that being can be touched by air (a creature in a sealed room would technically be unaffected). It uses up a spell slot two levels higher than the spell's actual level.

Youngest [General]

The forces of good often look benevolently upon the youngest child in a family.

Prerequisite: You are the youngest child but not an only child.

Benefit: You receive a +1 luck bonus to all saving throws.

Zagovory [Metamagic]

You have mastered the art of casting spells that cause illness, hate, harm, and discord.

Prerequisite: Wis 13+, must be evil-aligned.

Benefit: All variable, numeric effects of any evil spell are increased by 50%. In exchange, you lose a permanent Charisma point due to the malefic aura that surrounds you.



Magic

Kanereyklak trudged up to Anjka's tent with slow, determined steps. He had never participated in a tent-shaking ceremony. Anjka's spirit guided her, protected her, and showed her the way through the spiritual lands. Kanereyklak had no such protection.

But he had to try. Anjka would be incapable of contacting the spirits under the watchful eye of the adlait.

A chill danced up and down Kanereyklak's spine as he entered the smaller tent. All that lay within was a small stone.

Kanereyklak sat down and took a deep breath. Then he began rubbing the small stone and rocking back and forth, humming to himself and calling to the spirits.

Kanereyklak fell into a trance, made all the easier by the lack of food and the strain of loss. Time sped past him. He was vaguely aware of the light changing outside the tent. He counted. The world moved on without him three times.

Without food, without water, when his own monotonous droning nearly drove him mad, someone stepped into the tent. Kanereyklak tried to ignore him. Then a large hand touched his shoulder, snapping him out of his trance.

The ever-present cold is more than just an annoying mundane hindrance—it can also have a significant impact on spellcasting. This chapter examines how the cold affects schools of magic. It also details how specific spells are modified in cold lands. Finally, it ends with a list of new spells for cold casters.

Modified Spells

Abjuration

Spells that protect against cold damage also protect against exposure. For every 1 point of damage the spell negates, reduce the DC for exposure checks by 1.

Conjuration

Creatures that are not native to cold lands will have difficulty coping. Intelligent beings can make their own decisions, but animals and beasts summoned into temperatures below 32 degrees Fahrenheit suffer a -4 morale penalty to all rolls.

Evocation

Evocation fire spells are reduced in effectiveness by 1 point per die of damage. Thus, a 15th level fireball inflicts 15d6-15 points of damage. Sonic spells are increased in effectiveness by 1 point

per die of damage. Creatures struck by water spells quickly freeze and are considered to be in water when checking for exposure.

Illusion

Glamers and figments are more effective in the arctic due to the peculiar nature of the cold weather conditions and its effects on visibility. Victims receive a -1 circumstance penalty to saving throws to all illusions in cold lands.

Necromancy

Necromancy spells create a chill in their targets. As a result, necromancy spells cause victims to suffer a -1 circumstance penalty to exposure checks for each 1d6 points of damage inflicted.

Transmutation

Any transmutation that creates a liquid object will quickly freeze into ice. Ice has a hardness of 0 and 3 hit points per inch of thickness. See the Ice section in the Environment chapter for more information.

New Domains

Ice

Granted Power: The Hot-Blooded feat. Command and rebuke Cold creatures as an evil cleric commands and rebukes undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Table 7.1: Ice Domain Spells

1.	Magic Snowball
2.	Freezing Blade
3.	Ice Shape
4.	Icicles
5.	Avalanche
6.	Iceballs
7.	Crevasse
8.	Repel Ice or Snow
9.	Snowmen

Altered Spell Effects

Chill Metal

This spell lowers an objects temperature by 10 Fahrenheit degrees the first round, 20 degrees the second round, and 30 degrees for the third through fifth rounds. The item's temperature is then only reduced by 20 degrees on the sixth round and 10 degrees on the seventh round. A person wielding or wearing the item becomes particularly susceptible to hypothermia and frostbite from this attack and must make an immediate check for both.

Cone of Cold

Perhaps the most frightening spell in a wizard's repertoire, cone of cold temporarily reduces the local temperature by 10 degrees for every 1d6 points of damage inflicted. A 15th level character can reduce the local temperature by a whopping -150 degrees, requiring an immediate check for both hypothermia and frostbite.

Control Weather

The caster can influence the weather as per the weather section under the Natural Hazards chapter. Atmospheric phenomena can be dispelled with a successful Will save, attempted once every 10 minutes.

Weather DCs to Dispel	
Atmospheric Phenomena	DC
Aurora	30
Fata Morgana	25
Thunder Snow	25
Blizzard	20
Snowstorm	20
Fog	15
Sleet	10
Snow	10

Temperature and wind can also be automatically manipulated by one step on the Weather chart every 10 minutes.

Create Food and Water

Water created with this spell becomes instantly frozen if the effective temperature is below 32 degrees Fahrenheit.

Create Water

Water created with this spell becomes instantly frozen if the effective temperature is below 32 degrees Fahrenheit.

Creeping Doom

During the summer months of subarctic locations, clouds of insects swarm the air. Any creeping doom cast is doubled in strength, including effect, damage, and duration. If cast in weather below 32 degrees Fahrenheit, the insects die the round after they are summoned.

Endure Elements

This spell helps protects a character from exposure in addition to the usual energy damage. Modify the effective temperature by 50 degrees Fahrenheit for any exposure checks.

Grease

This spell creates ice instead of grease on its target if the temperature is below 32 degrees Fahrenheit.

Ice Storm

This spell lowers the temperature to 32 degrees (unless already colder) in the area of effect for the duration.

Insect Plague

During the summer months of subarctic locations, clouds of insects swarm the air. Any insect plague cast is doubled in strength, including effect, damage, and duration. If cast in weather below 32 degrees Fahrenheit, the insects die the round after they are summoned.

O's Freezing Sphere

The globe version of this spell lowers a victim's local temperature by -60 Fahrenheit degrees. The cold ray version of this spell temporarily lowers the local temperature by 10 degrees per 1d6 points of damage. Exposure checks should be made.

Protection from Energy

This spell protects the target from exposure. Modify the effective temperature by up to 100 Fahrenheit degrees for any exposure checks.

Ray of Frost

This spell results in an additional exposure check.

Resist Energy

This spell protects a character from exposure in addition to the usual energy damage.

Sleet Storm

This spell lowers the temperature to 32 degrees (if not already lower) in the area of effect for the duration.

Summon Swarm

Like *insect plague*, this spell's effects are doubled in strength, including effect, damage, and duration. The insects summoned are always mosquitoes (vermin) and they are not poisonous. If cast in weather below 32 degrees Fahrenheit, the insects die the round after they are summoned.

Frost and Fur

Transmute Rock to Mud

This spell transmutes rock to permafrost when the temperature is lower than 32 degrees Fahrenheit, which isn't much different from rock. Permafrost has a hardness of 4 and 9 hit points per inch of thickness.

Wall of Ice

If cast as a hemisphere, this spell reduces the temperature by 10 degrees.

Water Walk

This spell allows creatures to cross snow in complete silence, negating the penalty to Move Silently checks in snow.

New Spells

At the DMs option, spells that are usable by druids can also be cast by angakoqs, voelvas, and volkhovs. Spells that are usable by sorcerers or wizards can be cast by kolduny.

New Spellcasters

Some of the character class designations may be unfamiliar to you. They can be found in the later chapters on Eskimo, Slavic, Nordic, and Ice Age settings. The abbreviations are summarized here for your convenience.

Akq: Angakoqs (Eskimo)

God: Godi (Nordic)

Kol: Koldun (Slavic)

Vol: Voelva (Nordic)

Akeutit

Abjuration

Level: Akq 3, Brd 3, Rgr 3, Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This incantation is used to drive away or appease spirits, thereby removing illness. The caster chants, swaying from side to side. It cures the diseases of everyone in range that the subjects are suffering from. The spell does not kill parasites (like green slime or rot grubs). Because the spell is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Alfar Tune

Enchantment (Compulsion) [Mind-Affecting]

Level: Vol 8, Brd 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 cu. ft./level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster begins to play, whistle, hum, or sing a song. Everything within range feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. This will even animate objects of any non-magical material. Even raw matter, such as water, will dance in tune. While the caster maintains the spell (plays, sings, hums), the dance makes it impossible for the subject to do anything other than caper and prance, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield. Any strenuous action on the caster's part, including combat, requires a Perform check (DC 20). Failure means the spell ends immediately.

Anakua

Divination

Level: Akq 9, Clr 9

Components: S

Casting Time: 1 standard action

Range: Personal

Area: Cone

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The anakua manifests itself as a mysterious light that the angakoq suddenly feels in his body, deep inside his skull. It is an unexplainable searchlight that burns within him, allowing the angakoq to see things no mortal man can see. Even with his eyes closed, the caster can see everything, whether he wants to or not.

The caster sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane. The range of *anakua* is 120 feet.

This spell also penetrates solid objects, conferring a sort of x-ray vision on the caster. Mountains are translucent and the earth becomes one long featureless plain. When looking through objects, the caster can see as if he were looking at something in normal light even if there is no illumination. *Anakua* vision can penetrate up to 20 feet of cloth, wood or similar animal or vegetable matter and up to 10 feet of stone or metal, as per a *ring of*

Magic

x-ray vision. This spell also bestows a +10 competence bonus to Search and Spot checks.

Animal Resurrection

Conjuration (Healing)

Level: Akq 6, Brd 6, Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Dead animal or magical beast touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This spell resurrects an animal or magical beast as the *resurrection* spell. It requires the bones of the creature to be resurrected, but acts as the *resurrection* spell in all other respects.

Animate Ice

Transmutation [Cold]

Level: Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Ice, 1 cu. ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The caster imbues inanimate ice with mobility and a semblance of life. The animated ice then attacks whomever or whatever the caster initially designates. The caster can animate up to 1 cubic foot of ice per caster level. The ice fights as an animated object with the cold subtype.

Animate Snow

Transmutation [Cold]

Level: Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Snow, 1 cu. ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The caster imbues inanimate snow with mobility and a semblance of life. The animated snow then attacks whomever or whatever the caster initially designates. The caster can animate up to 1 cubic foot of snow per caster level. The snow fights as a gray ooze and has one hit die per two cubic feet. It does not have an acid attack and has the cold subtype.



Avalanche

Evocation

Level: Drd 7, Ice 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft./level radius (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When the caster casts *avalanche*, an intense but highly localized tremor rips the ground. It shivers snow, ice, and rock off any protruding natural terrain. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any spells they try to cast. The avalanche affects all terrain, vegetation, structures, and creatures in the area. The avalanche travels horizontally as far as it falls vertically. An avalanche cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff. Any creature in the path sustains 8d6 points of damage (Reflex half DC 15). See the *avalanche* entry in the Environment chapter for more details.

Avgo Regeneration

Conjuration (Healing)

Level: Akq 9, Clr 9, Healing 9

Components: V, S

Casting Time: At least 10 minutes

Range: Personal

Target: Self

Duration: 1 day/level or until discharged

Frost and Fur

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

Avgo was a great angakoq who was once mauled by a bear and then devoured by a walrus, which dropped him into the depths of the ocean. His skeleton returned and slowly regained its pieces of flesh, until he returned whole to the shore.

This spell must be cast by the caster upon himself (prior to death, naturally). Upon dying (below -10 hit points), at least one bone of the caster's corpse begins immediately regenerating, wherever it is. The flesh grows around the bones—if there are no intact bones, the corpse cannot regenerate. The subject's severed body members and ruined organs grow back. Once begun, the physical regeneration is complete in 2d10 rounds. It also cures 1d8 points of damage +1 point per caster level (up to +20). In all other respects the spell acts as *raise dead*.

Bladder Dance

Evocation

Level: Akq 3, Brd 3, Rgr 3

Components: V, S, M

Casting Time: 2 days

Range: Close (25 ft. + 5 ft./2 levels)

Target or Targets: Up to one creature per level, all within a 20-ft.-radius of each other

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

The Inuit believe that animals' souls rest in their bladders. This ritual lasts for days inside a large kashim (men's ceremonial lodge) and involves much dancing and music. After the ritual, the bladders are released to the sea and the hunt begins. For the duration of the spell, all those who were present at the *bladder dance* receive a +10 competence bonus to Survival checks and a +1 competence bonus to attack and damage in finding, hunting, and killing any aquatic animal.

Material Components: One aquatic animal's bladder for every target present.

Blunting Glance

Transmutation

Level: Vol 4, Clr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One slashing or piercing weapon

Duration: 1 round per level

Saving Throw: Fort negates

Spell Resistance: No

You have a gaze attack that allows you to blunt weapons with a glance. By merely looking at a weapon, it must make a Fort save (with the wielder's bonus). If the item fails its saving throw, it suffers 1d6 points +1 per caster level of damage (maximum +15) and its weapon type changes from slashing or piercing to bludge-

oning. If the weapon can still be used for blunt trauma, it will have an Enhancement damage penalty equal to ½ the caster's level (although a weapon will never deal less than 1 point of damage). You can make one gaze attack per round. This spell does not affect bludgeoning weapons.

Boiling Transformation

Transmutation

Level: Vol 4, Fire 4, Water 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This transmutation grants a creature temporary invulnerability to fire damage. When the spell absorbs 12 points per caster level of fire damage, it is discharged. The spell protects the recipient's equipment as well. It also grants the creature the ability to breathe water freely for the duration of the spell.

Upon discharging, the creature's Charisma receives an enhancement bonus of 1d4+1 points. The Charisma effect lasts for 1 hour/level of the caster. Spellcasters that rely on Charisma who are affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. This spell is typically cast just before tests of endurance, wherein the target is plunged into boiling water.

Brain-Eating Ritual

Necromancy [Death]

Level: Adt 2, Rgr 2, Clr 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Humanoid corpse touched

Duration: Instantaneous/10 minutes per target HD

Saving Throw: None

Spell Resistance: No

The caster draws forth the ebbing life force of a recently killed creature and uses its power. Upon casting this spell, the spellcaster touches a recently dead (not more than 24 hours) humanoid then consumes the brain of the corpse. As a result, he gains 1d8 temporary hit points, +1 Intelligence, and +1 Wisdom. Additionally, his effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant the spellcaster access to more spells.) These effects last for 10 minutes per HD of the target creature. This spell stacks (up to +5) provided the caster has the appetite.

Material Component: The victim's brain.

Magic

Call Aurora (Arsarnerit)

Evocation [Electricity]

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

To cast *call aurora*, the caster must be in a polar region (or sub-polar)—an area where an aurora is normally seen. Once called, the caster is then able to invoke the effects of the aurora and call upon one random effect every 10 minutes. The caster need not call an aurora effect immediately—other standard actions, even spellcasting, can be performed. However, the caster must use a standard action (concentrating on the spell) to cause an effect. The random effect targets a point of the caster's choosing, within range (measured from the caster's position at the time). This spell does not function indoors, underground, or underwater.

D100	Effect
01–20	<i>Gate</i>
21–40	<i>Call Lightning</i>
41–60	<i>Time Stop</i>
61–80	<i>Teleport</i>
81–00	<i>Unhallow</i>

Catch Soul

Abjuration

Level: Akq 8, Clr 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this spell, the caster releases a soul from any binding. It negates *soul bind* and *trap the soul* spells.

Material Components: The caster requires the target's mittens, which are tied to a cord and thrown a distance, then dragged back.

Cave Painting

Enchantment (Compulsion) [Mind-Affecting]

Level: Adt 5, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster can control the actions of any creature he paints on a cave wall. The caster establishes a telepathic link with the being depicted. The caster can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." The caster knows what the subject is experiencing, but the caster does not receive direct sensory input from him.

Once you have given a creature under the influence of a *cave painting* spell a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check (DC 15) can determine the subject's behavior is being influenced by an enchantment effect.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of standard action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the caster and the subject are on the same plane. The caster need not see the subject to control it.

Protection from evil or a similar spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

Material Component: The cave painting must be in a secret location that no one but the caster can view. If anyone else views it, the spell is broken.

Commune With Animals

Conjuration (Summoning)

Level: Vol 5, Animal 5, Drd 5

Components: V, S

Casting Time: 1 full round

Range: See text.

Effect: Swarm of animals in a 50-ft. spread

Target: The caster

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

This spell summons all four-legged animals of 2 Hit Die or less in the area to the caster. The caster can communicate with the animals and ask them three questions about the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. Indoors or underground, the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement or where no animals naturally exist.

Frost and Fur

Commune With Birds

Conjuration (Summoning)

Level: Vol 5, Animal 5, Air 5, Drd 5

Components: V, S

Casting Time: 1 full round

Range: See text.

Effect: Swarm of birds in a 50-ft. spread

Target: The caster

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

This spell summons all birds of 2 Hit Die or less in the area to the caster. The caster can communicate with the birds and ask them three questions about the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. Indoors or underground, the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement or where no avians naturally exist.

Commune With Fish

Conjuration (Summoning)

Level: Vol 5, Animal 5, Water 5, Drd 5

Components: V, S

Casting Time: 1 full round

Range: See text.

Effect: Swarm of fish in a 50-ft. spread

Target: The caster

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

This spell summons all fish of 2 Hit Die or less in the area to the caster. The caster can communicate with the fish and ask them three questions about the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. Underground, the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement or where no fish naturally exist.

Continuous Fire Ritual

Transmutation

Level: Adt 3, Drd 3, Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Torch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame from another source is transferred to a new location. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden but not smothered or quenched. While this spell may seem trivial to some, an everlasting flame is critical to a tribe's survival.

Material Component: A pre-existing fire source.

Control Snow

Transmutation [Cold]

Level: Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Snow in a volume of 10 ft./level x 10 ft./level x 1 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Depending on the version the caster chose, the control snow spell raises or lowers snow levels.

Lower Snow: This causes snow to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 1 foot per caster level. The snow is lowered within a squarish depression whose sides are up to 10 feet long per caster level. When cast on ice elementals and other cold-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

Raise Snow: This causes snow to rise in height, just as the lower snow version causes it to lower.

For either version, the caster may reduce one horizontal dimension by half and double the other horizontal dimension.

Corpse Candle

Necromancy [Death]

Level: Kol 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster can slay any one living creature within range. The subject is entitled to a Fort saving throw to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

Material Components: This spell requires a candle made from human fat, which is destroyed in the casting.

Magic

Create Banishche

Evocation [Evil]

Level: Kol 5, Clr 5

Components: V, S, M

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Banishche are the sites of former bathhouses. They are unlucky, unclean places that are ripe for spellcasting of an evil nature. Upon casting, the site provides a *magic circle against good* effect.

All turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

Finally, the caster may choose to fix a single spell effect to the *banishche* site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area or effect. It affects all non-evil beings in the area. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *banishche* again.

Spell effects that may be tied to a banishche include *bane*, *cause fear*, *darkness*, and *deeper darkness*. Spell resistance might apply to these spells' effects.

A *banishche* can be removed by a *hallow* spell.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the affected area.

Create Snow

Conjuration (Creation) [Cold]

Level: Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of snow/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates clean, unpolluted snow. Snow can be created in an area as small as will actually contain the snow, or in an area three times as large (possibly creating a downpour or filling many small receptacles). Note: Conjuration spells can't create substances or objects within a creature. Snow weighs about 8 pounds per gallon. One cubic foot of snow contains roughly 8 gallons and weighs about 60 pounds.

Crevasse

Evocation [Cold]

Level: Drd 8, Ice 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft./level radius (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When the caster casts *crevasse*, the ground within the area of effect is ripped in half by a localized tremor. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any spells they try to cast. At the beginning of the round, a crevasse opens in the ground. The crevasse affects all terrain, vegetation, structures, and creatures in the area. All creatures standing in the area must make Reflex saving throws (DC 15) or fall down. Every creature on the ground has a 25% chance to fall into the crevasse (Reflex save DC 20 to avoid falling in). At the end of the spell, all crevasses grind shut, killing any creatures still trapped within.

Detect Thief

Divination

Level: Kol 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No



Frost and Fur

By rotating a sieve on a fork, the caster can determine if a target is a thief. The thief must be someone who has stolen something that does not belong to him or her in the last 24 hours or who has ever stolen anything from an individual within range of the spell. Each round, the caster concentrates on one subject, who must be in range. If guilty, the sieve will point to the thief. The spell does not reveal any information about the theft. Each round, the caster may concentrate on a different subject.

Material Component: A simple sieve and a fork.

Discern Tree

Divination

Level: Vol 2, Plant 2, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One plant

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the caster to instantly identify a plant's nature. Information about the plant includes if it is sentient, magical, enchanted (has spells cast upon it), is the home of a dryad, or anything out of the ordinary. Worshippers of Simargl cast this spell to avoid accidentally chopping down the Tree of Life, which looks like any other tree in a forest.

Elik

Divination

Level: Akq 2, Brd 2, Rgr 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: Self

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Similar to the *see invisibility* spell, *elik* allows the caster to see any objects or beings that are invisible, astral, or ethereal, as if they were normally visible. The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Eyes of the Ice

Divination (Cold)

Level: Brd 2, Rgr 1, Adt 2, Drd 2

Components: V, S

Casting Time: 2 minutes

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: none

Spell Resistance: no

With a successful Concentration check (DC 15) you may see what is directly on the opposite side of a body of ice. With a successful Concentration check (DC 30) you may see as if you were standing at any point adjacent to the body of ice, regardless of relative direction to your current position. This spell has a maximum range of 1 mile per caster level. (If the body of ice extends beyond your maximum range, the spell fails.)

Faerie Ice

Transmutation [Cold]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent (see text)

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked snow, ice or permafrost of any sort into an equal volume of faerie ice—see the Snow Swamp section of the Environment chapter for more details. If the spell is cast upon a serac, for example, the serac collapses into faerie ice. Magical or enchanted snow or ice is not affected by the spell. The depth of the faerie ice created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the faerie ice sink until hip- or chest-deep, reducing their speed to 5 feet and giving them -2 penalties on attack rolls and AC. Brush thrown atop the faerie ice can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *faerie ice* is cast upon the ceiling of an ice cavern or tunnel, the faerie ice falls to the floor and spreads out in a pool at a depth of 5 feet. The falling faerie ice and the ensuing cave-in deals 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves.

Large buildings are generally immune to the effects of the spell, since faerie ice doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The faerie ice remains until a successful *dispel magic* restores its substance—but not necessarily its form. Heating turns the faerie ice into water over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Magic

Finger Sacrifice

Transmutation

Level: Adt 6, Clr 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute

By cutting off a finger joint (Will DC 15 to cut off a finger joint), the target permanently gains a +1 luck bonus to attack and weapon damage rolls. However, by doing so, the target suffers a -1 penalty to Climb, Craft, Disable Device, Escape Artist, Forgery, Heal, Open Lock, Sleight of Hand and Use Rope checks. This spell can be cast just once for each hand.

Material Component: One finger joint of the target.

Flesh to Ice

Transmutation [Cold]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject and all possessions it carries turn into a mindless, inert ice sculpture. If the ice sculpture resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as deathwatch). Only creatures made of flesh are affected by this spell. If exposed to temperatures over 32 Fahrenheit the victim melts in 1d4 days.

Footprint Curse

Transmutation

Level: Kol 4, Sor/Wiz 4

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Permanent

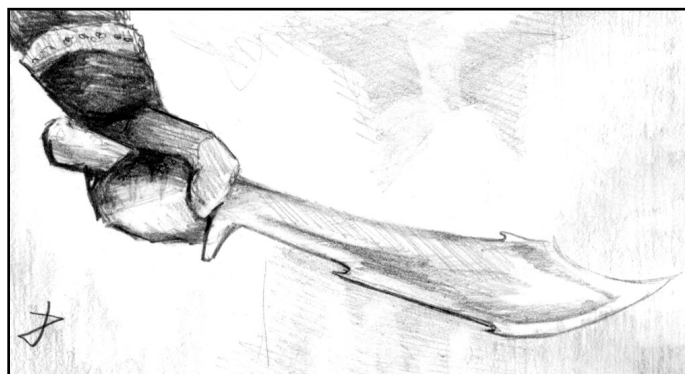
Saving Throw: Will negates

Spell Resistance: Yes

After finding a well defined boot- or foot-print in snow, mud, sand, dust or even grass, the caster cuts it out of the ground with a special knife. The caster then places a curse on the owner of the footprint. The victim suffers a -6 effective decrease to his Constitution (minimum 1).

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Material Component: A knife worth at least 100 gp.



Freezing Blade

Evocation [Cold]

Level: Drd 2, Ice 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Sword-like beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long beam of freezing ice springs forth from the caster's hand. The caster wields this bladelike beam as if it were a scimitar. Attacks with the ice blade are melee touch attacks. The blade deals 1d8 points of cold damage +1 point per two caster levels (maximum +10). The caster's Strength modifier also applies to the damage roll.

Freezing Hands

Transmutation [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: Semicircular burst of ice 10 ft. long, centered on the caster's hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A thin sheet of freezing ice shoots from the caster's outspread fingertips. The caster must hold his hands with his thumbs touching and his fingers spread. The sheet of ice is about as thick as the caster's thumbs. Any creature in the area of the ices takes 1d4 points of cold damage per the cast's caster level (maximum 5d4). Anyone affected must also make an exposure check.

Frost and Fur

Gold to Corpse

Transmutation

Level: Kol 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Gold from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fort negates (object) (see text)

Spell Resistance: Yes

The spell can convert gold into a random, non-descript human. The corpse is inert and lacking a vital life force unless a life force or magical energy is available. It cannot be reanimated or raised from the dead, but is made of flesh. The corpse has 10 hit points per caster level and decays like any other dead body. *Gold to corpse* can affect anything made of gold that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long. Once found, the corpse can be restored to normal golden form with spells such as *break enchantment* or *dispel magic*.

Hibernate

Enchantment (Compulsion) [Cold]

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living mammals within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Fort negates

Spell Resistance: Yes

A *hibernate* spell causes a comatose slumber to come upon one or more mammals. Roll 1d4 +1 per caster level to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. Hibernating creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Hibernate* does not target unconscious creatures, constructs, or undead creatures. This spell can only be cast in conditions where the temperature is below 32 degrees Fahrenheit.

Hiccup

Enchantment (Compulsion) [Mind-Affecting]

Level: Kol 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes a humanoid of Medium-size or smaller to suffer a momentary bout of violent hiccups. Humanoids of 5 or more HD are not affected. The subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, etc. due to the hiccups unless he succeeds at a Concentration check (DC 25).

Material Component: Salt.

Huapsi

Abjuration

Level: Akq 5, Brd 5, Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell is a form of preventive medicine known as "breaks up a plan." It is used when a person is conscious of being near an enemy that ultimately means death. The target becomes immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *chill touch*). The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.

Material Component: This spell requires the caster to pound and rub 10 gp worth of fresh roots on the target's body.

Ice

Conjuration (Creation) [Cold]

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. x 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

An *ice* spell covers a solid surface with a layer of slippery ice. Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall. Those that successfully save can move at half speed across the surface. However, those that remain in the area must each make a new saving throw every round to avoid falling and to be able to move. The spell can also be used to create an icy coating on an item—a rope, ladder rungs, or a weapon handle, for instance. Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the iced

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item. If the temperature is above 32 degrees Fahrenheit, the ice melts after 1 round per caster level.

Iceballs

Conjuration (Creation) [Cold]

Level: Drd 6, Ice 6

Components: V, S, M

Casting Time: 1 standard action/iceball

Range: Touch

Targets: Up to four touched snowballs touched

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Up to four iceballs can be turned into special grenade-like weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each iceball bursts upon striking any hard surface. Together, the iceballs are capable of dealing 1d8 points of cold damage per caster level (maximum 20d8), divided up among the iceballs as the caster wishes. A 20th-level druid could create one 20d8 missile, two 10d8 missiles, one 11d8 and three 3d8 missiles, or any other combination of d8s totaling up to four iceballs and 20d8 points of damage. The iceballs deal 1 point of splash damage per die within 10 feet. If a creature within the burst area makes a successful Reflex saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

Ice Bolt

Conjuration (Creation) [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (50 ft. + 5 ft./level)

Targets or Effect: One icy bolt/four levels

Duration: 1 round/Instantaneous

Saving Throw: See text

Spell Resistance: Yes

The caster can create icy bolts and shoot them at enemies. When creating an icy bolt, the caster must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of cold damage (Reflex save half). If the caster creates extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

Ice Shape

Transmutation [Cold]

Level: Drd 3, Ice 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Ice or ice object touched, up to 10 cu. ft. +1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster can form an existing piece of ice into any shape that suits the caster's purpose. For example, the caster can make an ice weapon, a special trapdoor, or a crude idol. Ice shape also permits the caster to reshape an ice door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with ice shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. If the temperature is over 32 degree Fahrenheit, the ice melts after 1 round per caster level.

Material Component: Ice.

Ice Walk

Transmutation [Cold]

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The transmuted creature can tread on ice as if walking on solid ground. The creature does not have to make Balance checks for walking on ice. The caster can cast *ice walk* on a specially trained mount so it can be ridden over ice. For training purposes, ice walking counts requires a Handle Animal check (DC 20) and takes four weeks.

Icicles

Transmutation [Cold]

Level: Drd 4, Ice 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Snow-covered ground, icy floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The icicles impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area takes 1d8 points of cold damage for each 5 feet of movement through the area. In addition, ground speed through the spell's area is reduced by half. Any creature that sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This movement penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another caster can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC. *Icicles* is a magic trap that can't be disabled with the Disable Device skill. If the temperature is over 32 degree Fahrenheit, the ice melts after 1 round per caster level.

Frost and Fur

Ignite Fire

Evocation [Fire]

Level: Brd 1, Adt 1, Drd 1, Rgr 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 sq. ft.

Duration: 1 minute/level

Saving Throw: none

Spell Resistance: no

A small (1 sq. ft.) fire is ignited. The fire is perfectly ordinary except that while the spell lasts, the fire requires no fuel. Any flammable object that comes into contact with the fire will burn and remain burning even after the spell ends, until put out normally.

Focus: A piece of wood.

Igloo

Evocation [Cold]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere of snow centered on the caster's location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The caster creates an igloo around herself using the available snow. Up to nine other Medium-size creatures can fit into the igloo with the caster. If the caster leaves the igloo, the igloo melts into a pool of water. The temperature inside the igloo is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). The igloo also provides protection against the elements, such as hail, sleet, and snow. The igloo withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the igloo is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired.

Material Component: There must be enough snow to normally build an igloo and the spell must be cast on the snow.

Ilisiniq

Transmutation

Level: Akq 3, Brd 3, Rgr 3, Clr 3

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell is a form of magical hexing in which the caster spits in front of the victim. The caster chooses one of the three following effects, depending on the version selected:

- -6 effective decrease to an ability score (minimum 1).
- -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

The curse cannot be dispelled, but it can be removed with a *reflect enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Ilisiniq* counters *remove curse*. If the victim succeeds in a Will save, the caster must make a Will save—failure means the hex has rebounded and the caster suffers the effects of his own curse.

Iordanka

Transmutation

Level: Kol 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One firearm

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a firearm an enhancement bonus to attack and damage of +1 per three caster levels (maximum of +5).

Krilaq

Divination

Level: Akq 4, Brd 4, Rgr 4, Clr 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One living creature

Duration: 1 round/level

Krilaq is a head-lifting form of divination using the spouse of the practitioner, the caster's own leg, or a stone. An *ibrukaon* (leather thong) is tied around the object. The caster then contacts local spirits and asks questions that can be answered by a simple yes or no as he lifts the *ibrukaon*. The caster is allowed one such question per caster level. If the answer is affirmative, the pull on the *ibrukaon* is heavy. If the answer is negative, the object in the *ibrukaon* feels lighter. If the caster doesn't focus on the conversation, discusses the answers at length with other parties, or leaves to undertake another task, the spell ends.

Material Component: An *ibrukaon* (thong).

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Ksewawq

Conjuration (Healing)

Level: Akq 6, Brd 6, Clr 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

At the beginning of this spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity. The caster then enters a trance, dreaming the solution to the ailing person's condition. The caster is unaware of his surroundings or the activities around him while in the trance. He is defenseless both physically and mentally while in the trance.

In the dreaming state, he visualizes one of a variety of objects, called *atiasxw*. These objects include: otter (*watserh*), mink (*nes'in*), sweat house (*angohawtu*), moon (*hlorhs*), bear snare (*hoqwest*), or canoe (*mal*). He then must acquire an object that represents his dream-object. When that object is placed on the body of the patient, the target is healed.

When the object is placed on the target, he is completely cured of all diseases, blindness, deafness, hit point damage, and temporary ability damage. *Ksewawq* neutralizes poisons in the subject's system so that no additional damage or effects are suffered. It offsets a *feblemind* spell. *Ksewawq* also cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects. It does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

Magic Snowball

Transmutation [Cold]

Level: Drd 1, Ice 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to three snowballs touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The caster transmutes up to three snowballs, which can be no larger than a human's fist, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus to attack and damage rolls. The caster must make a normal ranged attack to use a magic snowball. Each magic snowball that hits deals 1d4 points of damage +2 cold damage (including the enhancement bonus).

Material Component: Snowballs.



Mara Ride

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Vol 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster sends a hideous and unsettling phantasmal vision to a specific creature that he names or otherwise specifically designates. The spirit form of the caster, known as the *mara*, "rides" the target. It enters through any opening in a dwelling and can be heard as it approaches with a successful Listen check (DC 20). The *mara* sounds as if something soft is rustling across the ground. If seen, the *mara* appears as a hag, shadow, horse, or cat. The *mara* prevents restful sleep and the victim feels as great weight pressed upon them. The attack causes 1d10 points of damage. The *mara* leaves the subject tired out and unable to regain arcane spells for the next 24 hours.

Dispel evil cast on the subject while the *voelva* is casting the spell dispels the *mara* and stuns the caster for 10 minutes per caster level of the *dispel evil*. While the caster is stunned, he can't act, he loses any Dexterity bonus to AC, and attackers get a +2 bonus against him.

If the recipient is awake when the spell begins, the caster can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the caster becomes alert

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again and completes the casting. If the caster is disturbed during the trance, the spell ends. If the caster chooses to enter a trance, he is not aware of his surroundings or the activities around him while in the trance. He is defenseless, both physically and mentally, while in the trance.

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

Maturity Rite

Transmutation

Level: Adt 5, Drd 5

Components: V, S, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

By scraping clay off a wall and throwing it at the target, this spell allows a young humanoid to advance in level. Level advancement is an actual rite amongst Ice Age peoples and no one can advance without it. This makes the caster very important in the social structure and power advancement of his tribe. Note that all other requirements of level advancement also apply.

Material Component: Clay scraped off a cave wall.

Meld Into Ice

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: The caster

Duration: 10 minutes/level

Meld into ice enables the caster to meld his body and possessions into a single block of ice. The ice must be large enough to accommodate the caster's body in all three dimensions. When the casting is complete, the caster and not more than 100 pounds of nonliving gear merge with the ice. A Spot check (DC 25) reveals a shadowy shape within the ice. If either condition is violated, the spell fails and is wasted.

While in the ice, the caster remains in contact, however tenuous, with the face of the ice through which he melded. The caster remains aware of the passage of time and can cast spells on himself, while hiding in the ice. Nothing that goes on outside the ice can be seen, but the caster can still hear what happens around him. Minor physical damage to the ice does not harm the caster, but its partial destruction to the extent that the caster no longer fits within it expels the caster and deals the caster 5d6 points of damage. The ice's complete destruction expels the caster and slays him instantly unless he succeeds at a Fortitude save (DC 18).

At any time before the duration expires, the caster can step out of the ice through the surface that he entered. If the spell's duration runs out or the effect is dispelled before the caster voluntarily

exits the ice, the caster is violently expelled and takes 5d6 points of damage.

The following spells harm the caster if cast upon the ice that the caster is occupying: *Ice shape* deals the caster 3d6 points of damage but does not expel the caster. *Faerie ice* expels the caster and then slays the caster instantly unless he succeeds at a Fortitude save (DC 18), in which case the caster is merely expelled. Finally, *passwall* expels the caster without damage.

Mild Frostbite

Necromancy [Cold]

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with mild frostbite by making a successful melee touch attack. See the Environment chapter for more information about frostbite. If the temperature is sufficiently warm, the victim immediately begins to recover.

Mild Hypothermia

Necromancy [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with mild hypothermia by making a successful melee touch attack. See the Environment chapter for more information about hypothermia. If the temperature is sufficiently warm, the victim immediately begins to recover.

Moderate Frostbite

Necromancy [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with moderate frostbite by making a successful melee touch attack. See the Environment chapter for more information about frostbite. If the temperature is sufficiently warm, the victim immediately begins to recover.

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Moderate Hypothermia

Necromancy [Cold]

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with moderate hypothermia by making a successful melee touch attack. See the Environment chapter for more information about hypothermia. If the temperature is sufficiently warm, the victim immediately begins to recover.

Move Snow

Transmutation [Cold]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Snow in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move snow moves snow, ice, or permafrost, possibly collapsing embankments, moving hillocks, shifting snow banks, etc. However, in no event can ice formations be collapsed or moved. The area to be affected determines the casting time. For every 150-



foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently hurl the snow. Instead, it creates wavelike crests and troughs, with the snow reacting with glacier-like fluidity until the desired result is achieved. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or for adjusting terrain contours before a battle.

Nerazmennyi Rubl

Conjuration (Creation)

Level: Kol 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended,

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You conjure a *nerzmennyi rubl*, a coin that will always return to its owner no matter how often he spends it. The rubl reappears in the caster's purse or pocket 24 hours after he spends it and disappears from wherever it was last given. No item or person returns with the coin. It is blocked if the coin is on a different plane of existence, however. A caster can only have one *nerzmennyi rubl* at a time.

Material Component: A black cat.

Pass Unfettered

Transmutation

Level: Adt 2, Drd 2

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: none

Spell Resistance: no

When casting this spell, you must choose a single solid material (metal, wood, stone, ice, etc.) of which you have a sample. For the duration of the spell, you and any material (but not beings) you are wearing or carrying may pass through that material as if it were ethereal. However, this effect only extends to objects you pass through. For example, if you cast this spell on wood, a wooden melee weapon strikes you normally, but you may walk freely through a wooden door. Also, any foreign material that may exist within the chosen material is not affected by this spell (example, a metal chest hidden in a stone wall).

Material Component: 1-pound sample of the chosen material.

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Paxala

Abjuration

Level: Akq 0, Brd 0, Clr 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster ritually purifies himself, granting a +1 resistance bonus on saves.

Petrification Geas

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Kol 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature of up to 7 HD

Duration: 1 day/level or until discharged (D)

Saving Throw: Will Negates

Spell Resistance: Yes

A *petrification geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The creature must have 7 or fewer HD and be able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level.

If the subject is prevented from obeying the *petrification geas* for a whole day, the subject and all possessions it carries turn into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as *deathwatch*). Only creatures made of flesh are affected by this spell.

A *petrification geas* can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *petrification geas*.

Prigovory

Enchantment (Charm) [Mind-Affecting]

Level: Kol 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One person

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid of Medium-size or smaller fall in love with a person the caster designates. If the creature is currently being threatened or attacked by the caster or the caster's allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable the target to control the charmed person as if he were an automaton, but he perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but the caster must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do. (Retries not allowed.) A charmed person never obeys suicidal or obviously harmful orders. This spell can be removed by *dispel enchantment*, *remove curse*, *limited wish*, *wish*, or *miracle*.

Material Components: Salt and soap.

Protection from Witchcraft

Abjuration

Level: Vol 4, Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains SR equal to 12 + caster level against enchantments, transmutations, curses, and *petrification* spells.

Razvodit

Divination

Level: Vol 4, Plant 4, Clr 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: The caster

Duration: Instantaneous

Similar to augury but more powerful, a *razvodit* spell can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.

Forty-one coffee beans are distributed in a cast out of fours, into three rows of three. The middle heap in the first row is consid-

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ered the head, for divination about a target's personality; the third group in the first row is considered the hand, for divination about a target's possessions; the middle heap in the second row is considered the heart, for divination about love; the third heap in the third row is considered the foot, for divination about travel. Predictions involving the head, hand, heart, or foot are determined as positive or negative by the number of uneven or even beans, respectively.

The base chance for a correct divination is 70% + 1% per caster level up to a maximum of 90%. The DM adjusts the chance if unusual circumstances require it. If the dice roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work.

Material Component: Coffee beans.

Reflect Enchantment

Abjuration

Level: Akq 5, Brd 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target or Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

With a single tearing gesture, the caster symbolically and magically breaks enchantments, transmutations, curses, and petrification (as well as other magical transformations). *Reflect enchantment* can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, the caster makes a check of 1d20 + caster level (maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25. It does not work on permanent magic items or special properties. Additionally, so long as the original caster is within 100 ft. + 10 ft./level of the caster, it must make a Fort save or be struck blind. The blinded creature suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls, moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Remove Hypothermia

Conjuration (Healing) [Cold]

Level: Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove hypothermia cures all hypothermia and frostbite effects that the subject is suffering from. The victims' body temperature is immediately restored to normal, although environmental effects will once again begin taking effect over time.

Repel Ice or Snow

Abjuration [Cold]

Level: Drd 8, Ice 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Path 120 ft. wide and 10 ft. high, emanating from the caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell creates waves of invisible and intangible energy that roll forth from the caster. All ice or snow objects in the path of the spell are pushed away from the caster to the limit of the range. Fixed ice or snow objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and ice elementals moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects made of ice are pushed back, dragging their bearers with them. Even magic items with ice components are repelled, although an *antimagic field* blocks the effects. The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

Sbatatdaq

Necromancy

Level: Akq 9, Clr 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: The caster plus two additional creatures touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell usually involves numerous participants, an even number of 6, 8, 10, or 12—8 is the most common. The ceremony is conducted during the winter months at night. Through this spell, the caster travels to the land known as *summery*, the opposite of the living world. The ceremony is conducted in a house that is laid out in an east-west direction because the land of the dead is due west. If necessary, the caster rents such a house. The participants all face the same direction in two parallel rows. Each has a paddle-shaped cedar board that is stuck in a hole in the ground so that the board stands erect. This board, called the *swan's c*, is

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proof the individual has captured his own sbatatdaq spirit. Each participant also holds a 6 to 8-foot pole that represents this spirit. As the participants dance, they point their poles at their respective boards.

All of the participants enter the Astral Plane together, projecting their astral selves into the Astral Plane, while leaving their physical bodies behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the participants and all they wear or carry onto the Astral Plane. Additionally, the symbolic canoe is real and can transport them across the plane as if it were a ship native to the Astral Plane. The poles act as +1 clubs for the duration of the journey only and are normal clubs on the Prime Material Plane.

Since the Astral Plane touches upon other planes, the group can travel astrally to any of these other planes as the caster wishes. The participants then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence the caster has guided them to. See the *astral projection* spell for more details.

Material Components: The components must be worth at least 1,000 gp, plus a 5 gp worth of woodwork for each pole to be affected.

Seithnhverfing

Illusion (Glamer)

Level: Vol 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 1 day

Saving Throw: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

The *seithnhverfing*, the magical delusion or “deceiving of the sight,” allows the caster to affect the minds of others so that they cannot see things as they truly are. When the spell is cast, the caster dictates what will and will not be observed in the spell’s area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by the caster with no save allowed. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Severe Frostbite

Necromancy [Cold]

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with severe frostbite by making a successful melee touch attack. See the Environment chapter for more information about frostbite. If the temperature is sufficiently warm, the victim immediately begins to recover.

Severe Hypothermia

Necromancy [Cold]

Level: Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

The caster inflicts the subject with severe hypothermia by making a successful melee touch attack. See the Environment chapter for more information about hypothermia. If the temperature is sufficiently warm, the victim immediately begins to recover.

Shade Disposal, Greater

Abjuration

Level: Akq 5, Brd 5, Clr 5

Components: S

Casting Time: 1 standard action

Range: Touch

Target or Targets: The caster and an enchantment or evil spell on a touched creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster breathes on a spiritually tainted item. If an evil creature inhabits it, the caster can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). Alternately, with a touch, the caster can automatically dispel any one enchantment cast by an evil creature or any one evil spell. Exception: Spells that can’t be dispelled by *dispel magic* also can’t be dispelled by *greater shade disposal*. Saving throws and SR do not apply to this effect.

Shade Disposal, Lesser

Abjuration

Level: Akq 4, Brd 4, Rgr 4, Clr 4

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

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The caster stabs a spiritually tainted item with a knife. If an evil creature inhabits it, the caster can choose to drive that creature back to its home plane. Add the creature's HD to its saving throw and subtract the caster's level as well. If the spell is successful, the creature is instantly expelled from the item and forced to return to its home plane.

Shaking Tent Ceremony

Divination

Level: Akq 7, Drd 7

Components: V

Casting Time: 10 minutes

Range: Personal

Target: The caster

Duration: Concentration

The caster uses this ceremony to look into the hidden world of animal spirits, and to make contact with people in distant lands. On occasion, he brings the souls of people living in other groups into this tent, or wages terrible battles there with other spellcasters. The shaking tent can perform a variety of functions, as the caster sees fit, once per casting. At his discretion, the shaking tent can act as an *ethereal jaunt*, *sending*, or *contact other plane* spell.

When used as *contact other plane*, the spirits do not respond in a language the caster understands. He requires a mishtapeu (helping spirit or totem) to translate for him or some other magic. As soon as the caster sticks his head in the tent, it starts to shake violently, indicating that a spirit has joined, usually a mishtapeu who helps the caster communicate with the other spirits. The more important the animal master or more powerful the spirit, the more power casters needs in order to be able to communicate. Especially powerful casters are able to speak immediately with the caribou master (considered a greater deity), without having to work their way through masters of lesser importance. See the Eskimo section for more details about contacting various spirits.

Material Components: The tent is small and conically shaped, with caribou hide covering, and four, six, or eight poles depending on the spiritual power of the caster. It is set up inside another tent on a floor of freshly picked fir boughs. The tent costs the equivalent of 1,000 gp.

Snowball

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 3-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

A globe of snow rolls in whichever direction the caster points and freezes those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of cold damage to that creature. (The subject can negate this damage with a successful Reflex save.) The snowball rolls over barriers less than 4 feet tall, such as furniture and low walls. The snowball extinguishes any fire source it comes into contact with. The snowball moves as long as the caster actively directs it (a move-equivalent action for the caster); otherwise, it merely stays at rest. The snowball cannot push aside unwilling creatures or batter down large obstacles. The snowball winks out if it exceeds the spell's range.

Material Component: The snowball can only be cast in an area where there is enough snow to create it.

Snow Blindness

Transmutation [Cold]

Level: Drd 1, Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The reflecting snow and ice flashes brightly and all reflected sunlight burns into the subject's eyes. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. The caster must be outdoors and there must be snow or ice and sunlight to cause the snow blindness.

Snowmen

Conjuration (Creation) [Cold]

Level: Drd 9, Ice 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more snowmen, no two of which can be more than 30 ft. apart (see text)

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

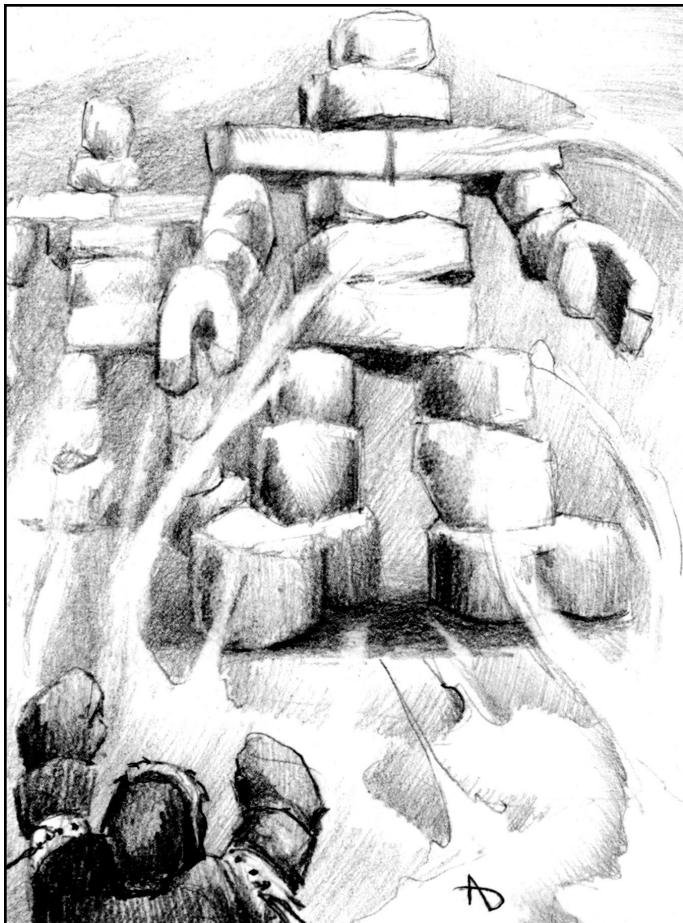
Spell Resistance: No

Snowmen creates 1d4+2 snowmen of 11 HD. (See the Monster chapter's Golem: Snowman entry for details about snowmen.) The creatures willingly aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The snowmen remain with the caster for seven days unless the caster dismisses them. If the snowmen are created only for guard duty, however, the duration of the spell is three months. In this case, the snow-

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men can only be ordered to guard a specific site or location. Snowmen summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

Material Component: Snowmen can only be cast in an area where there is enough snow to create them.



Snowstorm

Evocation [Cold]

Level: Drd 4

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes/level (S)

Duration: 1 round per level

Saving Throw: None

Spell Resistance: No

When a *snowstorm* spell is cast, the whole area is shot through with roaring snow. See the Environment chapter for more information about snowstorms.

Snow Walk

Transmutation [Cold]

Level: Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The transmuted creature can tread on snow as if walking on solid ground. The creature does not suffer movement penalties for moderate or heavy snow. The caster can cast *snow walk* on a specially trained mount so it can be ridden through the snow. For training purposes, snow walking counts requires a Handle Animal check (DC 15) and takes three weeks.

Steklo

Transmutation [Teleportation]

Level: Kol 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half, see text

Spell Resistance: Yes

This spell sends ground glass into a victim's body. The caster waits until there is a wind blowing in the direction of his victim. He then throws a handful of ground glass into the wind (in the direction of the victim) and chants the incantation. *Steklo* teleports the glass directly into the victim's flesh. The spell deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *steklo* deals half this amount, but it cannot reduce the target's hit points to less than 1. Undead, oozes, and constructs are immune to this spell.

Material Components: Ground glass.

Suck Poison, Greater

Conjuration (Healing)

Level: Akq 4, Brd 4, Rgr 4, Clr 4

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster sucks venom out of the creature without actually puncturing the skin. The caster detoxifies any sort of venom in the creature. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point

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damage, temporary ability damage, or effects that don't go away on their own.

Material Component: A sucking tube made from an eagle's bone.

Suck Poison, Lesser

Conjuration (Healing)

Level: Akq 2, Brd 2, Rgr 2, Clr 2

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The caster sucks venom out of the creature without actually puncturing the skin. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, has its effects halved, including ability damage and duration. This spell does not cure any damage that poison may have already inflicted on the patient. Additionally, the caster must make a Fort save against the poison. Failure means he has sucked in some of the poison, suffering the poison's effects at half strength.

Material Component: A sucking tube made from an eagle's bone.

Sulia

Divination

Level: Akq 7, Clr 7

Components: V, S, XP

Casting Time: 1 standard action

As *legend lore*, except *sulia* works more quickly but produces some strain on the caster. The caster poses a question about some person, place, or object, and then casts the spell. He then enters a trance and remains unaware of his surroundings or the activities of those around him while experiencing the *sulia*. He is defenseless, both mentally and physically while in the trance. If the person or object is at hand or if the caster is in the place in question, the caster receives a vision about it. If only detailed information on the person, place, or object is known, the information gained is incomplete. If only rumors are known, the information gained is vague.

XP Cost: 100 XP.

Sundog

Evocation [Cold]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Up to four illusionary lights, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

This spell creates up to four lights that are miniature suns. They can move up to 100 feet a round. The sundogs shed light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Sundogs brought into an area of magical darkness (or vice versa) are temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Sundogs counter or dispel any *darkness* spell of equal or lower level, such as *darkness*.

Swan Swarm

Conjuration (Summoning)

Level: Vol 3, Air 3, Animal 3, Drd 3

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Swarm of swans in a 5-ft. spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

A swarm of swans flocks to the effect's area, viciously attacking all other creatures there. A creature in the swarm that takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm that takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible.

The swarm has all the characteristics of a swan (see the *Monsters* chapter) with the swarm subtype.

The caster can (as a move-equivalent action) direct the swans to move up to 90 feet per round. Alternatively, the caster can cause the swans to pick up a Medium-size target and transport him or her at 90 feet per round. *Swan swarm* makes for an unpleasant but effective method of transportation.

Syowae

Divination

Level: Agk 4, Brd 4, Rgr 4, Clr 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: The caster

Duration: Instantaneous

Similar to *augury* but more powerful, *syowae* provides the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. The base chance for a correct divination is 70% + 1% per caster level. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

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Thunder Arrow

Evocation [Electricity]

Level: Vol 4, Air 4, Drd 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell calls upon Perun (or similar deity) to unleash a thunderbolt upon the caster's foes. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses, within range (measured from the caster's position at the time). The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected. A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10). This spell can be used only outdoors. It does not function indoors, underground, or underwater.

Tlogwe

Transmutation

Level: Akq 3, Brd 3, Rgr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Bear, Brown	Strength
Bear, Polar	Strength
Deer, Caribou	Wisdom
Deer, Moose	Constitution
Dog, Hunting	Dexterity
Dog, Sled	Strength
Fox, Arctic	Dexterity
Hawk	Dexterity
Muskox	Constitution
Owl	Wisdom
Pinniped, Seal	Constitution
Pinniped, Walrus	Strength
Pinniped, Sea Lion	Constitution
Raven	Wisdom
Squirrel	Dexterity
Weasel	Dexterity
Whale, Arctic	Constitution
Whale, Killer	Strength
Wolf, Arctic	Dexterity
Wolverine	Constitution

The spell grants an enhancement bonus to a particular statistic depending on the totem that sponsors the caster. The caster must already have these totems selected with the Totem feat. The caster gets a bonus of 4 points to the appropriate ability score. See the chapter on Eskimo and the Totem feat for more on totems.

Transmute Metal to Ice

Transmutation [Cold]

Level: Drd 8

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables the caster to change all metal objects within its area to ice. Weapons, armor, and other metal objects carried by creatures are affected as well. Magic objects made of metal effectively have SR 20 + caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to ice suffer a -4 penalty to attack and damage rolls. Armor converted from metal to ice loses 4 points of AC bonus. Weapons changed by this spell splinter and break on any natural attack roll of 4 or lower, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 17 or higher. Only a *limited wish*, *miracle*, or *wish* or similar magic can restore a transmuted object to its metallic state.

Trap Spirit

Conjuration (Calling) [see text]

Level: Akq 6, Brd 6, Clr 6

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell acts as a *lesser planar binding* except that it does not require a *magic circle* and the caster can harm the spirit if he so chooses. The caster can trap a spirit in a variety of ways: he can place it in a bundle of cedar-bark, then shoot an arrow into it, this harms the spirit within. He can also place it in a rock that has been heated, and then break the rock by pouring water on it. The caster can also simply twist it in his hands. He can destroy it by throwing the spirit in opposite directions. Any of these attacks causes the victim to make a Fort saving throw to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level. Inflicting damage on the spirit immediately frees it from its prison to wreak havoc or flee as appropriate.

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Vikhor

Transformation [Air]

Level: Air 9, Vol 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Target: Caster

Duration: 1 round/level

Saving Throw: Reflex negates and No (harmless)

Spell Resistance: Yes and No (harmless)

This spell transforms the caster into a powerful cyclone of raging wind known as a vikhor that moves through the air, along the ground, or over water at a speed of 60 feet per round. While in this form, the caster gains damage reduction 20/+1. However, if an attacker scores a critical hit with a small slashing weapon (i.e., a knife) the attack ignores damage reduction and the spell immediately ends. No spellcasting is possible in vikor form.

Any Large or smaller creature that comes in contact with the caster must succeed at a Reflex save or take 3d6 points of damage. Medium-size or smaller creatures who fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. The caster can eject any carried creatures whenever he wishes.

Wall of Permafrost

Conjuration (Creation) [Cold]

Level: Drd 5, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Permafrost wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of permafrost that merges into adjoining snow, ice, and rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of permafrost is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of permafrost in almost any shape the caster desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing permafrost. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20th-level caster can create a span with a surface area of ten 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other permafrost wall, this one can be destroyed by disintegrate or by normal means such as breaking and chipping. Each 5-foot square has 9 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 18 + 2 per inch of thickness. Even when the permafrost has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

It is possible, but difficult, to trap mobile opponents within or under a wall of permafrost, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

War Fetter

Necromancy [Fear, Mind-Affecting]

Level: God 5, Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked and actually reduces their battle prowess. They suffer a -2 morale penalty on saving throws and a -4 penalty to attack and damage rolls, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Whiteout

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate whiteness out to a 20-foot radius. Not even creatures that can normally see in the dark (such as with darkvision) can see in an area shrouded in magical whiteness. Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light spells of lower level (*flare, light, dancing lights*). *Darkness* cancels the spell, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells (such as the 3rd-level cleric spell

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daylight) are not affected by *whiteness*. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed. *Whiteness* counters or dispels any *light* spell of equal or lower level.

Windsong

Universal

Level: Brd 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: none

Spell Resistance: no

By singing into the wind, you may cast spells at twice the normal range, down-wind, for the duration of this spell.

Winter Depression

Enchantment (Compulsion) [Cold]

Level: Drd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

A pleasant looking grandmotherly woman stared down at him, with sparkling black eyes and wrinkled flesh like old leather. Kanereyklak was shocked to see a woman in the village. Then he nearly stumbled backwards as he realized that she was twice his size. It was Anjka's mishtapeu.

"You are very brave," she said in a deep voice filled with sympathy, "to come at this time."

"You know of me?" Kanereyklak managed to get out as he rose to his feet.

"The caribou speak highly of you," she said with a nod of approval. "Come." And then she strode out of the tent.

Kanereyklak stared at the tent flap for a moment. Then he took a deep breath and stepped outside.

The village looked the same, but it was strangely deserted. Then he noticed the seals.

There were hundreds of them. The anthropomorphic seals stood upright. Some were dressed in hunting attire, others were stirring pots and trading. They spoke to each other in a barking tongue and as Kanereyklak passed, some hissed at him.

"Pay them no mind," the mishtapeu said with a dismissive wave of her hand.

"I have never seen so many seals," Kanereyklak said in awe as they trudged out of the village.

"Oh, those are the inua of seals who were not properly released. There are many here, because there are few seals left living."

Kanereyklak struggled to keep up with the giant mishtapeu, whose strides easily carried her across the packed snow. Then they came upon a human village. It was Anjka's home village.

One of the men came out to wave at Kanereyklak. It was his father-in-law. A large gunshot wound gaped in his head, but the man showed no recognition of his grievous wound.

As Aleksander had said, some villages resisted. The sheer number of men, and only men, milling about in the spirit village was proof the adlait had slaughtered every male in the village.

Monsters

"Ah, here we are," the mishtapeu said.

They were facing a gulf that led into the depths of the earth. A great spinning wheel spanned the distance. From what Kanereyklak could see, it was smooth as ice. The wind whistled from the rapid force of its revolutions.

"We must cross here. Hold onto me." She put out one weathered hand, easily the size of Kanereyklak's head.

Together, they stepped onto the top of the wheel.

The wheel was not perfectly parallel to the ground, and the mishtapeu slipped a little as she stepped on it. There was a great crunching sound as ten powerful talons ripped through the mishtapeu's boots to hold her fast.

The wind tore at them as the wheel continued its rotation. For a moment it seemed like a very fast and convenient means of crossing the bottomless chasm.

Then Kanereyklak realized the mishtapeu was having difficulty keeping her balance. Eventually, they would be upside down and he doubted even her claws could keep them on the wheel.

They neared the other side of the chasm. She crouched and launched herself into the air with a powerful leap, Kanereyklak in hand.

Amazingly, she cleared the span of twelve feet and landed on a snow embankment. Kanereyklak collided into her immediately afterwards and bounced backwards into the void.

One massive paw snatched him from oblivion and yanked him onto the embankment. Kanereyklak sputtered thanks, but it caught in his throat as he looked up from where they had landed.

They were at a massive sculpted ice cavern. Beyond the entrance was another abyss. Only a thin cord spanned the chasm.

"You must cross that alone," the mishtapeu whispered.

Kanereyklak began to sweat. "How? There is nothing to hold onto!"

The mishtapeu nodded benevolently and sat down, cross-legged. "You will find a way. You are only thinking of the loss, not of the goal."

Kanereyklak took his mittens off and wiped his hands. She was right. He was thinking only of falling. There was more at stake than his own life.

He removed his boots and wiped the soles of his feet thoroughly. Then he remembered his bow, slung across his back.

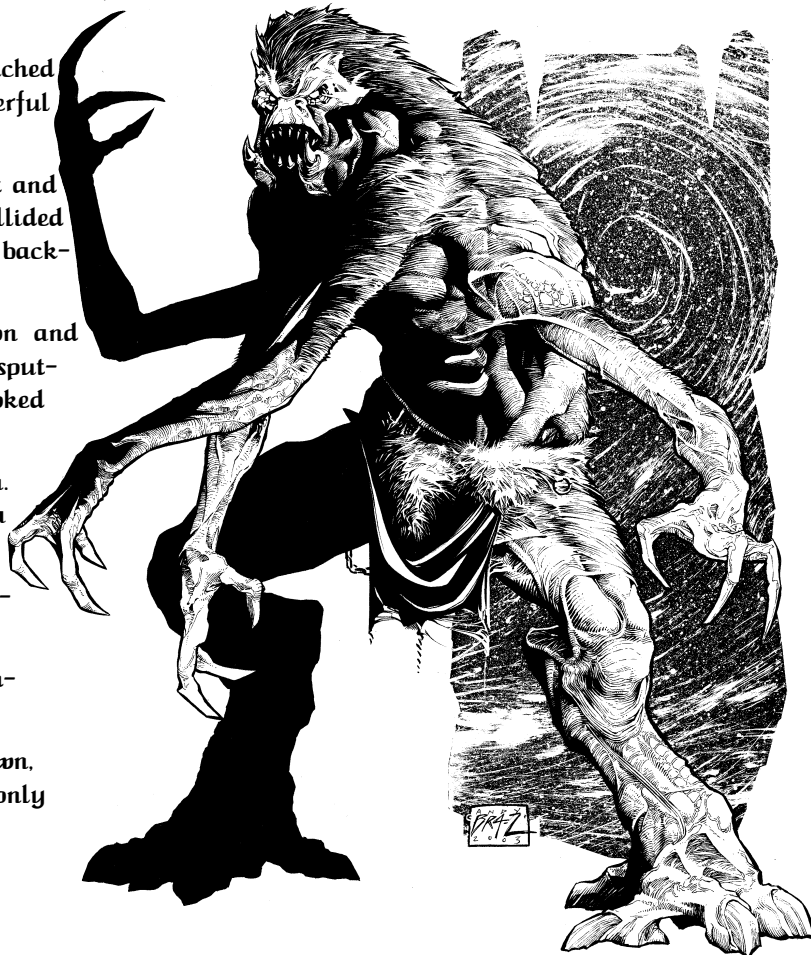
He held his bow out before him with both hands. Slowly, he slid one toe over the cord. With a tight grip, he adjusted his balance. Then stepped out over the chasm.

The cold lands are home to a surprising variety of indigenous lifeforms. Not all of them are friendly. This chapter expands upon animals adventurers might already be familiar with as well as supernatural beings they'll wish they never met.

Animals

Amortortok

Large Outsider



Frost and Fur

Hit Dice: 9d8+27 (67 hp)

Initiative: +0

Speed: 30 ft

AC: 12 (-1 size, +3 natural), touch 9, flat-footed 12

Base Attack/Grapple: +9/+18

Attack: Claw +13 melee (1d6+5)

Full Attack: 4 claws +13 melee (1d6+5)

Space/Reach: 10 ft/10 ft

Special Attacks: Energy drain, improved grab, spell-like abilities

Special Qualities: Darkvision 60 ft, shadow blend

Saves: Fort +9, Ref +6, Will +6

Abilities: Str 20, Dex 10, Con 16, Int 10, Wis 11, Cha 10

Skills: Appraise +9, Bluff +7, Diplomacy +6, Gather Information +11, Knowledge (any two) +7, Listen +13, Sense Motive +7, Spot +11, Survival +12

Feats: Alertness, Endurance, Multiattack, Track

Environment: Any cold land

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral

Advancement: 10 HD (Large)

Level Adjustment: +4 (cohort)

The amortortok is a 4 black-armed beast that can kill with a touch. It acts as a kind of oracle, bringing news from far distances and answering questions laid before it. Anagakoq summon amortortoks with the *summon nature's ally IX* spell and use them as advisors or assassins, as the situation dictates.

Combat

Amortortoks are dangerous opponents. They strike in the dark, stalking their opponents with a heavy tread and roaring ‘A-mo! A-mo!’ when they attack. Any flesh touched by an amortortok turns black, a side effect of the energy drains.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Energy Drain (Su): Living creatures hit by an amortortok’s claw attack receive one negative energy level. The Fort save to remove the negative level has a DC of 14.

Spell-Like Abilities: The amortortok can cast the following spells once per day: *discern location*, *greater scrying* (DC 17), *vision*. All spells cast at 9th-level.

Shadow Blend (Su): During any conditions other than full daylight, an amortortok can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell will however.

Arulataq

Large Magical Beast (Cold)

Hit Dice: 7d10+14 (52 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft

AC: 16 (+3 Dex, -1 size, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +5/+17

Attack: Bite +12 melee (1d8+8)

Full Attack: Bite +12 melee (1d8+8), 2 claws +7 melee (1d6+4)

Space/Reach: 10 ft/10 ft

Special Attacks: Sleep gaze, frightening appearance, improved grab

Special Qualities: Keen senses, cold subtype, scent

Saves: Fort +7, Ref +8, Will +1

Abilities: Str 26, Dex 17, Con 14, Int 6, Wis 9, Cha 7

Skills: Hide +7, Listen +1, Move Silently +10, Spot +1

Feats: Endurance, Skill Focus (Hide), Skill Focus (Move Silently)

Environment: Cold plains

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral

Advancement: 8–10 HD (Large)

Level Adjustment: +5 (Cohort)

The arulataq is the Inuit name (meaning “creature who makes a bellowing cry”) for a folk creature that inhabits the vast tundra. They are 10 feet tall ape-like creatures with very long arms and a bellowing cry. Although more curious than predatory, their appearance is exceptionally frightening.



Monsters

Some legends indicate the arulataq were ostracized from a group for disobeying tribal rules. These rejected men, and occasionally women, find themselves slipping into the guise of an arulataq, hovering behind bushes spying on people. If lonely, they try to kidnap a person of the opposite gender.

Combat

Arulataq are ferocious, brutal combatants. They are quite primitive but can be very cunning, stealing food and beating those who resist to death with their bare fists.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Sleep Gaze (Su): Sleep, range 30 feet, Will negates DC 15. Failure indicates the victim falls asleep as per the *sleep* spell.

Frightening Appearance (Su): Arulataq are terrifying to gaze upon. Creatures of less than 5 HD in a 60-foot radius that look at the arulataq must succeed at a Will save (DC 15) or be affected as though by a *fear* spell.

Atshen (Wendigo)

Large Giant (Cold)

Hit Dice: 4d8+1 (19 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft

AC: 16 (-1 Dex, -1 size, +5 natural, +3 hide), touch 8, flat-footed 16

Base Attack/Grapple: +3/+12

Attack: Shortspear +8 melee (1d8+5/x3)

Full Attack: Shortspear +8 melee (1d8+5/x3), bite +2 melee (1d6+2)

Space/Reach: 10 ft/10 ft

Special Attacks: —

Special Qualities: Cold subtype, scent

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 20, Dex 8, Con 14, Int 10, Wis 11, Cha 10

Skills: Listen +4, Spot +4, Survival +6

Feats: Weapon Focus (shortspear), Track

Environment: Any land

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +2

Also known as the wendigo, these giant beings are rumored to have once been human, but they were transformed into cannibals after consuming human flesh. They appear as large, ugly humanoids with no lips and all hair. Although few can attest to it, atshen are said to have hair on their hearts. Atshen who pursue a character class are usually barbarians, rangers are also common. Some exceptional atshen even take up the druid class.



Combat

Atshen are the orcs of the arctic. Big, ugly, and perpetually hungry, they hunt men like men hunt seals. They will gleefully strip and dress a corpse, eating the organs (many which would normally be poisonous to humans) immediately.

Bear, Brown

Large Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+16

Attack: Claw +11 melee (1d8+8)

Full Attack: 2 claws +11 melee (1d8+8), bite +6 melee (2d6+4)

Space/Reach: 10 ft/5 ft

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +12

Feats: Endurance, Run, Track

Environment: Any cold land

Organization: Solitary, pair (breeding pair), family (female with young) (3–5), pack (by streams with food sources) (6–60)

Challenge Rating: 4

Treasure: None

Frost and Fur

Alignment: Always neutral

Advancement: 7–10 HD (Large)

Level Adjustment: —

The brown bear resembles its close relative the black bear. The brown bear, however, is usually larger, has a more prominent shoulder hump, less prominent ears, and longer, straighter claws. The long claws are useful in digging for roots or excavating burrows of small mammals. The musculature and bone structure of the hump are adaptations for digging and for attaining bursts of speed necessary for capture of moose or caribou for food. Brown bear colors range from dark brown through light blonde.

Bear weights vary depending on the time of year. Most mature males can weigh between 500 and 900 pounds with extremely large individuals weighing as much as 1,400 pounds. Females weigh half to three-quarters as much. An extremely large brown bear may have a skull 18 inches long and 12 inches wide. Such a bear, when standing on its hind feet, is about 9 feet tall. Inland bears are usually smaller than coastal bears, probably because they do not have a readily available supply of protein-rich food, such as salmon, in their diet.

Brown bears have been known to live 34 years in the wild, though this is rare. Usually, old males may reach 22 years. Old females may live to 26.

Combat

Bears eat berries, grasses, sedges, horsetails, cow parsnips, fish, ground squirrels, and roots of many kinds of plants. They are also capable predators of moose and caribou. Bears are fond of all types of carrion as well as garbage in human dumps. They are aggressive in family groups of a female and her offspring, as mother bears are very protective towards their young. Bears protecting a food source, such as the buried carcass of a moose or caribou, should also be treated with special caution. When bears stand upright, it is not to get ready to charge but to test the wind and to see better.

Bear, Iron

Large Magical Beast

Hit Dice: 12d10+48 (114 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 18 (+1 Dex, -1 size, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +9/+23

Attack: Bite +16 melee (2d8+5)

Full Attack: Bite +16 melee (2d8+5), 2 claws +21 melee (2d4+10)

Space/Reach: 10 ft/10 ft

Special Attacks: Breath weapon, improved grab

Special Qualities: Damage reduction 5/adamantine, low-light vision, darkvision 60 ft, scent

Saves: Fort +12, Ref +9, Will +5

Abilities: Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10

Skills: Listen +7, Spot +7, Swim +13

Feats: Awesome Blow, Endurance, Improved Overrun, Power Attack, Run, Track



Environment: Cold forest

Organization: Solitary or pair

Challenge Rating: 10

Treasure: None

Alignment: Always chaotic neutral

Advancement: 13–16 HD (Large); 17–36 HD (Huge)

Level Adjustment: —

Iron bears are awful, gigantic bears that prowl the taiga, eating whatever they choose and demolishing anything that resists them. They are twisted amalgams of natural bears, embodying all the worst characteristics attributed to natural bears. Worse, the bear is practically indestructible due to the iron bristles that make up its hide.

Combat

Iron bears attack just about anything that is large enough to catch their fancy for the express purpose of eating it or marking their territory. They have the ability to breathe flames as well, although they will only use this for opponents who are out of reach, preferring instead to attack with their claws and bite.

Improved Grab (Ex): When an iron bear hits with a claw, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Breath Weapon (Su): Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites

Monsters

any flammable materials within the cone. Iron bears can use their breath weapon while biting.

Bear, Polar

Large Animal

Hit Dice: 8d8+32 (68 hp)

Initiative: +1 (Dex)

Speed: 40 ft., swim 30 ft.

AC: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+18

Attack: Claw +13 melee (1d8+8)

Full Attack: 2 claws +13 melee (1d8+8), bite +8 melee (2d8+4)

Space/Reach: 10 ft/5 ft

Special Attacks: Improved grab

Special Qualities: Low-light Vision, Scent

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Hide -2*, Listen +5, Spot +7, Swim +16

Feats: Endurance, Hot-blooded^P, Run, Track

Environment: Any cold land

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 9–12 HD (Large)

Level Adjustment: —

Polar bears are similar in size to large brown bears. Adaptations by the polar bear to life on sea ice include a white coat with water repellent guard hairs and dense underfur, short furred snout, short ears, teeth specialized for a carnivorous rather than an omnivorous diet, and hair nearly completely covering the bottom of the feet. Cubs weigh between 1 and 2 pounds at birth. An extremely large adult male may weigh 1,500 pounds. Most mature males weigh between 600 and 1,200 pounds, and are between 8 and 10 feet in length. Mature females weigh 400 to 700 pounds.

Polar bears, other than family groups of females and young, are solitary most of the year. During the breeding season in late March, April and May, males actively seek out females by following their tracks on the sea ice. Bears are polygamous, and the male remains with a receptive female a relatively short time and then seeks another female. Bears in the wild have been recorded as old as 32 years but most probably do not live beyond 25 years.

Combat

The main food of polar bears adjacent to Alaska is the ice-inhabiting ringed seal. Bears capture seals by waiting for them at breathing holes and at the edge of leads or cracks in the ice. They also stalk seals resting on top of the ice and catch young seals by breaking into pupping chambers in snow on top of the ice in the spring. Bears prey to a lesser extent on bearded seals,

walrus, and beluga whales. They also feed on carrion, including whale, walrus, and seal carcasses they find along the coast. They occasionally eat small mammals, bird eggs, and vegetation when other food is not available.

Skills: A polar bear's white coat bestows a +12 racial bonus to Hide checks in snowy areas.

Chalicothere

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 15 (+1 Dex, -1 size, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+12

Attack: Bite +7 melee (1d8+4)

Full Attack: Bite +7 melee (1d8+4), 2 claws +2 melee (2d8+2)

Space/Reach: 10 ft/10 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 13, Cha 2

Skills: Climb +5, Listen +7, Spot +7

Feats: Alertness, Endurance, Improved Overrun

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 5

Treasure: None



Frost and Fur

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Chalicotheres have the shortened face of a horse, the neck of an ox, the arms and shoulders of a massive ape, the front claws of an anteater and short rear legs to support its massive bulk. It shambles along with most of its weight on its short but strong hind legs. The long front legs have enormously long, curved claws. As an herbivore it is a fussy eater and eats only the freshest shoots.

Combat

Chalicothere claws are so long that the beasts are forced to walk on their knuckles. They are not usually aggressive.

Chudo-Yudo

Large Magical Beast (aquatic)

Hit Dice: 8d10+11 (55 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft., swim 30 ft

AC: 18 (+2 Dex, -1 size, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +8/+17

Attack: Bite +7 melee (1d8+2)

Full Attack: Bite +7 melee (1d8+2), 8 tentacle rakes +12 melee (1d4+5)

Space/Reach: 10 ft/10 ft (20 ft with tentacle)

Special Attacks: Constrict, improved grab, spell-like abilities

Special Qualities: Ink cloud, jet, low-light vision

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 20, Dex 15,

Con 13, Int 2, Wis

12, Cha 10

Skills: Escape

Artist +12*,

Hide +8*, Listen

+4, Spot +6, Swim

+13*

Feats: Alertness, Skill Focus (Hide), Toughness

Environment: Any freshwater aquatic

Organization: Solitary or school (6–11)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment:

Chudo-yudo are giant saltwater and freshwater octopi that lurk beneath bridges and docks. They use their peculiar magical abilities to lure travelers to their doom.

Chudo-yudo change colors to match their surroundings. During winter they are especially voracious, when prey is scarce. During this time the chudo-yudo lurk under the ice, camouflaged completely white.

Combat

Chudo-yudo prefer to use their spell-like abilities to create what looks like a glowing pitcher with *dancing lights* in order to draw their prey closer. Then they attempt to put prey to *sleep*.

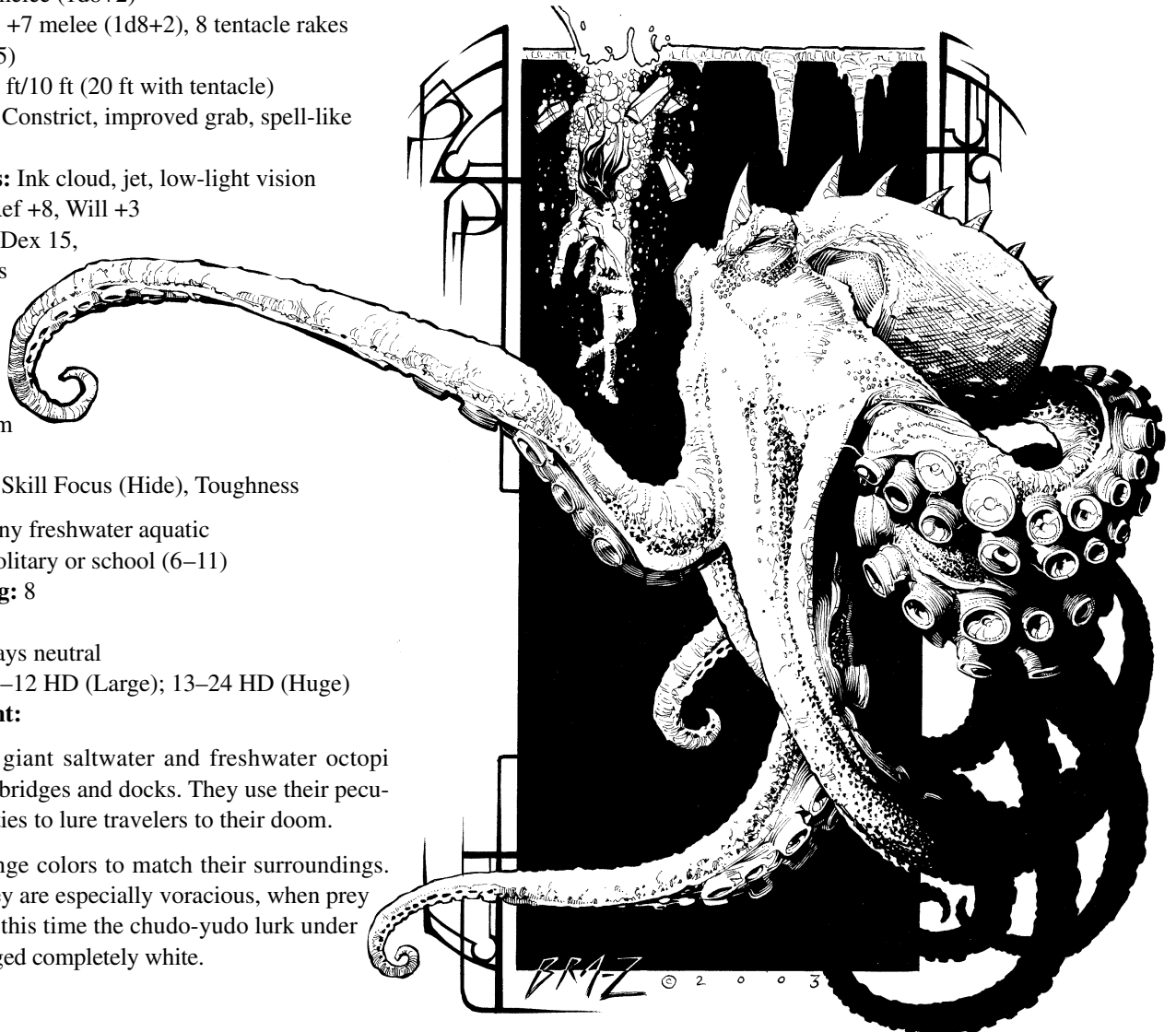
Improved Grab (Ex): When a chudo-yudo hits with its tentacle rake, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Constrict: A chudo-yudo deals 2d8+6 on a successful grapple check, in addition to the grappling weapon's normal damage.

Ink Cloud: A chudo-yudo can emit a cloud of jet-black ink 20 feet high by 20-feet wide by 20-feet long once a minute as a free action. The cloud provides total concealment, which the chudo-yudo normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Spell-like Abilities (Su): Once per day, chudo-yudo can cast *sleep* (DC 11) and *dancing lights* in the form of a single glowing pitcher. Spells are cast at 8th-level.

Skills: *A chudo-yudo can change colors, giving it a +4 racial bonus to Hide checks. A chudo-yudo also receives a +8 racial modifier to any Swim checks and may choose to take a 10 even



Monsters

if rushed or hurried. A chudo-yudo gains a +10 racial bonus to Escape Artist checks due to its ability to squeeze and contort.

Corpse Shroud

Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +0

Speed: 30 ft

AC: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee (1d6+1)

Full Attack: Slam +2 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Horrific appearance

Special Qualities: Vulnerability, daylight powerlessness, rejuvenation, darkvision 60 ft, undead traits

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 12, Dex 10, Con —, Int 10, Wis 11, Cha 10

Skills: Climb +4, Hide +5, Listen +4, Move Silently +5, Spot +3

Feats: Toughness

Environment: Cold forest

Organization: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: —

In Slavic lands, corpses are wrapped in shrouds and then buried. The spirits that have unfinished business arise at night in graveyards and terrorize the living. Thus they appear as the prototypical ghost—undead, zombie-like corpses concealed beneath white corpse shrouds.

Combat

Corpse shrouds are typically provoked by someone foolishly entering a graveyard at midnight, when they are most active. Corpse shrouds retaliate against trespassers by trespassing on the nearest town and killing anyone they can catch.

Vulnerability: Driving an aspen stake through a corpse shroud's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Daylight Powerlessness (Ex): Corpse shrouds are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Horrorific Appearance (Su): Any living creature within 60 feet that views the corpse shroud without its shroud must succeed at a Fort save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same corpse shroud's horrific appearance for one day. The save DC is 11.

Rejuvenation (Su): In most cases, it's difficult to destroy a corpse shroud through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A corpse shroud that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + corpse shroud's level or HD) against DC 16. As a rule, the only way to get rid of a corpse shroud for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each corpse shroud and may require a good deal of research.

Deer, Caribou

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 12 (+1 Dex, -1 size, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +2/+10

Attack: Gore +5 melee (1d8+6)

Full Attack: Gore +5 melee (1d8+6)

Space/Reach: 10 ft/10 ft

Special Attacks: Stampede, charge

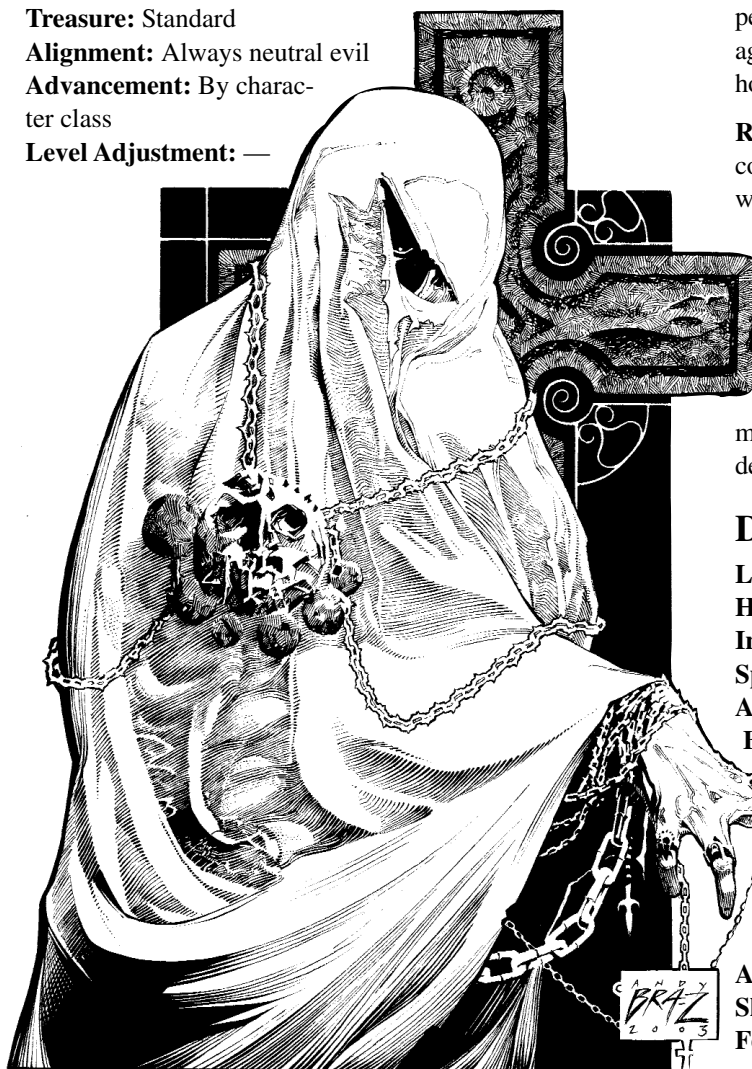
Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 10

Skills: Listen +7, Spot +4

Feats: Hot Blooded^B, Endurance, Run



Frost and Fur

Environment: Cold forest, cold mountain, cold plains

Organization: Solitary, pair, herd (6–30)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5–6 HD (Large)

Level Adjustment: —

Caribou have large, concave hoofs that spread widely to support the animal in snow and soft tundra. The feet also function as paddles when caribou swim. The antlers of adult bulls are large and massive; those of adult cows are much shorter and are usually more slender and irregular. In late fall, caribou are clove-brown with a white neck, rump, and feet and often have a white flank stripe. The hair of newborn calves is generally reddish-brown. Weights of adult bulls average 350 pounds, up to 700 pounds.

Females can breed when they are 16 months old, are give birth to one calf every year. Wolves, grizzly bears, and golden eagles kill large numbers of newborn calves. After calving, caribou collect in large groups to avoid predators and escape mosquitoes and warble flies. These large groups of caribou stay together in the high mountains and along seacoasts where wind and cool temperatures protect them from summer heat and insects.

Large herds often migrate long distances (up to 400 miles) between summer and winter ranges to find adequate food. In summer, caribou eat the leaves of willows, sedges, flowering tundra plants, and mushrooms. They switch to lichens, dried sedges, and small shrubs (like blueberry) in September. Once they decide to migrate, caribou can travel up to 50 miles a day. Caribou have a built in compass, like migratory birds, and can travel through areas that are unfamiliar to them to reach their calving grounds.

Combat

The shedding of velvet by large bulls marks the approach of the rutting season and the start of fall migration. The necks of adult bull caribou swell enormously due to the natural production of steroid hormones like testosterone. Fighting begins in early September and becomes more frequent as the rut approaches at the end of the month. Most fights between bulls are brief bouts, but violent fights occur, and many bulls are seriously injured or killed during the rut. Wolves and bears kill many injured or exhausted bulls after the rut.

Stampede (Ex): A frightened herd of caribou flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five caribou in the herd. A successful Reflex save (DC 16) halves the damage.

Charge (Ex): A caribou typically begins a battle by charging at an opponent, lowering its head to bring its horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 3d6+6 points of damage.

Deer, Moose

Large Animal

Hit Dice: 5d8+15 (37 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Gore +6 melee (1d8+6)

Full Attack: Gore +6 melee (1d8+6)

Space/Reach: 10 ft/10 ft (5 ft if cow)

Special Attacks: Charge

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 1, Wis 11, Cha 10

Skills: 8 Listen +8, Spot +5

Feats: Endurance, Improved Overrun

Environment: Cold forest

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6–7 HD (Large)

Level Adjustment: —

The moose has long legs and a heavy body with a drooping nose, a dewlap under the chin, and a small tail. Their color ranges from golden brown to almost black, depending upon the season and the age of the animal. The hair of newborn calves is generally red-brown fading to a lighter rust color within a few weeks. Males in prime condition weigh from 1,200 to 1,600 pounds. Only the bulls have antlers. In the wild, moose rarely live more than 16 years.

Cow moose generally breed at 28 months. Calves are born any time from mid- May to early June after a gestation period of about 230 days. Moose breed in the fall with the peak of the “rut” activities coming in late September and early October. Most moose make seasonal movements for calving, rutting, and wintering areas. They travel anywhere from only a few miles to as many as 60 miles during these transitions. During fall and winter, they consume large quantities of willow, birch, and aspen twigs. In some areas, moose actually establish a “hedge” or browse line six to eight feet above the ground by clipping most of the terminal shoots of favored food species. Moose eat a variety of foods, particularly sedges, equisetum (horsetail), pond weeds, and grasses. During summer, moose feed on vegetation in shallow ponds, forbs, and the leaves of birch, willow, and aspen.

Combat

Adult male caribou joust during the rut by bringing their antlers together and pushing. Serious battles are rare. Bulls may receive a few punctures or other damage and occasionally die from their wounds. The winner usually mates with the female.

Charge (Ex): A moose typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge,

Monsters

this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Devil, Illness Imp

Tiny Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 3d8 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft.

AC: 17 (+2 Dex, +2 size, +3 natural), touch 14, flat-footed 15

Base Attack/Grapple: +3/-6

Attack: Bite +7 melee (1d3-1)

Full Attack: Bite +7 melee (1d3-1)

Space/Reach: 2½ ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 5/silver or good, SR 15, see in darkness, fire & poison immunity, resistance to cold 10 & resistance to acid 10

Saves: Fort +3, Ref +5, Will +4

Abilities: Str 8, Dex 14, Con 10, Int 10, Wis 12, Cha 10

Skills: Diplomacy +6, Hide +17, Knowledge (any one) +7, Listen +8, Move Silently +8, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)

Feats: Dodge, Weapon Finesse

Environment: Cold forest

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always lawful evil

Advancement: 4–6 HD (Tiny)

Level Adjustment: — (Improved Familiar)

Illness imps are wretched beings that live in dark portals at the bottom of even darker holes. They occasionally enter the Slavic world when they manage to breach the barrier between the two planes. Once they do, few witnesses live to regret their arrival.

Combat

Illness imps can be harmed, but not easily.

Immunities (Ex): Illness imps are immune to fire and poison.

Resistances (Ex): Illness imps have resistance to cold 10 and resistance to acid 10.

See in Darkness (Su): Illness imps can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Illness imps can communicate telepathically with any creature within 100 feet that has a language.

Spell-Like Abilities: At will: *detect good*, *detect magic*, and *invisibility* (self only); 1/day-*suggestion* (DC 13), *contagion* (DC 14), *insanity* (DC 17), *desecrate*, *cure disease*. These abilities are as the spells cast at 6th-level.

Devil, Misery Imp

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 8d8+8 (44 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +8/+10

Attack: Slam +10 melee (1d6+3)

Full Attack: Slam +10 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, misery

Special Qualities: Immunity to fire and poison, SR 20, damage reduction 5/good

Saves: Fort +9, Ref +9, Will +10

Abilities: Str 14, Dex 12, Con 12, Int 15, Wis 15, Cha 12

Skills: 110 Bluff +13, Concentration +12, Diplomacy +12, Escape Artist +12, Intimidate +12, Knowledge (any two) +13, Listen +15, Sense Motive +13, Spellcraft +13, Spot +15

Feats: Alertness, Combat Casting, Improved Initiative

Environment: Cold forest, hills, plains, and mountains

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Advancement: 9–16 HD (Medium)

Level Adjustment: +5 Cohort

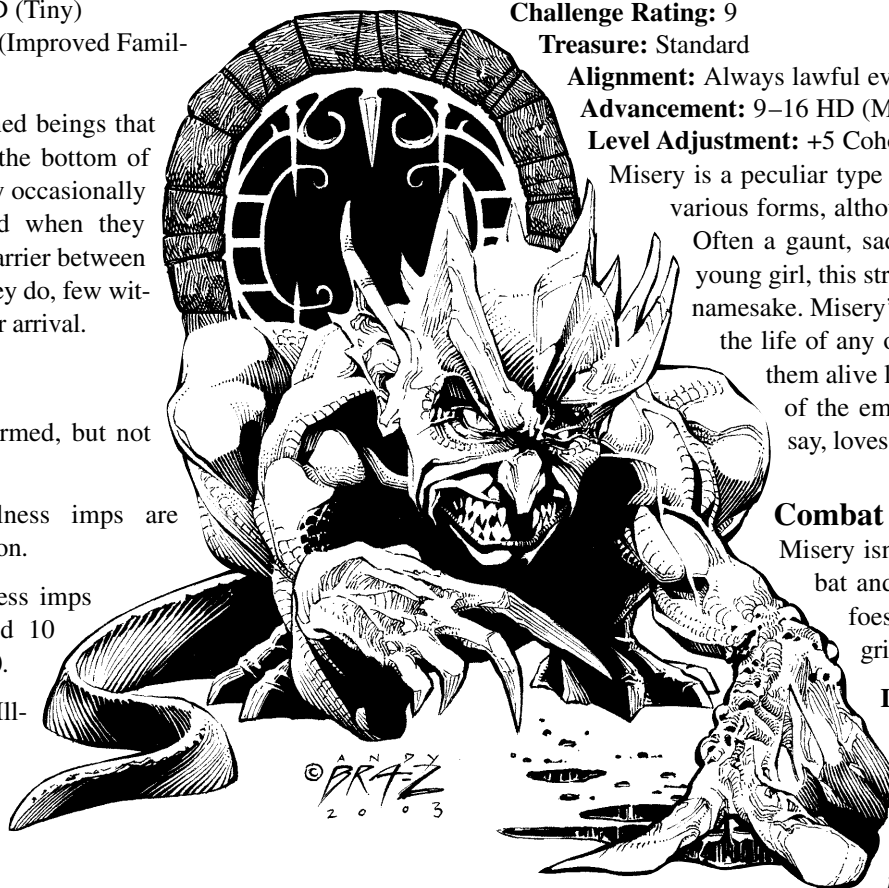
Misery is a peculiar type of imp that appears in various forms, although always humanoid. Often a gaunt, sad person, sometimes a young girl, this strange being feeds on its namesake. Misery's goal is not to destroy the life of any one person but to keep them alive long enough to feed off of the emotion. Misery, as they say, loves company.

Combat

Misery isn't fond of direct combat and will instead bring its foes down through slow, grinding depression.

Immunities (Ex): Misery imps are immune to fire and poison.

Spell-Like Abilities (Sp): At will—*reduce person* (self only),



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invisibility, *bestow curse* (DC 15), *insanity* (DC 18). These abilities are as the spells cast at 8th-level.

Misery (Su): Misery latches onto a person and slowly drives him to destructive purposes. For each day that misery is in a person's company (usually invisible), the person suffers 1 point of permanent Wisdom drain. A victim reduced to 0 Wisdom commits suicide, although misery will only allow this to happen if it has another victim readily available. For most victims in Slavic lands, misery lands means drinking oneself into poverty.

Dire Armadillo (Doedicurus)

Large Animal

Hit Dice: 6d8+18 (48 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft

AC: 20 (+1 Dex, -1 size, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +4/+12

Attack: Tail +7 melee (2d6+6 plus stun)

Full Attack: Tail +7 melee (2d6+6 plus stun)

Space/Reach: 15 ft/10 ft

Special Attacks: Stun

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 18, Dex 12, Con 16, Int 1, Wis 13, Cha 2

Skills: Listen +7, Spot +4

Feats: Endurance, Power Attack, Toughness

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Dire armadillos are 13 feet long and 5 feet tall. It had four short legs and powerful jaws made for grinding vegetation. This well-armored animal has heavy, dome-shaped body armor and rings of bony armor on its long tail. The tail has mace-like protrusions at its end that makes for a fearsome defensive weapon.

Combat

Dire armadillos retract their heads and swing their tails at anything that appears threatening.

Stun (Ex): When a target is struck by a dire armadillo's tail it must make a Fort save (DC damage inflicted) or be stunned for a number of rounds equal to the amount the save is failed by.

Dire Deer (Megaloceros)

Large Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Gore +9 melee (1d8+6)

Full Attack: Gore +9 melee (1d8+6)

Space/Reach: 10 ft/15 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +7, Will +2

Abilities: Str 18, Dex 12, Con 16, Int 1, Wis 11, Cha 6

Skills: Listen +10, Spot +5

Feats: Alertness, Endurance, Run

Environment: Temperate plains

Organization: Solitary or herd (6–30)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The dire deer is a gigantic version of its peaceful counterpart, with massive antlers to protect it against proportionately larger predators.

Combat

The dire deer's antlers are massive, up to 14 feet across and weighing over 100 lbs alone. Dire deer are most aggressive during mating season, when males clash in spectacular fashion, often tearing up the countryside in the process.

Dire Rhinoceros (Elasmotherium)

Huge Animal

Hit Dice: 14d8+98 (161 hp)

Initiative: +0

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Speed: 50 ft

AC: 13 (-2 size, +5 natural), touch 8, flat-footed 13

Base Attack/Grapple: +10/+31

Attack: Gore +21 melee (4d6+19)

Full Attack: Gore +21 melee (4d6+19)

Space/Reach: 20 ft/10 ft

Special Attacks: Charge 8d6+19

Special Qualities: Low-light vision, scent

Saves: Fort +16, Ref +9, Will +5

Abilities: Str 36, Dex 10, Con 25, Int 1, Wis 13, Cha 2

Skills: Listen +15, Spot +4

Feats: Awesome Blow, Endurance, Improved Overrun, Improved Natural Attack (gore), Power Attack

Environment: Temperate plains

Organization: Solitary or herd (2–12)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Elasmotherium is a powerfully built quadruped that walks on four stocky hoofed legs. It has a huge horn on its forehead that can grow up to 6.5 ft long. Elasmotherium is anywhere from 16 to 26 ft long and weighs roughly 3.5 to 4.5 tons. Its teeth are tall-crowned and covered with cement and wrinkled enamel.

Combat

Like the traditional rhinoceros, the elasmotherium is an herbivorous grazer. It is easily agitated and will charge should it feel threatened.

Charge (Ex): A dire rhinoceros typically begins a battle by charging at an opponent, lowering its head to bring its horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 8d6+19 points of damage.

Dire Sloth (Megatherium)

Huge Animal

Hit Dice: 10d8+50 (95 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft

AC: 13 (+1 Dex, -2 size, +4 natural), touch 9, flat-footed 12

Base Attack/Grapple: +7/+23

Attack: Claw +13 melee (2d8+8)

Full Attack: 2 claws +13 melee (2d8+8)

Space/Reach: 20 ft/10 ft

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +8, Will +3

Abilities: Str 26, Dex 12, Con 20, Int 1, Wis 11, Cha 10

Skills: Listen +8, Spot +3, Climb +13

Feats: Alertness, Cleave, Endurance, Power Attack

Environment: Cold forest

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A dire (giant) sloth is a huge, bulky, slow-moving mammal, the largest of the ground sloths. Giant sloths are about the size of an elephant, roughly 20 feet long and weighed about 3–4 tons. Giant sloths are also called megatherium, which means “great beast.” A giant sloth has peg-like teeth, powerful jaws, and a thick, short tail. It has three hook-like claws on each foot. It is primarily a quadruped. Giant sloths eat leaves, shoots, roots, and fruit. It eats leaves from the tops of trees while standing upright on its hind legs, using its tail to balance.

Combat

Giant sloths have wicked claws they can use in combat to defend themselves if need be.

Improved Grab (Ex): When this creature hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Dog, Hunting

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +3 (+3 Dex)

Speed: 40 ft

AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-3

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Swim +5, Survival +1 (+9 when tracking)

Feats: Alertness, Track^B

Environment: Cold plains

Organization: Solitary, span (1–2)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

These keen little long-nosed dogs are indispensable in the hunting of small game, lending their senses to their masters in the hunt. Their prominent, pointed, up-standing ears, the pointed nose, the silky hair, and whitish belly distinguish them from other dogs. In color, dogs of this race are brown, reddish, or

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white and gray. They have a light delicate step, a trim graceful figure and amiable disposition.

The hunting dog can be quite cunning in its pursuit of game. When the it crosses thin ice, it knows to walk very carefully, moving ahead a bit at a time until it is certain the ice is strong enough. Hunting dogs can distinguish between grouse, porcupine, and squirrel. They know to sniff out animal species and make frequent trips into the bush after scents/sounds. They even know to avoid porcupine quills.

When hunting dogs scent the tracks of game, they quietly take to the trail unless it is very fresh, in which case they yelp and howl.

Trip (Ex): A hunting dog that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Dog, Sled

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Bite +3 melee (1d6+3)

Full Attack: Bite +3 melee (1d6+3)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Swim +5, Survival +2 (+6 tracking)

Feats: Hot Blooded^B, Endurance^B, Run, Track^B

Environment: Cold plains

Organization: Solitary, train (4–5)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Sled dogs are ordinarily big hardy beasts, with broad heads and short hair. They have a bushy tail, long muzzle, oblique eyes, and a savage disposition. The large sled dogs are known in the native tongue as *mistotum*, “big dog.” The breed of dogs used for sled driving is a mongrel shaggy beast, prevailingly dark brown, of a rusty, worn hue, or black, with a slight admixture of white.

Four or five animals are harnessed by the leather strap loop over the neck and shoulders, one dog before the other. The lead dog is master of the team; the driver uses a whip to guide the animals, and the commands are the same as those used by the Eskimo (*huit*, go; *auq*, right; *rr*, left). When traveling the plains, the hunter usually runs ahead of the dogs to break the trail with snowshoes. The animals are constantly falling off the beaten track into soft snow, where they lie helpless until hauled out by the driver.

Should a dog become over-tired on an upgrade or because the snow is too soft, he may lie down with an appealing look. When a halt is made, the dogs stretch flat on their bellies and bury their muzzles in the snow. They eat snow quite frequently, as this is their only method of getting a drink.

When the grade is downward and the trail is smooth, the hunter lets his dogs pass him. Then he quickly removes his snowshoes and hops on the sled. At its fastest, the sled moves anywhere from eight to ten miles per hour.

Some benevolent masters give their leavings to the dogs. This is invariably meat and bone. They easily grind up bone and marrow and gulp it down with gusto, bones being their favorite diet.

Carrying Capacity: A light load for a sled dog is up to 100 pounds; a medium load, 101–200 pounds; a heavy load, 201–300 pounds. A sled dog can drag 1,500 pounds.

Dragon, Goryshche

Dragon (Water)

Environment: Any aquatic

Organization: Solitary

Challeng Rating: Wyrmling 2, very young 3, young 5, juvenile 7, young adult 10, adult 13, mature adult 15, old 17, very old 18, ancient 20, wyrm 22, great wyrm 24

Treasure: Double standard

Alignment: Always neutral evil

Advancement: Wyrmling 5–6 HD (Small); Very young 8–9 HD (Medium); Young 11–12 HD (Medium); Juvenile 14–15 HD (Large); Young adult 17–18 HD (Large); Adult 20–21 HD (Huge); Mature adult 23–24 HD (Huge); Old 26–27 HD (Huge); Very old 29–30 HD (Huge); Ancient 32–33 HD (Gargantuan); Wyrm 35–36 HD (Gargantuan); Great wyrm 38+ HD (Gargantuan)

Level Adjustment: —

The multi-headed Goryshche lurks near the shores, usually swearing fealty to krakens or other dark underwater denizens in return for a share of treasure. Acting as guardians, goryshche regularly surface to terrorize villages by demanding tribute to their dark masters. They are not particularly intelligent but never forget a slight. Family members (always older and with more heads) will ultimately hunt down foes until a goryshche of Very Old or older comes calling.

Combat

A goryshche can be killed either by severing all of its heads or by slaying its body. To sever a head, an opponent must hit the monster’s neck with a slashing weapon (called shot) and deal damage equal to the goryshche’s original hit point total, divided by its original number of heads, in one blow.

Multiple Heads (Ex): Goryshche can attack with all their heads at no penalty, even if they move or charge during the round. It gets a number of bite attacks equal to its number of heads. When a severed head dies a natural reflex seals the neck shut to prevent further blood loss. The goryshche can no longer attack with the

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severed head but suffers no other penalties. A severed head regrows in about a month.

Breath Weapon (Su): A goryshche has one type of breath weapon, a cone of fire. The breath weapon originates from any one of the goryshche's heads, making its breath weapon unpredictable and bestowing a Reflex save penalty equal to the number of living heads it has left in combat. Thus, a Great Wyrm bestows a -9 circumstance penalty to Reflex saving throws against its breath weapon.

Water Breathing (Ex): A goryshche can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Create/Destroy Water (Sp): A goryshche can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's posses-

Table 8.1: Goryshche by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack /Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	+4/-4	+6	+5	+4	+4	2d4 (13)	—
Very young	S	7d12+7 (52)	13	10	13	8	11	8	+7/+4	+9	+6	+5	+5	4d4 (14)	—
Young	M	10d12+20 (85)	15	10	15	10	11	10	+10/+12	+12	+9	+7	+7	6d4(17)	—
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+13/+16	+16	+10	+8	+8	8d4(18)	—
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+16/+24	+19	+13	+10	+11	10d4(22)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+19/+29	+24	+15	+11	+12	12d4(23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+22/+38	+28	+18	+13	+15	14d4(26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+25/+42	+32	+19	+14	+16	16d4(27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+28/+46	+36	+22	+16	+19	18d4(30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+31/+50	+40	+23	+17	+20	20d4(31)	28
Wyrm	G	34d12+238 (459)	35	10	25	18	19	18	+34/+58	+42	+26	+19	+23	22d4(34)	31
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d4(36)	33

Table 8.2: Goryshche Abilities by Age

Age	Speed	Init	Heads	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	+0	3	15 (+2 size, +3 natural), touch 12, flat-footed 15	Acid immunity, water breathing	—	—
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	+0	3	17 (+1 size, +6 natural), touch 11, flat-footed 17		—	—
Young	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	3	19 (+9 natural), touch 10, flat-footed 19	Create/destroy water	—	—
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	5	22 (+12 natural), touch 10, flat-footed 22	Polymorph self	—	—
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	5	24 (-1 size, +15 natural), touch 9, flat-footed 24	Damage reduction 5/magic	1 st	17
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	6	27 (-1 size, +18 natural), touch 9, flat-footed 27		3 rd	18
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	6	29 (-2 size, +21 natural), touch 8, flat-footed 29	Damage reduction 10/magic	5 th	21
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	7	32 (-2 size, +24 natural), touch 8, flat-footed 32	Control water	7 th	22
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	7	35 (-2 size, +27 natural), touch 8, flat-footed 35	Damage reduction 15/magic	9 th	23
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	9	38 (-2 size, +30 natural), touch 8, flat-footed 38	Charm fish	11 th	25
Wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	9	39 (-4 size, +33 natural), touch 6, flat-footed 39	Damage reduction 20/+3	13 th	26
Great wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	12	42 (-4 size, +36 natural), touch 6, flat-footed 42	Control weather	15 th	28

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sion must succeed at a Will save (DC equal to that of the dragon's frightful presence) or be ruined.

Charm Fish (Sp): A goryshche can use this ability three times per day. It operates as a *mass charm* spell that works only on fish. The dragon can communicate with any charmed fish as though casting a *speak with animals* spell. This ability is the equivalent of a first level spell.

Other Spell-Like Abilities: *3/day-polymorph (self only)*, *control water*; *1/day-control weather*. A goryshche's *polymorph* ability works just like the spell, except that each use allows only one change, which lasts until the dragon assumes another form or reverts to its own (which does not count as a use of this ability).

Skills: Goryshche receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads.

Feats: A goryshche's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity each round.

Dragon, Linnorm

Dragon (Water)

Environment: Any aquatic

Organization: Solitary

Challenge Rating: Wyrmling 3, very young 4, young 6, juvenile 9, young adult 12, adult 14, mature adult 17, old 19, very

old 20, ancient 22, wyrm 23, great wyrm 25

Treasure: Double standard

Alignment: Always neutral

Advancement: Wyrmling 8–9 HD (Medium); Very young 11–12 HD (Large); Young 14–15 HD (Large); Juvenile 17–18 HD (Large); Young adult 20–21 HD (Huge); Adult 23–24 HD (Huge); Mature adult 26–27 HD (Huge); Old 29–30 HD (Gargantuan); Very old 32–33 HD (Gargantuan); Ancient 35–36 HD (Gargantuan); Wyrm 38–39 HD (Gargantuan); Great wyrm 41+ HD (Colossal)

Level Adjustment: —

Linnorm are dragons only in the loosest sense of the word. They do not have wings and are not particularly intelligent. They lurk in the ocean, overturning ships to eat any men they can catch. They have multi-colored scales that blend in with whatever terrain they settle in—linnorms that live in marshes tend to be green and brown, while deep sea linnorm are dark blue.

Combat

Linnorm attack with their breath weapons at first, then close and use tactics similar to snakes. They attempt improved grabs and then wrap their coils around men and ship alike.

Breath Weapon (Su): A linnorm has one type of breath weapon, a cone of corrosive acid.

Table 8.3: Linnorm by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	M	7d12+14 (59)	17	10	15	6	11	10	+7/+10	+10	+7	+5	+5	2d10 (15)	—
Very young	L	10d12+30 (95)	21	10	17	6	13	12	+10/+19	+14	+10	+7	+8	4d10 (18)	—
Young	L	13d12+39 (123)	25	10	17	6	13	12	+13/+24	+19	+11	+8	+9	6d10(19)	—
Juvenile	L	16d12+64 (168)	29	10	19	8	15	14	+16/+29	+24	+14	+10	+12	8d10(22)	—
Young adult	H	19d12+95 (218)	31	10	21	8	15	14	+19/+37	+27	+16	+11	+13	10d10(24)	21
Adult	H	22d12+110 (253)	33	10	21	10	19	16	+22/+41	+31	+18	+13	+17	12d10(25)	24
Mature adult	H	25d12+125 (287)	33	10	23	12	19	18	+25/+44	+34	+20	+14	+18	14d10(28)	26
Old	G	28d12+168 (350)	35	10	25	12	21	20	+28/+52	+36	+23	+16	+21	16d10(30)	29
Very old	G	31d12+186 (387)	37	10	27	14	23	22	+31/+56	+40	+25	+17	+23	18d10(33)	31
Ancient	G	34d12+238 (459)	39	10	29	14	25	24	+34/+60	+44	+28	+19	+26	20d10(35)	34
Wyrm	G	37d12+296 (536)	41	10	31	14	25	24	+37/+64	+48	+30	+20	+27	22d10(38)	35
Great wyrm	C	40d12+400 (660)	45	10	31	18	27	26	+40/+73	+49	+32	+22	+30	24d10(40)	38

Table 8.4: Linnorm Abilities by Age

Age	Speed	Init	AC	Special Abilities	SR
Wyrmling	60 ft., swim 60 ft.	+0	16 (+6 natural), touch 10, flat-footed 16	Acid immunity, water breathing	—
Very young	60 ft., swim 60 ft.	+0	18 (-1 size, +9 natural), touch 9, flat-footed 18		—
Young	60 ft., swim 60 ft.	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	Create/destroy water	—
Juvenile	60 ft., swim 60 ft.	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	Polymorph (self only)	—
Young adult	60 ft., swim 60 ft.	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	Damage reduction 5/magic	19
Adult	60 ft., swim 60 ft.	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29		21
Mature adult	60 ft., swim 60 ft.	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Damage reduction 10/magic	23
Old	60 ft., swim 60 ft.	+0	33 (-4 size, +27 natural), touch 6, flat-footed 33	Control water	24
Very old	60 ft., swim 60 ft.	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	Damage reduction 15/magic	26
Ancient	60 ft., swim 60 ft.	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	Charm fish	28
Wyrm	60 ft., swim 60 ft.	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	Damage reduction 20/magic	30
Great wyrm	60 ft., swim 60 ft.	+0	51 (-8 size, +39 natural), touch 2, flat-footed 51	Control weather	32

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Water Breathing (Ex): A linnorm can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Improved Grab (Ex): To use this ability, a linnorm must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A linnorm deals 1d8+Strength bonus with a successful grapple check against a creature two sizes smaller. For example, a linnorm that is huge can constrict a medium-sized creature.

Poison (Ex): Bite, Fort save (DC is the same as breath weapon DC), initial and secondary damage 1d6 temporary Constitution.

Draugr

Huge Undead

Hit Dice: 10d12 (65 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft, burrow 30 ft.

AC: 11 (-1 Dex, -2 size, +4 natural), touch 7, flat-footed 11

Base Attack/Grapple: +5/+22

Attack: Claw +13 melee (1d8+9)

Full Attack: Bite +7 melee (2d6+4), 2 claws +13 melee (1d8+9)

Space/Reach: 10 ft/15 ft

Special Attacks: Spell-like abilities, improved grab

Special Qualities: Burrow, rejuvenation, damage reduction 5/cold iron, darkvision 60 ft, scent, undead traits

Saves: Fort +3, Ref +2, Will +7

Abilities: Str 28, Dex 8, Con —, Int 10, Wis 11, Cha 10

Skills: Hide +5, Listen +15, Move Silently +12, Spot +15

Feats: Alertness, Improved Bull Rush, Power Attack, Weapon Focus (claw)

Environment: Cold land

Organization: Solitary

Challenge Rating: 6

Treasure: Double standard

Alignment: Neutral evil

Advancement: 11–12 HD (Colossal)

Level Adjustment: —

The draugr is an animated corpse that bursts from its grave. It appears hel-blár (“black as death”) or na-fólr (“corpse-pale”). Worse, the corpse grows to enormous size and is incredibly heavy. It is animated out of sheer jealousy. The draugr misses its old life and envies the living.

Combat

Perhaps most distressing of the draugr’s traits are its perpetual hunger. It craves flesh of all types, but its undead state can never be satiated. It will fall upon anything living and rip it apart, gulping the flesh down in chunks.

Improved Grab (Ex): When this creature hits with both claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Spell-like Abilities: The draugr can cast the following at will: *polymorph* (self only—seal, bull, horse, cat), *control weather*, *divination*, *darkness*, *fog cloud*. Cast at 10th-level.

Burrow (Ex): A draugr can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing draugr flings the draugr back 30 feet, stunning the creature for 1 round unless it succeeds at a Fort save.

Rejuvenation (Su): In most cases, it’s difficult to destroy a draugr through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. To totally destroy a draugr, it must be decapitated, its body burned to cold ashes, and then the ashes must be thrown into the sea. Failure to perform this ritual means a draugr will return to its old haunts with a successful level check (1d20 + draugr’s level or HD) against DC 16.

Dvorlem

Large Magical Beast

Hit Dice: 8d10+8 (52 hp)

Initiative: +3 (Dex)

Speed: 10 ft., fly 160 ft. (good)

AC: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +8/+16

Attack: Claw +11 melee (1d6+4)

Full Attack: 2 claws +11 melee (1d6+4), 2 bites +6 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Frost and Fur

Special Qualities: Low-light vision

Saves: Fort +5, Ref +7, Will +5

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +4, Listen +11*, Spot +18*, Survival +7

Feats: Alertness, Flyby Attack, Iron Will

Environment: Cold forest or mountains

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Usually lawful neutral

Advancement: 9–12 HD (Huge); 13–16 HD (Gargantuan)

Level Adjustment: —

A dvorlem is a gigantic, two-headed eagle that patrols the skies. Dvorlems are not aggressive by nature and abhor random violence and chaos. They enjoy the smooth lines of roads, the carefully plotted grids of cities, and the symmetry of a snowflake. They have but one law: only the winged shall fly. Any creature that takes to the skies that is not feathered is to be grounded, by force if necessary. This includes gliders, dragons, creatures that fly without wings, and spellcasters who fly by magical means.

Dvorlems are mortal enemies of kainkutho, when they encounter them in their mountain lairs.

Combat

Dvorlem rarely stoop to petty combat with earthbound beings, but they are ferocious warriors if pressed. They will immediately attack any non-feathered flying creature, and even non-living things like kites.

Skills: *Dvorlem receive a +4 racial bonus to Spot checks during daylight hours. *They also receive a +2 racial bonus to Listen, Spot, and Search checks due to their multiple heads.

Elemental, Ice

Small Elemental (Cold)

Hit Dice: 2d8+4 (13 hp)

Initiative: -1 (Dex)

Speed: 20 ft., 40 ft. in ice

AC: 12 (+2 natural, +1 size, -1 Dex), touch 10, flat-footed 12

Base Attack/Grapple: +1/-1

Attack: Slam +4 melee (1d6+3)

Full Attack: Slam +4 melee (1d6+3)

Space/Reach: 5 ft/5 ft

Special Attacks: Ice meld

Special Qualities: Elemental traits, cold subtype, ice Hearing

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 15, Dex 9, Con 14, Int 4, Wis 11, Cha 10

Skills: Listen +3, Spot +2

Feats: Ice Hearing^B, Power Attack

Medium Elemental (Cold)

Hit Dice: 4d8+16 (34 hp)

Initiative: 0 (Dex)

Speed: 30 ft., 40 ft. in ice

AC: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+6

Attack: Slam +6 melee (1d8+3)

Full Attack: Slam +6 melee (1d8+3)

Space/Reach: 5 ft/5 ft

Special Attacks: Ice meld

Special Qualities: Elemental traits, cold subtype, ice Hearing

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 17, Dex 11, Con 18, Int 4, Wis 11, Cha 10

Skills: Listen +4, Spot +3

Feats: Cleave, Ice Hearing^B, Power Attack

Large Elemental (Cold)

Hit Dice: 8d8+32 (68 hp)

Initiative: +1 (Dex)

Speed: 30 ft., 40 ft. in ice

AC: 19 (+8 natural, +1 Dex), touch 11, flat-footed 18

Base Attack/Grapple: +6/+15

Attack: Slam +10/+5 melee (2d8+5)

Full Attack: Slam +10/+5 melee (2d8+5)

Space/Reach: 10 ft/10 ft

Special Attacks: Ice meld

Special Qualities: Elemental Traits, cold subtype, ice Hearing

Saves: Fort +7, Ref +2, Will +1

Abilities: Str 21, Dex 13, Con 20, Int 6, Wis 11, Cha 10

Skills: Listen +11, Spot +11

Feats: Cleave, Great Cleave, Power Attack

Environment: Cold plains, cold forest

Organization: Solitary

Challenge Rating: Small 1, Medium 2, Large 4

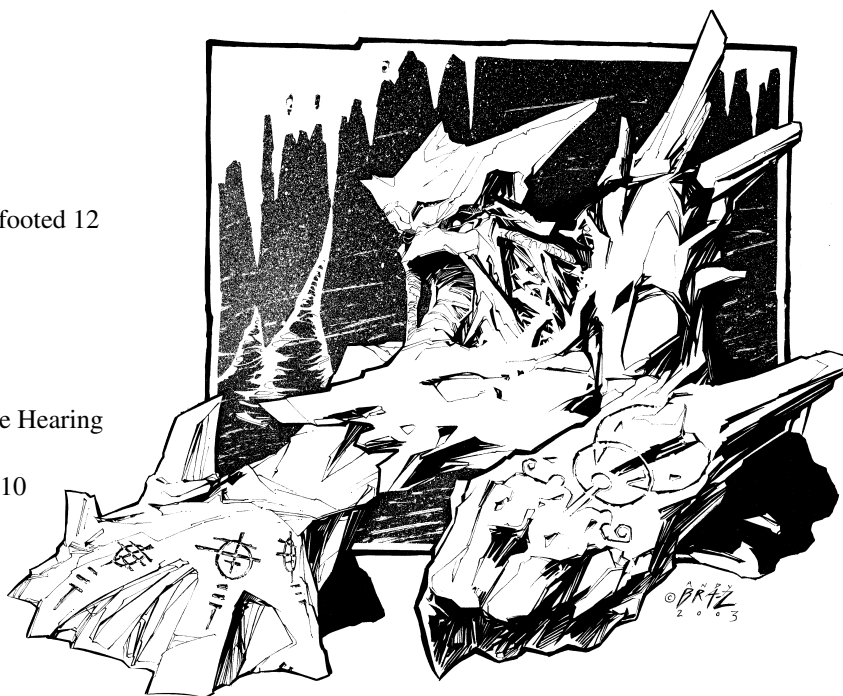
Treasure: None

Alignment: Always chaotic neutral

Advancement: 5–6 HD (Medium); Small 3 HD (Small);

medium 5–7 HD (Medium); large 9–15 HD (Large)

Level Adjustment: —



Monsters

Almost unknown outside of extremely cold areas, the ice elemental is a fierce creature whose goal is simple: destroy. Fortunately, the ice elemental is less powerful and less advanced than his more traditional cousins.

Combat

Ice elementals are pure-force brutes. Too dumb to strategize, the elemental will only use his ice meld ability if severely damaged.

Ice Meld (Su): As a full-round action, the ice elemental may meld with any body of ice. While within a body of ice, the elemental moves with a base speed of 40 feet, and may not be attacked; however, the only sense the elemental can use is its Ice Hearing (a silent enemy will be undetectable). As an additional full round action, the ice elemental may exit the ice. Use of this ability provokes attacks of opportunity.

Ice Hearing (Ex): The elemental, while completely within ice, can continue to hear and makes Listen checks normally.

Firebird

Large Magical Beast (fire)

Hit Dice: 4d10+4 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 10 ft, fly 80 ft. (average)

AC: 15 (+3 Dex, -1 size, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Bite +7 melee (1d8+4)

Full Attack: Bite +7 melee (1d8+4), 2 claws +2 melee (1d6+2)

Space/Reach: 10 ft/10 ft or 20 ft/10 ft while in flight

Special Attacks: Spell-like abilities

Special Qualities: Continual flame, keen senses, fire subtype, low-light vision

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +5, Spot +11*, Survival +6

Feats: Alertness, Wingover

Environment: Any forest, hill, mountains, and plains

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral good

Advancement: 5–8 HD (Huge); 9–12 HD (Gargantuan)

Level Adjustment: —

A firebird appears as a large eagle with a 20-foot wingspan of bright, multicolored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are blue-violet. Its eyes are a deep, glowing ruby color.

Firebirds will sometimes answer the call of wanderers lost in the woods and carry them to a safe destination. They are hunted for their feathers, however. Those who would pluck a firebird's feathers will find themselves the recipient of a curse.

Firebirds enjoy corn and golden apple trees and can sometimes be lured into traps with their favorite foods as bait.

Combat

Firebirds avoid combat when possible, preferring to flee any adversaries they may encounter. If cornered, firebirds retaliate with beak, claw, and spell.

Continual Flame (Su): A firebird's feather acts as *continual flame*.

Spell-like Abilities: at will: *flare* (DC 10); 3/day *bestow curse* (DC 14), *planeshift* (self only), *sunburst* (DC 18), *sunbeam* (DC 17). Cast at 9th level.

Skills: *Firebirds receive a +4 racial bonus to Spot checks during daylight hours.

Fox, Arctic

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-3

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +15*, Listen +2, Spot +2, Survival +2 (+6 if tracking by scent)*

Feats: Alertness, Hot Blooded^B, Track^B

Environment: Cold plains

Organization: Solitary, pair, or family (7–15)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The arctic fox averages 43 inches in length including the tail. Its short legs and body, short ears, and dense winter fur give it a stocky appearance. Fully-grown arctic foxes weigh from 6 to 10 pounds. Their fur coloring ranges from brown in the summer to white in the winter. Some foxes have a bluish tinge to their coats. These foxes remain dark or charcoal colored year round but become somewhat lighter in winter.

Arctic fox pups are born in dens excavated by the adults in sandy, well-drained soils of low mounds and river cutbanks. They are monogamous and both parents aid in bringing food to the den and in rearing the pups. Family units gradually break up during the fall. In midwinter, foxes lead a mostly solitary existence except when congregating at the carcasses of marine mammals, caribou, or reindeer.

Frost and Fur

Combat

Arctic foxes are omnivorous. In summer, arctic foxes feed primarily on small mammals, including lemmings and tundra voles. Foxes denning near rocky cliffs along the seacoast often depend heavily on nesting seabirds such as auklets, puffins, and murres. They sometimes eat berries, eggs, and scavenged remains of other animals. Many foxes venture out onto the sea ice during winter to eat the remains of seals killed by polar bears.

Skills: The natural coloration of arctic foxes gives them a +7 racial bonus to Hide checks in areas of snow and ice. An arctic fox has a +4 racial bonus to Survival checks when tracking by scent.

Giant, Ice

Large Giant (Cold)

Hit Dice: 13d8+39 (91 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 14 (+6 natural, -1 Dex, -1 size), touch 8, flat-footed 14

Base Attack/Grapple: +9/+17

Attack: Large club +12 melee (2d8+6)

Full Attack: Large club +12/+7 melee (2d8+6)

Space/Reach: 10 ft/10 ft

Special Attacks: —

Special Qualities: Regeneration (see text), cold subtype

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 18, Dex 8, Con 17, Int 9, Wis 11, Cha 6

Skills: Climb +7, Jump +8, Listen +4, Spot +5

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Snowshoes^b

Environment: Cold plains, cold forest

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: —

Ice giants are common in deep ice canyons. These large forms are covered in ice so as to appear composed solely of it, although a humanoid form is slightly visible beneath; only rarely is a ice giant mistaken for an ice elemental.

Combat

Ice giants are not very adept tacticians. They rely on brute force and their ability to regenerate to win their battles.

Regeneration (Ex): Acid deals normal damage to an ice giant, and fire deals normal damage as defined by the Cold Subtype. The ice giant regrows body parts in 3d6 minutes, or instantly by holding the part to the stump. This ability only works in temperatures of freezing (32 degrees) or lower.

Giant Falcon

Medium Magical Beast

Hit Dice: 3d10 (16 hp)

Initiative: +4 (+4 Dex)

Speed: 10 ft., fly 60 ft. (average)

AC: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Claw +5 melee (1d8+2)

Full Attack: 2 claws +5 melee (1d8+2), peck +0 (1d4)

Space/Reach: 5 ft/5 ft

Special Attacks: Blind

Special Qualities: Evasion, low-light vision

Saves: Fort +3, Ref +7, Will +3

Abilities: Str 14, Dex 19, Con 10, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +7, Sense Motive +4, Spot +10*, Survival +5

Feats: Alertness, Flyby Attack

Environment: Cold forest, hills, plains, and mountains

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral good

Advancement: 4–8 HD (Huge), 9–12 HD (Gargantuan)

Level Adjustment: —

Giant falcons have much in common with their eagle brethren, but they are proportionately reduced in size. They are still formidable combatants and large enough to give opponents pause.

Combat

A giant falcon typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

Blind (Ex): If a falcon strikes with its beak, its victim must make a Reflex saving throw (DC 20) or lose one eye. Note that wearing a full helm with visor negates this ability.

Skills: *Giant falcons receive a +4 racial bonus to Spot checks during daylight hours.

Giant, Syvatogor

Gargantuan Giant

Hit Dice: 19d8+167 (252 hp)

Initiative: -1 (-1 Dex)

Speed: 60 ft

AC: 5 (-1 Dex, -4 size), touch 5, flat-footed 5

Base Attack/Grapple: +14/+35

Attack: Slam +19 melee (1d8+13)

Full Attack: Slam +19/+14/+9 melee (1d8+13)

Space/Reach: 20 ft/20 ft

Special Attacks: —

Special Qualities: Spell-like abilities

Saves: Fort +17, Ref +5, Will +6

Abilities: Str 28, Dex 8, Con 22, Int 10, Wis 11, Cha 10

Skills: Craft (mittens) +15, Intimidate +12, Listen +10 Spot +7

Feats: Awesome Blow, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Environment: Cold forest

Monsters

Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: By character class
Level Adjustment: —

Svyatogors are massive, powerful beings, almost beyond comprehension in their dimensions. They are most distinguished by their enormous moustaches, from which they hang their mittens to dry. They are known for striding the world at a whim. Occasionally, travelers who help them may get a free ride. Some Svyatogors cherish their privacy and do not look kindly upon anyone revealing their location. They are prone to getting drunk, given the chance—which isn't often, as it takes an entire city of alcohol to do so.

Combat

Svyatogors simply smash to bits anything that irritates them. Their chaotic natures makes this course of action as likely as any other.

Spell-like abilities: At will—*water walk (self only)*, *greater teleport*, *bull's strength*. All abilities are cast at 19th level and are self only.

Svyatogor Characters

A svyatogor's favored class is barbarian.

Golden Duck

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +2 (Dex)
Speed: 10 ft., fly 30 ft. (good)
AC: 14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple: +1/-9
Attack: Bite +2 melee (1d4-1)
Full Attack: Bite +2 melee (1d4-1)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Construct traits, eggs, wish consumption
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 6, Dex 15, Con —, Int 1, Wis 12, Cha 7
Skills: Spot +2, Listen +2, Swim +1
Feats: Wingover
Environment: Cold forest
Organization: Solitary
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Golden ducks are actually constructs capable of making their owners quite wealthy.

Combat

Golden ducks avoid combat and flee whenever possible.

Egg-Laying (Su): Each day, a golden duck lays an egg. The first day, it lays a gold egg worth 10 gp. The second day, it lays a silver egg worth 5 gp. The third day, it lays a golden egg, and so on.

Wish Consumption (Su): On the belly of the golden duck is an inscription. It explains that whoever eats the duck's head will be king and that whoever eats its heart will spit gold. Should the duck be eaten, the duck's corpse grants a *wish*.

Construction

A golden duck costs 1,000 gp to create, including 200 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.

Creating the body requires a Craft (sculpture or masonry) check (DC of 24).

After the body is sculpted, it is animated through an extended magical ritual that requires a 14th-level character with the Craft Construct feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *wish* and *major creation* on the final day of the ritual and drains 1000 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

CL 14th; Craft Construct, *wish*, *major creation*, caster must be at least 14th-level; Price 25000 gp; Cost 1000 gp + 1000 XP.

Golem (Copper Peasant)

Small Construct
Hit Dice: 14d10+10 (87 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft
AC: 17 (+1 Dex, +1 size, +5 natural), touch 12, flat-footed 16
Base Attack/Grapple: +10/+6
Attack: Slam +8 melee (1d4)
Full Attack: Slam +8/+3 melee (1d4)
Space/Reach: 5 ft/5 ft
Special Attacks: Sorcerous abilities
Special Qualities: Construct traits, darkvision 60 ft.
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 10, Dex 12, Con —, Int 18, Wis 11, Cha 10
Skills: Concentration +14, Craft (Alchemy) +16, Knowledge (Arcana) +21, Knowledge (any one) +14, Listen +8, Spellcraft

Frost and Fur

+21, Spot +8,

Feats: Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item

Environment: Cold forest

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement: By character class

Level Adjustment: +4

This construct is small, made of copper, with iron hands and a steel head. They are highly coveted for their magical abilities, but rarely created.

Copper peasants are accomplished sorcerers and have a sense of self, unlike other constructs. That sense of self includes self-preservation. They loathe servitude and never forget a kindness. They are especially fond of commoners and will often provide magical assistance to them.

Combat

Copper peasants fight with spells rather than their fists, given the choice.

Sorcerous Abilities: Copper peasants cast spells as a 14th-level Sorcerer. They move around with *greater teleport* and rely on *create food and drink* as a reward to hungry peasants who assist them.

Construction

A copper peasant's body is created from a pair of iron gauntlets, a steel helmet, and a frame made of copper. The golem costs 80,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (armor-smithing) check (DC 20). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 6,400 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *M's lucubration*.

CL 16th; Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, *M's lucubration*, caster must be at least 16th level; Price 160000 gp; Cost 80000 gp + 6400 XP.

Copper Peasant Characters

A copper peasant's favored class is sorcerer.

Golem (Snowman)

Medium Construct (Cold)

Hit Dice: 9d10 (49 hp)

Initiative: -1 (-1 Dex)

Speed: 20 ft. (can't run)

AC: 21 (-1 Dex, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +6/+11

Attack: Slam +10 melee (1d6+5)

Full Attack: 2 Slams +10 melee (1d6+5)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: magic immunity, damage reduction 10/bludgeoning, cold subtype, construct traits

Saves: Fort +3, Ref +2, Will +5

Abilities: Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: Listen +9, Spot +9

Feats: Blind-Fight, Die Hard, Endurance, Iron Will

Environment: Cold land

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 10–18 HD (Large); 19–27 HD (Huge)

Level Adjustment: —

Snowmen are golems made of snow. They are traditionally made of two large balls of snow, with a carrot for a nose, buttons for eyes, branches for arms, and a hat of some sort.

Combat

Snowmen attack mindlessly at the behest of their creator. Their hats are a magical part of the snowman but are a dangerous vulnerability as well.

Hat (Su): The snowman's hat cannot be easily removed, but it can be destroyed, which destroys the golem. The hat has Hardness 0, 20 hit points and confers a -8 circumstance penalty should a PC target it directly. If the hat is destroyed, the snowman immediately ceases animation. Attempting to strike the hat does provoke an attack of opportunity.

Magic Immunity (Ex): Snowmen are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *move snow* spell drives the snowman back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the snowman (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *avalanche* cast directly at a clay snowman stops it from moving that round and deals 5d10 points of damage. The snowman gets no saving throw against any of these effects. It takes double damage from fire spells. Spells that target the snowman's hat have normal effects.

Construction

The golem costs 60,000 gp to create, including 1,500 gp for the body and 30,000 gp for its hat, which can be reused. Creating the body requires a successful Craft (sculpting or masonry) check (DC 15). The ritual requires a 16th-level creator who can cast divine spells. Completing the ritual drains 3,600 XP from the creator and requires *animate snow*, *create snow*, *control snow*. The creation is completed when the hat is placed on the snowman's head.

CL 16th; Craft Construct, *animate snow*, *create snow*, *control snow*, caster must be at least 16th level; Price 90000 gp; Cost 60000 gp + 3600 XP.

Monsters



Golem (Teresnhchka)

Small Construct

Hit Dice: 1d10 (5 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

AC: 25 (+1 Dex, +1 size, +13 natural), touch 12, flat-footed 24

Base Attack/Grapple: +0/-7

Attack: Slam -2 melee (1d4-3)

Full Attack: Slam -2 melee (1d4-3)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: fire vulnerability, DR 5/slashing, construct traits, darkvision

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 5, Dex 12, Con —, Int 10, Wis 11, Cha 10

Skills: Climb +6, Craft (any) +2, Listen +3, Spot +1

Feats: Endurance

Environment: Cold forest, hills, mountains, plains

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: —

Level Adjustment: —

Also known as a wood golem, teresnchka are created by lonely sorcerers who cannot otherwise bear children. Instead, they create a child out of wood. Some sorcerers who have lost children to famine, disease, or combat will create a teresnchka, which is considerably hardier than a living child.

Combat

Teresnchka are fairly useless in combat but are fairly resistant to damage. They make excellent spies.

Fire Vulnerability (Ex): A teresnchka takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Skills: Teresnchka receive a +4 racial bonus to Climb.

Construction

A teresnchka costs 100 gp to create, including 20 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.

Creating a teresnchka requires a Craft (carpentry) check (DC of 12).

After the wood is carved, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Construct feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared bedroom, complete with cradle costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking—he spends most of his day rocking the cradle and singing lullabies to the sculpture. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *animate objects* on the final day of the ritual and drains 25 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

CL 7th; Craft Construct, *animate objects*, caster must be at least 7th-level; Price—NA (will never sell); Cost 100 gp + 25 XP.

Guardian Doll

Tiny Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2 (Dex)

Speed: 10 ft.

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

Base Attack/Grapple: +1/-9

Attack: Slam +2 melee (1d4-1)

Full Attack: Slam +2 melee (1d4-1)

Space/Reach: 2 ½ ft./0 ft.

Special Attacks: —

Special Qualities: Construct traits, legend lore, light, protection from evil

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 6, Dex 15, Con —, Int 12, Wis 12, Cha 10

Skills: Hide +15, Listen +6, Spot +6

Feats: Alertness

Frost and Fur

Environment: Cold forest

Organization: Solitary

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This tiny construct is typically made to guard children. They council them, act as toys and playmates, and otherwise guard them from danger. It can speak and move under its own power, although it never does so in the presence of adults.

Combat

Guardian dolls do not resort to melee if they can help it. Instead, they use their powers to council and guide. They do have the ability to ward off evil however. They will guard their ward unto death.

Legend Lore (Su): Once a day, if the doll is fed in a make-believe fashion (i.e., at an imaginary tea party), it can answer questions as a *legend lore* spell.

Light (Su): At will, the guardian doll can make its eyes glow like candles, shedding the equivalent light of a *light* spell.

Spell-like Abilities: The guardian doll can cast *protection from evil*(DC 10) and *bless*(DC 10) on its ward three times per day. Cast at 8th-level.

Construction

A guardian doll costs 120 gp to create, including 20 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.

Creating the body requires a Craft (carpentry) check (DC of 12).

After the body is sculpted, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Construct feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *legend lore*, *light*, *bless*, and *protection from evil* on the final day of the ritual and drains 25 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

CL 7th; Craft Construct, *legend lore*, *light*, *bless*, *protection from evil*, caster must be at least 7th level; Price 620 gp; Cost 120 gp + 25 XP.

Haugbui

Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+7

Attack: Bite +7 melee (1d6+5)

Full Attack: Bite +7 melee (1d6+5), 2 claws +5 melee (1d4+2)

Space/Reach: 5 ft/5 ft

Special Attacks: Foul stench, trollskaap, improved grab

Special Qualities: Darkvision 60 ft, scent, undead traits

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 20, Dex 12, Con —, Int 11, Wis 13, Cha 15

Skills: Balance +5, Climb +9, Hide +7, Listen +7, Move Silently +5, Spot +5

Feats: Blind-Fight, Multiattack

Environment: Underground

Organization: Solitary

Challenge Rating: 5

Treasure: Double standard

Alignment: Neutral evil

Advancement: 4–6 HD (Medium)

Level Adjustment: —

The haugbui is a mound-dweller, a living corpse that makes its home in its own tomb. It is rarely encountered outside of it and usually only threatens those who seek to violate its tomb. Grave robbers are its usual victims, but heroes who seek out particularly rare magic items buried with their owners must sometimes contend with haugbui as well.

The ketta (she-cat) is considered the “mother” of haugbui in the sense that the creature can create such spawn by inhabiting mounds. Haugbui are stirred to undead life by a ketta's presence.

Combat

In addition to teeth, claws and great strength, the haugbui can use “trollskaap,” or evil magic, to defend its home.

Stench (Ex): The haugbui emits such a foul stench that it leaves the living half-dead. Those within 10 feet must succeed at a Fort save (DC 14) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Improved Grab (Ex): When haugbui hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Trollskaap: The haugbui can cast spells as a 4th-level sorcerer.

Ice Drake

Medium Dragon (Cold)

Hit Dice: 4d12+4 (29 hp)

Initiative: +5 (Dex, +4 Improved Initiative)

Monsters

Speed: 30 ft., 40 ft. fly (average)
AC: 13 (+2 natural, +1 Dex), touch 11, flat-footed 12
Base Attack/Grapple: +4/+5
Attack: Claw +5 melee (1d6+2)
Full Attack: 2 Claws +5 melee (1d6+2)
Space/Reach: 5 ft/5 ft
Special Attacks: Breath weapon
Special Qualities: Heatsense, cold subtype
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 12, Dex 13, Con 12, Int 11, Wis 10, Cha 11
Skills: Balance +8, Hide +8, Intimidate +7, Knowledge (nature) +7, Listen +7, Spot +7
Feats: Flyby Attack, Improved Initiative

Environment: Cold mountains
Organization: Solitary, brace (2–4), flight (5–9)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 5–6 HD (Medium)
Level Adjustment: —

Like its larger kin, the ice drake enjoys tormenting anyone it catches in its territory. Resembling the white dragon covered in an icy shell, the ice drake blends in well with its native environment.

Combat

The ice drake uses hit-and-run tactics, including its breath weapon to weaken and take down its targets.

Breath Weapon (Ex): Cone of ice shards, 20 feet; 1d6 cold damage. (Reflex DC 13 for half damage)

Heatsense (Ex): Ice drakes sense beings by their body heat. Any invisible creature that does not block its body heat gains no benefit from invisibility against the ice drake.

Kainkutho

Huge Animal

Hit Dice: 10d8+40 (85 hp)
Initiative: +3 (Dex)
Speed: 60 ft.
AC: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple: +7/+23
Attack: Claws +13 melee (2d4+8)
Full Attack: 2 claws +13 melee (2d4+8), 1 bite +8 melee (2d8+4)
Space/Reach: 20 ft./10 ft.
Special Attacks: Improved grab, ferocity
Special Qualities: Low-light vision, scent, sprint
Saves: Fort +7, Ref +13, Will +4
Abilities: Str 26, Dex 16, Con 19, Int 2, Wis 12, Cha 10

Skills: Listen +11, Spot +5, Swim +9

Feats: Awesome Blow, Endurance^B, Improved Overrun, Power Attack, Run^B, Track

Environment: Cold forest or mountains

Organization: Solitary or pair

Challenge Rating: 7

Treasure: None

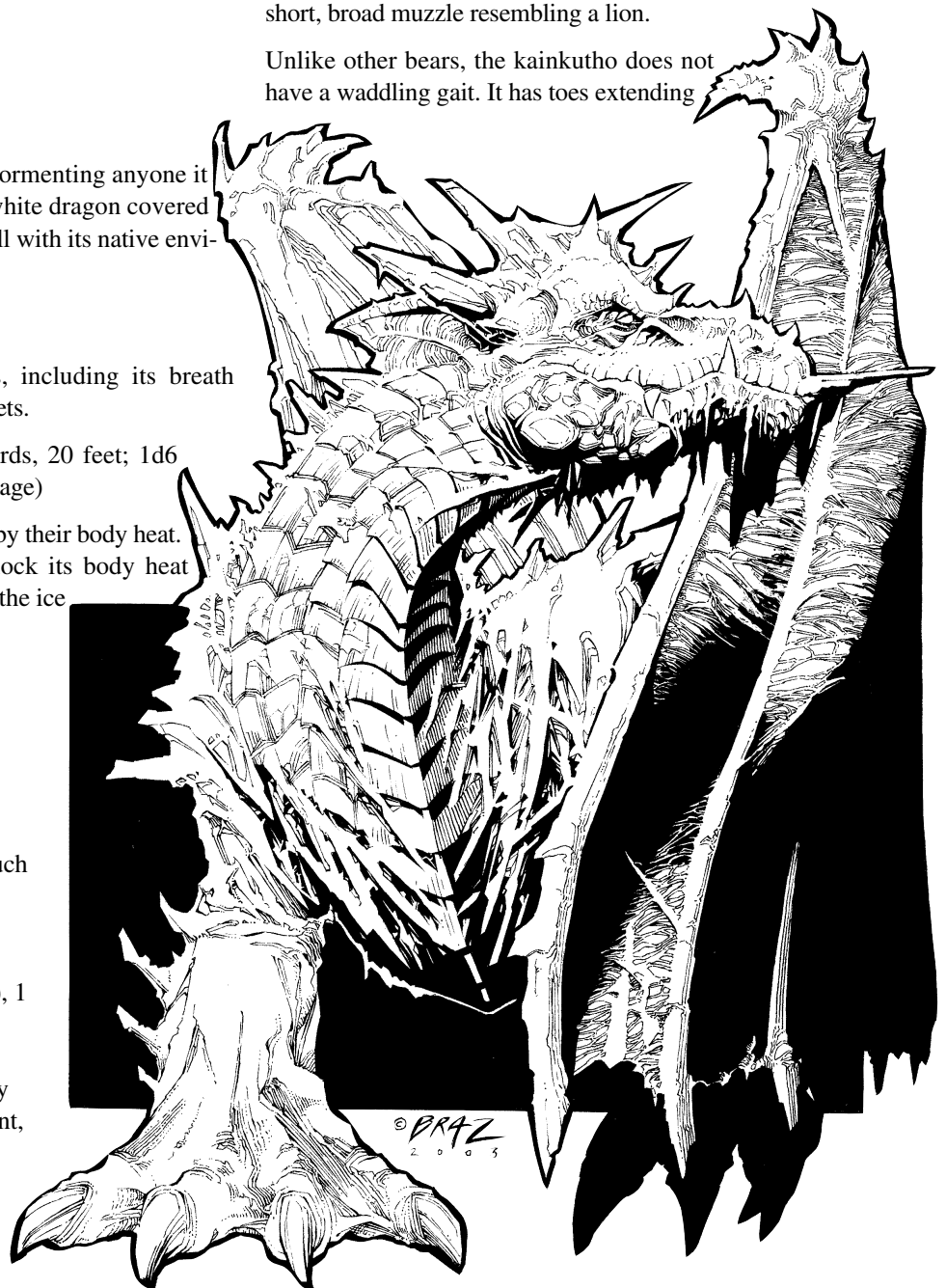
Alignment: Always neutral

Advancement: 11–14 HD (Gargantuan)

Level Adjustment: —

The kainkutho, or “god bear” is a massive creature, weighing over 5,000 lbs and growing up to 20 feet in length. Taller than a brown bear, the kainkutho is not as heavily built, with limbs, particularly the hind legs, that are longer and more slender. With a relatively short face lacking a well-marked forehead, it has a short, broad muzzle resembling a lion.

Unlike other bears, the kainkutho does not have a waddling gait. It has toes extending



Frost and Fur

straight forward, which enable the bear to generate bursts of speed when necessary and to range over large areas for prey or carcasses.

The kainkutho is a rather solitary predator except for mothers with cubs and during the mating period. The kainkutho preys on large herbivores, such as bison, muskoxen, caribou, deer, horses, and ground sloths.

Combat

The kainkutho's canine teeth allow a more secure grip on prey and its giant razor sharp claws easily shred hair, hide, flesh, and muscle tissue.

Improved Grab: When this creature hits with its claw, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Ferocity (Ex): A kainkutho is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Sprint (Ex): Once an hour, a kainkutho can take a charge action to move ten times its normal speed (600 ft.).

Kam

Medium Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft

AC: 14 (+4 scale mail), touch 10, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: LongSword +3 melee (1d8+3/19–20)

Full Attack: LongSword +3 melee (1d8+3/19–20)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Split, darkvision 60 ft, petrifying gaze

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 15, Dex 10, Con 11, Int 10, Wis 10, Cha 10

Skills: Disguise +5, Listen +3, Spot +2

Feats: Alertness

Environment: Cold forest, hills, plains, and mountains

Organization: Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 1 3rd-level sergeant per 10 adults, 5th-level lieutenants and 3 7th-level captains)

Challenge Rating: 4

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +2

Kam are the orcs of the Slavic world. They are brutish, worship foreign gods, and revel in war. Worse, they are nearly indestructible through mundane means. Kams look like dirty, unkempt humans and are otherwise indistinguishable. They have a pathological hatred of other cultures and frequently wage war on their neighbors, confident in their petrification and split abilities.

Combat

The kams' ability to replicate through combat makes them a foe that warriors, even bogatyri, cannot simply defeat through brute force. They will attempt to use their petrifying gaze first and then close with opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fort save (DC 11).

Split (Ex): Weapons deal no damage to a kam. Instead the creature splits into two identical kams, each with half the original's hit points (round down). A kam with only 1 hit point cannot be further split and is destroyed.

Ketta

Large Outsider (Demon, Evil, Extra-Planar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 14 (+2 Dex, -1 size, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +7/+17

Attack: Bite +12 melee (1d8+6)

Full Attack: Bite +12 melee (1d8+6), 2 claws +10 melee (1d6+3)

Space/Reach: 5 ft/10 ft

Special Attacks: Pounce, rake, improved grab, create spawn

Special Qualities: Darkvision 60 ft, scent

Saves: Fort +8, Ref +7, Will +7

Abilities: Str 23, Dex 15, Con 17, Int 10, Wis 14, Cha 10

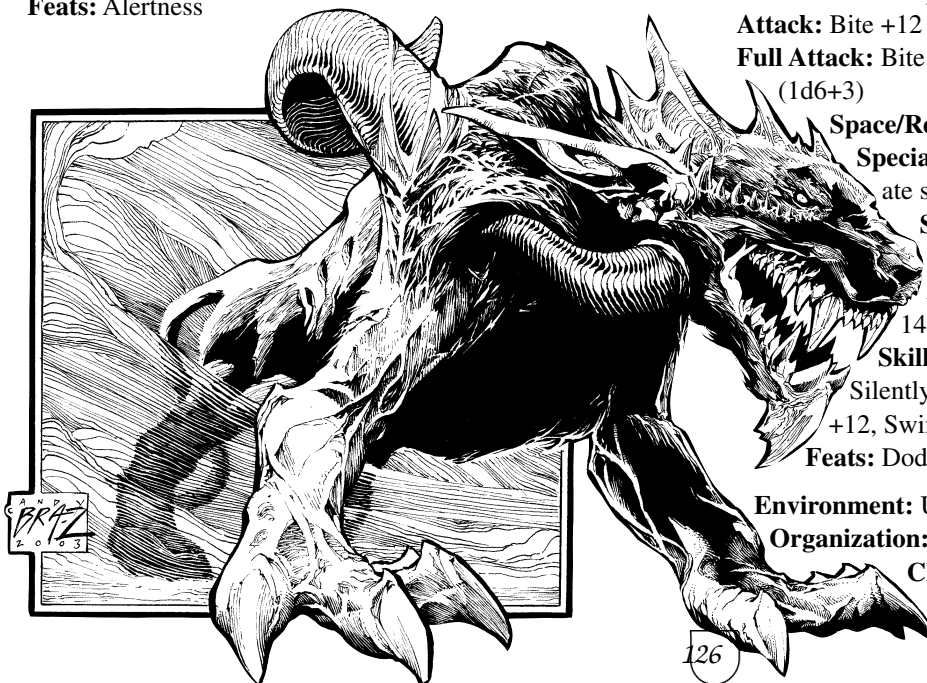
Skills: Climb +16, Jump +16, Listen +12, Move Silently +12, Search +10, Sense Motive +12, Spot +12, Swim +16

Feats: Dodge, Improved Initiative, Multiattack

Environment: Underground

Organization: Solitary

Challenge Rating: 5



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Treasure: Double standard

Alignment: Neutral evil

Advancement: 4–6 HD (Medium)

Level Adjustment: —

The ketta (she-cat) is considered the “mother” of haugbui in the sense that the creature can create such spawn by inhabiting mounds. Haugbui are stirred to undead life by a ketta’s presence. They are extra terrestrial demonic forces that animate corpses for their own dark purposes.

Combat

Ketta have long claws and are even more formidable than haugbui.

Pounce (Ex): If a ketta gains initiative and leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): When a ketta hits with its bite, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake.

Rake (Ex): A ketta can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d4+3 damage each. If the ketta pounces on an opponent, it can also rake.

Create Spawn (Su): Any humanoid, living or dead, which is bitten by a ketta can become a haugbui. Living humanoids that are slain by a ketta become a haugbui in 1d4 rounds. Corpses are similarly animated in 1d4 rounds. Spawn are under the command of the ketta that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Kosmatushka

Huge Magical Beast

Hit Dice: 6d10+72 (105 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 90 ft. (good)

AC: 22 (+1 Dex, -2 size, +13 natural), touch 9, flat-footed 21

Base Attack/Grapple: +6/+22

Attack: Hoof +12 melee (1d8+8)

Full Attack: 2 hooves +12 melee (1d8+8), bite +7 melee (1d8+4 plus 1d4 fire)

Space/Reach: 10 ft/15 ft

Special Attacks: Flaming bite, smoke, spell-like abilities

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +6, Will +3

Abilities: Str 26, Dex 12, Con 20, Int 13, Wis 13, Cha 16

Skills: Listen +6, Move Silently +3, Search +6, Sense Motive +6, Spot +6, Survival +6

Feats: Alertness, Improved Initiative, Run

Environment: Cold forest, hills, plains, and mountains

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral (any)

Advancement: 7–10 HD (Huge)

Level Adjustment: —

Kosmatushkas appear as incredibly powerful Clydestale-like horses of larger-than-life proportions. They are kept by hags and heroes as worthy steeds and are sometimes the objects of quests themselves. Its tail is extreme long and its mane reaches down to its hooves. For bogatyrs, kosmatushkas are sometimes the only mounts that can carry their extreme weight.

Kosmatushkas can talk and are intelligent, extremely loyal beasts once tamed. They warn their riders of danger, look out for their master’s best interests, and otherwise help however they can. They typically hide amongst other horses as broken down nags or battered jades with their *alter self* ability.

Combat

Kosmatushkas do battle by biting and kicking with their powerful legs. A kosmatushka can fight while mounted, but the rider cannot also fight unless he or she succeeds at a Ride check.

Flaming Bite (Su): A kosmatushka’s mouth streams flame, setting combustible materials alight with a successful bite attack.

Smoke (Su): During the excitement of battle, a kosmatushka ears roll out curls of smoke. This fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed at a Fort save (DC 16) or suffer a -2 morale penalty to all attack and damage rolls until 1d6 minutes after they leave the cone. The kosmatushka gains one-half concealment against creatures 5 feet away and total concealment against creatures 10 feet away. The smoke does not obscure the kosmatushka’s vision at all. The kosmatushka can suppress the smoke as a free action.

Spell-Like Abilities: 1/day—*T’s transformation* (rider only), *heroes feast*, *foresight* (rider only), *earthquake* (DC varies by effect); at will—*alter self* (to look like a battered jade), *jump* (self only). These abilities are cast at 16th-level.

Carrying Capacity: A light load for a kosmatushka is up to 600 pounds; a medium load, 601-1,200 pounds; and a heavy load, 1,201-1,800 pounds.

Mamaqa

Medium Outsider (Incorporeal)

Hit Dice: 5d8+5 (27 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft, fly 60 ft. (good)

AC: 10, touch 10, flat-footed 10

Base Attack/Grapple: +5/+6

Attack: Incorporeal touch +5 melee (1d4+1)

Full Attack: Incorporeal touch +5 melee (1d4+1), disease throw +5 ranged touch (cause disease)

Space/Reach: 5 ft/5 ft

Special Attacks: Disease Touch

Special Qualities: Incorporeal

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 10

Skills: Hide +12, Intimidate +10, Listen +12, Search +10,

Frost and Fur

Sense Motive +10, Spot +10

Feats: Combat Reflexes, Improved Initiative

Environment: Any land

Organization: Solitary

Challenge Rating: 5

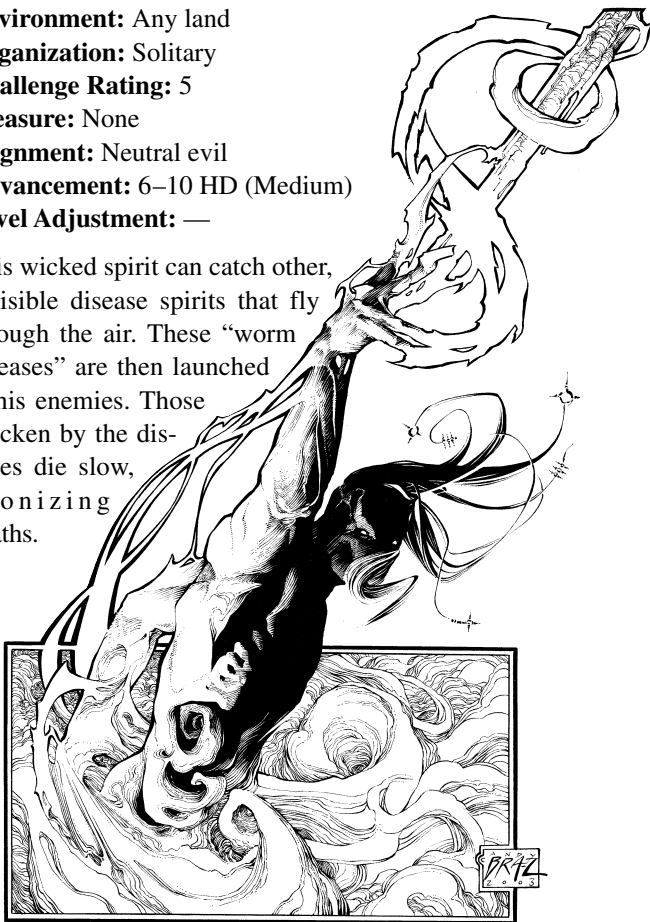
Treasure: None

Alignment: Neutral evil

Advancement: 6–10 HD (Medium)

Level Adjustment: —

This wicked spirit can catch other, invisible disease spirits that fly through the air. These “worm diseases” are then launched at his enemies. Those stricken by the diseases die slow, agonizing deaths.



Combat

Mamaqa do not occur naturally in the wild. Instead, they are summoned by rival angakoqs to eliminate their enemies or wreak havoc on a village that has offended them. Mamaqa are responsible for many plagues that have wiped out entire villages.

Disease Throw (Su): This ranged touch attack requires the mamaqa to hurl worm-like disease spirits at its foes. On a successful hit, a random disease strikes the victim. Roll d10 to determine which disease: 1 blinding sickness, 2 cackle fever, 3 demon fever, 4 devil chills, 5 filth fever, 6 mindfire, 7 mummy rot, 8 red ache, 9 shakes, 10 slimy doom.

Mishtapeu

Large Outsider (Incorporeal)

Hit Dice: 5d8 (22 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft

AC: 14 (-1 size, +5 natural), touch 9, flat-footed 14

Base Attack/Grapple: +5/+14

Attack: Shortspear +4 melee (1d6+7/x3)

Full Attack: Shortspear +4 melee (1d6+7/x3)

Space/Reach: 5 ft/10 ft

Special Attacks: Spell-like abilities

Special Qualities: SR 18, incorporeal

Saves: Fort +7, Ref +4, Will +4

Abilities: Str 20, Dex 10, Con 16, Int 10, Wis 11, Cha 10

Skills: Concentration +9, Craft (any one) +5, Diplomacy +4, Heal +6, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (planes) +8, Listen +5, Spellcraft +4, Spot +5, Survival +5

Feats: Improved Initiative, Track

Environment: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral (any)

Advancement: By character class

Level Adjustment: —

Mishtapeuat comprise a class of giant beings, neither human nor animal, that eat only organ meats and do not excrete. They have special powers to predict the future, heal the sick, and kill. They are divided into benevolent and malevolent beings that are constantly at war with one another as well as with other spirits. Their chief, Utshimau-mishtapeu, is good aligned, and protects the Inuit against evil spirits.

The mishtapeuat act as interpreters for angakoq and help translate the language of other spirits in the *shaking tent ceremony* (see New Spells). When a mishtapeu wishes to contact someone outside of the ceremony, it speaks through dreams. Mishtapeuat are summoned by the *summon nature's ally v* spell. Mishtapeuat are respectfully addressed as “grandfather or grandmother” due to their beneficial relationship with the Inuit. Certain *mish-tapeuat* communicate with their favorites and establish a direct and permanent relationship between them.

The mishtapeuat inhabit another plane, called Tshishtashkamuku, which resembles the Prime Material Plane. It has lakes, bays, mountains and the same vegetation. However, Tshishtashkamuku is populated with giant fauna and non-human beings and is hostile enough that make it an extremely dangerous place for normal humans to visit.

Combat

Good-aligned mishtapeuat attack evil mishtapeuat on sight, but only they can tell the difference. For the more mundane beings, alignment detection abilities are necessary.

Spell-Like Abilities: At will—*invisibility, tongues*; 1/day—*divination, dream, heal, and slay living (DC 15)*. These abilities are as the spells cast at 9th-level.

Morozko

Medium Elemental (Cold)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 100 ft. (perfect)

AC: 18 (+8 natural), touch 10, flat-footed 18

Base Attack/Grapple: +3/+4

Attack: Slam +4 melee (1d6+1)

Full Attack: Slam +4 melee (1d6+1)

Monsters



Space/Reach: 5 ft/5 ft

Special Attacks: Quench, breath weapon, spell-like abilities

Special Qualities: Elemental traits, fast healing, cold subtype, darkvision 60 ft

Saves: Fort +2, Ref +1, Will +1

Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 10

Skills: Listen +7, Spot +7

Feats: Cleave, Power Attack

Environment: Cold forest, cold plains, cold mountains

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic neutral

Advancement: 5–7 HD (Medium)

Level Adjustment: —

Morozkos are capricious beings and, like the freezing weather they are so fond of, kill and spare commoners seemingly on a whim. They appear as ghostly snowmen, with limbs made of twigs patched together with snow and ice.

Combat

Morozkos are not above attacking without provocation, but they are equally likely to become enchanted by a beautiful woman. Morozkos are dangerous opponents, capable of attacking invisibly, immune to many attacks, and drenching their foes in shards of ice.

Breath Weapon (Su): Cone of ice shards, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 16. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: At will—*invisibility*; 1/day—*chill metal* (DC12) cast at 6th-level.

Fast Healing (Ex): A morozko heals 2 points of damage each round, but only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

Quench (Ex): A morozko's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast at 6th-level.

Mummy, Aleutian

Medium Undead (Cold)

Hit Dice: 6d12+3 (42 hp)

Initiative: +0

Speed: 20 ft

AC: 18 (+8 natural), touch 10, flat-footed 18

Base Attack/Grapple: +3/+4

Attack: Slam +4 melee (1d6+1)

Full Attack: Slam +4 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

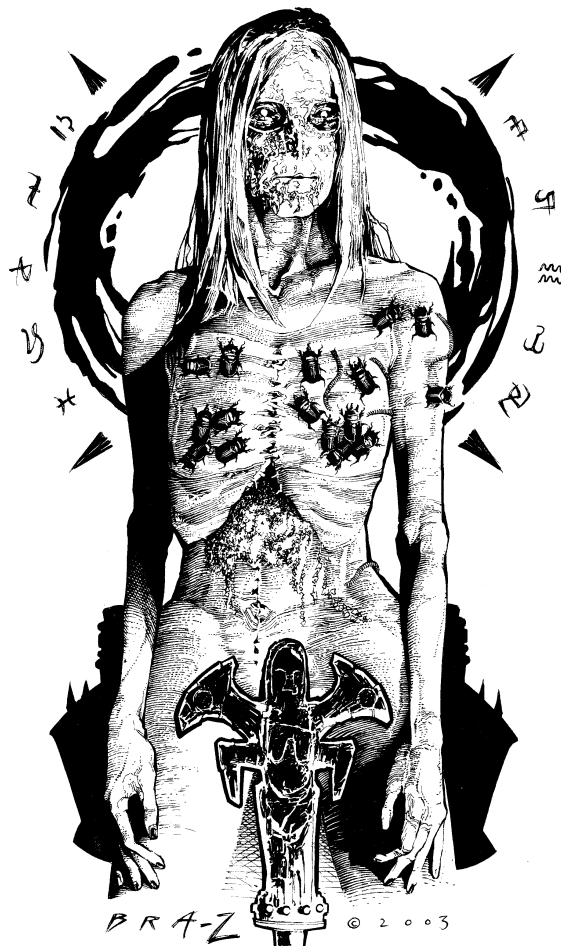
Special Qualities: Cold subtype, undead traits, damage reduction 5/—

Saves: Fort +4, Ref +2, Will +5

Abilities: Str 12, Dex 10, Con —, Int 10, Wis 11, Cha 10

Skills: Hide +9, Listen +11, Move Silently +9, Spot +11

Feats: Alertness, Great Fortitude, Toughness



Frost and Fur

Environment: Cold plains

Organization: Solitary, pair (husband and wife) or family (3–5)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral (any)

Advancement: 7–12 HD (Medium)

Level Adjustment: —

The Aleuts have considerable knowledge of human anatomy because they mummify the corpses of important people. They achieve mummification by removing the viscera, washing the body in a cold stream, and stuffing it with oiled sphagnum moss for preservation. The bodies of children are also treated in this way. Mummies are wrapped in sealskins, tightly tied, and laid to rest in caves or even in a special compartment of the family dwelling.

Combat

Aleutian mummies will not normally attack unless their resting place is disturbed.

Muskox

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 15 (+1 Dex, -1 size, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Gore +6 melee (1d8+6)

Full Attack: Gore +6 melee (1d8+6)

Space/Reach: 10 ft/5 ft

Special Attacks: Stampede, charge

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 10

Skills: Listen +8, Spot +3

Feats: Alertness, Endurance, Hot Blooded^B,

Environment: Cold plains

Organization: Solitary, harem (6–16), or herd (16–75)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The muskox is called “omingmak” by the Inuit, which means “the animal with skin like a beard,” a reference to the long guard hair that hangs nearly to the ground. Muskoxen are stocky, long-haired animals with a slight shoulder hump and a very short tail. Both sexes have horns that develop large bases and nearly span the entire forehead. Coloration is generally dark brown with creamy-colored hair on the “saddle,” forehead, and legs. Muskoxen have cloven hooves, all four of which are the same size. Mature bulls are about 5 feet high at the shoulder and weigh 600 to 800 pounds.

Combat

Bull muskoxen have heavily armored skulls built for charging, with four inches of horn and three inches of bone directly over the brain. When danger approaches, every muskoxen tries to face the source of the threat. If only one predator is nearby, the defense formation takes the form of a line. If several predators surround the group, as with a wolf pack, the formation becomes a compact circle with all muskoxen facing outward. Occasionally, one or more animals will charge the predator.

Stampede (Ex): A frightened herd of muskoxen flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five muskoxen in the herd. A successful Reflex save (DC 16) halves the damage.

Charge (Ex): A muskox typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Nykur

Large Fey (Cold, Aquatic, Shapechanger)

Hit Dice: 5d6+5 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +2/+6

Attack: Slam +1 melee (1d4)

Full Attack: Slam +1 melee (1d4)

Space/Reach: 10 ft/5 ft

Special Attacks: Spell-like abilities

Special Qualities: Shapechanger subtype, symbiosis, icewalking, cold subtype, aquatic subtype, turnable

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Skills: Animal Empathy +8, Bluff +9, Hide +7, Listen +12,

Move Silently +10, Spot +12

Feats: Dodge, Ride-By Attack

Environment: Cold marsh

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Neutral evil

Advancement: 6–7 HD (Large)

Level Adjustment: —

The nykur appears as a grey-colored horse, but its ears and hooves are turned backwards, with the fetlock in front. It also has a bladder under its left haunch. It is found near water and lures the unsuspecting to a watery grave.

Monsters

Combat

The nykur initially acts docile, tempting people to mount and ride across difficult waterways. But as soon as the rider climbs upon the beast's back, the nykur dives into the water, dragging the rider with him.

Shapechange (Su): Although its favorite form is a horse, the nykur can *shapechange* (as per the spell cast at 18th-level) into anything except lambswool and peeled barley.

Turnable (Su): Nykurs loathe religious symbols and can be turned as if they were 5 HD undead. If it is successfully turned, the nykur is subdued and can be used as a mount.

Neigh (Ex): The nykur can neigh, causing any icy surface to quake as the *earthquake* (DC varies by effect) spell cast at 5th level.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the nykur climbs must be icy. It is always in effect.

Spell-Like Abilities: A nykur can use *charm person* three times per day, cast at 4th-level. Targets must succeed at a Will save (DC 12) or be charmed for 4 hours.

Symbiosis (Su): Each nykur is mystically bound to a single body of water and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A nykur's water does not radiate magic.

Ooze, Freezescum

Small Ooze (Cold)

Hit Dice: 2d10+5 (16 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 7 (+1 size, +1 natural, -5 Dex), touch 6, flat-footed 7

Base Attack/Grapple: +1/-2

Attack: Slam +3 melee (1d4+1)

Full Attack: Slam +3 melee (1d4+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Numbing agent

Special Qualities: Freezekin, cold subtype

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 12, Dex 1, Con 10, Int -, Wis 1, Cha 4

Skills: Listen +0, Spot +0

Feats: Snowshoes

Environment: Cold plains

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3–4 HD (Small)

Level Adjustment: —

Frozen forms are common in deep ice canyons. These large forms are covered in ice so as to appear composed solely of it, although a humanoid form is slightly visible beneath; only rarely is a frozen form mistaken for an ice elemental. Many adventurers have been caught unawares in icy caves when what looked

like a frozen rock formation crept up on them and numbed them before they knew it.

The freezescum is an unusual creature; an ooze that can solidify for greater protection. It looks like nothing other than a large frozen mass.

Combat

A freezescum will attack mindlessly, attempting to slam and grapple its opponent in order to numb them.

Numbing Agent (Ex): Any creature struck by the freezescum's slam attack must make a Fortitude save (DC 15) or suffer 1d4 points of temporary Dexterity damage. Any creature that is grappled by a freezescum must make this save or suffer the same damage each round.

Freeze Skin (Ex): The freezescum may, as a full round action, freeze its outer surface, giving it a +5 bonus to its AC. This lasts 1d4 rounds and cannot be used for 1d4 rounds after it ends. While it is frozen like this, the freezescum cannot take any actions.

Penguin

Tiny Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft, Swim 40 ft.

AC: 12 (+1 Dex, +1 size), touch 12, flat-footed 11

Base Attack/Grapple: +0/-10

Attack: Peck -1 melee (1d2-2)

Full Attack: Peck -1 melee (1d2-2)

Space/Reach: 2.5 ft/0 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +3, Will +0

Abilities: Str 6, Dex 12, Con 17, Int 2, Wis 11, Cha 4

Skills: Listen +1, Spot +1, Swim +10*

Feats: Endurance, Hot Blooded^B

Environment: Cold aquatic

Organization: Solitary, pair, rookery (3 to 1,000)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (Small)

Level Adjustment: —

Flightless birds, penguins are superbly designed for cold weather, flying underwater with great skill. Their compact bodies can propel them at speeds up to 25 miles per hour. While ashore penguins are awkward, waddling and hopping over rocks. When on snow they sometimes push themselves along on their stomachs.

To withstand the harsh conditions, a thick layer of blubber and a dense network of waterproof plumage insulate penguins. Penguins' bones are solid and heavy, which help them in frigid underwater conditions. Some species can reach depths of 1000 feet or more and stay submerged for up to 25 minutes.

Frost and Fur

Penguins breed in large, dense colonies called 'rookeries', some with 180,000 or more birds. They can be detected from miles away due to the incessant chattering and stench that surrounds such a massive concentration of penguins.

Combat

Penguins have no predators on land, so they have no natural fear of humans.

Skills: *A penguin receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Pinniped, Seal

Medium Animal

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (+2 Dex)

Speed: 10 ft, swim 40 ft

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Bite +2 melee (1d4)

Full Attack: Bite +2 melee (1d4), slam -3 melee (1d4)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 10, Dex 14, Con 12, Int 2, Wis 11, Cha 10

Skills: Listen +2, Spot +1, Swim +14*

Feats: Endurance, Hot Blooded^B, Skill Focus (Swim)

Environment: Cold aquatic

Organization: Solitary, pair, herd (3 to 200)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement:

Level Adjustment: —

Very large seals may be as heavy as 270 pounds, but most physically mature adults of both sexes weigh between 180 to 240 pounds. Length of grown seals is between 56 to 67 inches. The snout of seals is somewhat elongated, resembling that of most dogs. The maximum life span of seals is about 35 years, although few live beyond the age of about 25.

Principal foods are schooling fishes, although the total array of foods is quite varied, including cod, sand lance, sculpins, flatfishes, cephalopods, and a variety of shrimps. Along the coast seals feed on herring, capelin, saffron cod, some salmon and smelt.

When encountered in groups, seals make a variety of sounds describable as growls, barks, moans, and roars. Individuals in molting groups give the appearance of being rather continuously agitated, though they are not in bodily contact with nearby seals. On land and ice, seals move about in the typical wriggling or inchworm locomotion.

Combat

Seals are comparatively wary and difficult to approach openly. They form large aggregations on the ice and at favored locations on lands. Several thousand seals may be camped out together in these areas.

Skills: *A pinniped receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Pinniped, Sea Lion

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft, swim 30 ft

AC: 16 (+1 Dex, -1 size, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (2d8+4)

Full Attack: Bite +6 melee (2d8+4), slam +1 melee (1d6+2)

Space/Reach: 10 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 10

Skills: Listen +3, Spot +1, Swim +14*

Feats: Endurance, Hot Blooded^B, Skill Focus (Swim)

Environment: Cold aquatic

Organization: Solitary, pair,

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Sea lions differ from other seals in that sea lions have external ears and rear flippers that turn forward allowing them to "walk" with a gait similar to land mammals. They are called sea lions because they resemble the terrestrial lion. Large adult male sea lions have disproportionately large necks and shoulders. This, coupled with longer, coarser hair on the neck and shoulders, gives them the appearance of having manes, as do lions.

At birth, the sea lion pup's coat is chocolate brown with a frosty appearance because the tips of the hair are colorless. Color gradually lightens as the animal ages and periodically molts. Most adult females are a yellowish, cream color on the back, although some remain darker. Nearly all males stay darker on the front of the neck and chest; some are even a reddish color. The average weight of an adult male is 1,245 pounds, and the body length averages 10 ²/₃ feet.

Sea lions gather on well defined, traditionally used rookeries to pup and breed. Males defend individual territories from approximately mid-May through mid-July. They mate with females that give birth, and then come into estrus in their territory.

As marine carnivores, sea lions eat a wide variety of fish such as pollock, flounder, herring, capelin, Pacific cod, salmon, rockfish, sculpins, and invertebrates such as squid and octopus. Most of

Monsters

the top-ranked prey of sea lions is off-bottom, schooling species. Feeding occurs from the intertidal zone to the continental shelf, and sea lions are considered top-level consumers.

Skills: *A pinniped receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Pinniped, Walrus

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft, swim 30 ft

AC: 15 (+1 Dex, -1 size, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+12

Attack: Bite +7 melee (2d8+4)

Full Attack: Bite +7 melee (2d8+4), slam +2 melee (1d6+2)

Space/Reach: 10 ft/5 ft

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 10

Skills: Listen +4, Spot +2, Swim +14*

Feats: Endurance, Hot Blooded^B, Power Attack, Skill Focus (Swim)

Environment: Cold aquatic

Organization: Solitary, pair, herd (10–100)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Walrus are the largest pinnipeds in arctic and subarctic seas. They are most commonly found in relatively shallow water areas, close to ice or land. Walrus are most noteworthy for their huge tusks. These tusks, which are elongated upper canine teeth, are present in both males and females. The body form is basically like a sea lion, and they have flexible hind flippers that can be rotated forward, a thick, heavy neck, and a broad muzzle that bears a heavy, bristly moustache. Adult bulls often approach 2 tons in weight, and the females may exceed 1 ton. Their larger size, broad muzzle, heavy tusks, and the presence of numerous large bumps on the neck and shoulders can identify adult bulls.

Walrus feed mainly on bottom-dwelling invertebrates. Major food items include several different kinds of clams. Only the fleshy parts are eaten. It is believed that these parts are torn away from the rest of the clam by strong suction, a method of feeding for which the mouth of the walrus is ideally designed. The mouth of a walrus is narrow, with an unusually high roof, strong thick lips that are not deeply cleft along the side of the face, and a thick piston-like tongue. Other food items include snails, crabs, shrimps, worms, and occasionally seals. Walrus usually find food by brushing the sea-bottom with their broad, flat muzzles.

Combat

The tusks are used for fighting, for climbing on both land and ice, and for emergencies of various kinds. The tusks are as effective as a pickaxe. Tusks are used a great deal in mutual display, with the strongest animals (usually with the largest tusks) being dominant over the others. When animals on an ice floe are disturbed, which happens frequently, they will raise their heads high, prominently showing their tusks. Animals with smaller tusks will usually move away or become respectfully quiet. The only serious battles (and these are quite brutal) are between animals of the same body and tusk size.

Cows will not abandon their calves, and vice versa. Walrus, especially young males, will push dead and badly wounded animals off an ice floe, out of the reach of the hunters. They will frequently return to an ice floe for as long as wounded animals continue to bellow.

Skills: *A pinniped receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Rusalka

Medium Undead (Water)

Hit Dice: 2d12 (13 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft., swim 30 ft

AC: 10, touch 10, flat-footed 10

Base Attack/Grapple: +1/+2

Attack: Dagger +2 melee (1d4+1/19–20)

Full Attack: Dagger +2 melee (1d4+1/19–20)

Space/Reach: 5 ft/5 ft

Special Attacks: Spell-like abilities

Special Qualities: Symbiosis, undead traits, water subtype

Saves: Fort +0, Ref +0, Will +5

Abilities: Str 12, Dex 10, Con —, Int 14, Wis 15, Cha 18

Skills: Knowledge (any one) +4, Escape Artist +5, Hide +5, Listen +7, Move Silently +5, Sense Motive +5, Spot +4, Swim +8*, Survival +5

Feats: Improved Initiative

Environment: Any freshwater aquatic

Organization: Solitary or group (4–7)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 3–4 HD (Medium)

Level Adjustment: —

These beautiful longhaired maidens were once girls who drowned, were strangled, committed suicide, or didn't receive a proper burial. Rusalki of southern rivers are attractive and warm, while those from the northern rivers are stern, cruel, even ugly. Both versions have exceptionally translucent and pale skin. Rusalki beg for bits of white linen from humans and then dance magical dances that help plants grow and mature. They can be appeased by offerings of pancakes, alcohol and red eggs.

Frost and Fur



Combat

Rusalki are known to kidnap humans, attempting to lure children into the water with baskets of food. And yet, what all rusalki really want is a young man. In order to get one, they will venture from their watery domains to call out to them. Rusalki have been known to tickle to death those who do not respond to their charms.

Spell-like Abilities (Su): Three times per day, rusalka can cast *control water*, *T's uncontrollable hideous laughter* (DC 16), *plant growth*, and *water breathing* cast at 7th-level. A rusalka can also use *charm person* three times per day, as cast by a 4th-level sorcerer; targets must succeed at a Will save (DC 15) or be charmed for 4 hours.

Symbiosis (Su): Each rusalka is mystically bound to a single body of water and must never stray more than 300 yards from it. If she does, she disintegrates into a puddle of water within 4d6 hours.

Skills: *A rusalka receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Ruskaly

Small Undead (Fire)

Hit Dice: 9d12 (58 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: Fly 50 ft. (perfect)

AC: 21 (+1 size, +9 Dex, +1 deflection), touch 21, flat-footed 12

Base Attack/Grapple: +6/-1

Attack: Incorporeal touch +5 melee touch (1d4 plus 1d4 fire)

Full Attack: Incorporeal touch +5 melee touch (1d4 plus 1d4 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn

Special Qualities: Spell immunity, natural invisibility, vulnerable to atonement, undead traits, incorporeal, natural invisibility, fire subtype, blindsight

Saves: Fort +3, Ref +12, Will +4

Abilities: Str 4, Dex 29, Con -, Int 15, Wis 7, Cha 12

Skills: Bluff +11, Escape Artist +17, Hide +25, Listen +8,

Search +14, Sense Motive +6, Spot +6, Survival +2

Feats: Dodge, Improved Initiative, Mobility, Spring Attack

Environment: Cold forest

Organization: Solitary or string (2–4)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic neutral

Advancement: 10–18 HD (Small)

Level Adjustment: —

Ruskaly are believed to be the unborn souls of children who were not baptized or claimed by a particular religion. Their souls lost and without guidance, they roam the cold forests of Torassia.

Ruskaly appear as small flickering balls of flame that dart in and out of dark woods. They sometimes play and dance with each other, as children do, and at these times childlike laughter can be heard.

Combat

For the most part, Ruskaly are harmless. Should someone physically attack or shout at them, or should a holy symbol be presented (even on a shield, on a church, etc.), ruskaly react with extreme violence. Crying and wailing like children throwing a tantrum, their full wrath is horrible to behold. They will set every living thing within reach on fire, burn down churches and holy places until nothing living is left in the area.

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as sighted creatures. Invisibility and darkness are irrelevant, though the creature still can't discern ethereal beings. The creature does not need to make Spot or Listen checks to notice creatures within 60 ft..

Burn (Ex): Those hit by a ruskaly's touch attack must succeed at a Reflex save (DC 11) or catch fire. The flame burns for 1d4 rounds. Creatures hitting a ruskaly with natural weapons or unarmed attacks take fire damage as though hit by the rusalky's attack, and also catch fire unless they succeed at a Reflex save (DC 11).

Natural Invisibility (Ex): A startled or frightened ruskaly can extinguish its glow, effectively becoming invisible as the spell.

Vulnerable to Atonement (Ex): Ruskaly are misguided souls who want to be saved, they just haven't been claimed by any religion. It costs 500 experience points to redeem ruskaly, which slays them instantly.

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Senmurv

Large Bagical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 80 ft. (average)

AC: 17 (-1 size, +2 Dex, +6 -natural), touch 11, flat-footed 15

Base Attack/Grapple: +5/+13

Attack: Bite +8 melee (1d6+4)

Full Attack: Bite +8 melee (1d6+4), 2 claws +3 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent, spell-like abilities

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Skills: Jump +9*, Knowledge (arcane) +2, Listen +3, Spot +5, Survival +2 (+10 if tracking by scent)*

Feats: Alertness, Fly-By Attack, Skill Focus (Jump), Track^B

Environment: Cold forest

Organization: Solitary, pair, or pack (6-10)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral good

Advancement: 8–10 HD (Large); 11–21 HD (Huge)

Level Adjustment: —

Senmurv are curious creatures covered in scales, with the forepaws and head of a dog, an eagle's wings, and hindquarters consisting only of a peacock's tail.

Senmurv are benevolent beings, and they have an innate sense about whom they should help and who wishes them ill. They understand Common, but do not speak it. They can communicate amongst each other with yips and howls.

Combat

Senmurv prefer to pounce on their prey, leaping from a tree branch.

Pounce (Ex): If a senmurv dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Skills: Senmurvs receive a +4 racial bonus to Jump checks. *They also receive a +8 racial bonus to Survival checks when tracking by scent.

Spell-Like Abilities: Senmurv can *detect evil* at will.

Shatter Kraken

Gargantuan Magical Beast (Aquatic, Cold)

Hit Dice: 15d10+150 (233 hp)

Initiative: +4 (Improved Initiative)

Speed: Swim 20 ft.

AC: 21 (-4 size, +15 natural), touch 6, flat-footed 21

Base Attack/Grapple: +15/+43

Attack: Tentacle rake +22 melee (2d8+11)

Full Attack: 2 tentacle rakes +22 melee (2d8+11), 6 arms +17 melee (1d6+5), bite +17 melee (4d6+5)

Space/Reach: 30 ft./10 ft. (80 ft. with tentacle)

Special Attacks: Quake slam

Special Qualities: Jet, low-light vision, spell-like abilities

Saves: Fort +18, Ref +12, Will +16

Abilities: Str 32, Dex 10, Con 30, Int 21, Wis 20, Cha 10

Skills: Climb +22, Concentration +25, Escape Artist +15, Hide -2, Knowledge (any 2) +10, Listen +22, Move Silently +12, Spot +18, Swim +37

Feats: Alertness, Blind-Fight, Greater Fortitude, Improved Initiative, Improved Trip, Iron Will

Environment: Cold aquatic

Organization: Solitary

Challenge Rating: 9

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 16–19 HD (Gargantuan), 20–26 (Colossal)

Level Adjustment: —

In the icy sea, massive creatures slide among the ice, shaking the massive blocks as they pass. Anyone foolish enough to venture onto the ice invites an attack by the shatter kraken.

Combat

Shatter krakens usually rely on their massive physical attacks, occasionally slamming the surface its prey stands on to disrupt their defenses.

Quake slam (Ex): The shatter kraken can slam any icy surface with its tentacles, causing the surface to quake as the *earthquake* (DC varies by effect) spell cast at 17th level.

Jet (Ex): The shatter kraken can jet backward once per round as a double move action, at a speed of 280 feet.

Spell-like abilities: 1/day—*control weather*, *control winds* (DC 15), *resist energy*. These are cast at 9th level.

Skills: *A kraken receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Shmat Razum

Large Elemental (Air)

Hit Dice: 8d8+16 (52 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (perfect)

AC: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Slam +9/+4 melee (2d6+6)

Full Attack: Slam +9/+4 melee (2d6+6)

Space/Reach: 5 ft./10 ft.

Special Attacks: —

Special Qualities: Elemental traits, natural invisibility, wish, spell-like abilities

Saves: Fort +4, Ref +10, Will +4

Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Skills: Listen +13, Move Silently +16, Search +12, Spot +13

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam)

Frost and Fur

Environment: Cold forest, hills, mountains, plains

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Shmat razum are a peculiar, powerful race of elementals that are accustomed to servitude. They are not a passionate people and shoulder their burden with indifference. However, they can appreciate freedom and those who release them are likely to be granted special favors. Most shmat razum are relegated to servants rather than warriors and are regularly ordered to create food, especially in locations where normal crops are inaccessible.

Combat

A shmat razum attacks by using the air itself as a weapon. It creates a sudden, intense vortex of wind that pounds a single target on the same plane as the creature.

Shmat razums can be killed only when on the Elemental Plane of Air. When performing tasks elsewhere, they automatically return to their home plane when they suffer sufficient damage to destroy them.

Natural Invisibility (Su): This ability is constant, allowing the shmat razum to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Wish (Su): Shmat razum can grant three wishes to any being (non-elementals only) who captures them.

Spell-Like Abilities: *1/day-create food and water*; *create wine* (as create water, but wine instead), *major creation* (created vegetable matter is permanent), and *wind walk*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

Singing Bun

Tiny Construct

Hit Dice: 0.5d10 (2 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

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

Base Attack/Grapple: +0/-9

Attack: Slam +0 melee (1d3-1)

Full Attack: Slam +0 melee (1d3-1)

Space/Reach: 2½ ft/0 ft

Special Attacks: Enthrall

Special Qualities: Construct traits, darkvision 60 ft.

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 8, Dex 14, Con —, Int 7, Wis 11, Cha 13

Skills: Perform (sing) +8

Feats: Skill Focus (Sing)

Environment: Cold forest, hills, plains, mountains

Organization: Solitary

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Singing buns are constructs, usually made by accident when magical components mix with baking ingredients. They can be created intentionally, but it's difficult to find anyone who would really want to make an intelligent pastry. Singing buns don't do much besides sing and talk—in fact, they are irrepressibly cheerful and exceedingly dull conversationalists.

Combat

Singing buns roll about, singing to themselves. They rarely survive for long in the wild, as most animals see them as a free meal. Singing buns have but one defense: their singing.

Enthrall (Su): At will, a singing bun may sing a happy little ditty, as per the *enthrall*(DC 12) spell cast at 6th level. Singing buns use this ability to survive, usually to convince a creature to release them.

Skills: Singing buns receive a +4 racial bonus to Perform (sing).

Construction

A singing bun costs 100 gp to create, including 20 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation. Singing buns are created with dirty flour, usually by scraping the bottom of cupboards and the floor of bins. It requires about two handfuls of flour to create and is then mixed with cream, fired in butter, and put on a window to cool.

Creating a singing bun requires a Profession (baker or cook) check (DC of 6).

After the bun is baked, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Construct feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared bakery, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the bakery.

Completing the ritual requires casting *enthrall* and *animate objects* on the final day of the ritual and drains 25 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

Alternately, singing buns are created spontaneously in an alchemist lab that involves flour. The excess flour absorbs the magical energies and will sometimes animate a baked good.

CL 7th; Craft Construct, *enthrall* and *animate objects*, caster must be at least 7th level; Price 625 gp; Cost 100 gp +25 XP.

Monsters

Skakushka

Medium Magical Beast

Hit Dice: 2d10+5 (16 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Bite +2 melee (2d4)

Full Attack: Bite +2 melee (2d4)

Space/Reach: 5 ft/5 ft

Special Attacks: Tongue

Special Qualities: Low-light vision, spell-like abilities

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 4

Skills: Jump +4, Hide +8, Listen +4, Spot +4

Feats: Toughness

Environment: Cold marsh

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral (any)

Advancement: 3–6 HD (Large), 7–10 HD (Huge)

Level Adjustment: —

Skakushkas are more than just larger versions of frogs. They have magical abilities, are capable of speech, and can leap incredible distances. Skakushkas are intelligent and can speak the Common tongue.

Combat

A skakushka usually closes with its tongue attack first against smaller opponents. It will *enlarge person* itself before attacking and use its *leap* ability if it needs to escape.

Tongue (Ex): A skakushka can strike an opponent of Small size or smaller with its tongue from up to 18 feet away. It requires a successful ranged touch attack to strike the victim. When it hits with its tongue, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Skills: *A skakushka's coloration gives it a +4 bonus to Hide checks.

Spell-Like Abilities: At will—*reduce person* (self only), *enlarge person* (self only), *leap* (self only). All spells are cast at 6th level.

Carrying Capacity: A light load for a skakushka is up to 300 pounds; a medium load, 301 to 600 pounds; a heavy load, 601 to 1,000 pounds.

Snow Angel

Medium Undead (Incorporeal, cold)

Hit Dice: 5d12 (32 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (good)

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

Base Attack/Grapple: +2/+2

Attack: Incorporeal touch +5 melee (1d4 and hypothermia touch)

Full Attack: Incorporeal touch +5 melee (1d4 and hypothermia touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hypothermia touch

Special Qualities: Undead traits, incorporeal subtype, +2 turn resistance, unnatural aura, cold subtype

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 10, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Hide +11, Intimidate +10, Survival +8, Listen +10,

Search +10, Sense Motive +10, Spot +10

Feats: Blind-Fight^B, Combat Reflexes, Improved Initiative

Environment: Cold land

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral good

Advancement: 6–10 HD (Medium)

Level Adjustment: —

Snow angels are formed from the thrashings of good-aligned creatures that succumb to the cold. The snow around them becomes a mist that is shaped like an angel. These creatures are usually solitary, but occasionally a group of adventurers dies together in an avalanche.

Combat

Snow angels seek eternal rest but are not violent or hostile beings. Snow angels haunt places of avalanches, icefalls, and glaciers—where they died and were left without a proper burial. There are many corpses that are lost deep in ice and snow, only a select few create snow angels.

Hypothermia Touch (Su): Living creatures hit by a snow angel's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer the effects of hypothermia.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a snow angel at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sprite, Ice

Small Fey (Cold)

Hit Dice: 1d6 (3 hp)

Initiative: +3 (Dex)

Speed: 20 ft., 40 in ice

AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +0/-6

Attack: Ice spike +4 melee (1d4-2 and +1 cold); or ice balls +4 ranged (1d4)

Full Attack: Ice spike +4 melee (1d4-2 and +1 cold); or ice balls +4 ranged (1d4)

Space/Reach: 5 ft/5 ft

Frost and Fur

Special Attacks: Ice meld, spell-like abilities

Special Qualities: SR 16, cold subtype

Saves: Fort +0, Ref +5, Will +3

Abilities: Str 7, Dex 16, Con 11, Int 12, Wis 12, Cha 18

Skills: Balance +7, Bluff +8, Climb +2, Hide +11, Listen +5,

Search +5, Spot +5

Feats: Ice Hearing^B, Weapon Finesse

Environment: Cold plains, cold forest

Organization: Gang (3–5) or band (6–11)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic neutral

Advancement: 2–3 HD (Small)

Level Adjustment: —

Ice sprites are creatures of whimsy, but their limited understanding of the ways of mortals makes them dangerous. Spending their lives in the ice, ice sprites shrug off the harshest cold. They are quite vulnerable to fire, but, having never been exposed to it, they do not fear it until it has damaged them.

Combat

Ice sprites prefer to stay hidden within the ice until they can ambush their enemies.

Ice Meld (Su): As a full-round action, the ice sprite may meld with any body of ice. While within a body of ice, the sprite moves with a base speed of 40 feet, and may not be attacked; however, the only sense the sprite can use is its Ice Hearing (a silent enemy will be undetectable). The ice sprite may exit the ice as an additional full round action. Use of this ability provokes at-tacks of opportunity.

Spell-like Abilities: 5/day—*ray of frost* (DC 14); 3/day—*expeditious retreat*, *obscuring mist*. Cast at 4th level.

Strukis

Medium Animal (Aquatic)

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (+2 Dex)

Speed: Swim 40 ft

AC: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+4

Attack: Bite +5 melee (2d8+1)

Full Attack: Bite +5 melee (2d8+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Speed burst

Special Qualities: Low-light vision, scent, tremorsense

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 13, Dex 15, Con 13, Int 2, Wis 12, Cha 2

Skills: Hide +1 (+8 in brackish water)*, Spot +2, Swim +14*

Feats: Blind-Fight, Weapon Finesse

Environment: Any aquatic

Organization: Solitary, school (2–5) or pack (6–11)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5–7 HD (Large)

Level Adjustment: —

The strukis, basically a large fish) has a long, torpedo shaped body with dorsal and anal fins located far back near the forked tail. The strukis' head is very broad and it has a large mouth lined with razor sharp teeth. The strukis' back and sides are dark green to brown with light oval spots on the sides. The belly is milky white while its greenish fins are often tinged red-orange with black markings. The strukis can weigh up to 90 lbs and measure over 60 inches in length. The strukis continues to grow over time, up to the full length of their lifespan of 25 years.

Strukis are voracious predators. Their prey include bugs, leeches, minnows, fish, frogs, mice, muskrats, ducks, crayfish, turtles, and snakes. Feeding is most active during the early morning and late afternoon and drops off sharply at noontime. Strukis feed aggressively just before spawning in the spring and again in the autumn.

Combat

Strukis are able to catch and eat prey from one-third to one-half their length thanks to the design of their jaw that allows the mouth to swing wide open. They will eat prey that is from 10% to 25% of their own body weight.

Speed Burst (Ex): Strukis greatly rely on their intense striking speed over short distances. Lurking in and around cover, the strukis will curve into an “S” shape then lunge rapidly to ambush its prey. Once an hour, a strukis can take a charge action to move ten times its normal speed (400 feet).

Tremorsense (Ex): Strukis can automatically sense the location of anything within 60 feet that is in water.

Skills: A strukis' coloration provides excellent camouflage while it lies in wait for its prey. Its natural coloration grants a +7 racial bonus to Hide checks in brackish water. A strukis also receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Some strukis (1% of the total population) are “noble” and can grant three *wishes* to any being that captures them. These noble strukis should be considered magical beasts and have an Int score of at least 8.

Swan

Medium Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft., fly 60 ft. (clumsy)

AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +0/+0

Attack: Bite +0 melee (1d2)

Full Attack: Bite +0 melee (1d2), 2 slams -5 melee (1)

Space/Reach: 5 ft/5 ft

Special Attacks: Wing buffet

Special Qualities: Keen senses, low-light vision, scent

Saves: Fort +3, Ref +4, Will +2

Monsters

Abilities: Str 10, Dex 14, Con 12, Int 2, Wis 14, Cha 16

Skills: Spot +4, Listen +4

Feats: Alertness

Environment: Cold plains

Organization: Solitary, pair, or family (3–16)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Swans are aquatic birds that inhabit marshes, ponds, lakes or rivers. They are not typically animals that adventurers face. However, wereswans are exceptionally alert and make for beautiful, if somewhat unreliable, guards.

Combat

In combat, swans attack with their beaks and wings.

Wing Buffet (Ex): If a swan hits with both slam attacks, its foe must make a Reflex save (DC 20) or be temporarily blinded for 1 round.

Tapagöz

Large Giant (Earth)

Hit Dice: 12d8+48 (102 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18

Base Attack/Grapple: +9/+20

Attack: Greatclub +15 melee (1d10+7) or longspear +15 melee (1d8+7/x3)

Full Attack: 2 greatclubs +15/+10 melee (1d10+7) or 2 or longspear +15/+10 melee (1d8+7/x3)

Space/Reach: 10 ft./10 ft. (15 ft with longspear)

Special Attacks: Superior two-weapon fighting, earth mastery, damage reduction 10/magic, turnable

Special Qualities: Darkvision 90 ft., scent

Saves: Fort +12, Ref +3, Will +4

Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 11

Skills: Listen +9(12 or 15)*, Search +5(8 or 11)*, Spot +9(12 or 15)*, Survival +3

Feats: Alertness, Cleave, Improved Bull Rush, Power Attack, Endurance

Environment: Cold forest

Organization: Solitary or gang (3)

Challenge Rating: 9

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 6-headed 15 HD, 9-headed 18 HD

Level Adjustment: —

Tapagöz are a race of one-eyed, multi-headed giants with square-like heads and red skin covered by thick hair. Their multiple heads provides a sort of rank amongst them. The Tapagöz with

the most heads are the leaders and they are usually seen in groups of three, each brother with more heads than the next.

Tapagöz speak Giant and Common.

Combat

Tapagöz are arrogant beings that laugh at the smaller races that would challenge them. They do not take kindly to organized religion and react violently to clerics and paladins. If shown the proper respect, they are less likely to attack. A hungry Tapagöz is not easily reasoned with however.

Earth Mastery (Ex): A Tapagöz gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the Tapagöz suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics above.)

Superior Two-Weapon Fighting (Ex): A Tapagöz fights with a club or spear in each hand. Because each of its heads controls an arm, the Tapagöz does not suffer an attack or damage penalty for attacking with two weapons.

Skills: A Tapagöz's three heads give it a +3 racial bonus to Listen, Spot, and Search checks. Tapagöz with six and nine heads gain a +6 and +9 bonus to those checks, respectively.

Religious Aversion: Tapagöz fear religious icons and can be turned as undead of 12 HD.

Treant, Ice

Huge Plant (Cold, Plant)

Hit Dice: 10d8+30 (70 hp)

Initiative: -3 (Dex)

Speed: 0 ft.

AC: 15 (-3 Dex, -2 size, +10 natural), touch 5, flat-footed 15

Base Attack/Grapple: +7/+21

Attack: Slam +11 melee (2d6+6) or ice leaf +4 ranged (1d4 plus 1d4 cold)

Full Attack: 3 slams +11 melee (2d6+6), ice leaves +4 ranged (1d4 plus 1d4 cold)

Space/Reach: 15 ft/15 ft

Special Attacks: Ice leaves

Special Qualities: Heatsense, sonic weakness

Saves: Fort +7, Ref -3, Will +2

Abilities: Str 22, Dex 5, Con 12, Int 4, Wis 10, Cha 4

Skills: Listen +10, Spot +4

Feats: Endurance, Improved Sunder, Iron Will, Power Attack

Environment: Cold forest

Organization: Solitary, copse (2–5)

Challenge Rating: 7

Treasure: None

Alignment: Chaotic neutral

Advancement: 11–12 HD (Huge)

Level Adjustment: —

Ice treants are trees that have been twisted by supernatural cold. Their trunks and limbs are covered in a thick coating of ice, and their leaves are ice shards.

Frost and Fur

Combat

In combat, ice treants react instinctively to sources of warmth, and they usually attack with their massive branches. If a target is out of reach, the treant will shoot ice leaves.

Ice leaves: These ice shards have a range increment of 30 feet. They deal 1d4 normal damage and an additional 1d4 cold damage.

Heatsense (Ex): Ice treants sense beings by their body heat. Any creature that emits no body heat is invisible to an Ice treant. Lighting conditions are irrelevant.

Sonic Weakness: Sonic attacks deal an additional 1d6 damage to the icy form of the ice treant.

Trow

Large Monstrous Humanoid (Earth)

Hit Dice: 8d8+8 (44 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft, burrow 30 ft.

AC: 17 (+1 Dex, -1 size, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +8/+18

Attack: Claw +13 melee (1d6+6)

Full Attack: 2 claws +13 melee (1d6+6)

Space/Reach: 10 ft/10 ft

Special Attacks: —

Special Qualities: Burrow, daylight powerlessness, darkvision 60 ft.

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 23, Dex 12, Con 12, Int 10, Wis 11, Cha 10

Skills: Climb +14, Listen +8, Spot +6

Feats: Cleave, Multiattack, Power Attack

Environment: Cold marsh

Organization: Solitary

Challenge Rating: 6

Treasure: Double standard

Alignment: Neutral evil

Advancement: As character class

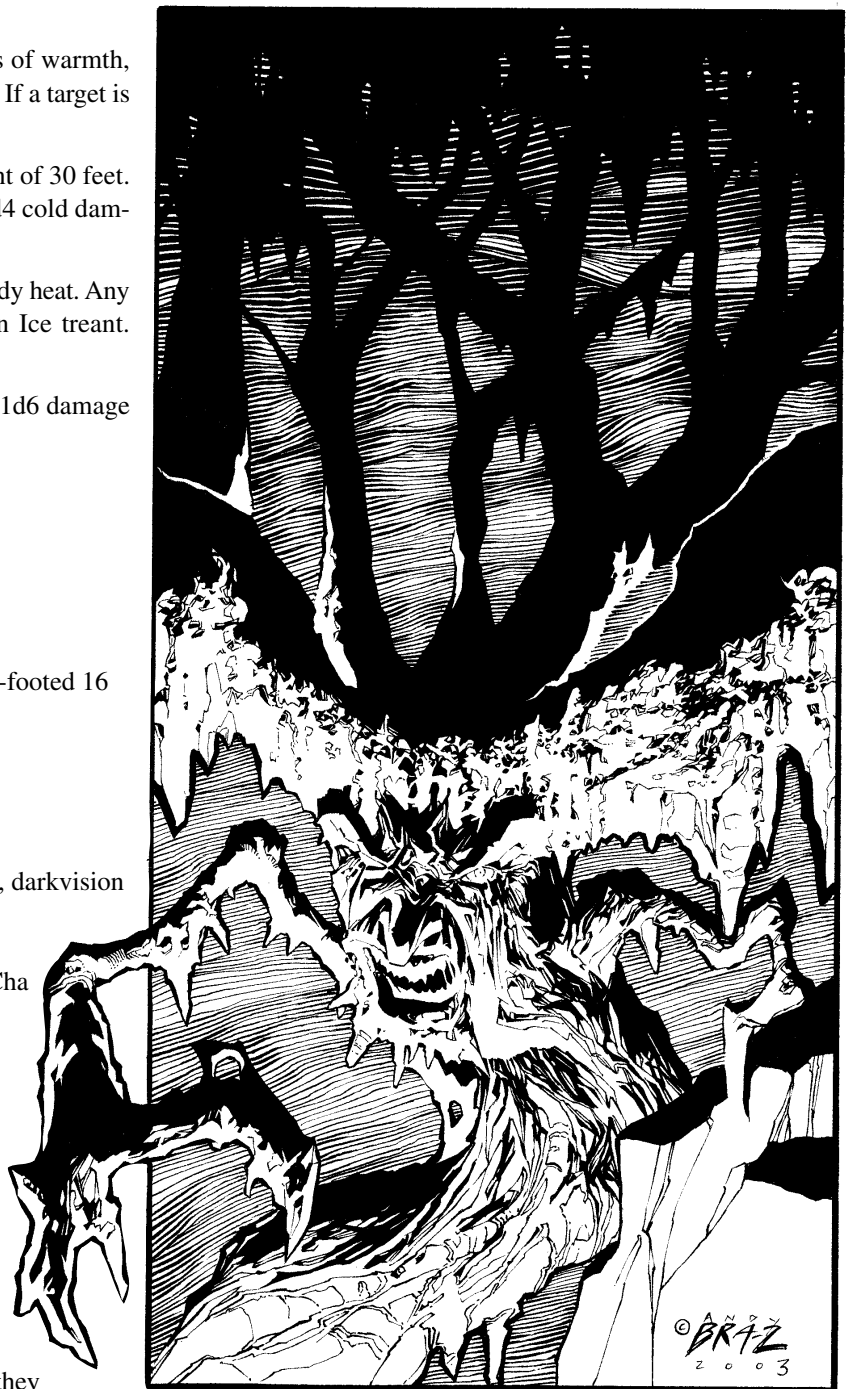
Level Adjustment: —

Trow appears as large, ugly humanoids. Although they aren't particularly attractive, they make up for their lack of charisma with their magical talents.

Combat

The trows digging claws make excellent weapons in combat.

Burrow (Ex): A trow can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing trow flings the trow back 30 feet, stunning the creature for 1 round unless it succeeds at a Fort save.



Daylight Powerlessness (Ex): Trow are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Trow Characters

A trow's favored class is sorcerer.

Tupilak

Tiny Construct

Hit Dice: 9d10 (49 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft (can't run)

AC: 24 (+2 Dex, +2 size, +10 natural), touch 14, flat-footed 22

Base Attack/Grapple: +6/-3

Monsters

Attack: Slam +10 melee (1d3-1)
Full Attack: Slam +10 melee (1d3-1)
Space/Reach: 2½ ft/0 ft
Special Attacks: —
Special Qualities: Magic immunity, damage reduction 5/+1, construct traits
Saves: Fort +3, Ref +5, Will +5
Abilities: Str 8, Dex 14, Con —, Int 10, Wis 11, Cha 10
Skills: Hide +17, Listen +4, Move Silently +9, Spot +5, Survival +5
Feats: Iron Will, Stealthy, Track, Weapon Finesse
Environment: Cold land
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

Tupilak are created by an angakoq from parts of various animals and humans, including bone, skin, cloth, and chunks of peat. It is made alive by the singing of an *awaken* spell and then sent after its prey by dropping it into the sea so it may find its victim.

Combat

Tupilaks have a variety of abilities they can inflict on their victims once they finally catch up to them.

Turnable (Su): Tupilaks can be turned by another angakoq (and only angakoq) as undead. A successful turn causes the tupilak to return to its creator and attack him instead. The original creator cannot turn his own tupilak and must destroy it or die trying.

Magic Immunity (Ex): Tupilaks are immune to all spells, spell-like abilities, and supernatural effects, except for fire-based attacks. Fire-based effects slow them (as the spell) for 2d6 rounds with no saving throw.

Spell-Like Abilities: Once per day—*nightmare* (DC 17), *charm person* (DC 11), *enlarge person* (self only), and *bestow curse* (DC 14). All effects are at 9th level.

Construction

Tupilaks tend to be rag-tag, messy creations that vary widely in appearance due to the varied nature of their raw materials. The tupilak costs 25,000 gp-worth of materials to create, which includes 500 gp for the construction of the body. Asembling the body requires a successful Perform (song) check (DC 13). The creator must be 14th level and able to cast divine spells. Completing the ritual drains 1,000 XP from the creator and requires *awaken*, *charm animal*, *commune with nature*, *speak with plants* and *reincarnate*.

CL 14th; Craft Construct, *awaken*, *charm animal*, *commune with nature*, *speak with plants* *reincarnate*, caster must be at least 14th level; Price 25,000 gp; Cost 12,250 gp +1000 XP.

Tupiliq

Tiny Outsider (Evil, Extraplanar)
Hit Dice: ½ d8 (2 hp)
Initiative: +2 (+2 Dex)
Speed: fly 30 ft. (average)
AC: 14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple: +0/-9
Attack: Touch +4 melee touch (1d4-1)
Full Attack: Touch +4 melee touch (1d4-1)
Space/Reach: 2½ ft/0 ft
Special Attacks: Attach, blood drain, cause disease, explode
Special Qualities: Low-light vision, darkvision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 8, Dex 14, Con 10, Int 10, Wis 11, Cha 10
Skills: Hide +10
Feats: Weapon Finesse

Environment: Cold land
Organization: Clutch (2–4), swarm (5–8), or flock (9–13)
Challenge Rating: ½
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

These awful evil spirits cause sickness in humanoids. They appear as round, droopy membranes. After having fed, they become distended with blood, as if they are about to burst.

Combat

Tupiliq are bloodthirsty predators, attacking any living creatures within distance until sated. Killing them spills their bloody contents all over the place, possibly attracting other predators.

Attach (Ex): If a tupiliq hits with a touch attack, its membrane sticks to its prey. An attached tupiliq has an AC of 12.

Blood Drain (Ex): A tupiliq drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest its meal.

Filth Fever (Su): On a successful blood drain, a tupiliq inflicts filth fever on its victim. Filth fever has a DC of 12, an incubation time of 1d3 days, and drains 1d3 Dex and 1d3 Con.

Explode (Ex): Killing a tupiliq causes it to pop like a boil, spilling blood on everything within a 10-foot radius. The bloody explosion attracts nearby creatures with the scent ability.

Vodyanoi

Medium Humanoid (Aquatic, Shapechanger)
Hit Dice: 8d8+32 (68 hp)
Initiative: +1 (+1 Dex)
Speed: 10 ft, swim 60 ft.
AC: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple: +6/+12
Attack: Tentacle +12 melee (1d6+6)

Frost and Fur

Full Attack: 2 tentacles +12 melee (1d6+6)

Space/Reach: 5 ft/5 ft

Special Attacks: Create spawn, drench, enslave, constrict, improved grab, spell-like abilities

Special Qualities: Moon mastery, darkvision

Saves: Fort +10, Ref +7, Will +8

Abilities: Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 13

Skills: Hide +3, Listen +2, Spot +4, Swim +17*

Feats: Alertness, Combat Casting, Iron Will

Environment: Any freshwater

Organization: Solitary

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: 8—10 HD (Medium)

Level Adjustment: +2

A vodyanoi can appear in a number of forms, with the most common being an old man, a large snake, a large winged fish, an enormous frog, or a combination of any of those forms. They dislike humanity, but can be bargained with by respectful fisherman. They typically inhabit the areas around water wheels and dams and sleep during the day, rising at night from their watery domains to capture more slaves.

Combat

Moon Mastery (Ex): A vodyanoi receives a bonus to attack and damage depending on the phase of the moon. It receives a +4 attack and damage bonus when the moon is full, a +3 bonus when the moon is waning or waxing gibbous, +2 when the moon is in the last or first quarter, +1 when the moon is waxing or waning crescent, and no bonus at all when the moon is new.

Create Spawn (Su): Any female humanoid slain by a vodyanoi becomes a rusalka in 1d4 rounds. Spawn are under the command of the vodyanoi that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Enslave (Su): Three times a day, a vodyanoi can attempt to enslave any one living creature within 30 feet. The target must succeed at a Will save (DC 16) or be affected as though by a *dominate person* spell cast at 16th-level. An enslaved creature obeys the vodyanoi's telepathic commands (but will not fight on its behalf) until freed by remove curse or dispel magic, and can attempt a new Will save every 24 hours to break free. The control is also broken if the vodyanoi dies or travels more than one mile from its slave.

Drench (Ex): The vodyanoi's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast at a level equal to the vodyanoi's HD total.

Improved Grab (Ex): When a vodyanoi hits with its tentacles, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Constrict: Vodyanoi deal 1d6+2 on a successful grapple check, in addition to the grappling weapon's normal damage.

Spell-Like Abilities: 3/day—*animal shapes* (self only, snake, fish, frog), *control water*, *enlarge person*(self only), *reduce person* (self only), *water breathing* (DC 14), *water walk* (DC 14). These abilities are as the spells cast at 8th-level.

Skills: *A vodyanoi also receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried.

Voron

Large Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft, fly 40 ft. (good)

AC: 14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Peck +6 melee (1d8+6)

Full Attack: Bite +6 melee (1d8+6)

Space/Reach: 10 ft/10 ft

Special Attacks: Blind

Special Qualities: Keen senses, low-light vision, scent

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 10, Wis 11, Cha 10

Skills: Knowledge (arcana) +5, Listen +7, Spot +5

Feats: Alertness, Skill Focus (Arcana)

Environment: Cold forest, hills, plains, and mountains

Organization: Solitary, pair or murder (4–16)

Challenge Rating: 2

Treasure: Double Standard

Alignment: Usually neutral (any)

Advancement: —

Level Adjustment: —

Vorons are giant ravens. They are common throughout the Slavic lands as harbingers of the afterlife. It is the raven that is credited with discovering the abilities of *potions of life* and *death*. Vorons, like all ravens, are particularly fond of shiny objects and collect them.

Combat

Vorons are deadly opponents, especially when many are encountered in a murder.

Blind (Ex): If a voron strikes with its beak, its victim must make a Reflex saving throw (DC 20) or lose one eye. A full helm with closed visor negates this effect.

Whale, Arctic

Gargantuan Animal

Hit Dice: 12d8+78 (132 hp)

Initiative: +1 (Dex)

Speed: Swim 40 ft.

AC: 16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

Base Attack/Grapple: +9/+33

Monsters

Attack: Tail slap +17 melee (1d8+18)
Full Attack: Tail slap +17 melee (1d8+18)
Space/Reach: 40 ft/15 ft
Special Attacks: —
Special Qualities: Blindsight 120 ft, hold breath, low-light vision
Saves: Fort +14, Ref +9, Will +5
Abilities: Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills: Listen +15, Spot 14*, Swim +20
Feats: Alertness, Diehard, Endurance, Hot Blooded^B, Toughness (2)
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment: —

Arctic whales are large, robust whales and their shape is much less streamlined than most other baleen whales. They have the largest mouth and head in the animal kingdom, about one-third of their body length. The upper jaw is arched upward, and paired blowholes are located at the peak of the elevated “crown.” This large, bow-shaped head distinguishes arctic whales from other whales. Arctic whales have short, wide flippers. Their flukes are very broad, equaling one-third of the body length. They have very thick blubber, up to 1½ feet, which is used for insulation, food storage, and padding, and heavy bone structure in their skulls for breaking ice. Maximum size of arctic whales is about 60 feet and over 120,000 pounds. Their life span is similar to humans.

The arctic whale feeding mechanism is most proficient at filtering a “thin soup” rather than gulping dense masses of prey. Arctic whales feed by swimming with their mouths open and straining zooplankton out of the water with their baleen. Their teeth are fringed with fine bristles that act as a hairy curtain to sieve food out of the water. Arctic whales feed at all depths, from the surface to the bottom. Their primary foods are copepods, euphausiids, and other tiny invertebrates.

When arctic whales can’t find open water, they push up hummocks in thin ice or break holes in ice up to 2 feet thick. Arctic whales swim fairly slowly, generally 2 to 4 miles per hour. When migrating they make long dives, generally from 6 to 17 minutes, and then usually surface for a series of four to nine blows. Dives of up to 33 minutes have been recorded.

Arctic whale whales are very vocal and use underwater sounds to communicate while traveling, feeding, and socializing. Some arctic whales produce long repetitive songs that may be related to mating display. They also breach, tail slap, and spy-hop, which may also be mating display.

Skills: *A whale receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried. A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if blindsight is negated.

Whale, Killer (Orca)

Huge Animal
Hit Dice: 9d8+48 (88 hp)
Initiative: +2 (Dex)
Speed: Swim 50 ft.
AC: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+22
Attack: Bite +12 melee (2d6+18)
Full Attack: Bite +12 melee (2d6+18)
Space/Reach: 20 ft/10 ft
Special Attacks: —
Special Qualities: Blindsight 120 ft, hold breath, low-light vision
Saves: Fort +11, Ref +8, Will +5
Abilities: Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills: Listen +14*, Spot +14*, Swim +16
Feats: Alertness, Endurance, Hot Blooded^B, Run, Toughness
Environment: Cold aquatic
Organization: Solitary, pair, group (3–8), pod (9–40)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment: —

Known as “polossatik” (the feared one), killer whales are the largest members of the group of marine mammals known as dolphins. They are called killer whales because they attack and consume whales or other large prey such as seals and sea lions.

Adult killer whales generally grow to a length of approximately 27 feet and can weigh as much as 10 tons. Killer whales are predominantly black in color with large white patches under the jaw and above and behind each eye. Much of the ventral surface of killer whales is also white and there are large white patches that extend from the ventral area onto the flanks. The very tall dorsal fin, a characteristic of this species, can reach up to six feet in height.

Combat

Killer whales are opportunistic feeders and prey on virtually any large marine animal available. Resident pods appear to feed primarily on a wide variety of fish such as salmon, herring, halibut, and cod. Transient pods feed primarily on any available species of marine mammal. They also prey on river otters, squid, and several species of birds. Killer whales may briefly leave the water to grab seals and sea lions from the shore. Animals within a pod often feed cooperatively. When preying on large animals such as gray or humpback whales, the killer whales may attack as a pack, tearing away at the prey animal from several angles. When preying on schooling fish, smaller killer whales may swim close to the beach to drive the fish from shallow waters out to the rest of the pod. Large groups of killer whales are often involved in hunting schools of fish.

Skills: *A whale receives a +8 racial modifier to any Swim checks and may choose to take a 10 even if rushed or hurried. A

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whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if blindsight is negated.

Wolf, Arctic

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

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

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +4 (+11 in snow)*, Listen +4, Move Silently +4,

Spot +4, Survival +1 (+5 tracking by scent)*

Feats: Hot Blooded^B, Track^B Weapon Focus (bite),

Environment: Cold plains, cold forest

Organization: Solitary, pair, pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3HD (Medium); 4–6 HD (Large)

Level Adjustment: —

The pelt color of arctic wolves ranges from black to nearly white, including every shade of gray and tan. Gray or black wolves are most common, and the relative abundance of each color phase varies over time and from place to place. Most adult male wolves weigh from 85 to 115 pounds, but they occasionally reach 145 pounds.

Wolves are highly social animals and usually live in packs that include parents and pups of the year. Larger packs may have two or three litters of pups from more than one female. Some yearlings may stay with the pack. A dominance hierarchy characterizes the social order in the pack with a separate rank order among females and males.

Combat

Wolves are carnivores. Moose and/or caribou are their primary food, with sheep being important in limited areas. Black-tailed deer, mountain goats, and beaver are also important sources of food. During summer, small mammals including voles, lemmings, ground squirrels, snowshoe hares, beaver, and occasionally birds and fish are supplements in the diet. Since wolves are opportunistic, very young, old, or diseased animals are preyed upon more heavily than other age classes. Under some circumstances, however, such as when snow is unusually deep, even animals in their prime may be vulnerable to wolves.

Skills: Wolves with white coats receive a +7 racial bonus to Hide checks in snowy areas. They receive a +1 racial bonus to

Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. An arctic wolf has a +4 racial bonus to Survival when tracking by scent.

Wolverine

Medium Animal

Hit Dice: 3d8+12 (25 hp)

Initiative: +2 (Dex)

Speed: 30 ft., burrow 10 ft., climb 10 ft.

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

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claws +4 melee (1d4+2), bite -1 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Rage

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills: Climb +10, Listen +6, Spot +6

Feats: Alertness, Hot Blooded^B, Toughness, Track^B

Environment: Cold plains, cold forest

Organization: Solitary, pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4–5 HD (Large)

Level Adjustment: —

Also known as devil bear, carcajou, or woods devil, wolverines occur in small numbers throughout their range and require large expanses of wilderness. The long dense fur of the wolverine is generally dark brown to black with a creamy white to gold stripe running from each shoulder along the flanks to the base of the tail. It has a thick body, short legs, short ears, and a broad flat head. The wolverine is primarily a scavenger and has large teeth and powerful jaws to crush bones and eat frozen meat. Adult males generally weigh 20-45 pounds while adult females weigh 15-30 pounds. Its non-retractable claws are long and curved.

Wolverines are active at any time of day, year round. They have tremendous physical endurance and can travel up to 40 miles a day in search of food. Wolverine have been known to steal furbearers from traps and to damage cabins. Wolverine travel extensively in search of food. Home range sizes are vast, with adult males using areas up to 240 square miles. It appears that few wolverines live longer than 5 to 7 years in the wild.

Combat

Wolverines are opportunistic, eating about anything they can find or kill. They are poor hunters but are well adapted for scavenging. They will rarely attack any predator larger than itself, like a wolf or a bear. Wolverine will fiercely defend a food source or its territory against other wolverines or smaller predators however. The wolverine has a powerful jaw and large neck muscles allowing it to crush and utilize bones and frozen flesh. Also, wolverines can survive for long periods on little food.

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Their diet reflects annual and seasonal changes in food availability. In the winter, wolverines primarily rely on remains of moose and caribou killed by wolves and hunters or animals that have died of natural causes. Throughout the year, wolverines feed on small and medium-sized animals such as voles, squirrels, snowshoe hares, and birds.

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Woolly Rhinoceros (Coelodonta)

Large Animal

Hit Dice: 10d8+50 (95 hp)

Initiative: +0

Speed: 40 ft

AC: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +7/+19

Attack: Gore +14 melee (2d6+12)

Full Attack: Gore +14 melee (2d6+12)

Space/Reach: 10 ft/5 ft

Special Attacks: Powerful Charge 4d6

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +7, Will +4

Abilities: Str 26, Dex 10, Con 21, Int 1, Wis 13, Cha 2

Skills: Listen +14, Spot +3

Feats: Awesome Blow, Hot Blooded^B, Improved Natural Attack (gore), Improved Overrun, Power Attack

Environment: Cold plains

Organization: Solitary or herd (2–12)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 11–14 HD (Large); 15–26 (Huge)

Level Adjustment: —

The woolly rhinoceros was widespread throughout the tundra of northern Eurasia during the Pleistocene epoch. It is well adapted to the cold, with thick, shaggy fur, small ears, short legs, and a massive body, all of which help lessen heat loss. The woolly rhinoceros has long, gray-brown, shaggy fur and two large horns. The larger horn, at the tip of the snout, can grow up to 3 feet long in mature males. The woolly rhino is about 11 feet long and seven feet high at the shoulder.

Combat

Like the traditional rhinoceros, the coelodonta is an herbivorous grazer. It is easily agitated and will charge should it feel threatened.

Powerful Charge (Ex): A woolly rhinoceros typically begins a battle by charging at an opponent, lowering its head to bring its horns into play. In addition to the normal benefits and hazards of

a charge, this allows the beast to make a single gore attack that deals 4d6+24 points of damage.

Woolly Mammoth (Mammuthus Primigenius)

Huge Animal

Hit Dice: 12d8+60 (114 hp)

Initiative: +0

Speed: 40 ft

AC: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +9/+30

Attack: Gore +20 melee (2d8+19)

Full Attack: Slam +20 melee (2d6+13), 2 stamps +15 melee (2d6+6); or gore +20 melee (2d8+19)

Space/Reach: 20 ft/15 ft

Special Attacks: Trample 2d8+19, constrict, improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +7, Will +4

Abilities: Str 36, Dex 10, Con 21, Int 2, Wis 13, Cha 2

Skills: Listen +9, Spot +10

Feats: Awesome Blow, Cleave, Endurance, Hot Blooded^B, Improved Overrun, Power Attack

Environment: Cold plains

Organization: Solitary or herd (2–12)

Challenge Rating: 10

Treasure: 2 tusks worth (1d6+3*100) gp each

Alignment: Always neutral

Advancement: 12–15 (Huge); 16–24 HD (gargantuan)

Level Adjustment: —

Woolly mammoth weigh up to seven tons and are about 10 to 12 feet high at the shoulder, with a domed head, a hump of fat on their backs to weather severe winters, a short tail, small ears to conserve body heat, and a shorter trunk with two fingerlike ends that can be used to manipulate grasses. They are covered in long dark hair up to three feet long with four inches of insulating fat underneath the skin.

Woolly mammoth make intimidating mounts, but they drink over 40 gallons of water and eat 600 pounds of vegetation a day. A woolly mammoth mount can forage for itself as it moves, but it moves a third of its movement rate.

Combat

By far the most impressive feature of a woolly mammoth's is its curving tusks, ranging from nine to 15 feet long. They use these tusks for plowing through snow to get to grasses and tundra plants, and even to break ice to get to water.

Constrict (Ex): After a successful improved grab, a woolly mammoth can inflict 2d6+13 points of constriction damage each round.

Improved Grab (Ex): The trunk of the woolly mammoth's mouth is actually the upper lip and nose that have been fused together. It is made up of thousands of small muscles that allow it to be flexible but strong without any bone support. Also, there

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are two finger-like projections on the end of the woolly mammoth's trunk. These are very flexible and allow a woolly mammoth to perform delicate tasks. If a woolly mammoth hits with its slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. It only works against creatures of Large size or smaller.

Trample (Ex): A woolly mammoth can trample Medium or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the woolly mammoth can attempt a Reflex save (DC 20) to halve the damage.

Carrying Capacity: A light load for a woolly mammoth is up to 400 pounds; a medium load, 401-700 pounds; a heavy load, 700-1000 pounds. A woolly mammoth can drag 5,000 pounds.

Yek

Medium Undead (Shapechanger)

Hit Dice: 5d12 (32 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft., swim 30 ft.

AC: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Bite +6 melee (1d6)

Full Attack: Bite +6 melee (1d6)

Space/Reach: 5 ft/5 ft

Special Attacks: Lycanthropic empathy, create spawn

Special Qualities: Alternate form, damage reduction 10/silver (while in animal form), low-light vision, undead traits

Saves: Fort +1, Ref +5, Will +4

Abilities: Str 10, Dex 18, Con —, Int 11, Wis 11, Cha 13

Skills: Hide +12, Listen +8, Spot +8, Swim +8

Feats: Alertness, Weapon Finesse

Environment: Cold water

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 6–7 HD (Medium)

Level Adjustment: —

When a person dies by drowning, he turns into an otter that becomes a werewolf-like creature bent on drowning other humans. It can cause storms, avalanches, and the falling of trees. It can also cause skin diseases, mental illnesses, and death. Angakoqs use yeks to make contact with the supernatural world.

Each yek is assigned a special name and song. Yeks can assume both animal and human form, and are the subject of much art, especially carved masks.

Combat

Yeks in the wild actively stalk humans, seeking to drown them and thus create more of their kind. Yeks that are bound by angakoq only attack if commanded and tend to be much less aggressive.

Spell-like Abilities: 1/day—*control weather*, *earthquake* (DC varies by effect), *command plants*, *contagion* (DC 15), *insanity* (DC 18), *slay living* (DC 16). These abilities are cast at 9th-level.

Alternate Form (Su): Yeks can shift into animal form as though using the *polymorph* power. Changing to or from animal form is a standard action. Upon assuming either form, the yek regains hit points as if having rested for a day. Treat a yek's otter form as the weasel statistics.

Lycanthropic Empathy (Ex): Yeks can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and commands, such as "friend," "foe," "flee," and "attack."

Create Spawn (Su): Any humanoid slain by a yek becomes a yek in 1d4 rounds. Spawn are under the command of the yek that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Template Creatures

Lycanthropes

Lycanthropy is quite common in Slavic myth. Beings regularly shift form, usually as a result of sorcery. Others are locked into a particular type of form and by striking the ground, can become "handsome youths" or "lovely maidens." Typically, wereeagles, werfalcons, wereravens, and werelions are male, and weredoves, werfrogs, and wereswans are female, but there are members of both genders. Lycanthropes in Slavic myth are not bloodthirsty killers. Rather, they are magically gifted beings that view themselves as above the mortal realm. Their haughtiness is no act, however, and their wrath can be terrible if aroused.

Table 8.5 Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Animal or Hybrid Form Additional Feats
Weredove	Dove	Str -6 (dove form), Dex +6, Wis +2, Cha +6	Dodge
Wereeagle	Giant Eagle	Str +8, Dex +6, Con +2, Wis +4	Fly-by Attack, Multiattack ^B , Power Attack
Wer falcon	Giant Falcon	Str +4, Dex +8, Wis +4	Fly-by Attack, Multiattack ^B
Werefrog	Skakushka	Dex +4, Con +6, Wis +2	Spring Attack, Weapon Finesse
Werelion	Lion	Str +10, Dex +6, Con +4, Wis +2	Alertness, Multiattack ^B , Run
Wereraven	Voron	Str +6, Dex +2, Con +6, Wis +2	Fly-by Attack, Multiattack ^B
Wereswan	Swan	Dex +6, Wis +2, Cha +8	Fly-by Attack, Multiattack ^B

Refer to the MM for further details on how to create a Lycanthrope using a Template.

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Refer to the MM for further details on how to create a Lycanthrope using a Template.

Werelion

Powerful and stately, the werelion is more an idealized being than an actual animal, as lions do not typically roam Slavic lands. Nevertheless, the perception of the lion as a noble beast has found its parallel in the werelion.

Combat

Pounce (Ex): If a werelion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the werelion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A werelion that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d4+2 damage each. If the werelion pounces on an opponent, it can also rake.

Skills: Werelions receive a +4 racial bonus to Balance, Hide, and Move Silently checks while in lion or hybrid form. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Werelion Characters

The werelion's favored class is aristocrat.

Wereswan

Wereswans are creatures of magic. Often related to other mythical beings of Slavic myth, wereswans travel in groups. They greatly enjoy each other's company and transform into beautiful maidens to bathe in magical pools. They are not above cruelty and revenge, despite their attractive natures.

Combat

Wereswans are not combatants, preferring instead to rely upon their formidable magical powers.

Wereswan Characters

A wereswan's favored class is sorcerer.

Weredove

Like the wereswan, weredoves are also creatures of sorcery. They are less aggressive than their wereswan cousins, but equally adept at magic.

Combat

Weredoves are not combatants, preferring instead to rely upon their formidable magical powers.

Weredove Characters

A weredove's favored class is sorcerer.

Wereeagle

Wereeagles are noble beings, equal to the lion in the social hierarchy of shapechangers.

Combat

Wereeagles prefer to avoid sully their claws on foes but they will not hesitate to do so if pressed.

Skills: Wereeagles have a +4 racial bonus on Spot checks.

Wereeagle Characters

A wereeagle's favored class is aristocrat.

Werefalcon

If wereeagles are kings, wrefalcons are dukes. They recognize the greater standing of the wereeagles and often intermarry.

Combat

Werefalcons are more prone to melee than wereeagles, but they still consider it beneath them.

Blind (Ex): If a werefalcon strikes with its beak, its victim must make a Reflex saving throw (DC 20) or lose one eye. Note that wearing a full helm with visor negates this ability.

Skills: Werefalcons have a +4 racial bonus on Spot checks.

Werefalcon Characters

A werefalcon's favored class is aristocrat.

Wereraven

In the social hierarchy, the wereraven is the lowest of the low. This is not to say that all wereravens are evil. However, they are the peasant class, and from peasants come thieves.

Combat

Wereravens attack in groups whenever possible. They attack in loud, daring raids meant to startle opponents and separate them from their goods.

Blind (Ex): If a wereraven strikes with its beak (peck), its victim must make a Reflex saving throw (DC 20) or lose one eye. Note that wearing a full helm with visor negates this ability.

Wereraven Characters

A wereraven's favored class is rogue.

Werefrog

Werefrogs sit outside of the social hierarchy of werebeasts, if only because they are rarely seen in their marshy realms. Not all werefrogs are disgusting—indeed, many are princes and princesses seeking legitimacy by marrying humans. However, their frog natures are inevitably revealed, to the great consternation of their spouses. Werefrogs who acquire the curse of lycanthropy do anything to get it removed, while natural werefrogs are quite comfortable with their dual natures. Contrary to popu-

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lar belief, werefrogs in human form are not any uglier than normal humans.

Combat

Werefrogs enlarge themselves, attack with their tongues, and then leap into the fray.

Spell-like abilities: A werefrog can, while in frog form, cast the spell *enlarge* 3 times per day. Cast at 5th level.

Tongue (Ex): While in frog form, the werefrog may attempt a ranged touch attack (10 ft range) with its tongue. On a successful hit, the frog may immediately initiate a grapple check without provoking an attack of opportunity. Each round a victim is grappled, the frog may make a free bite attack treating that victim as an immobilized foe.

Werefrog Characters

A werefrog's favored class is ranger.

Table 8.6:
Werelion

	Werelion, Human Form Medium Humanoid (Human, Shapechanger)	Werelion, Lion Form Large Humanoid (Human, Shapechanger)	Werelion, Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 4d8+12 (35 hp)	1d8+1 plus 4d8+12 (35 hp)	1d8+1 plus 4d8+12 (35 hp)
Initiative:	+0	+3 (+3 Dex)	+3 (+3 Dex)
Speed:	30 ft.	40 ft.	40 ft.
Armor Class:	13 (+3 natural), touch 10, flat-footed 13	1, -1 size), touch 12, flat-footed 12	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+4	+3/+14	+3/+14
Attack:	Longsword +4 melee (1d8/19–20)	Claw +9 melee (1d4+6)	Claw +9 melee (1d4+6) or longsword +9 melee (1d8+6/19–20)
Full Attack:	Longsword +4 melee (1d8/19–20)	Bite +9 melee (1d6+3), 2 claws +7 melee (1d4+6)	2 claws +9 melee (1d4+6), bite +7 melee (1d6+3), or claw +9 melee (1d4+6), bite +7 melee (1d6+3), longsword +7 melee (1d8+6/19–20),
Space/Reach:	5 ft/5 ft	10 ft/5 ft	10 ft/5 ft
Special Attacks:	—	Pounce, rake 1d4+2, improved grab, curse of lycanthropy	Pounce, rake 1d4+2, improved grab, curse of lycanthropy
Special Qualities:	Alternate form, lion empathy, low-light vision	Alternate form, lion empathy, low-light vision, damage reduc- tion 10/silver, scent	Alternate form, lion empathy, low-light vision, damage reduction 10/silver, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +8, Ref +6, Will +4	Fort +8, Ref +6, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 23, Dex 17, Con 16, Int 10, Wis 13, Cha 8	Str 23, Dex 17, Con 16, Int 10, Wis 13, Cha 8
Skills:	Balance +2, Hide +3, Jump +3, Listen +5, Move Silently +3, Spot +5	Balance +9, Hide +10*, Jump +8, Listen +7, Move Silently +10, Spot +7	Balance +9, Hide +10*, Jump +8, Listen +7, Move Silently +10, Spot +7
Feats:	Alertness, Multiattack ^B , Power Attack, Run	(same as human form)	(same as human form)
Environment:	Cold plains	Cold plains	Cold plains
Organization:	Solitary, pair, or pride (6–10)	(same as human form)	(same as human form)
Challenging Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

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Table 8.7:
Wereswan

	Wereswan (Human Form) Medium Humanoid (Human, Shapechanger)	Wereswan (Swan Form) Medium Humanoid (Human, Shapechanger)	Wereswan (Hybrid Form) Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d4+1 plus 1d8+1(8 hp)	1d4+1 plus 1d8+1(8 hp)	1d4+1 plus 1d8+1(8 hp)
Initiative:	+0	+3 (Dex)	+3 (Dex)
Speed:	30 ft.	20 ft.; fly 40 ft (average)	30 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+0/+0	+0/+0	+0/+0
Attack:	Dagger +0 (1d4/19–20)	Peck +3 melee (1d3+1)	Dagger +3 (1d4/19–20)
Full Attack:	Dagger +0 (1d4/19–20)	Peck +3 melee (1d3+1)	Peck +3 melee (1d3), dagger +3 (1d4/19–20),
Space/Reach:	5 ft/5 ft	5 ft/5 ft	5 ft/5 ft
Special Attacks:	Spells as Sorcerer–level 1	Curse of lycanthropy	Curse of lycanthropy, spells
Special Qualities:	Alternate form, swan empathy; scent, low-light vision	Alternate form, low-light vision, swan empathy; scent, damage reduction 10/silver	Alternate form, low-light vision, swan empathy; scent, damage reduction 10/silver
Saves:	Fort +3, Ref +3, Will +0	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +1
Abilities:	Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 13	Str 11, Dex 17, Con 12, Int 10, Wis 13, Cha 21	Str 11, Dex 17, Con 12, Int 10, Wis 13, Cha 21
Skills:	Hide +2, Knowledge (arcane) +2, Listen +2, Move Silently +2, Spot +2	Hide +5, Knowledge (arcane) +2, Listen +3, Move Silently +5, Spot +3	Hide +5, Knowledge (arcane) +2, Listen +3, Move Silently +5, Spot +3
Feats:	Fly-by Attack, Multiattack ^b , Weapon Finesse	(same as human form)	(same as human form)
Environment:	Cold plains	Cold plains	Cold plains
Organization:	Solitary, pair or family (3–16)	(same as human form)	(same as human form)
Challeng Rating:	2	2	2
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Table 8.8:
Weredove

	Weredove (Human Form) Medium/Tiny Humanoid (Human, Shapechanger)	Weredove (Dove Form) Tiny Humanoid (Human, Shapechanger)	Weredove (Hybrid Form) Small Humanoid (Human, Shapechanger)
Hit Dice:	1d4+1 plus 1d8+1(8 hp)	1d4+1 plus 1d8+1(8 hp)	1d4+1 plus 1d8+1(8 hp)
Initiative:	+0	+3 (Dex)	+3 (Dex)
Speed:	30 ft	10 ft, fly 40 ft (good)	20 ft, fly 30 ft (average)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	18 (+3 Dex, +3 natural, +2 size), touch 15, flat-footed 15	17 (+3 Dex, +3 natural, +1 size), touch 14, flat-footed 14
Base Attack/Grapple:	+0/+0	+0/-8	+0/-4
Attack:	Dagger +0 melee (1d4/19–20)	Peck +5 melee (1)	Peck +4 melee (1) or Dagger +4 (1d4/19–20)
Full Attack:	Dagger +0 melee (1d4/19–20)	Peck +5 melee (1)	Dagger +4 (1d4/19–20), Peck -1 melee (1)
Space/Reach:	5 ft/5 ft	2 ½ ft/0 ft	5 ft/5 ft
Special Attacks:	–	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, dove empathy, low-light vision	Alternate form, dove empathy; damage reduction 10/silver, low-light vision	Alternate form, dove empathy; damage reduction 10/silver, low-light vision
Saves:	Fort +4, Ref +3, Will +0	Fort +4, Ref +6, Will +1	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 13	Str 5, Dex 17, Con 12, Int 10, Wis 13, Cha 19	Str 11, Dex 17, Con 12, Int 10, Wis 13, Cha 19
Skills:	Hide +2, Knowledge (arcane) +2, Listen +2, Move Silently +2, Spot +2	Hide +5, Knowledge (arcane) +2, Listen +3, Move Silently +2, Spot +3	Hide +5, Knowledge (arcane) +2, Listen +3, Move Silently +2, Spot +3
Feats:	Alertness, Dodge, Weapon Finesse	(same as human form)	(same as human form)
Environment:	Cold plains	Cold plains	Cold plains
Organization:	Solitary, pair or family (3–16)	(same as human form)	(same as human form)
Challeng Rating:	1	1	1
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Table 8.9: Wereeagle	Wereeagle (Human Form) Medium Humanoid (Human, Shapechanger)	Wereeagle (Giant Eagle Form) Large Humanoid (Human, Shapechanger)	Wereeagle (Hybrid Form) Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 3d8+9 (32 hp)	1d8+1 plus 3d8+9 (32 hp)	1d8+1 plus 3d8+9 (32 hp)
Initiative:	+0	+3 (Dex)	+3 (Dex)
Speed:	30 ft	10 ft, fly 80 ft (average)	20 ft, fly 60 ft (average)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+4	+3/+12	+3/+12
Attack:	Longsword +4 melee (1d8+1/19-20)	Claw +8 melee (1d6+4)	Claw +8 melee (1d6+4)
Full Attack:	Longsword +4 melee (1d8+1/19-20)	2 claws +8 melee (1d6+5), peck +6 melee (1d8+2)	Longsword +8 melee (1d8+5/19-20), claw +6 melee (1d6+5) or peck +6 melee (1d8+2), 2 claws +8 melee (1d6+5)
Space/Reach:	5 ft/5ft	10 ft/5ft	10 ft/5ft
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, eagle empathy, low-light vision	Alternate form, eagle empathy; damage reduction 10/silver, low-light vision	Alternate form, eagle empathy; damage reduction 10/silver, low-light vision
Saves:	Fort +7, Ref +4, Will +1	Fort +9, Ref +5, Will +3	Fort +9, Ref +5, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 21, Dex 17, Con 16, Int 10, Wis 15, Cha 12	Str 21, Dex 17, Con 16, Int 10, Wis 15, Cha 12
Skills:	Knowledge (nature) +4, Listen +2, Sense Motive +2, Spot +4, Survival +2	Knowledge (nature) +4, Listen +4, Sense Motive +4, Spot +10, Survival +4	Knowledge (nature) +4, Listen +4, Sense Motive +4, Spot +10, Survival +4
Feats:	Alertness, Fly-by Attack, Multiattack ^B , Power Attack	(same as human form)	(same as human form)
Environment:	Cold plains, forest, mountains	Cold plains, forest, mountains	Cold plains, forest, mountains
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challeng Rating:	4	4	4
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually neutral good	Usually neutral good	Usually neutral good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Table 8.10: Werefalcon	Werefalcon (Human Form) Medium Humanoid (Human, Shapechanger)	Werefalcon (Giant Falcon Form) Large Humanoid (Human, Shapechanger)	Werefalcon (Hybrid Form) Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d10+4 (20 hp)	1d8+1 plus 2d10+2 (18 hp)	1d8+1 plus 2d10+2 (18 hp)
Initiative:	+0	+4 (Dex)	+4 (Dex)
Speed:	30 ft	10 ft, fly 60 ft. (good)	20 ft, fly 50 ft. (good)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	15 (4 Dex, -1 size, +2 natural), touch 11, flat-footed 13	15 (4 Dex, -1 size, +2 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+3	+2/+7	+2/+7
Attack:	Shortsword +3 melee (1d6+1/19-20)	Claw +5 melee (1d6+3)	Shortsword +5 melee (1d6+1/19-20) or claw +5 melee (1d6+3)
Full Attack:	Shortsword +3 melee (1d6+1/19-20)	2 claws +5 melee (1d6+3), peck +0 melee (1d4 +3)	Shortsword +5 melee (1d6+1/19-20), claw +5 melee (1d6+3), peck +0 melee (1d4 +3) or 2 claws +5 melee (1d6+3), peck +0 melee (1d4 +3)
Space/Reach:	5 ft/5 ft	10 ft/5 ft	10 ft/5 ft
Special Attacks:	—	Curse of lycanthropy, blind	Curse of lycanthropy, blind
Special Qualities:	Alternate form, falcon empathy, low-light vision	Alternate form, falcon empathy, damage reduction 10/silver, low-light vision	Alternate form, falcon empathy, damage reduction 10/silver, low-light vision
Saves:	Fort +6, Ref +3, Will +1	Fort +6, Ref +7, Will +3	Fort +6, Ref +7, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 19, Con 12, Int 10, Wis 15, Cha 8	Str 17, Dex 19, Con 12, Int 10, Wis 15, Cha 8
Skills:	Knowledge (nature) +4, Listen +2, Spot +4, Survival +2	Knowledge (nature) +4, Listen +4, Spot +6, Survival +4	Knowledge (nature) +4, Listen +4, Spot +6, Survival +4
Feats:	Alertness, Fly-by Attack, Multiattack ^B	(same as human form)	(same as human form)
Environment:	Cold plains, forest, mountains	Cold plains, forest, mountains	Cold plains, forest, mountains
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challeng Rating:	3	3	3
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually neutral good	Usually neutral good	Usually neutral good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Monsters

Table 8.11:
Wereraven

	Wereraven (Human Form) Medium Humanoid (Human, Shapechanger)	Wereraven (Voron Form) Large Humanoid (Human, Shapechanger)	Wereraven (Hybrid Form) Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d10 + 2 (18 hp)	1d8+1 plus 2d10 + 2 (18 hp)	1d8+1 plus 2d10 + 2 (18 hp)
Initiative:	+0	+1 (Dex)	+1 (Dex)
Speed:	30 ft	10 ft, fly 40 ft (average)	20 ft, fly 40 ft (average)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13	14 (+1 Dex, -1 size, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+3	+2/+10	+2/+10
Attack:	Dagger +3 melee (1d4+1/19–20)	Peck +6 melee (1d8+4)	Dagger +6 melee (1d4+4/19–20) or peck +6 melee (1d8+4)
Full Attack:	Dagger +3 melee (1d4+1/19–20)	Peck +6 melee (1d8+4)	Dagger +6 melee (1d4+4/19–20), peck +6 melee (1d8+4)
Space/Reach:	5 ft/5 ft	10 ft/5 ft	10 ft/5 ft
Special Attacks:	—	Curse of lycanthropy, blind	Curse of lycanthropy, blind
Special Qualities:	Alternate form, voron empathy, low-light vision	Alternate form, voron empathy, damage reduction 10/silver, low-light vision	Alternate form, voron empathy, damage reduction 10/silver, low-light vision
Saves:	Fort +6, Ref +3, Will +1	Fort +6, Ref +4, Will +2	Fort +6, Ref +4, Will +2
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 19, Dex 13, Con 12, Int 10, Wis 13, Cha 8	Str 19, Dex 13, Con 12, Int 10, Wis 13, Cha 8
Skills:	Knowledge (any one) +2, Listen +3, Spot +3, Search +2, Survival +2	Knowledge (any one) +2, Listen +4, Spot +4, Search +2, Survival +3	Knowledge (any one) +2, Listen +4, Spot +4, Search +2, Survival +3
Feats:	Alertness, Fly-by Attack, Multiattack ^B	(same as human form)	(same as human form)
Environment:	Cold plains, forest, mountains	Cold plains, forest, mountains	Cold plains, forest, mountains
Organization:	Solitary, pair, or murder (4–16)	(same as human form)	(same as human form)
Challeng Rating:	3	3	3
Treasure:	Double standard	Double standard	Double standard
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Table 8.12:
Werewolf

	Werewolf (Human Form) Medium Humanoid (Human, Shapechanger)	Werewolf (Shakushka Form) Medium Humanoid (Human, Shapechanger)	Werewolf (Hybrid Form) Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d10+4	1d8+1 plus 1d10+4	1d8+1 plus 1d10+4
Initiative:	+0	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+2	+1/+2	+1/+2
Attack:	Dagger +2 melee (1d4+1/19–20)	Bite +3 melee (2d4)	Dagger +2 melee (1d4+1/19–20) or bite +3 melee (2d4)
Full Attack:	Dagger +2 melee (1d4+1/19–20)	Bite +3 melee (2d4)	Dagger +2 melee (1d4+1/19–20), bite +3 melee (2d4)
Space/Reach:	5 ft/5 ft	5 ft/5 ft (10 ft.)	5 ft/5 ft
Special Attacks:	—	Curse of lycanthropy, tongue	Curse of lycanthropy
Special Qualities:	Alternate form, frog empathy, low-light vision	Alternate form, frog empathy, damage reduction 10/silver, spell-like abilities	Alternate form, frog empathy, damage reduction 10/silver
Saves:	Fort +4, Ref +1, Will +0	Fort +7, Ref +3, Will +1	Fort +7, Ref +3, Will +1
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 15, Con 18, Int 10, Wis 13, Cha 8	Str 13, Dex 15, Con 18, Int 10, Wis 13, Cha 8
Skills:	Jump +5, Hide +2, Listen +4, Spot +4	Jump +5, Hide +5, Listen +5, Spot +5	Jump +5, Hide +5, Listen +5, Spot +5
Feats:	Alertness, Weapon Finesse, Spring Attack	(same as human form)	(same as human form)
Environment:	Cold marsh	Cold marsh	Cold marsh
Organization:	Solitary	(same as human form)	(same as human form)
Challeng Rating:	2	2	2
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Frost and Fur

Vampire: Cold Stranger

There are rarely traditional vampires in the frozen wastes. Instead, the bards tell stories of “cold strangers”. These lonely, restless souls travel through cold lands looking for hospitality. Unfortunately, the contact they seek feeds not just their hearts but their bodies, draining the warmth from a living form, leaving a frozen body (or worse, another “stranger”). “Cold stranger” is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to as the “base creature”). The creature’s type changes to “undead”. It uses all the base creature’s statistics and special abilities, except as noted here.

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: The base creature’s natural armor increases by +4.

Attack: A cold stranger retains all the attacks of the base creature and also gains a slam attack if it does not already possess one.

Full Attack: A cold stranger fighting without weapons uses either its slam attack or its natural weapons. When armed, the cold stranger will usually use the weapon as the primary attack along with the slam or any other natural weapons as secondary attacks.

Damage: Cold strangers have slam attacks; for damage, use the damage values in the table below. Creatures with natural attacks retain their damage ratings or use the values below, whichever is better.

Size	Damage
Tiny	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A cold stranger retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of $10 + \frac{1}{2}$ the cold stranger’s HD + the stranger’s Charisma modifier unless noted otherwise.

Seduce (Su): A cold stranger is capable of building a rapport almost instantly with nearly anyone, usually just by looking them in the eye. This is similar to a gaze attack, except the cold stranger must take a standard action, and those merely looking at it are not affected. Anyone targeted must make a Will save or immediately trust the stranger as if affected by a *charm person* spell cast at 12th -level. This ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a cold stranger’s slam attack suffers 1 negative level. The Fort save to remove the negative level has a DC of 15.

Warmth Drain (Ex): A cold stranger drains body heat through extensive physical contact (such as through a grapple). Each

round of contact drain the victim of 1d4 points of Constitution. If the creature is drained to a Constitution of 0 or less, it will rise as a cold stranger if it had 5 or more HD. Otherwise it remains dead. Cold strangers have no control over strangers they spawn.

Special Qualities: A cold stranger retains the special qualities of the base creature and that listed below, and also gains the undead type and the cold subtype.

Damage Resistance: 10/magic

Turn Resistance: +3

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha +6. As an undead creature, the cold stranger has no Constitution score.

Skills: The cold stranger gains a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Environment: Cold

Organization: Solitary

Challenge Rating: Same as the base creature + 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: base creature +6

Identifying Cold Strangers

The easiest way to identify a cold stranger is to touch its skin, which is ice cold. However, a more subtle method is to look at its eyes; the eyes of a cold stranger are coated in a layer of ice. However, making direct eye contact leaves one vulnerable to the stranger’s *seduce* gaze attack.

Wastlings

Centuries of breeding in an icy environment have produced countless creatures that are suited to the cold. “Wastling” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”) that lacks the cold subtype. The creature gains the cold subtype. It uses all base creature’s statistics and special abilities except as noted here.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

AC: The base creature’s natural armor improves by +1

Attack: Same as the base creature.

Full Attack: Same as the base creature.

Special Attacks: A wastling retains all the special attacks of the base creature and also gains 1d3 abilities chosen from those listed below. Additionally, the creature automatically gains the Hot-Blooded feat.

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Breath Weapon (Su): Cone of cold, 30 ft. 1d6 damage.

Ice Hearing (Su): The creature has the Ice Hearing feat.

Ice Meld (Su): As a full-round action, the wastling may meld with any body of ice. While within a body of ice, the creature moves with a base speed of 40 ft, and may not be attacked; however, the only sense the creature can use is its Ice Hearing (a silent enemy will be undetectable). As an additional full round action, the wastling may exit the ice. Use of this ability provokes attacks of opportunity.

Snowshoes (Ex): The creature has the snowshoes feat.

Special Qualities: A wastling retains all the special qualities of the base creature and those listed below.

Cold Subtype (Ex): Cold immunity but vulnerability to fire. Creature takes 50% additional damage from fire based attacks.

Saves: Same as the base creature.

Abilities: As the base creature.

Skills: Wastlings receive a +4 racial bonus to Climb, Balance, Listen, and Spot.

Feats: As the base creature.

Environment: As base creature and arctic.

Organization: As base creature

Challenge Rating: Same as the base creature +2.

Treasure: As base creature.

Alignment: As base creature.

Advancement: As base creature.

Level Adjustment: base creature +4

Wight, Glacier

Those unfortunate enough to perish in the ice do not always remain at rest. The ice itself claims their souls, raising them as glacier wights whose only goal is to add more freezing bodies to the ranks of the dead. “Glacier wight” is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the “base creature”). The creature’s type changes to “undead”. It uses all base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature. (Speed when within ice is 40 feet.)

AC: The base creature’s natural armor improves by +1

Attacks: A glacier wight retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one.

Full Attack: A glacier wight fighting without weapons uses either its slam attack or its natural weapons. When armed, it will

usually use the weapon as the primary attack along with the slam or any other natural weapons as secondary attacks.

Damage: Glacier wights have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Tiny	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A glacier wight retains all the special attacks of the base creature and also gains those listed below.

Energy Drain (Su): Living creatures hit by the glacier wight’s slam attack suffer 1 negative level. The Fort save to remove the negative level has a DC of 15.

Create Spawn (Su): Any humanoid slain by a glacier wight becomes a glacier wight in 1d4 rounds. Spawn are under the command of the glacier wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Ice Meld (Su): As a full-round action, the glacier wight may meld with any body of ice. While within a body of ice, the wight moves with a base speed of 40, and may not be attacked; however, the only sense the wight can use is its Ice Hearing (a silent enemy will be undetectable). As an additional full round action, the glacier wight may exit the ice. Use of this ability provokes attacks of opportunity.

Special Qualities: A glacier wight retains all the special qualities of the base creature and those listed below.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +1, Dex +1, Wis +2, Cha -4. As undead creatures, glacier wights have no Constitution score.

Skills: Glacier wights receive a +6 racial bonus to Climb, Balance, Listen, and Spot.

Feats: Glacier wights gain Ice Hearing, assuming the base creature meets the prerequisites and doesn’t already have this feat.

Environment: Arctic.

Organization: Solitary.

Frost and Fur

Challenge Rating: Same as the base creature +2.

Treasure: none.

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: -

Wishbeast

“Wishbeast” is a template that can be added to any animal (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast.” It uses all the base creature’s statistics and special abilities except as noted here.

Speed: Same as the base creature.

AC: Natural armor improves by +1.

Special Attacks: Same as the base creature.

Special Qualities: Same as the base creature.

Golden (Ex): All wishbeasts have some form of gold in their appearance, be it golden ears, golden tails, or golden stripes. As a result, their pelts are worth 10 gp/Hit Die of the animal.

Speech (Su): All wishbeasts gain the ability to speak Common.

Grant Wish (Su): A wishbeast, should it choose to do so, can grant up to five wishes. Wishbeasts typically bestow wishes for saving their lives, usually when eating or slaying them would be otherwise beneficial. In Slavic lands, starvation is common. Thus, it is a significant sacrifice when a hunter chooses not to kill a deer or a fisherman throws back a fish. Should the person who saves the fish become greedy and wish for a sixth wish, the sixth wish is not granted and all previous wishes are undone. As a general rule, wishbeasts do not explain how many wishes are available.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Int +4, Wis +4, Cha +4.

Skills: A wishbeast has 15 skill points, plus its Intelligence modifier. Treat skills from the base creature’s list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Wishbeasts have one feat for every four levels or the base creature’s total of feats, whichever is greater.

Environment: Same as the base creature.

Organization: Same as the base creature

Challenge Rating: Same as the base creature +1

Alignment: Always neutral (any)

Treasure: Same as the base creature

Advancement: Same as the base creature

Level Adjustment: -

There was a knock at the wooden fortress known as Novo Arkhangel’sk. It was an impressive structure, created out of imported wood from Torassian forests. Thick logs held the snow at bay, but it did little to stop the cold that whistled through the smallest spaces between the beams.

One of the promyshlenniki who was on patrol summoned Aleksander. He joined the guard on the catwalk overlooking the gate.

“Who is it?” he asked the guard in Torassian.

“I do not know. He has no guard with him, no skins, and he asked for you.”

A solitary kolosh was unheard of. The Torassians had captured or killed every able-bodied man in the area. They only had to survive the winter with their enforced slave labor. Then they would leave the Northern Wastes to return with reinforcements and more supplies. The Tsar would most certainly support their expedition once he learned that Aleksander had gained a foothold in the unforgiving terrain.

That one of the kolosh, knowing the fate of his fellows, should be so bold as to walk right up to Novo Arkhangel’sk and ask for its commander was suicide. The man’s identity, concealed as it was beneath his parka, was a mystery to the guard, but Aleksander guessed their visitor’s identity.

“So, comrade, what brings you to our fort today?”

Kanereyklak looked up and shouted, “Justice.”

“Justice?” Aleksander shouted down, eliciting a chuckle from the other guards, who now had their rifles trained on the kolosh. “You yourself told me there is no justice but that of the land.”

“You are correct,” was the response. “So I have brought the land to you.”

The threat weighed heavily in the air. Some of Aleksander’s guards looked at him sideways. Damn you, Kanereyklak, Aleksander thought in frustration, now you have signed your death warrant.

“Kill him,” he gestured towards the guard nearest him.

There was a great crack and then silence.

The guard had not fired. His eyes were wide, his rifle still in his hand. Aleksander followed his gaze.

The crack was not from any weapon. The earth had vomited forth something the likes of which no Torassian had ever seen.

At first he thought it was a whale that had smashed through the ice and permafrost, but it had the facial features of a seal. Its lower torso ended in a mop of squid-like tentacles and its head was covered with a multitude of eyes in a spider-like formation.

Monsters

Some of the women began to wail deep in the fort. Anjka herded them to one side of it, the side furthest away from her god. "Tornarssuk!" they shouted over and over. She knew their chants would save them from their furious deity.

"Fire!" Aleksander screamed. "Kill it!" When the guard failed to respond, he snatched the weapon from him, aimed at the beast, and pulled the trigger.

There was a splash of ichor from the beast's head and it let loose a horrible roar. Then it undulated in massive flops towards the fort at incredible speed. Some of the guards screamed and ran towards the center of the fort.

"Hold the gate! Shore up the gate!" Aleksander shouted, but it was already upon them. It smashed its massive bulk into the great wooden gate with a shrug of its shoulders. The gate cracked and splintered.

Tornarssuk reared back and smashed through the gate. Splintered lumber collapsed on the few men who had tried to bar the entrance.

Chaos engulfed the fortress. So accustomed to being invulnerable to any outside threat, few of the men were prepared for such an attack. The coughing snap of gunfire punctuated the anguished screams of men. Where Tornarssuk's mighty maw did not crunch men up like corn, its tentacles snaked into dwellings and beds, tearing them from wherever they tried to hide.

Kanereyklak stepped his way around the back of the fort as the women ran out, interspersed here and there by a fleeing Torassian. He knocked an arrow with a wooden shaft and a long, barbless bone point. Kanereyklak pulled the bowstring back with seasoned precision. As the Torassians stumbled towards him, he fired one arrow and then smoothly knocked and fired another.

One by one, the Torassians collapsed with arrows in their throats. But Kanereyklak was looking for one man in particular.

Aleksander, far too experienced to panic even in a situation of supernatural proportions, had crept his way out of the fort. By the time the beast decided to burrow back into the ice, pulling what was left of the fort with it, he had put many miles between them.

Kanereyklak knew all this, because he identified Aleksander's tracks. Aleksander had taken what time he could to grab a few supplies and his rifle. In theory he could hunt and survive long enough to return to Torassia. After all, Kanereyklak had taught him the ways of the kolosh. He followed the trail.

On the second day, Aleksander was getting desperate. His tracks had become erratic. The seals would not present themselves, nor would the caribou, nor would any other animal. They would not allow Aleksander to hunt them.

By the third day, Aleksander's supplies ran out. He had tried and failed to start a campfire and his shelter had collapsed. A particularly bitter snowstorm had kicked up, making tracking difficult for Kanereyklak. However, there was only one outcropping that could provide shelter from the storm. Kanereyklak did not need to see tracks to know where his prey was hiding.

Visibility was down to few dozen feet at most. The snow tore at Kanereyklak's parka. He appeared suddenly before Aleksander like a yeti in the flailing storm.

Aleksander, half-mad from hunger, aimed his rifle and fired. He had plenty of bullets.

But the trigger did not move. The weapon had frozen up in the few moments he had exposed it.

Slowly, inexorably, Kanereyklak continued to plod towards him through the snow.

Screaming a Torassian curse, Aleksander threw the rifle down into the snow. Kanereyklak stopped a few feet away.

There was a whistle, almost indistinguishable from the howling wind, and Aleksander's leg exploded with blood. He screamed and fell over into the snowdrift, writhing in pain.

Kanereyklak knocked another arrow.

"You!" Aleksander screamed, his beard flecked with blood and ice. "I could make you rich!" He stumbled to get up, fell over, and stumbled again. "You could be my proxy and together the Tsar would make us powerful men!"

Kanereyklak said in hushed tones, "You have broken the laws of nature. You disrespect the seal, the caribou. You kill what you do not need, for something you cannot use. Your money means nothing here."

"Is this over your wife?" Aleksander said, almost giggling in his hysteria. "I did not touch her! None of my men did!" He reached into his boot and pulled out his hunting knife.

Kanereyklak stood over the panting man. "It is not because you stole my wife. You are suffering now because you have ignored and abused the land. I have come to give you mercy. The land will not be so kind."

Aleksander was silent as he looked into Kanereyklak's eyes. They were filled with pity.

He closed his eyes and turned his head.

Aleksander's body jumped from the impact of the arrow through his heart. Then he was still.

Kanereyklak took the hunting knife out of the dead man's hands and slit the corpse's throat.

Magic Items

Nordic Magic Items

Helm of Awe

The *aegishjálmr*, or *helm of awe*, is actually a silver circlet. When charging into battle, any enemies within a 120 feet are affected as if the wearer was under the effects of a by a *sanctuary* spell (Will negates DC 16).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *sanctuary*; *Market Price:* 10,000 gp.

Magical Weapon Special Ability: Namekiller

This weapon is enchanted to slay those whose true name are known to the wielder. So long as the wielder speaks the victim's true name upon attacking (can't be silenced or muffled), the weapon acts as a vorpal weapon against that foe only. Note that true names are not easy to come by. At the minimum, it requires a Knowledge check (DC 25 + victim's level) to determine the foe's name.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*, *circle of death*, *legend lore*; *Market Price:* +4 bonus.

Magical Weapon Special Ability: Rockslicer

This weapon is enchanted to slice through iron or even solid rock. Any creature that has Earth as its type loses its natural armor against this weapon.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*, *stone to flesh*; *Market Price:* +4 bonus.

Necklace of Protection

This necklace grants the wearer damage reduction of 5/magic against iron and slashing weapons.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *stone-skin*, *wish* or *miracle*; *Market Price:* 9,000 gp.

Reindeer Hide

This hide protects the wearer with the armor class of a byrnie.


Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *mage armor*; *Market Price:* 16,000 gp.

Ring of Guidance

This ring continually grants a +10 competence bonus to navigation checks.

Caster Level: 5th; *Prerequisites:* Forge Ring, creator must have 5 ranks of the Survival skill; *Market Price:* 2,000 gp.

Shirt of Invulnerability

These +1 *silk shirts* are enchanted to provide protection from everything a warrior might fear on campaign, including cold resistance, fire resistance, exhaustion, and hunger. 

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *resist energy*, *endurance*, *create food and water*; *Market Price:* 32000 gp.

Shirt of Chilling

This shirt absorbs the first 10 points of fire damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *resist energy*; *Market Price:* 16,000 gp.


Shirt of Warmth

This shirt absorbs the first 10 points of cold damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 16,000 gp.


Shirt of Invigoration

The shirt refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The shirt must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *endurance*; *Market Price:* 3,500 gp. 

Shirt of Sustenance

This shirt continually provides its wearer with life-sustaining nourishment. The shirt also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The shirt must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *create food and water*; *Market Price:* 3,500 gp. 

Magic Items

Thor's Hammer

This amulet is carved in the shape of an upside-down hammer with two eyes engraved on the hilt so Thor can see what is happening to the wearer. It bestows a +1 luck bonus to all saving throws upon whoever wears it, so long as they are true to Thor's ideals (chaotic good in alignment).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *divine favor*; *Market Price:* 1,000 gp.

Eskimo Magic Items

Ambelan

An *ambelan* is a special apron worn during healing ceremonies. Made of leather or bark, it is tied around the waist and is the only item of clothing the angakoq wears. It usually has a fringe at the bottom from which dangle deer-hoof rattles and has some an embroidered design on the front. An *ambelan* provides a +10 competence bonus to Heal checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (barkcraft) skill; *Market Price:* 2,000 gp; *Weight:* 5 lb.


Angakoq's Drum

The drum is a circular wooden frame over which a bearskin or sealskin has been stretched. A rawhide handle is attached to the side. The drum is usually moistened to give it a more resounding ring. Striking the stick against the edge of the wooden frame, rather than striking the skin plays it. It bestows a +10 competence to Perform (drums) when used.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Perform (drums) skill; *Market Price:* 2,000 gp; *Weight:* 3 lb.


Chilkat Blanket

Tlingit tribes make *Chilkat blankets* from cedar-bark fiber and mountain sheep or goat wool. They can take up to six months to create. Some of the yarn spun from the raw materials is left white, others are dyed, including yellow, blue-green, or black. The Tlingit women then weave them into intricate animal forms and abstract designs. *Chilkat blankets* are about six feet in length, with a straight edge along the top. The bottom is left ragged: three feet in the middle and two feet at the ends. As intelligent items, *Chilkat blankets* have a Wisdom of 2d6+7, Charisma of 2d6+7, and an Intelligence of 3d6. They can speak Tlingit and one extra language per point of Intelligence bonus, although this can only be Aleut or Inuit. Chilkat blankets are eager to speak of their ancestry and, once per day can be consulted as per the *legend lore* spell. *Chilkat blankets* can be worn and taken up a cloak, cape, or mantle slot.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (weaving) skill, *legend lore*; *Market Price:* 49,900 gp; *Weight:* 3 lb. 

Chilkat Shirt

A *Chilkat shirt* is similar to a Chilkat blanket, only in a much more practical shirt form. Also like the *Chilkat blankets*, they have some level of sentience and can speak to those who know how to listen. They have the same statistics as *Chilkat blankets* but instead take up a vest, vestment, or shirt slot.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (weaving) skill, *legend lore*; *Market Price:* 49,900 gp; *Weight:* 5 lb. 

Ibrukaon

An *ibrukaon* is a divining stick with a thong attached. The caster loops the thong around a patient's head and asks questions. He lifts the *ibrukaon* to determine the answer. If the *ibrukaon* is heavy, the answer is affirmative. If it is light, the answer is negative. It provides a -5 circumstance penalty to the patients' Will save.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *scrying*; *Market Price:* 2,000 gp; *Weight:* 1 lb.

Inugwak

The *inugwak* is a small wooden magical doll that protects the caster against hostile spirits. It is a physical representation of a spiritual ally. During rituals, the caster wears the doll around his waist from a belt made of polar bear skin. The face of the doll must always point outward to keep on the alert against hostile spirits. The *inugwak* takes up a belt slot and, once the caster invokes the command word to alert the spirit, bestows a *magic circle against evil* for 10 rounds. It can be used once per day.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *magic circle against evil*; *Market Price:* 7,560 gp; *Weight:* 1 lb.

Kikituk

A *kikituk* is an animal idol carved from wood or ivory that represents an angakoq's helping spirit. It can be used for good or ill. It is usually about two feet long with a jaw equipped with sharp teeth that is loose so it can be manipulated up and down like a puppet. When used for healing, the *kikituk* bites the afflicted area of the patient's wound to cure him – in doing so the *kikituk* bites the invading spirit. Once per day, the *kikituk* casts *remove disease* and *dispel evil* simultaneously by biting the patient, inflicting 1d6 points of damage in the process. The *kikituk* can also be used offensively, and can burrow through a victim's body until it reaches the heart, killing him. The idol can be commanded to burrow through any leather, cloth, or flesh that it is placed on. It reaches the victim's heart in 2 rounds, causing death. A Reflex save (DC 25) allows the wearer to tear the *kikituk* away before it

Frost and Fur

burrows out of sight, but he still takes 3d6 points of damage. The *kikituk* then reverts to its idol form.

Caster Level: 19th; *Prerequisites:* Craft Wondrous Item, creator needs 5 ranks of the Craft (woodwork) skill, *dispel evil*, *remove disease*, *slay living*; *Market Price:* 134,720 gp; *Weight:* 1 lb.

Kwacmin

A rattle-stick carried by angakoq in healing ceremonies. It is a club-like staff of wood with an animal or human head carved on top. It is decorated with designs and deer hoof pendants that rattle. It is obtained after gaining at least four levels as an angakoq. The *kwacmin* bestows a +10 competence bonus to the Perform (dance) skill

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Perform (dance) skill; *Market Price:* 2,000 gp; *Weight:* 1 lb.

Lagekwa

This is a neck collar that is made of dyed red cedar bark. It takes up an amulet, brooch, medallion, necklace, periapt or scarab slot. A *lagekwa* provides a +10 competence bonus to Heal checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (barkcraft) skill; *Market Price:* 2,000 gp; *Weight:* -.

Magic Weapon Special Ability: Scrimshaw

Inua, the spirits of the land, can be wooed by creating beautifully crafted carvings on the handles and blades of hunting weapons. The hunter can also trick animals or subdue them by enlisting spiritual aid. He makes his weapons from materials familiar and comforting to his prey and he calls on spirit-helpers by decorating his hunting equipment with images of his quarry's natural predators. This imparts the predator's strength, power, or swiftness to the hunter or his weapons. The weapon excels at hunting and attacking one type of animal. Against that particular animal, it bestows a +10 competence bonus to Survival checks, a +2 bonus to its normal enhancement, and an additional +2d6 points of damage.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Arms and Armor, creator must have 5 ranks of the Craft (scrimshaw) skill, *summon nature's ally I*; *Market Price:* +3 bonus.

Magic Weapon Special Ability: Story

Storytelling is an important aspect of Inuit culture as well as a form of entertainment. Storytellers use *story knives*. The knife is usually made of ivory with etched designs. The storyteller draws the scenes in the snow with the knife. It bestows a +10 competence bonus to the Perform (storytelling) skill.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, creator must have 5 ranks of the Craft (scrimshaw) skill; *Market Price:* +1 bonus.

Sayiws

A headdress made of long, thick woolen strands. It is used with the *Spirit Dance*. After it is created, it is subjected to purification and power charging. It provides a confers a -5 circumstance penalty to Will saves and takes up a headband, hat, or helmet slot.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *scrying*; *Market Price:* 2,000 gp; *Weight:* 1 lb.

Skudilite

The *skudilite* is a painted power board used in performing a healing ceremony. The power sticks are loop-shaped pieces of naturally twisted cedar branches or bark, wrapped with scarlet cloth. The power boards are rectangular cedar boards, approximately 12 by 18 inches, with slots cut into them by which they are held. Sometimes, they are carved or painted with a face or a skeletal figure. When painted, they are usually red and black or white and black. *Skudilites* are semi-empathic intelligent items, with an Intelligence of 2d6+5, a Wisdom of 2d6+5 and a Charisma of 3d6. When using their power, they drag the user about, as the *skudilite* quivers and shakes. When a *skudilite* is waved over a patient, the board can impart information about the target's physical condition to the person holding the board as per the *status* spell.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *status*; *Market Price:* 66,000 gp; *Weight:* 1 lb.

Totem Pole

Cut from mature cedar trees, *totem poles* are carved and raised to represent a family-clan, its kinship system, accomplishments, stories, rights and prerogatives. *Totem poles* serve as the emblem of a family or clan and often as a reminder of its ancestry. *Totem poles* can provide a variety of information, depending on the level of power imbued in the totem pole. At the lowest level of power, it merely provides the ability to *speak with dead* – specifically, the deceased elder it is built in remembrance of (even though there is no corpse present), usable once per day. *Totem poles* that are erected to represent an encounter with a supernatural being act as the *commune* spell, once per day. More powerful *totem poles* that represent the great number of names and rights a person has acquired over their lifetime respond with *legend lore*, once per day. In all three cases, the totem poles respond in the Tlingit tongue.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *speak with dead*; *Market Price:* 5,400 gp; *Weight:* 50 lb.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *commune*; *Market Price:* 16,200 gp; *Weight:* 100 lb.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (woodwork) skill, *legend lore*; *Market Price:* 23,760 gp; *Weight:* 200 lb.

Magic Items

Slavic Magic Items

Apple of Beauty

Eating an apple raises the eater's Charisma by 2 permanently. A second apple adds +1. Additional apples have no effect.

Caster Level: 9th; *Prerequisites:* Brew Potion, *alter self*, *permanency*, creator must have 5 ranks in Survival skill; *Market Price:* 2,250 gp.

Apple of Horns

Eating up to two of these apples causes the target to grow a horn each time. For each apple eaten, the eater's Charisma is permanently reduced by 1. The eater can grow up to two horns and suffer a -2 Charisma penalty per head possessed.

Caster Level: 9th; *Prerequisites:* Brew Potion, *alter self*, *bestow curse*, *permanency*, creator must have 5 ranks in Survival skill; *Market Price:* 2,250 gp; *Weight:* -.

Apple of Sleep

These apples cause the person who eats it to fall asleep for three days straight, as per the *binding* (slumber) spell.

Caster Level: 15th; *Prerequisites:* Brew Potion, *binding*, creator must have 5 ranks in Survival skill; *Market Price:* 6,000 gp.

Apple of Youth

These apples reduce the age of the eater by one age category per apple consumed. The age category cannot be reduced below Adulthood.

Caster Level: 13th; *Prerequisites:* Brew Potion, *regenerate*, creator must have 5 ranks in Survival skill; *Market Price:* 4,550 gp.

Axe, Golden

This cursed golden handled +2 *battleaxe* cannot be put down. Once touched, the wielder cannot remove his hand from it. Its head also sticks to any plant matter it touches, rendering it and the character useless. Once the curse is activated, the axe can be removed only by a *remove curse* spell, a *wish*, or a *miracle*.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; *Market Price:* 1,500 gp; *Weight:* 7 lb.

Axe of Shipmaking

One blow with this axe creates a large ship as per a *folding boat*. Each ship is manned with fifteen crewmembers and one cannon. It can create up to 100 ships in this fashion. Hiding the axe behind the wielder's back instantly dismisses all ships. The ships appear in the nearest body of water – if no body of water is within one mile of the wielder, no ship appears. All crew are considered summoned monsters, are loyal to the wielder, and will follow any instructions to the death.

Caster Level: 18th; *Weight:* 7 lb. Minor artifact.

Ball of Direction

This location device appears to be normal toy ball, approximately three inches in diameter. Once per day the ball can be tossed on the ground; it will roll in the direction of the target as per a *locate object* or *locate creature* and *find the path* spell. The target must be unique, but need not be personally observed by the person using the ball. The ball will roll until it reaches its destination or can roll no further due to a major obstacle (it will not roll up walls, for example). Wooden balls will roll over water (copper, silver, or gold balls will not). The ball has enough sense to roll around minor obstacles like trees, bushes, ditches, etc. whenever possible. *Mislead*, *nondetection*, and *polymorph* spells can fool it. Upon reaching its destination, the ball disappears.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *locate object*, *locate creature*, *find the path*; *Market Price:* 3,300 gp; *Weight:* 1 lb.

Barrel of Finding

This barrel, once set adrift in the ocean, will unerringly float to its intended target. It will float away from anyone else who tries to grab it. The target may then use it as he sees fit. The barrel switches owners in this fashion each time it reaches its intended target and its contents are opened.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *locate object*, *locate creature*, *find the path*; *Market Price:* 13,200 gp; *Weight:* 30 lb.

Bogatyr Ashes

Consuming these ashes causes a female to become pregnant and give birth in a few hours. The child is automatically a bogatyr.

Caster Level: 7th; *Prerequisites:* Brew Potion, *reincarnate*, requires ashes of a deceased bogatyr; *Market Price:* 1,400 gp.

Bowl of Blood

This bowl acts as a *deathwatch* spell on the last person to touch it. As the linked person loses hit points, it gradually fills with blood by teleporting the blood loss from the linked person to the bowl. When the linked person reaches 10% or less of her hit points, the bowl overflows with blood. The blood has all the properties of the linked person's blood. The bowl will not work on beings that do not possess a circulatory system. Vampires greatly covet this bowl.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *deathwatch*; *Market Price:* 6,000 gp; *Weight:* 1 lb.

Box of Glorious Gardens

This box creates a glorious garden when opened, with flowers and paths, as per the *plant growth* spell as if cast by a 17th level caster. Closing the box ends the spell immediately.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *plant growth*; *Market Price:* 102,000 gp; *Weight:* 25 lb.

Frost and Fur

Bridge Kerchief

This kerchief, when waved three times on the user's right side, creates a bridge over any opening up to 20 feet long. Waving it three times on the left side will cause it to vanish. Waving it only twice will cause it become very slender so that any person to stepping onto the middle of the bridge will cause it to collapse.

Bridge Trap: CR 1; no attack roll necessary; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, *minor creation*; *Market Price:* 160,000 gp; *Weight:* - lb.

Broom of Tracklessness

This broom, when swept behind the user, removes all tracks as the *pass without trace* spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *pass without trace*; *Market Price:* 2,000 gp; *Weight:* 4 lb.

Brush of Forests

This brush, when thrown to the ground outdoors, creates a massive forest, so large and thick that a man can not put his hand through it, nor ride around it in three years. The forest is filled with animals and plants appropriate to the climate. It permanently alters the terrain.

Caster Level: 18th; *Weight:* -. Minor artifact.

Cabbage of Growth

This cabbage grows once a day as per the *plant growth* spell. It will keep growing in this fashion infinitely.

Caster Level: 9th; *Prerequisites:* Brew Potion, *plant growth*, *permanency*, creator must have 5 ranks in Survival skill; *Market Price:* 2,250 gp.

Cap of Invisibility

By wearing this simple cap, the wearer can become *invisible*, as the spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *invisibility*; *Market Price:* 20,000 gp; *Weight:* - lb.

Carpet of Transformation

Striking this carpet while standing on it transforms the striker into a small bird. Striking it again reverses the transformation. Up to three people can strike it at once.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *animal shapes*; *Market Price:* 240,000 gp.

Carriage of Transportation

Upon entering this carriage, the rider merely needs to blink his eyes and the carriage transports him to the location he desires.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *greater teleport*; *Market Price:* 138,600 gp; *Weight:* 400 lb.

Castle Casket

This magical casket comes in three versions: bronze, silver, and gold. The bronze version acts as a *D's instant fortress*. The silver version creates a double-strength fortress with two towers, and the gold version creates a triple strength fortress with three towers. Everything about the tower is multiplied by a factor of two or three, including height, square footage, hit points and hardness.

Bronze: *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item, *M's magnificent mansion*; *Market Price:* 168,000 gp; *Weight:* 25 lb.

Silver: *Caster Level:* 16th; *Prerequisites:* Craft Wondrous Item, *M's magnificent mansion*; *Market Price:* 224,000 gp; *Weight:* 25 lb.

Gold: *Caster Level:* 20th; *Prerequisites:* Craft Wondrous Item, *M's magnificent mansion*; *Market Price:* 280,000 gp; *Weight:* 25 lb.

Cauldron of Beauty

This cauldron, when boiled with milk, causes any good-aligned humanoid that dips in it to gain a permanent inherent bonus of +5 to his Charisma score. The creature emerges unharmed, more beautiful than before. Evil beings that enter the boiling milk suffer 10d6 points of damage and no Charisma bonus. It will only work once, whereupon it becomes a normal cauldron.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *alter self*, *permanency*; *Market Price:* 25,000 gp; *Weight:* 5 lb.

Chisel of Direction

By throwing this chisel, it will land at the point of a person's location. The person must of course be underground for the chisel to work.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *locate creature*; *Market Price:* 3,300 gp; ; *Weight:* 5 lb.

Claws of Climbing

These +1 *climbing claws and cleats* will magically fasten onto a nearby humanoid that wishes to climb any surface. On very smooth surfaces where there are no hand- or footholds, the claws provide no bonus but allow it to be climbable (DC 15). For all other surfaces, the claws bestow a +8 enhancement bonus to Climb checks (each claw bestows a +2 bonus). The use of these claws reduces Move Silently checks by -8 (each claw bestows a -2 penalty). The claws can be used in melee with open-handed slaps and kicks if the wielder has the Exotic Weapon Proficiency feat. Otherwise, she suffers a -4 penalty to attack rolls. Strikes with the claws (slap or kick) receive a +1 enhancement bonus to attack, inflict 1d4+1 Piercing damage and have a Critical of X2. The claws never wear down. It is considered a special monk weapon.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *spider climb*; *Market Price:* 3,585 gp; *Weight:* 4 lb.

Magic Items

Clubs of Beating

These +1, +2, and +3 clubs come in three materials, pewter, copper, and iron respectively. If the user inflicts damage on a victim with a *club of beating*, it shatters after 1d4 hits. Upon breaking, the victim suffers a *suggestion*.

Pewter: *Caster Level:* 5th; *Prerequisites:* Craft Arms and Armor, *suggestion*; *Market Price:* 3,050 gp; *Weight:* 1 lb.

Copper: *Caster Level:* 5th; *Prerequisites:* Craft Arms and Armor, *suggestion*; *Market Price:* 9,050 gp; *Weight:* 2 lb.

Iron: *Caster Level:* 5th; *Prerequisites:* Craft Arms and Armor, *suggestion*; *Market Price:* 19,050 gp; *Weight:* 3 lb.

Coffer of Cows

This coffer, when opened, releases 1d100 herd animals (as bison). They are normal animals and cannot be returned to the coffer without a *wish* or *miracle*.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *summon nature's ally III*; *Market Price:* 750 gp; *Weight:* 25 lb.

Comb of the Mountain

This comb, when thrown to the ground outdoors, creates a mountain so high that it cannot be passed over or gone around. It is covered with flora and fauna appropriate to the climate. It permanently alters the terrain

Caster Level: 19th; *Weight:* -. Artifact.

Deathwatch Penknife

This magic penknife must be thrust into a wall. It will drip blood if its owner dies as per the *deathwatch* spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *deathwatch*; *Market Price:* 6,000 gp; *Weight:* -.

Deathwatch Ring

This gold ring acts as a *deathwatch* spell on the last person to wear it. As the linked person loses hit points, it gradually becomes tarnished.

Caster Level: 17th; *Prerequisites:* Forge Ring, *deathwatch*; *Market Price:* 125,000 gp.

Deathwatch Tableware

This silver tableware (spoon or fork) acts as a *deathwatch* spell on the last person to touch it. As the linked person loses hit points, it gradually becomes tarnished. If the linked person dies, it blackens.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *deathwatch*; *Market Price:* 6,000 gp; *Weight:* -.

Death Tooth

This tooth kills whatever it touches. Each round, a living being in contact with the tooth must make a saving throw as if afflicted

by a *slay living* spell. If it instead touches a non-living item, the equipment must make a saving throw every round or crumble.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, tooth of an executed murderer, *slay living*; *Market Price:* 90,000 gp; *Weight:* -.

Dolls of Delving

These four dolls can speak to the user as per the *stone tell* spell. Each time they are used, the target sinks into the earth as per the *meld into stone* spell.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *stone tell*, *meld into stone*; *Market Price:* 132,000 gp; *Weight:* 4 lb.

Ever-Roasting Goose

This bizarre goose is actually a cursed magical item. It can be eaten and, so long as the bones are kept together, be commanded to return to life. But the goose also has a more sinister power. Should someone tell a lie in its presence, the goose will not listen to it. Instead, as soon as the owner touches it, he will become stuck to the goose. Every person who touches the original victim is in turn stuck – in a long chain of confusion. Once the curse is activated, the various individuals can only separate themselves by confessing to their lies or through a *remove curse* spell, a *wish*, or a *miracle*.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *discern lies*, *raise dead*, creator must have 5 ranks in Craft (sculpture) skill; *Market Price:* 81,000 gp; *Weight:* 5 lb.

Feather of Conjunction

Waving this feather on the user's right side acts as a *shadow conjuration*. Waving the feather on the user's left side causes whatever was conjured to disappear.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *shadow conjuration*; *Market Price:* 50,400 gp; *Weight:* -.

Feather Staff

Upon striking the earth with this staff, the user can summon 12 djinni as per a *ring of djinni calling*.

Caster Level: 17th; *Prerequisites:* Craft Staff, *gate*; *Market Price:* 125,000 gp.

Firebird Feather

This feather, taken from the magnificent Firebird, glows as a *continual flame* at all times.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *shadow conjuration*; *Market Price:* 30,000 gp; *Weight:* -.

Goatskin Armor

This +2 *hide armor* is cursed. Once worn, bonds itself to the wearer. It reduces the wearer's Charisma by -10. Once the curse

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is activated, the armor can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*, *permanency*; *Market Price:* 5,500 gp; *Weight:* 25 lb.

Herbs of Sleep

These herbs, when burned, create a smoke cloud as per the *fog cloud* spell. Creatures in the cloud are affected by a *sleep* spell except it affects 2d4+8 HD of creatures.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *fog cloud*, *sleep*, creator must have 5 ranks in Survival skill; *Market Price:* 600 gp.

Horn of Armies

Upon blowing this horn an entire army is created, including cavalry, infantry, muskets, cannons, and flags. One thousand men are created by blowing the horn and are considered summoned monsters appropriate to a Slavic military (DM's discretion). They army is loyal and follows any instructions to the death. Blowing into the other end of the horn dismisses the army.

Caster Level: 19th; *Weight:* 1 lb. Artifact.

Horn of Mental Clouding

This horn plays a gay tune, clouding the minds of all those who hear it as per the *enthrall* spell. People become absorbed in looking and listening to the player and forget what they were doing.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *enthrall*; *Market Price:* 12,000 gp; *Weight:* 1lb.

Horn of the Woodlands

This horn summons animals as per the *nature's ally* spell and also bestows the ability to *speak with animals* upon the blower, with the animals summoned by the horn. It works once per day.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *speak with animals*, *summon nature's ally I*; *Market Price:* 1,200 gp; *Weight:* 1 lb.

Hydra Slumber

Any hydra that drinks this potion must make a Will saving throw at -2 or one of its heads fall asleep as per the *sleep* spell.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *sleep*; *Market Price:* 50 gp.

Kettle of Boiling

This useful kettle will boil water on command without a fire.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *heat metal*; *Market Price:* 10,800 gp; *Weight:* 10 lb.

Magic Mirror

This mirror acts as a *mirror of mental prowess* except that it will not function on any being that stands directly behind it.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *detect thoughts*, *scrying*, *clairaudience/clairvoyance*, *gate*, *commune*; *Market Price:* 175,000 gp; *Weight:* 40 lb.

Magic Shirt

This magic shirt bestows a +2 Strength enhancement bonus on whoever wears it.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* 4,000 gp; *Weight:* 5 lb.

Millstone of Plenty

Whenever this hand mill is given a turn, it produces food as per the *create food and water* spell. A cake and a slice of bread with sour cream and butter appears and on top of that a pot of gruel.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price:* 30,000 gp; *Weight:* 10 lb.

Mortar of Levitation

This massive mortar can contain a being of up to Large size within it. It is able to levitate through the air as if affected by a *levitate* spell with unlimited duration. The mortar can carry 600 pounds. By pushing off the ground, the user can effectively propel herself along at a speed of 90 feet.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *levitate*; *Market Price:* 12,000 gp; *Weight:* 200 lb.

Pennies of Wishing

Each of these pennies, three in total, bestows one *wish* upon its user. It bursts into flame upon granting the wish and burns for 1d4+1 rounds.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, *wish* or *miracle*; *Market Price:* 11,745 gp + 15,918 XP; *Weight:* -.

Pin of Sleep

Upon sticking this pin into clothing, it causes the target to immediately fall into slumber as per the *imprisonment* spell. It is revoked upon removal.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *wish* or *miracle*; *Market Price:* 306,000 gp; *Weight:* -.

Potion of Death

This potion acts as a *regenerate* spell on whomever it is sprinkled upon. The target need not be alive to regenerate the disparate parts.

Caster Level: 13th; *Prerequisites:* Brew Potion, *regenerate*; *Market Price:* 4,550 gp.

Magic Items

Potion of Life

This potion acts as a *raise dead* spell on whomever it is sprinkled upon. It requires the body of the creature to be whole or it will not work.

Caster Level: 9th; *Prerequisites:* Brew Potion, *raise dead*; *Market Price:* 2,250 gp.

Potion of Strength

Drinking this potion bestows the effects of *bull's strength* spell on the drinker. This potion type can be quaffed repeatedly for a cumulative effect – there is no limit to the amount of strength gained.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *bull's strength*; *Market Price:* 600 gp.

Potion of Transformation

Drinking this potion bestows the effects of an *animal shapes* spell upon the drinker, who is randomly transformed into a (1d6-1) 1) cow, 2) horse, 3) sheep, 4) pig or 5) goat.

Caster Level: 13th; *Prerequisites:* Brew Potion, *animal shapes*; *Market Price:* 4,550 gp.

Potion of Weakness

Drinking this potion bestows the effects of a *ray of enfeeblement* spell on the drinker. This potion type can be quaffed repeatedly for a cumulative effect until the drinker is so weak that she cannot lift the potion to her lips.

Caster Level: 1st; *Prerequisites:* Brew Potion, *ray of enfeeblement*; *Market Price:* 50 gp.

Purse of Plenty

This purse, when shook, deposits as much gold as required for the user's needs as per the *major creation* spell. The gold pieces eventually disappear when the spell's duration ends.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *major creation*; *Market Price:* 90,000 gp; *Weight:* 1/2 lb.

Ring of Twelve Screws

This ring acts as a *ring of djinni calling* except that it summons one thousand men for each screw that is unscrewed from the ring. These men, collectively, constitute the powers of one noble djinni.

Caster Level: 17th; *Prerequisites:* Forge Ring, *gate*; *Market Price:* 125,000 gp.

Sack of Kindness

This sack contains two servants who hop out upon command and will immediately create a dinner spread as per the *heroes' feast* spell. They disappear immediately afterwards.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *heroes' feast*; *Market Price:* 118,800 gp; *Weight:* ½ lb.

Sack of Punishing

This sack contains two djinni who will hop out of the bag upon command and begin attacking the nearest evil-aligned person with clubs.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *summon monster VII*; *Market Price:* 163,800 gp; *Weight:* ½ lb.

Seeds of Tree Growth

These seeds cause a tree to instantly spring up wherever they are planted. On the tree are precious fruits and songbirds. The fruit can be eaten and 2d4 will provide the effects of a *goodberry* spell.

Caster Level: 5th; *Prerequisites:* Brew Potion, *plant growth*, *goodberry*, *summon nature's ally I*, creator must have 5 ranks in Survival skill; *Market Price:* 750 gp; *Weight:* -.

Self-Playing Gusli

This gusli plays itself. Once per day it can be commanded to cast *O's irresistible dance* upon those listening to it.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *animate object*, *O's irresistible dance*; *Market Price:* 43,200 gp; *Weight:* 3 lb.

Self-Stitching Embroidery Frame

This golden embroidery frame embroiders any cloth placed inside it with a Craft skill of 10 ranks. It can embroider anything its owner desires upon command.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate object*, creator must have 5 ranks of the Craft (embroidery) skill; *Market Price:* 118,800 gp; *Weight:* 5 lb.

Sheepskin of Devil Protection

This +2 *hide armor* is made of sheepskin. It is enchanted to protect against evil outsiders and bestows a *protection from evil* affect at all times on the wearer.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *protection from evil*; *Market Price:* 16,165 gp; *Weight:* 25 lb.

Snuff of Strength

Sniffing this snuff gives the sniffer a momentary boost of adrenaline, increasing his strength as per the *bull's strength* spell.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *bull's strength*; *Market Price:* 750 gp; *Weight:* -.

Spindle of Gold

This spindle turns thread into gold thread as per the *major creation* spell.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *major creation*; *Market Price:* 90,000 gp; *Weight:* 5 lb.

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Tablecloth of Food

This tablecloth creates food once per day as per a *heroes' feast*.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *heroes' feast*; *Market Price:* 23,760 gp; *Weight:* -.

Towel of the Sea

This towel, when thrown to the ground outdoors, creates a great, great sea. It is filled with flora and fauna as appropriate to the climate. It permanently alters the terrain.

Caster Level: 20th; *Weight:* -. Artifact.

Wafer of Sustenance

This wafer can feed up to eight people. Those who eat it are automatically satiated.

Caster Level: 5th; *Prerequisites:* Brew Potion, *create food*; *Market Price:* 27,000 gp; *Weight:* -.

Whip of Spurring

A rider must wield this +1 *whip* and flick it lightly at his mount (which does not harm it). The mount is reinvigorated and as long as the rider uses the whip as a riding crop, the mount is affected as per *horseshoes of speed*.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *haste*; *Market Price:* 4,201 gp; *Weight:* 2 lb.

Whirlwind Slayer Sword

This +1 *myech* specializes in slaying air outsiders. It is intelligent (Int 9, Wis 13, Cha 13) and neutral evil in alignment. Against air outsiders, it acts as a vorpal weapon, and will kill the creature on a successful critical hit. Unlike other magical swords, if a good-aligned character wields a *whirlwind slayer* it will function normally until it beheads an air outsider. Then it will shout, "Strike again, strike again, or it will come to life!" If the wielder doesn't strike at the corpse, it will bring the outsider back to life as per a *true resurrection* spell. It will then immediately bestow a negative energy level while it is held.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *true resurrection*, *keen edge*, *circle of death*, creator must be evil; *Market Price:* 89,815 gp; *Weight:* 4 lb.

Whistle of Dancing

This whistle causes all who hear it, except the whistler, to be affected by an *O's irresistible dance* spell whenever it is blown.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *O's irresistible dance*; *Market Price:* 43,200 gp; *Weight:* -.

Whistle of Djinni Calling

This whistle functions exactly like as a *ring of djinni calling*, only it summons two noble djinnis named Lame and Crooked (who, although appearing lame and crooked, are not impaired in any way).

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *gate*; *Market Price:* 125,000 gp; *Weight:* -.

Ice Age Magic & Psionic Items

Melee Weapon Special Ability: Vril Force

This weapon is enchanted to draw upon the wielder's psionic power point reserve. Only weapons with metal blades can be enchanted in such as fashion. At will, the wielder can discharge a blue bolt of electricity from the blade. The bolt inflicts 1d6 points of damage and leaps 1 foot for each power point spent. Thus, a 10 power point blast inflicts 10d6 points of damage and leaps 10 feet.

Manifester Level: 10th; *Prerequisites:* Craft Psionic Arms and Armor, *Psionic Weapon*, *metaphysical weapon*; *Market Price:* +3 bonus.

Vril Ship

A *vril ship* is boat-shaped flying machine, with a ramming nose, and decked over to protect its passengers at any speed. It moves at 100 mph with a maximum ceiling of 1000 feet. It is made of wood, but appears seamless and perfectly smooth. At night, these ships shine in the dark with their own luminosity. It can carry up to 100 passengers. Jets of vril-force propel this ship. It drains 50 psionic power points a day, divided amongst the psionic passengers on the ship.

Manifester Level: 10th; *Prerequisites:* Craft Universal Item, *fly*; *Market Price:* 36,000 gp.

Orichalcum

Orichalcum is a yellow bronze, an alloy of copper and zinc, resembling gold when new. Mined in the Atlantean mountains, it can be refined as easily as copper, and then worked much like bronze or iron. Orichalcum retains magic more readily than other materials. Spell failure chances for armor and shields made from orichalcum are decreased by 20%. Weapons or armor fashioned from orichalcum are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor. Orichalcum has a hardness of 7 and 12 hit points per inch of thickness.

Item	Market Price Modifier
Medium armor	+2,000 gp
Heavy armor	+4,000 gp
Shield	+500 gp
Other items	+250 gp/lb.

Norse Culture



The Norse peoples are legendary for their plundering raids, but they were also great explorers. Although they are as superstitious as any other people, they are extremely courageous. This unparalleled thirst for exploration and exploitation of other cultures is an ingrained part of their society. Although the Norse are farmers by trade, they are also all capable warriors.

The Norse are well known for their gods. In this setting, the gods are preparing for an eventual Armageddon known as Ragnarok. They are fickle beings that bestow their blessings on only those who live up to their standards.

In a Nordic campaign, adventuring is a way of life. Norsemen travel, explore, and conquer as a way of increasing their own largesse and a means of expanding their territory. They venture into the unknown in all directions, sacking British lands and battling “skraelings” in North America. Beyond the mundane threats are the angry dead, dragons, trolls, and worse.

Using This Setting in Your Campaign

Frost Giants: Giants have always been a part of Norse lore, so this culture fits frost giants quite well. In a historical campaign, they might eventually be beaten back by superior technology. But in a magical campaign, the frost giants’ large size might give them an edge to remain a threat to all civilized cultures for a very long time.

Nilfheim: Nilfheim, a land of ice, might be an afterworld for your campaign’s dead. It is here that Hel has her hall, Eljudner, where she judges those who die of sickness and old age. The other hall in Nilfheim is Nastrand, where rapists, murderers, and oathbreakers are sent for punishment. The hall is built of serpents watted together, and all the heads of the serpents turn into the hall and vomit forth venom that flows in streams, and in these streams wade perjurers and murderers.

Lycanthropes: The Norse strongly believed in the act of transformation from man to beast. All the raiders might be werebears and werewolves who commit terrible raids every season. This puts a new twist on an old culture and also disguises the raiders—if they raid in their hybrid or animal forms, it will make them very difficult to trace to their source.

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Norse Classes

Godi

Godi are pagan priests burdened by the troth, the bond between gods and men. Godi act as the interpreters of the divine, and also as their spokesperson when berserkers, vitki, and voelva aren't speaking for them. Godi are much more preoccupied with everyday activities than with divination or runes. They fill the role of priests in everyday life.

Adventures: Godi are officiants, although even that role is informal. They will often follow a warband, usually barbarians and warriors. Godi do not mesh well with "extremists" like berserkers, voelva, or vitki. In some sense, a godi is more of a general practitioner that is looked down upon for his multiple allegiances.

Characteristics: Godi are wiser than most, due to their knowledge of the traditions and ceremonies of the Nordic people. More than any other class, they embody the spirit of their people. They tend to be charismatic, if only because the Nordic people are a strong-willed folk and unlikely to take orders, even from the divine. The godi does more convincing than commanding.

Alignment: Godi follow their god's edicts. Their alignments range depending on the deities they follow. No single god is worshipped, but they are grouped in threes, by alignments compatible with the godi.

Religion: The godi act as warpriests in times of war. They are not expert combatants like the berserkers and do not have the healing power of the leech, but their spiritual might can be a terrifying thing to witness.

Background: Godi are initiated into the rich mythology of Nordic lore at a young age. Over time, godi might travel to another plane of existence or be blessed by a god's presence.

Races: Humans make excellent godi, if only because they benefit most from pagan wisdom. Most of the other races are disinterested or more in tune with the gods already.

Other Classes: A godi's divine insight gives them an edge that other classes quickly come to appreciate. Godi work well with rangers, warriors, and fighters; they understand them. Druids are likely to be seen as foreigners with common roots. Despite their wisdom, two classes insight them to violence: clerics and paladins. Both classes, with their religious overtones, threaten godi authority.

Game Rule Information

Godi have the following game statistics.

Abilities: Wisdom determines how powerful a spell a godi can cast, how many spells the godi can cast per day, and how hard those spells are to resist. To cast a spell, a godi must have a Wisdom score of 10 + the spell's level. A godi gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a godi's spell is 10 + the spell's level + the godi's Wisdom modi-

fier. A high Charisma is critical in a godi's use of skills to influence the brawny warriors and raiders.

Alignment: Any. A godi's alignment must have match one element of the three gods he worships.

Hit Die: d8.

Class Skills

The godi's class skills (and the key ability for each skill) are Animal Empathy (Cha), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perform (sing) (Cha), Ride (Dex), Spellcraft (Int), Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) * 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Godi.

Armor and Weapon Proficiency: Godi are proficient with the following weapons: club, dagger, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Deity, Domains, and Domain Spells: A godi chooses three deities to venerate along the lawful/neutral/chaotic or good/neutral/evil axis. His alignment must be within one step of the three gods he chooses. He picks one domain from each god's domains. Each domain gives the godi access to a domain spell at each spell level, from 1st on up, as well as a granted power. The godi gets the granted powers of all the domains selected. With access to three domain spells at a given spell level, a godi prepares one or the other each day. See the Pantheon section for more information.

Evil and Good Spells: A godi can't cast spells of an alignment opposed to his own.

Aura of Courage: Beginning at 2nd level, a godi is immune to fear (magical or otherwise). Allies within 10 feet of the godi gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Spells: A godi casts divine spells according to table 10.1. A godi may prepare and cast any spell of the godi spell list, provided he can cast spells of that level. Godi do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they pray for their spells, receiving them from their gods. In addition to his standard spells, a godi gets one domain spell of each spell level, starting at 1st. When a godi prepares a domain spell, it must come from one of his three domains.

0th Level: *create water, detect magic, detect poison, guidance, light, mending, purify food and drink, resistance, virtue*

1st Level: *bane, bless, bless water, bless weapon, cause fear, deathwatch, detect undead, divine favor, doom, endure elements, entropic shield, magic stone, magic weapon, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith*

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2nd Level: *aid, bear's endurance, bull's strength, calm emotions, consecrate, darkness, desecrate, enthrall, gentle repose, hold person, make whole, resist energy, shield other, spiritual weapon, status, undetectable alignment, zone of truth*

3rd Level: *call lightning, daylight, dispel magic, magic circle against chaos/evil/good/law, magic vestment, prayer, searing light, wind wall*

4th Level: *air walk, control water, death ward, discern lies, dismissal, divine power, dispel evil, freedom of movement, holy sword, magic weapon, greater, planar ally, lesser, spell immunity, tongues*

5th Level: *atonement, break enchantment, command, greater, commune, control winds, dispel chaos/evil/good/law, hallow, mark of justice, righteous might, spell resistance, unhallow, wall of stone, war fetter**

6th Level: *banishment, bear's endurance, mass, bull's strength, mass, find the path, forbiddance, geas/quest, planar ally, wind walk, word of recall*

7th Level: *blasphemy, control weather, dictum, holy word, refuge, repulsion, word of chaos*

8th Level: *cloak of chaos, holy aura, planar ally, greater, shield of law, unholy aura*

9th Level: *gate, miracle, soul bind, storm of vengeance*

Random Starting Gold

Amount (gp): 5d4 * 10

Vitki

Vitki are the most common Norse spellcaster. Vitki practice Gal-dar (singing) and also direct energy through runes. Vitki typically use their runes to increase their own knowledge and to protect warriors in battle. There are numerous runes, each with its own good and bad (maat and maug) characteristics.

Adventures: Vitki adventure in their quest for more knowledge. Runes are not easy to come by. Their knowledge is buried deep in the most hidden places of the world—at the bottom of oceans, beneath the roots of huge trees, in the heart of ancient caverns, and at the peak of the highest mountains. Finding these runes are adventures unto themselves. Vitki can also learn runes from other ancient beings with ties to the land, sometimes in other elemental planes.

Characteristics: Vitki are wise, usually eccentric and not a few are half-mad. Their knowledge is something to be respected and sometimes feared. They tend to have high Wisdom as a result of this mystical knowledge. Vitki sheds their blood in their more permanent runes, so they also need a high Constitution.

Alignment: Vitki generally have elements of chaos and neutrality in their alignment. Laws do not come naturally to them. They are prone to fits of passion, as the runes themselves tap into the elemental nature of their very being. Some are good, some are evil, but most follow the laws of the runes themselves.

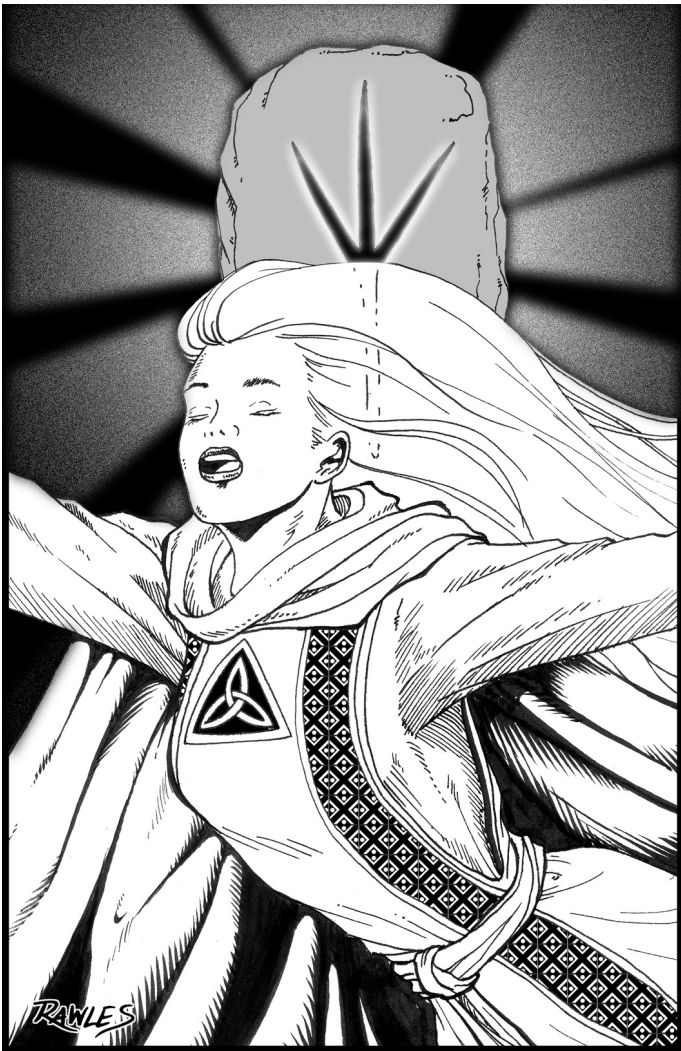
Religion: Odin, who fasted upside-down on the world tree Yggdrasil for nine nights, a spear in his side, is the only deity the Vitki worship. They respect the other gods but their loyalty is to Odin and Odin alone. It is he who gave them the secrets of the runes and it is he who rules the Norse pantheon.

Background: Vitki come about their runic knowledge by mimicking Odin's trial. They incorporate various elements of Odin's struggle, either by fasting, suffering a spear wound, or hanging

Table 10.1 Godi

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day											
						0	1	2	3	4	5	6	7	8	9		
1	+0	+0	+0	+2	Spells	3	1+1	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Aura of courage	4	2+1	—	—	—	—	—	—	—	—	—	—
3	+2	+1	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—	—	—
4	+3	+1	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—	—	—
5	+3	+1	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—	—	—
6	+4	+2	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—	—	—
7	+5	+2	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
8	+6/+1	+2	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
9	+6/+1	+3	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
10	+7/+2	+3	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
11	+8/+3	+3	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
12	+9/+4	+4	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
13	+9/+4	+4	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
14	+10/+5	+4	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
15	+11/+6/+1	+5	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
16	+12/+7/+2	+5	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
17	+12/+7/+2	+5	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
18	+13/+8/+3	+6	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	1+1	—
19	+14/+9/+4	+6	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	1+1
20	+15/+10/+5	+6	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	3+1	3+1	2+1

Frost and Fur



upside-down. Without some supernatural help, any of these tests will likely prove fatal—sticking a spear in one's side without healing for nine days is certain to end in painful death. Likewise, hanging upside-down for that duration can cause an aneurysm in the brain. Fasting for nine days is difficult but not impossible. Whichever method the vitki chooses, if he survives he emerges a changed man. The runes are everywhere, and he can read them in the very fabric of reality.

Races: Human, trollwise, and dverge. The other races are not suited for such worship and do not revere Odin in that fashion.

Other Classes: The vitki respects those who respect nature. Rangers and druids are both seen as those who have shared insight. The vitki believes Odin blesses barbarians in their rage; for this power alone the vitki admires the barbarian. Fighters, monks, and warriors are equally respected for their battle prowess. Bards are also admirable companions, as they sing magic into being just as the vitki does. All other casters are treated with grave suspicion, including clerics, adepts, wizards, and sorcerers.

Game Rule Information

Vitki have the following game statistics.

Abilities: Wisdom determines how powerful a rune a vitki can cast, how many runes the vitki can cast per day, and how hard those runes are to resist. To cast a rune, a vitki must have a Wisdom score of 10 + the rune's level. A vitki gets bonus runes based on Wisdom. The Difficulty Class of a saving throw against a vitki's rune is 10 + the rune's level + the vitki's Wisdom modifier.

Alignment: Neutral, neutral good, neutral evil, chaotic neutral, lawful neutral.

Hit Die: d8.

Class Skills

The vitki's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Swim (Str), and Survival (Wis).

Skill Points at First Level: (4 + Int modifier)*4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Vitki.

Armor and Weapon Proficiency: Vitki are proficient with all simple and martial weapons, light armor, medium armor, and shields.

Wild Empathy (Ex): A vitki can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The vitki rolls 1d20 and adds her vitki level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the vitki and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A vitki can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Runecasting: The vitki casts divine spells as runes from the below list. The vitki may prepare and cast any rune on that list provided he can cast runes of that level. He prepares and casts runes the way a cleric prepares and casts spells (though he cannot lose a prepared rune to cast a *cure* rune in its place). To prepare or cast a rune, a vitki must have a Charisma score of at least 10 + the rune's level. The Difficulty Class for a saving throw against a vitki's rune is 10 + the rune's level + the vitki's Charisma modifier. Bonus runes for vitki are based on Charisma.

0-Level Vitki Runes (Orisons): *ken-maat, olrun, thorn-maat, thorn-maug, tiw-maug*

1st-Level Vitki Runes: *behagarun, is-maat, rad-maat, rad-maug, tiw-maat, ur-maug*

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Table 10.2 Vitki

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Runes Known										
						0	1	2	3	4	5	6	7	8	9	
1	+0	+0	+0	+2	Runecasting	3	2	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	3	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		5	3	1	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4		5	4	2	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5		5	4	2	1	—	—	—	—	—	—	—
7	+3	+2	+2	+5		5	5	3	2	—	—	—	—	—	—	—
8	+4	+2	+2	+6		5	5	3	2	1	—	—	—	—	—	—
9	+4	+3	+3	+6		5	5	4	3	2	—	—	—	—	—	—
10	+5	+3	+3	+7		5	5	4	3	2	1	—	—	—	—	—
11	+5	+3	+3	+7		5	5	5	4	3	2	—	—	—	—	—
12	+6/+1	+4	+4	+8		5	5	5	4	3	2	1	—	—	—	—
13	+6/+1	+4	+4	+8		5	5	5	5	4	3	2	—	—	—	—
14	+7/+2	+4	+4	+9		5	5	5	5	4	3	2	1	—	—	—
15	+7/+2	+5	+5	+9		5	5	5	5	5	4	3	2	—	—	—
16	+8/+3	+5	+5	+10		5	5	5	5	5	4	3	2	1	—	—
17	+8/+3	+5	+5	+10		5	5	5	4	5	4	3	3	2	—	—
18	+9/+4	+6	+6	+11		5	5	5	4	5	4	3	3	2	1	—
19	+9/+4	+6	+6	+11		5	5	5	4	4	4	3	3	3	2	—
20	+10/+5	+6	+6	+12		5	5	5	4	4	4	3	3	3	3	—

2nd-Level Vitki Runes: *eoh-maug, ing-maat, ing-maug, lagu-maat, lagu-maug, man-maat, man-maug, nyd-maat, nyd-maug, odjurun, sigil-maat, skrikarun, ur-maat*

3rd-Level Vitki Runes: *beorc-maat, daeg-maat, dovrun, eh-maat, eh-maug, eoh-maat, eolh-maat, eolh-maug, hegal-maug, hjalprun, peord-maug, runsjukdom, vattenrun*

4th-Level Vitki Runes: *ken-maug, nithrun, wyn-maat, wyn-maug*

5th-Level Vitki Runes: *ethel-maat, ethel-maug, feoh-maat, feoh-maug, ger-maat, ger-maug*

6th-Level Vitki Runes: *is-maug, peord-maat, os-maug*

7th-Level Vitki Runes: *daeg-maug, hegal-maat, varaktighet*

8th-Level Vitki Runes: *beorc-maug, bytarun, sigil-maug*

9th-Level Vitki Runes: *gyfu-maat, gyfu-maug, os-maat*

Voelva

Voelva are worshippers of Freyja and are almost always female. She teaches them the powers of the trance and of magic, powers that more traditional spellcasters will recognize. Voelva can send their souls out in animal form to visit faraway places, travel the planes, and view the past or future. They can animate corpses or lay curses. Voelva can work on the spirits of the wild animals and are responsible for the good luck in the hunt, ensure the fertility of the earth. In trance, they contact ancestors, can “be ridden” by them. They know how to cure diseases on a spiritual, psychological and material level. They contain great knowledge about plants and their medical and spiritual effect.

Adventures: Voelva are sought for their wisdom. Their trances give them insights beyond mortal ken. While in a trance, their spells can change the tide of battle, albeit indirectly.

Characteristics: The majority of voelva are females, although a few male practitioners occasionally crop up. It is, however, con-

sidered unmanly by Nordic peoples to practice this art. Typical voelva dress includes a blue coat decorated with precious stones up to the seam. Voelva wear necklaces of glass beads and caps made from black lambskin, lined with white cat skin inside. They wear shoes made from calfskin with long belts, which have large tin buttons at the end. They wear also gloves made from catskin, with white inside.

Alignment: The alignment of voelva matches that of their goddess. They are primarily neutral in alignment, serving their quest for knowledge exclusively.

Religion: Voelva worship Freyja and Freyja alone. They are, in a sense, specialty priests. They specialize in knowledge, serving their own ends.

Background: Becoming a voelva typically involves a vision quest of some sort, voluntary or involuntary. Prospective voelva often experience visions and apparitions upon reaching maturity. A few voelva do not reach their full potential and go mad instead, convinced they are cursed or diseased. Those who survive and find a mistress to teach them become voelva.

Races: Human, trollwise, and alfar. The other races are not suited for such worship and do not revere Freyja in that fashion.

Other Classes: The voelva respects those who respect nature. Druids, barbarians, and rangers will find a capable and willing ally. Those who worship only one god are difficult for the voelva to understand—clerics and paladins are likely to be considered very foreign. Bards are greatly revered for their ability to tell stories, which voelva weave into their own magic. Sorcerers are considered archrivals, while wizards are regarded with deep suspicion. Wizards who draw their magic from other sources are traditionally evil beings and the voelva will have some tense moments until she can be sure the wizard isn’t dangerous. Monks can be appreciated by voelva, as many of the spiritual purification elements a monk attempts to achieve are also tests

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for voelva. Fighters and rogues are just another group the voelva serves.

Game Rule Information

Voelva have the following game statistics.

Abilities: Wisdom determines how powerful a spell a voelva can cast, how many spells the voelva can cast per day, and how hard those spells are to resist. To cast a spell, a voelva must have a Charisma score of 10 + the spell's level. A voelva gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a voelva's spell is 10 + the spell's level + the voelva's Charisma modifier.

Alignment: Neutral, neutral good, neutral evil, chaotic neutral, lawful neutral.

Hit Die: d8.

Class Skills

The voelva's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at First Level: (4 + Int modifier)*4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Voelva.

Armor and Weapon Proficiency: Voelva are proficient with the following weapons: club, dagger, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Trance: To cast spells, the voelva normally enters a trance. The trance involves withdrawing to a secluded location and covering herself with a hood, cloak, hide, or blanket. After yawning widely, the voelva enters a meditative state, while her body appears asleep or even dead. If she is disturbed during her trance, she awakens, and any spell she is casting ends. During the trance the voelva is unaware of her surroundings or the activities around her. She is defenseless, both physically and mentally while in the trance. All spells have an additional casting time of 1 round per level of the spell as a result of this trance (0-level spells do not require a trance). If the voelva does not enter the trance to cast her spells, she must make a Spellcraft check (DC 20 + spell level) or the spell fails.

Nature Sense: A voelva gains a +2 bonus on Knowledge (nature) and Survival checks.

Fetch: A 1st-level voelva may begin play with a fetch, an animal companion that represents the voelva's personality. In all respects this fetch is treated as a druid's animal and advances in power just like a druid's animal.

Resist Nature's Lure: Starting at 4th level, a voelva gains a +4 bonus to saving throws against the spell-like abilities of feys.



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Table 10.3 Voelva

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Trance, spells	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Fetch	4	2	1	—	—	—	—	—	—	—
4	+3	+4	+1	+4		5	3	2	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Nature sense	5	3	2	1	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3	3	2	—	—	—	—	—	—
7	+5	+5	+2	+5	Resist nature's lore	6	4	3	2	1	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4	3	3	2	—	—	—	—	—
9	+6/+1	+6	+3	+6	Gand-reith (1/day)	6	4	4	3	2	1	—	—	—	—
10	+7/+2	+7	+3	+7		6	4	4	3	3	2	—	—	—	—
11	+8/+3	+7	+3	+7	Gand-reith (2/day)	6	5	4	4	3	2	1	—	—	—
12	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	—	—	—
13	+9/+4	+8	+4	+8	Gand-reith (3/day)	6	5	5	4	4	3	2	1	—	—
14	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	—	—
15	+11/+6/+1	+9	+5	+9	Gand-reith (4/day)	6	5	5	5	4	4	3	2	1	—
16	+12/+7/+2	+10	+5	+10		6	5	5	5	4	4	3	3	2	—
17	+12/+7/+2	+10	+5	+10	Gand-reith (5/day)	6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11		6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12	Gand-reith (6/day)	6	5	5	5	5	5	4	4	4	4

Gand-reith: At 5th level, a voelva gains the spell-like ability to *polymorph* into a walrus, whale, seal, cat, boar, or falcon and back again once per day. Unlike the standard use of the spell, however, the voelva may only adopt one form. As stated in the spell description, the voelva regains hit points as if she has rested for a day. The voelva does not risk the standard penalty for being disoriented while in the wild shape. The voelva can use this ability more times per day as noted.

Wild Empathy (Ex): A voelva can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The voelva rolls 1d20 and adds her voelva level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the voelva and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A voelva can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Spells: The voelva casts divine spells from the below spell list. The voelva may prepare and cast any spell on the below list provided he can cast spells of that level. She prepares and casts spells the way a cleric does (though he cannot lose a prepared spell to cast a *cure* spell in its place). To prepare or cast a spell, a voelva must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a voelva's spell is 10 + the spell's level + the voelva's Charisma modifier. Bonus spells for voelvas are based on Charisma.

0-Level Voelva Spells (Orisons): *create water, detect magic, detect poison, flare, guidance, know direction, light, mending, purify food and drink, read magic, resistance, virtue*

1st-Level Voelva Spells: *calm animals, cause fear, charm person, detect animals or plants, detect snares and pits, endure elements, faerie fire, hypnotism, magic fang, obscuring mist, pass without trace, shillelagh, speak with animals,*

2nd-Level Voelva Spells: *animal messenger, animal trance, augury, chill metal, flaming sphere, fog cloud, heat metal, hold animal, invisibility, produce flame, resist energy, soften earth and stone, summon swarm*

3rd-Level Voelva Spells: *animate dead, call lightning, contagion, dominate animal, magic fang, greater meld into stone, poison, protection from energy, quench, remove disease, sleet storm, speak with dead, stone shape, water breathing*

4th-Level Voelva Spells: *blunting glance*, dispel magic, divination, freedom of movement, giant vermin, ice storm, legend lore, repel vermin, scrying, sending, spike stones*

5th-Level Voelva Spells: *animal growth, atonement, commune with nature, control winds, death ward, dream, hallow, insect plague, mara ride*, mind fog, transmute mud to rock, transmute rock to mud, unhallow, wall of fire*

6th-Level Voelva Spells: *antilife shell, dispel magic, greater, find the path, fire seeds, spellstaff, stone tell, wall of stone*

7th-Level Voelva Spells: *control weather, creeping doom, fire storm, harm, scrying, greater, seithnhverfing*, sunbeam, true seeing, vision, wind walk*

8th-Level Voelva Spells: *alfar tune*, animal shapes, discern location, earthquake, repel metal or stone, reverse gravity, sunburst, whirlwind, word of recall*

9th-Level Voelva Spells: *antipathy, astral projection, elemental swarm, foresight, shapechange, sympathy*

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Prestige Classes

Artificer



Dwarves are legendary amongst the Norse for their ability to craft artifices of exceptional beauty and great power. Those dwarves who specialize in this creation become artificers.

Hit Die: d4

Requirements

To qualify to become an artificer, a character must fulfill all the following criteria:

Race: Dwarf.

Craft Skill: 10+ ranks.

Feats: 4 item creation feats.

Arcane Spellcaster: Must be able to cast seven Enchantment spells, at least one of which must be 3rd level.

Class Skills

The artificer's class skills (and the key abilities for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the artificer.

Weapon and Armor Proficiencies: The artificer is proficient in all simple weapons. The artificer gains no other weapon, armor or shield proficiencies.

Spells per day: At every second level gained in the artificer class, the character gains a new spell per day as if she had gained another level in her original spellcasting class. She only receives the increased spellcasting benefit of the extra level. The spells can only be spells that are of the Enchantment school of magic.

Add Curse (Sp): Dwarves may add a minor curse to any magic item they create at no cost, as the *bestow curse* spell. The curse is activated only if the artificer is not paid his price in full for the item's creation. Once activated, the curse must be removed by spells that would normally remove the *bestow curse* spell. At 7th and 10th levels the curse becomes moderate and major respectively. Moderate curses use the *geas*, *lesser* spell and major curses use the *geas/quest* spell.

Craft Bonus (Ex): The artificer may add half his artificer level (rounding down) to all Craft skills.

Transfer (Ex): The artificer can share the experience cost of creating a magic item with another person, typically the person who commissioned the item's creation. The artificer determines how much, up to half the experience cost. The experience cost must be a mutual decision and cannot be magically or mundanely enforced.

Reforge (Ex): With a successful Craft check (DC 25), the artificer can alter magic items without disrupting the enchantment. Major alterations, such as changing the slot an item takes on a person (boots to belt) is DC 30.

Enhance (Ex): The artificer can add additional abilities to a magic item for only a 10% increase in the items cost rather than the usual double cost.

Efficient Enchantment (Ex): Spells count as one level lower (to 0 level) for the artificer when determining costs for enchanting an item.

Table 10.4 Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Arcane understanding	+1 level of existing class
2	+1	+0	+0	+3	Bonus item creation feat, craft bonus	
3	+1	+1	+1	+3	Transfer	+1 level of existing class
4	+2	+1	+1	+4	Add minor curse	
5	+2	+1	+1	+4	Bonus item creation feat	+1 level of existing class
6	+3	+2	+2	+5	Reforge	
7	+3	+2	+2	+5	Add moderate curse	+1 level of existing class
8	+4	+2	+2	+6	Enhance	
9	+4	+3	+3	+6	Efficient enhancement	+1 level of existing class
10	+5	+3	+3	+7	Add major curse	

Norse Culture

Berserker



Norse legends of the berserk warrior are numerous. Fighting like crazed bears, berserkers are foul-mouthed, ferocious, insane warriors who can throw themselves into screaming fits at will. Once they go berserk, berserkers have difficulty stopping. They are terrifying enemies and dangerous allies.

Hit Die: d12

Requirements

To qualify to become a berserker, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Alignment: Non-lawful.

Class Skills

The berserker's class skills (and the key abilities for each skill) are Intimidate (Cha), Jump (Str), Ride (Dex), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the berserker.

Weapon and Armor Proficiencies: The berserker is proficient in all simple and martial weapons, light and medium armor, and shields.

Fear (Su): The tales told of berserkers in battle are terrifying. The awe such warriors inspire is no small thing. Berserkers can inspire fear in opponents as though opponents were under a spell by the same name, as cast by a sorcerer equal to the character's berserker level.

Rage (Ex): Berserkers can rage as a barbarian. Characters who already have the rage ability add their additional rage allotment to the bonuses bestowed by the berserker class.

Throwing Spear Feat: Berserkers gain the Throwing Spear feat for free.

Ignore Wounds (Sp): The berserker can shake off damage and ignore pain to a higher degree than ever before. As a full action, the berserker can make a Will save to ignore a blow (DC10+ damage inflicted). If successful, the damage is not inflicted.

Berserk (Ex): Berserkers lose their mind altogether, consumed with blood lust. The berserker automatically succeeds on all Will saving throws except for the Ignore Wounds ability. Berserk lasts for a number of rounds equal to five times the character's Wisdom bonus. While berserk, the berserker must attack something every round, living or inanimate. Moving things are targeted first—the PC cannot designate the berserker to attack a tree when a party member is nearby. After the berserk ends, the berserker is Fatigued for a number of rounds equal to 10 minus his Constitution bonus.

Battle Fury: Upon reaching 0 hit points, the berserker can continue to fight. Until he reaches -10 hit points, the berserker can make a Will save at a penalty equal to his current negative hit points to keep fighting. He does not have to make another Will save until he receives more damage.

Table 10.5 Berserker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Fear (1/day), rage (1/day)
2	+2	+2	+1	+2	Throwing Spear feat
3	+3	+2	+1	+2	Fear (2/day)
4	+4	+3	+2	+3	Ignore wounds (1/day)
5	+5	+3	+2	+3	Rage (2/day)
6	+6/+1	+4	+3	+4	Fear (3/day)
7	+7/+2	+4	+3	+4	Berserk
8	+8/+3	+5	+4	+5	Rage (3/day)
9	+9/+4	+5	+4	+5	Ignore wounds (2/day)
10	+10/+5	+6	+5	+6	Battle fury

Glimumann

Glima is a martial art form practiced by the Norse. It is a wrestling style of combat that specializes in getting up close with an opponent and attempting to hurl them. Glimumann are specialists in grabbing opponents by their sword belts and smashing them to the ground. Most deadly and effective, however, is the follow up smash to the head with a stone.

Hit Die: d10

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glimumann loses his AC bonus for class and level and favorable multiple unarmed attacks per round.

Feats: The glimumann receives the following feats for free as he progresses in levels: Blind-Fight, Glimustaoa, Hip Throw, Improved Balance, Improved Bull Rush, Improved Trip, Improved Unarmed Strike, Knee Trip, Stigandi.

Smashing Stone: When a glimumann wrestles, he wrestles to the death. Two wrestlers typically drag a large, waist-high, tapered slab of rock to a wrestling field. This stone is used to bludgeon an opponent to death. If no stone is available, a glimumann can use any two-handed bludgeon weapon. He can deliver a coup de grace to a prone (rather than helpless) opponent.

Stavmester

Stav is a martial art form practiced by the Norse. It relies more on weapons than unarmed conflict and progresses in power through five levels of expertise, including trel, karl, herse, jarl and konge. Each level has its own signature weapon and technique. A true stavmester has mastered all those weapons along with unarmed combat.

Hit Die: d10

Requirements

To qualify to become a stavmester, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Dexterity: 13+

Class Skills

The stavmester's class skills (and the key abilities for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the stavmester.

Weapon and Armor Proficiencies: The stavmester is proficient with the club, quarterstaff, shortspear, longsword, hand axe, and battleaxe. Stavmasters are not proficient in any armor or shields.

Trel: In stav, the trel represents the lowest social class. Although it is in the initiate's level, it is also the most difficult to learn. The

Requirements

To qualify to become a glimumann, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Strength: 13+

Class Skills

The glimumann's class skills (and the key abilities for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the glimumann.

Weapon and Armor Proficiencies: The glimumann is not proficient in any weapons, armor or shields. When wearing armor, a

Table 10.6 Glimumann

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Attack Bonus	Unarmed Damage	AC Bonus
1	+1	+1	+1	+0	Improved unarmed strike feat	+6	1d6	+0
2	+2	+2	+2	+1	Stigandi feat	+1	1d6	+0
3	+3	+2	+2	+1	Glimustaoa feat	+2	1d8	+0
4	+4	+3	+3	+2	Knee Trip feat	+3	1d8	+0
5	+5	+3	+3	+2	Improved Balance feat	+3	1d8	+1
6	+6/+1	+4	+4	+3	Improved trip feat	+4/+1	1d8	+1
7	+7/+2	+4	+4	+3	Improved bull rush feat	+5/+2	1d8	+1
8	+8/+3	+5	+5	+4	Blind-fight feat	+6/+3	1d10	+1
9	+9/+4	+5	+5	+4	Hip Throw feat	+6/+3	1d10	+1
10	+10/+5	+6	+6	+5	Smashing stone	+7/+4/+1	1d10	+2

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humble weapon of a trel is the club, which offers no sharp edges to intimidate an opponent. As a result, the cudgel strikes only when it can have the most effect. The mindset of the trel is survival—he avoids conflict, but will fight to defend himself. At 1st-level, the stavmester gets the Weapon Finesse (club) feat for free.

Karl: The karl is a member of the Nordic middle-class, including farmers and traders. The karl's weapon of choice is the axe, a tool of great utility to the Norse for outdoor crafts and personal defense. The karl fights to protect his home and family; he draws a line and refuses to retreat from it. At 3rd-level, the stavmester gets the Weapon Focus (hand axe) feat for free.

Herse: The herse, or huscarl, is a warrior. He maintains order by putting himself in the way of danger to defend others. His

Table 10.7 Stavmester

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1	+1	+1	+1	+0	Weapon Finesse (club) feat	+0
2	+2	+2	+2	+1	Trel feat	+0
3	+3	+2	+2	+1	Weapon Focus (hand axe) feat	+0
4	+4	+3	+3	+2	Karl feat	+0
5	+5	+3	+3	+2	Weapon Focus (longsword) feat	+1
6	+6/+1	+4	+4	+3	Herse feat	+1
7	+7/+2	+4	+4	+3	Weapon Focus (shortspear) feat	+1
8	+8/+3	+5	+5	+4	Jarl feat	+1
9	+9/+4	+5	+5	+4	Improved Unarmed Combat feat	+1
10	+10/+5	+6	+6	+5	Konge feat	+2

weapon of choice is the longsword. At 5th-level, the stavmester gets the Weapon Focus (longsword) feat for free.

Jarl: Jarls are the landowners and nobility of Nordic culture. He maintains order by putting himself in the way of danger to defend others. His weapon of choice is the longsword. At 7th-level, the stavmester gets the Weapon Focus (shortspear) feat for free.

Konge: The konge is the king. It is a title that indicates the stavmester has mastered the entire martial art spectrum. It is at this level that the konge learns to fight without any weapons at all. At 9th-level the stavmester gets the Improved Unarmed Combat feat for free.

Jomsviking

The jomsvikings are a legendary elite warrior society that typifies the image of a Viking. They sold their services to the highest bidder, true mercenaries of their time. Jomsvikings were renown for their bravery.

Hit Die: d10

Requirements

To qualify to become a jomsviking, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Age: Must be over 18 and under 50 years of age.

Gender: Must be male.

Alignment: Must be lawful.

Class Skills

The jomsviking's class skills (and the key abilities for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (history), Knowledge (religion) (int), Listen (Wis), Perform (Cha), Profession (mercenary) (Wis), Ride (Dex), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the jomsviking.

Weapon and Armor Proficiencies: The jomsviking is proficient with all weapons, light and medium armor, and shields.

Aura of Courage: Beginning at 1st level, a jomsviking is immune to fear (magical or otherwise). Allies within 10 feet of the jomsviking gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Code: Jomsvikings have a very strict code. They must avenge all other jomsvikings like brothers, must never act in fear, must bring all loot to their commander to be later divided, must not allow a woman to enter camp, must not leave camp for more than three nights, and finally cannot fight amongst other jomsvikings. No one can join the society unless spoken for by a current member.

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Feats: The jomsvikings get the following feats for free: Crude-Wrestling, Find Another Foe, Galdralag, Howling Rage, Shield Wall, Strandhugg, Svinfylka, and Weapon-Catching.

Die Honorably: A jomsviking receives his level as a competence bonus to Bluff checks to avoid revealing any information to his captors, regardless of torture or threats.

Table 10.8 Jomsviking

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Aura of courage, code
2	+2	+3	+3	+0	Galdralag feat
3	+3	+3	+3	+1	Strandhugg feat
4	+4	+4	+4	+1	Weapon-Catching feat
5	+5	+4	+4	+1	Crude-Wrestling feat
6	+6/+1	+5	+5	+2	Howling Rage feat
7	+7/+2	+5	+5	+2	Shield Wall feat
8	+8/+3	+6	+6	+2	Die honorably
9	+9/+4	+6	+6	+3	Svinfylka feat
10	+10/+5	+7	+7	+3	Find Another Foe feat

Leech

Leeches specialize in healing through herbalism. Their knowledge is applied through potions and poultices. Most are health-related, but some have a more sinister application. Although the leech is not a spellcaster, he is the only healing available in a Nordic campaign, which makes leeches exceptionally important.

Hit Die: d4.

Requirements

To qualify to become a leech, a character must fulfill all the following criteria:

Heal: 10 ranks.

Brew Potion feat.

Survival: 5 ranks

Profession (herbalist): 5 ranks

Class Skills

The leech's class skills (and the key abilities for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (Nature) (Int), Profession (herbalist) (Wis), Search (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the leech.

Weapon and Armor Proficiencies: The leech is not proficient in any weapons or armor.

Quick Healing: Leeches can apply common herbs to duplicate the effects of a healing spell, even though the herb has not been prepared ahead of time. The leech can perform this ability a number of times each day equal to his total herbs known; in doing so, he can cast any cure spell of the same level or lower (a cure spell is any spell with "cure" in its name). Therefore, a leech of 2nd-level could whip up a *cure light wounds* potion twice per day. Creating such quick healing is challenging and requires a Heal check (DC 20 + cure spell's level).

Nature Sense: A leech gains a +2 bonus on Knowledge (nature) and Survival checks.

Woodland Stride: A leech may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the leech.

Trackless Step: A leech leaves no trail in natural surroundings and cannot be tracked.

Herbcasting: The leech casts arcane spells through herbs from the below list. The leech may prepare and use any herb on the below list provided he can use herbs of that level. To prepare or use an herb, a leech must have a Wisdom score of at least 10 + the herb's level. The Difficulty Class for a saving throw against a leech's herb is 10 + the herb's level + the leech's Wisdom modifier. The leech does not receive bonus herbs due to a high Wisdom.

0-Level Leech Herbs (Spices): barberry, blackthorn, ergot, sphagnum moss, st. john's wort

1st-Level Leech Herbs: adder's tongue, comfrey, juniper berry, marshmallow, oak

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2nd-Level Leech Herbs: aaron's rod, birthwort, henbane, holy thistle, woundwort,

3rd-Level Leech Herbs: castor oil, ginseng, herb true-love, ribwort, yarrow,

4th-Level Leech Herbs: amaranthus, black hellebore, bugle, garlic

5th-Level Leech Herbs: mistletoe

Table 10.9 Leech

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Herbs Known					
						0	1	2	3	4	5
1	+0	+0	+0	+2	Nature sense	3	2	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—
3	+1	+1	+1	+3		4	3	—	—	—	—
4	+2	+1	+1	+4	Woodland stride	5	3	1	—	—	—
5	+2	+1	+1	+4		5	4	2	—	—	—
6	+3	+2	+2	+5		5	4	2	1	—	—
7	+3	+2	+2	+5	Trackless step	5	5	3	2	—	—
8	+4	+2	+2	+6		5	5	3	2	1	—
9	+4	+3	+3	+6		5	5	4	3	2	—
10	+5	+3	+3	+7	Quick Healing	5	5	4	3	2	1

Weapons and Armor

The following weapons are typical of Nordic cultures: Axe, hand; Axe, refthi; Axe, skeggox; Bow, horned; Javelin; Knife, double-scramasax; Knife, scramasax; Spear, heptisax; Spear, krokasjot; Spear, thrusting; Sword, langsax; Sword, long.

The following armors are typical of Nordic cultures: Byrnie; Reindeer Hide.

Monsters

Most noteworthy of the creatures that Norse people face are giants. Giants are everywhere, as common as the Nordic people themselves, but always just beyond the next mountain.

Table 10.10 Monsters

Arctic Fox*	Arctic Whale*
Arctic Wolf*	Arrowhawk
Badger	Bat
Black Bear*	Bulette
Caribou*	Dire Badger
Dire Bat	Dire Bear
Dire Rat	Dire Shark
Dire Weasel	Dire Wolf
Dire Wolverine	Dragon, Linnorm*
Draugr*	Eagle
Elemental, Air	Elemental, Water
Frost Worm	Giant Eagle
Giant Owl	Giant, Cloud
Giant, Fire	Giant, Frost
Giant, Hill	Giant, Stone
Giant, Storm	Goblin
Hawk	Hunting Dog*
Ketta	Killer Whale*
Lycanthrope, Werebear	Lycanthrope, Werewolf
Merfolk	Moose*
Muskox*	Nykur
Nymph	Owl
Polar Bear*	Porpoise
Rat	Raven
Roc	Sea Lion*
Seal*	Shark
Skeleton	Sled Dog*
Sprite, Nixie	Tojanida
Trow	Walrus*
Weasel	Winter Wolf
Wolverine*	Worg

Nordic Spells

The following new spells are common in a Nordic setting: *Blunting Glance*, *Alfar Tune*, *Mara Ride*, *Seithnhverfing*, *Summon Nature's Ally*, *War Fetter*.

Summon Nature's Ally should be modified as below.

Summon Nature's Ally

This spell is modified in what it can summon in the cold regions. Many creatures do not exist in the cold climes or belong to other mythologies. Many non-natural beings are included in the list, as they are believed to lurk in the wilderness and are thus part of nature.

1st Level

Badger
Dire rat
Dog

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Hawk
Viper, Tiny

2nd Level

Eagle
Octopus
Shark, Medium-size
Squid
Viper, Small
Wolf, Arctic

3rd Level

Bear, black
Bison
Boar
Dire badger
Dire bat
Dire weasel
Dragon, Linnorm (wyrmling)
Elemental, Small
Lizard, giant
Morozko
Pinniped, Seal
Shark, Large
Thoqqua
Viper, Medium-size
Wolverine

4th Level

Arrowhawk, Small
Dire wolf
Dragon, Linnorm (very young)
Giant eagle [chaotic good]
Giant owl [neutral good]
Lion
Muskox
Nykur
Tojanida, Small
Viper, Large
Xorn, Small

5th Level

Arrowhawk, Medium-size
Bear, Brown
Dire boar
Dire lion
Dire wolverine
Elemental, Medium-size
Shark, Large
Tojanida, Medium-size
Viper, Huge

6th Level

Dragon, Linnorm (young)
Elemental, Large
Shambling mound
Tendriculos
Trow
Xorn, Medium-size

7th Level

Arrowhawk, Large
Elemental, Huge
Tojanida, Large
Xorn, Large

8th Level

Deer, Moose
Elemental, greater
Squid, giant

9th Level

Dragon, Linnorm (juvenile)
Elemental, elder
Whale, Killer

Runecasting

A rune can be quickly scribed in the air or on some surface. Alternatively, the vitki can carefully inscribe it on a surface. The rune harms those who trigger it.

A quickly scribed rune has a casting time of 1 standard action. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. Casting a rune in this fashion requires a Spellcraft check (DC 20 + spell level). A natural 1 (fumble) causes a backlash of magical energy as the vitki is punished for attempting to manipulate the energies of the universe in such a hasty fashion.

A carefully engraved rune has a casting time of 10 minutes. The rune is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some runes can last indefinitely once triggered. To be effective, a rune must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the rune ineffective. The rune must be activated by “risting” it, which requires some blood from the vitki to cast it. Casting runes in this fashion costs the vitki 1 hit point per spell level. Thus, a 9th-level rune costs the vitki 9 hit points of damage. Failure to pay this cost causes the vitki to make a Spellcraft check (DC 10 + spell level). If the vitki fails the Spellcraft check, the rune does not take effect.

As a default, a rune is triggered whenever a creature does one or more of the following, as the vitki selects: reads, touches, or passes over the rune, looks at the rune, or passes through a portal bearing the rune. In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a rune to render it inoperative triggers it if it reacts to touch. To trigger a rune, a creature must be within 60 feet of the rune.

The vitki can set special triggering conditions of the vitki’s own. These can be as simple or elaborate as the vitki desires. Special conditions for triggering a rune can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class,

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HD, and hit points don't qualify. Once the rune is cast, a rune's triggering conditions cannot be changed.

The caster ignores the effects of his runes and cannot inadvertently trigger them. When scribing a rune quickly, the vitki can instantly attune any number of creatures to the rune, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the vitki is aware of their presence.

When creating a carefully inscribed rune, the vitki can specify a password or phrase that prevents a creature using it from triggering the rune. The vitki also can attune any number of creatures to the rune, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the DM sees fit.

When triggered, a rune affects all creatures within a 60-foot radius except for the vitki and any individuals attuned to it. If a rune has a password, anyone using the password remains immune to that particular rune's effects so long as they remain within 60 feet of the rune. If someone leaves the radius and returns later, he must use the password again. Once triggered, a rune remains active until its duration expires. Creatures who subsequently meet an active rune's triggering conditions suffer its effects.

A successful *dispel magic* removes the effects of a rune from a creature unless the rune's effect is instantaneous or the description specifies another remedy. The rune itself can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a rune. Destruction of the surface where a rune rests destroys the rune but also triggers its effects. *Read magic* allows the vitki to identify a rune with a successful Spellcraft check (DC 19). Identifying the rune does not discharge it and allows the vitki to know the version of the rune.

A rune can be rendered permanent with the *varaktighet* rune, provided it is carefully engraved upon an item. The vitki ignores all spell requirements for crafting the arm or armor and instead uses the prescribed rune in conjunction with the *varaktighet* rune.

A *varaktighet* rune extends a rune's basic duration of 10 minutes per caster level indefinitely. When triggered, a permanent rune usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered. If the rune can affect only a limited number of hit points worth of creatures, the limit applies each 10 minutes.

Runes that affect a person in a beneficial way must be engraved on a focus. The focus is a magic item slot and it must be worn for the rune to take effect. The focus must be worn immediately after casting. If the item is magical, it must make a saving throw with a bonus of 2 + one-half its caster level (rounded down). Failure means the item loses its enchantment. Mundane items do not have to make a save.

Unless otherwise specified, all runes have the following characteristics:

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 standard action or 10 minutes

Range: Touch

Effect: One rune

Duration: 10 minutes/level

Focus: helmet, cloak, amulet, armor, robe, shirt, bracers, gauntlets, ring, belt, boots, shield, door, anything, wood chip, stone chip

Behagarun

Enchantment (Charm) [Mind-Affecting]

Level: Vit 1

Focus: Amulet

Saving Throw: Will negates

Spell Resistance: Yes

The *behagarun* makes a humanoid of Medium-size or smaller regard the vitki as his trusted friend and ally. If the creature is currently being threatened or attacked by the vitki or the vitki's allies, however, he receives a +5 bonus on his saving throw. The spell does not enable the vitki to control the charmed person as if he were an automaton, but he perceives the vitki's words and actions in the most favorable way. The vitki can try to give the subject orders, but the vitki must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do. (Retries not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the vitki or the vitki's apparent allies that threatens the charmed person breaks the spell. Note also that the vitki must speak the person's language to communicate the vitki's commands, or else be good at pantomiming.

Beorc-Maat

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 3

Focus: Belt

Saving Throw: Will negates

Spell Resistance: Yes

The *Beorc* rune represents Spring's awakening. While under the influence of *Beorc*, the target is renewed and refreshed as though Spring itself were alive in the creature's body. It gains a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Beorc-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 8

Focus: Belt

Saving Throw: Fort negates

Spell Resistance: Yes

New growth is not always easy and a creature negatively affected by the *Beorc* rune suffers from the growing pains that

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often accompany such renewal. Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a -4 penalty on attack rolls, skill checks, and ability checks.

Bytarun

Transmutation

Level: Vit 8

Focus: Cloak

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *polymorph*, except the target is polymorphed into an animal of the character's choice; the spell has no effect on unwilling creatures. The target remains in the animal form until the spell expires or the character dismisses the spell for all recipients. In addition, the target may choose to resume her normal form (as a full-round action); doing so ends the spell for her and her alone. The allowed size of the animal form depends on the character's level:

Caster Level	Allowed Sizes
Up to 16th	Small or Medium-size
17th-19th	Tiny through Large
20th	Diminutive through Huge

Creatures polymorphed by this rune don't suffer the disorientation penalty that those transformed by *polymorph* often do.

Daeg-Maat

Evocation

Level: Vit 3

Focus: Anything

Saving Throw: None

Spell Resistance: Yes

The *Daeg* rune represents the light to chase away darkness and fear. The rune projects a blast of light. The vitki must succeed at a ranged touch attack to strike the target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

Daeg-Maug

Evocation

Level: Vit 7

Focus: Anything

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

For the duration of this spell, the vitki can use a standard action to evoke a dazzling beam of intensely hot light each round. The vitki can call forth one beam per three caster levels (maximum

six beams at 18th level). The spell ends when its duration runs out or the vitki's allotment of beams is exhausted.

All creatures in the beam are blinded and take 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the ray are dealt 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures. This rune is necessary to create *weapons of brilliant energy*.

Dovrun

Necromancy [Language-Dependent]

Level: Vit 3

Focus: Grave

Saving Throw: Will negates (see text)

Spell Resistance: No

The vitki carves the name of a specific dead person onto a pole and drives it into the earth over a grave or in front of a corpse. The vitki grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the vitki puts to it. The vitki may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from the vitki's, the corpse gets a Will save to resist the spell as if it were alive.

Eh-Maat

Transmutation

Level: Vit 3

Focus: Boots

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The *Eh* rune represents transportation and speed. The recipient is imbued with the speed of a mighty courser. This extra speed has several effects: on his turn, the subject may take an extra action, either before or after his regular action. He gains a +4 bonus to AC. He loses this bonus whenever he would lose a dodge bonus. He can jump one and a half times as far as normal. This increase counts as an enhancement bonus. *Eh-maat* dispels and counters *slow*. This rune is necessary to create a *weapon of speed*.

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Eh-Maug

Transmutation

Level: Vit 3

Focus: Boots

Saving Throw: Will negates

Spell Resistance: Yes

The target is burdened as though he were a packhorse overloaded with goods. Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a partial action each turn. Additionally, they suffer -2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal. *Eh-maug* counters and dispels *haste* and *eh-maat* but does not otherwise affect magically speeded or slowed creatures.

Eoh-Maat

Transmutation

Level: Vit 3

Focus: Ranged weapons

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The *Eoh* rune represents the yew tree, a durable, elastic wood. *Eoh-maat* conveys the advantages of the yew tree. This rune gives an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5) to up to fifty arrows, bolts, or bullets. The rune is carved into each projectile during the casting. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles lose their transmutation when used. This rune, in conjunction with the *varaktighet* rune, is necessary to create weapons of *distance*.

Eoh-Maug

Transmutation

Level: Vit 2

Focus: Ranged weapons

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

All of the yew tree's qualities are stripped from the individual. The rune grants an enhancement penalty to Dexterity of 1d4+1 points, adding the usual penalties to AC, Reflex saves, and other uses of the Dexterity modifier. This rune, in conjunction with the *varaktighet* rune, is necessary to create armor of *arrow deflection*.

Eolh-Maat

Transmutation

Level: Vit 3

Focus: Shield

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The *Eolh* rune represents defense and protection. This rune gives an enhancement bonus to +1 per three caster levels (maximum

+5) to a shield. The rune is carved into the shield during the casting.

Eolh-Maug

Transmutation

Level: Vit 3

Focus: Shield

Saving Throw: Will negates

Spell Resistance: Yes

This rune gives an enhancement penalty of -1 to the target's AC per three caster levels (maximum -5).

Ethel-Maat

Evocation [Good]

Level: Vit 5

Focus: Door

Saving Throw: None

Spell Resistance: See text

The *Ethel* rune represents the security of one's home. This rune makes a particular site, building, or structure a holy site. This has three major effects. First, the site or structure is guarded by a *magic circle against evil* effect. Second, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead suffer a -4 sacred penalty. Third, any dead body interred in a hallowed site cannot be turned into an undead creature. An area can receive only one *Ethel-maat* at a time.

Ethel-Maug

Evocation [Evil]

Level: Vit 5

Focus: Door

Saving Throw: None

Spell Resistance: See text

This rune makes a particular site, building, or structure an unholy site. This has three major effects. First, the site or structure is guarded by a *magic circle against good* effect. Second, all Charisma checks to turn undead suffer a -4 profane penalty and Charisma checks to command undead gain a +4 profane bonus. An area can receive only one *Ethel-maug* at a time.

Feoh-Maat

Transmutation

Level: Vit 5

Focus: Anything

Saving Throw: None

Spell Resistance: No

The *Feoh* rune represents moveable wealth. The vitki carves the rune upon an object, which is turned into gold for the duration of the spell. Up to 1 cubic foot per level can be so affected.

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Feoh-Maug

Transmutation

Level: Vit 5

Focus: Belt

Saving Throw: Will negates

Spell Resistance: Yes

When this rune is activated, the subject must make a Will save or all gold on his person is destroyed. Up to 1 cubic foot of gold per level can be so affected.

Ger-Maat

Divination

Level: Vit 5

Focus: Helmet

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The *Ger* rune represents the ever turning Wheel of Life. This rune confers on the subject great insight into life and the nature of the universe. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Additionally, the subject can see auras, noting alignments of creatures at a glance. The subject can focus her vision to see into the Ethereal Plane. The range of the vision conferred is 120 feet.

The rune does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. The rune does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Ger-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 5

Focus: Helmet

Saving Throw: Will negates

Spell Resistance: Yes

Ger-maug produces a bank of fog that causes the true nature of things to become clouded in an individual's mind. Creatures in the mind fog suffer a -10 competence penalty to all Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog itself is stationary and lasts for 30 minutes (or until dispersed by wind). The fog is thin and does not significantly hamper vision.

Gyfu-Maat

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 9

Focus: Anything

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

The vitki inscribes the rune on a gift that is given to someone. The person receiving the gift feels elated and pleased to possess the gift. The compulsion to touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the object.

Gyfu-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 9

Focus: Anything

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

The *Gyfu* rune represents gifts of favor and honor. The vitki inscribes the rune on a gift that is given to someone. The person receiving the gift feels an overpowering urge to avoid the affected item. A compulsion forces them to abandon the item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can touch the item, but feels very uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Hegal-Maat

Transmutation

Level: Vit 7

Focus: Helmet

Saving Throw: None

Spell Resistance: No

The *Hegal* rune represents a powerful force of nature. The vitki causes a calm shower that provides light to moderate rainfall in the area in a two-mile-radius circle, center on the rune. This rune is necessary to create armor of *lightning resistance* and weapons of *thundering*.

Hegal-Maug

Evocation [Electricity]

Level: Vit 3

Focus: Helmet

Saving Throw: Reflex half

Spell Resistance: Yes

The vitki summons a lightning storm. Once activated, this rune allows a vitki to call down one bolt every 10 minutes. The vitki need not call a bolt of lightning immediately after other actions, even

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spellcasting, can be performed. However, the vitki must use a standard action (concentrating on the spell) to call each bolt. A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10).

The bolt of lightning flashes down in a vertical stroke at whatever target point the vitki choose, within range (measured from the vitki's position at the time). The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected. This spell can be used only outdoors. It does not function indoors, underground, or underwater. This rune is necessary to create a *shocking burst* weapon.

Hjalprun

Conjuration (Healing)

Level: Vit 3

Focus: Amulet

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This rune cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime

Ing-Maat

Transmutation

Level: Vit 2

Focus: Belt

Saving Throw: None

Spell Resistance: Yes

The *Ing* rune represents the fullness of life and sexuality. Those under its influence seem more virile and appealing. The rune grants the subject an enhancement bonus (1d4+1 points) to Charisma.

Ing-Maug

Transmutation

Level: Vit 2

Focus: Belt

Saving Throw: Will negates

Spell Resistance: Yes

The *maug* version of the *Ing* rune exposes the imperfections in everyone. The rune grants the subject an enhancement penalty (1d4+1 points) to Charisma.

Is-Maat

Abjuration

Level: Vit 1

Focus: Cloak

Saving Throw: None

Spell Resistance: Yes

The *Is* rune represents the many aspects of winter. Those beneficially affected by *Is* have the aspects of the hardest winter crea-

tures. This rune grants a creature limited protection to cold. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from cold, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well. This rune, in conjunction with the *varaktighet* rune, can be used to create armor of *cold resistance* and *frost* weapons.

Is-Maug

Evocation [Cold]

Level: Vit 6

Focus: Cloak

Saving Throw: See text

Spell Resistance: Yes

A ray of cold springs from the vitki's rune to close range (25 feet + 5 feet/2 levels). The vitki must succeed at a ranged touch attack to hit the vitki's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6). This rune, in conjunction with the *varaktighet* rune, can be used to create *icy burst* weapons.

Ken-Maat

Evocation [Light]

Level: Vit 0

Focus: Anything

Saving Throw: None

Spell Resistance: No

The *Ken* rune represents light and fire. This rune causes an object to glow like a torch, shedding light in a 20-foot radius from the point the character touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. The *Ken-maat* rune is necessary on conjunction with the *varaktighet* rune to create armor of *fire resistance* and *flaming* weapons.

Ken-Maug

Evocation [Light]

Level: Vit 4

Focus: Wood chip

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

The vitki carves a rune into a piece of wood and then throws it into a fire. A non-magical fire is automatically extinguished. The vitki must succeed at a dispel check of 1d20 +1 per caster level (maximum +15) against each spell to dispel a magical fire. The DC to dispel such spells is 11 + the caster level of the fire spell. Fire-based creatures that are struck by the rune (ranged touch attack) take 1d6 points of damage per caster level from the spell (maximum 15d6, no save allowed).

Lagu-Maat

Transmutation

Level: Vit 2

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Focus: Helmet

Saving Throw: None

Spell Resistance: Yes

The *Lagu* rune represents the subconscious of humanity. Similar to *Man*, *Lagu* stirs at the inner recesses of the mind. The rune grants the subject an enhancement bonus (1d4+1 points) to Wisdom.

Lagu-Maug

Transmutation

Level: Vit 2

Focus: Helmet

Saving Throw: Will negates

Spell Resistance: Yes

As it can make things clear, so too can the *Lagu* rune cloud them. The rune grants the subject an enhancement penalty (1d4+1 points) to Wisdom.

Man-Maat

Transmutation

Level: Vit 2

Focus: Helmet

Saving Throw: None

Spell Resistance: Yes

The *Man* rune represents the intellect of humanity over beasts. The rune grants the subject an enhancement bonus (1d4+1 points) to Intelligence.

Man-Maug

Transmutation

Level: Vit 2

Focus: Helmet

Saving Throw: Will negates

Spell Resistance: Yes

The *Man-maug* rune is used to drag a target's mind down to the lower level of animals. The rune grants the subject an enhancement penalty (1d4+1 points) to Intelligence.

Nithrun

Transmutation

Level: Vit 4

Focus: Pole

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This nith rune is a criminal slight against another person's honor. It is typically reserved for those who kill their own bloodkin—Nordic law allows such men to be slain on sight. The vitki places a curse on the subject by carving a skull-topped pole that lists the transgressions of the offender along with the curse. The pole must be placed on the property of the person to be cursed.

The vitki chooses one of the three following effects, depending on the version selected:

-6 effective decrease to an ability score (minimum 1).

-4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Nyd-Maat

Transmutation

Level: Vit 2

Focus: Belt

Saving Throw: None

Spell Resistance: Yes

The *Nyd* rune represents the need to endure. The rune grants the subject an enhancement bonus (1d4+1 points) to Constitution.

Nyd-Maug

Transmutation

Level: Vit 2

Focus: Belt

Saving Throw: Will negates

Spell Resistance: Yes

The rune grants the subject an enhancement penalty (1d4+1 points) to Constitution.

Odjurun

Divination

Level: Vit 2

Focus: Helmet

Saving Throw: None

Spell Resistance: No

The character can comprehend and communicate with a particular animal. The rune must be specifically carved for the animal to be communicated with. The character is able to ask questions of and receive answers from the specified animal, although the spell doesn't make the animal any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for the character. This spell does not work on beasts, magical beasts, or vermin.

Olrun

Divination

Level: Vit 0

Focus: Drinking container

Saving Throw: None

Spell Resistance: No

This rune is carved into a drinking container. If the drink is harmful to the drinker in any way, it discharges by shattering the drinking container.

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Os-Maat

Divination

Level: Vit 9

Focus: Cloak

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

While under the effects of this rune, the recipient is especially insightful. The rune must be engraved on a cloak for a particular person. The person receives instantaneous warnings of impending danger or harm. He is never surprised or flat-footed. In addition, the spell gives the person protected a general idea of what action he might take to best protect himself and gives the character a +2 insight bonus to AC and to Reflex saves. This insight bonus is lost whenever the character would lose a Dexterity bonus to AC.

Os-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 6

Focus: Cloak

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The person affected by this rune becomes a gibbering idiot—his Intelligence score drops to 1. Still, the creature knows who its friends are and can follow them and even protect them. The creature remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects. Creatures who can cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their saving throws.

Peord-Maat

Evocation

Level: Vit 6

Focus: Apple

Saving Throw: None

Spell Resistance: Yes (harmless)

The *Peord* rune represents an apple. The vitki carves the Peord-maat rune into an apple. Anyone eating the apple is cured of all diseases, immune to poison for 12 hours, and healed of 1d4+4 points of damage. The apple creates an effect equal to bless and are immune to magical fear and hopelessness that lasts for 12 hours.

Peord-Maug

Necromancy

Level: Vit 3

Focus: Apple

Saving Throw: Fort negates (see text)

Spell Resistance: Yes

Calling upon the venom of distilled apple seeds, the *peord-maug* runes inflict the subject with a horrible poison. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute

later. Each instance of damage can be negated by a Fort save (DC 10 + one-half caster level + caster's Wisdom modifier).

Rad-Maat

Conjuration (Summoning)

Level: Vit 1

Duration: 2 hours/level

Focus: Boots

Saving Throw: None

Spell Resistance: No

The *Rad* rune represents a journey on horseback. The character summons a light horse or a pony (the character's choice) to serve the character as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Rad-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 1

Focus: Boots

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

All horses feel an overpowering urge to leave the area or to avoid the runed item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A horse that makes a successful saving throw can stay in the area or touch the runed item, but feels very uncomfortable doing so. This distracting discomfort reduces the horse's Dexterity score by 4 points.

Runsjukdom

Necromancy

Level: Vit 3

Focus: Amulet

Saving Throw: Fort negates

Spell Resistance: Yes

The target contracts a disease, which strikes immediately (no incubation period). The character infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Sigil-Maat

Evocation [Light]

Level: Vit 2

Focus: Anything

Saving Throw: None

Spell Resistance: No

The *Sigil* rune represents the brilliance of the sun. The object upon which the rune is engraved sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the rune is carved on a small object that is then placed inside or under a

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lightproof covering, the spell's effects are blocked until the covering is removed.

If the rune is brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. This rune counters or dispels any darkness spell of equal or lower level, such as *darkness*. This rune is necessary to create a *flaming burst* weapon.

Sigil-Maug

Evocation

Level: Vit 8

Focus: Anything

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

This spell causes a globe of searing heat and radiance to explode silently from the rune. All creatures in the globe are blinded and are dealt 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the globe are dealt 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of undead creatures specifically affected by sunlight if they fail their saves. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures. This rune, in conjunction with the *varaktighet* rune, is necessary to craft *armor of blinding*.

Skrikarun

Transmutation

Level: Vit 2

Focus: Anything

Saving Throw: None

Spell Resistance: No

Upon being carved on a locked item, this rune opens stuck, barred, locked, held, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the rune does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or becomes stuck again on its own. *Skrikarun* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the area limits the effect. Each rune can undo up to two means of preventing egress through a portal. Thus if a door is locked,

barred, and held, or quadruple locked, opening it requires two *skrikarun* runes.

Thorn-Maat

Abjuration

Level: Vit 0

Focus: Shield

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The *Thorn* rune represents overcoming one's fears. The vitki shapes the rune for a particular warrior and carves it on the inside of a shield. The rune is activated when the owner (and only the owner) uses the shield in combat. It imbues the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves. The *thorn-maat* rune in conjunction with the *varaktighet* rune is necessary to create armor of *fortification* and *invulnerability*.

Thorn-Maug

Abjuration

Level: Vit 0

Focus: Armor

Saving Throw: Will negates

Spell Resistance: Yes

This rune imbues the victim with magical energy that makes her more vulnerable to harm, bestowing a -1 resistance penalty on saves.

Tiw-Maat

Divination

Level: Vit 1

Focus: Melee weapon

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The *Tiw* rune represents war and martial skill. Those blessed by *Tiw* know greatness in hand-to-hand combat. The character's next single attack roll (within the duration of the spell) gains a +20 insight bonus. Additionally, the character is not affected by the miss chance that applies to attacks against a concealed target. This rune is necessary to create a *mighty cleaving* weapon.

Tiw-Maug

Enchantment (Compulsion) [Mind-Affecting]

Level: Vit 0

Duration: 1 round

Focus: Melee weapon

Saving Throw: Will negates

Spell Resistance: Yes

Characters who are adversely affected by the *Tiw* rune have their martial prowess stripped of them. The Medium-size or smaller humanoid of 4 HD or less is dazed and takes no action for that round.

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Ur-Maat

Transmutation

Level: Vit 2

Focus: Gauntlets

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The *Ur* rune represents untamed strength. The rune grants the subject an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Ur-Maug

Necromancy

Level: Vit 1

Focus: Gauntlets

Saving Throw: Fort negates

Spell Resistance: Yes

The *vitki* includes the name of the person in the rune and carves it onto gauntlets. The rune causes the subject to suffer a -1d6 enhancement penalty to Strength, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Strength score cannot drop below 1.

Varaktighet

Universal

Level: Vit 7

Duration: Permanent

Focus: Anything

Saving Throw: None

Spell Resistance: No

This rune makes certain other runes permanent. Depending on the rune, the *vitki* must be at least a minimum level and must expend a number of XP. The *vitki* casts the desired rune and then follows it with the *varaktighet* rune. The *vitki* cannot cast these runes on other creatures. Only a caster of greater level than the *vitki* was when the *vitki* cast the rune can dispel this application of *varaktighet*. Runes cast on other objects or locations (not on the *vitki*) are vulnerable to *dispel magic* as normal.

Vattenrun

Transmutation

Level: Vit 3

Focus: Helmet

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature wearing this rune can breathe water freely for the duration.

Wyn-Maug

Necromancy

Level: Vit 4

Focus: Cloak

Saving Throw: Fort negates

Spell Resistance: Yes

This rune causes the subject to gain 1d4 negative levels. If the subject is undead, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points).

Wyn-Maat

Necromancy

Level: Vit 4

Focus: Cloak

Saving Throw: Fort negates

Spell Resistance: Yes

The *Wyn* rune represents glory in deeds and war. This rune causes the subject to gain 1d4 positive levels. If the subject is undead, it suffers 5 points of positive energy damage per two caster levels (maximum 25 hit points).

Herbs

There are a variety of herbs that leeches have access to. Each herb is relatively useless unless the special knowledge that leeches possess is applied to them. Each herb can be applied in a variety of ways, be it a tea, a poultice, or a potion.

Leeches must make a Survival check (DC 10 + herb level) to determine if the herb can be found and properly prepared in a 100 foot square area. Use the following modifiers to all herb checks for determining if an herb is available:

Table 10.11 Herb Availability

Climate	Survival Modifier
Cold	-2
Temperate	+0
Warm	+2
Terrain	Survival Modifier
Aquatic	-4
Desert	-3
Forest	+3
Hill	+2
Marsh	+4
Mountains	-1
Plains	+1
Underground	-2

The DM should use common sense in determining the likelihood of an herb's availability—a leech will have difficulty finding herbs on barren rocks.

Herbs can be used as many times as the leech wishes. The DC to find the required ingredients increases by 1 per successful Survival check for herbs. A leech that has successfully found an

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herb three times in an area has a DC of 12 + herb level in finding that herb again.

All herbs have the following characteristics:

Components: S, M

Range: Touch

Target: Creature touched

Aaron's Rod

Transmutation

Level: Lch 2

Casting Time: 2 rounds

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

This herb is a useful painkiller. Applied as a poultice, it grants the subject an enhancement bonus (1d4+1 points) to Constitution.

Adder's-Tongue

Conjuration (Healing)

Level: Lch 1

Casting Time: 1 round

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This herb cures 1d4 points of temporary ability damage to the subject's Strength score. It does not restore permanent ability drain.

Amaranthus

Conjuration (Healing)

Level: Lch 4

Casting Time: 4 rounds

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This herb can be applied as a poultice on fresh wounds. The subject gains 3d8 temporary hit points.

Barberry

Transmutation

Level: Lch 0

Casting Time: 1 action

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This herb bestows 1 temporary hit point on the imbiber.

Birthwort

Conjuration (Healing)

Level: Lch 2

Casting Time: 2 rounds

Duration: 1 hour/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

Birthwort is crushed into a poultice that is applied to a poisoned wound. The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the herb's duration, does not affect the subject until the herb has expired. Birthwort does not cure any damage that poison may have already done.

Black Hellebore

Abjuration

Level: Lch 4

Casting Time: 4 rounds

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This herb, once imbibed, removes all curses on the drinker. Black hellebore does not remove the curse from a cursed shield, weapon, or suit of armor, although the herb enables the person afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this herb or may be countered only by a caster of a certain level or higher.

Blackthorn

Abjuration

Level: Lch 0

Casting Time: 1 action

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This herb imbues the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Bugle

Conjuration (Healing)

Level: Lch 4

Casting Time: 4 rounds

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When applied as a poultice to a living creature, the leech cures 4d8 points of damage +1 point per caster level (up to +20).

Castor Oil

Conjuration (Healing)

Level: Lch 3

Casting Time: 3 rounds

Duration: Instantaneous

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

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This herb cures blindness, whether the effect is normal or magical. The herb does not restore eyes that have been lost, but it repairs them if they are damaged.

Comfrey

Conjuration (Healing)

Level: Lch 1

Casting Time: 1 round

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This herb can be applied as a poultice on fresh wounds. The subject gains 1d4 temporary hit points.

Ergot

Divination

Level: Lch 0

Casting Time: 1 action

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes

This herb imbues the subject with divinatory insight. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose the bonus before making the roll to which it applies.

Garlic

Abjuration

Level: Lch 4

Casting Time: 4 rounds

Area: 10-ft.-radius emanation centered on the target

Duration: 10 minutes/level

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

By rubbing garlic all over the target's body, it acts as a vermin repellent. A vermin with less than one-third the character's level in HD cannot come within the area of effect. A vermin with at least one-third the character's level in HD can enter the area of effect if it succeeds at a Will save. The character stinks as a result of wearing this juice, which makes him easier to track with creatures that use the scent ability.

Ginseng

Transmutation

Level: Lch 3

Casting Time: 3 rounds

Duration: 1 round/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

Upon imbibing this herb, the transmuted creature moves and acts more quickly than normal. This extra speed has several effects. On his turn, the subject may take an extra partial action, either before or after his regular action. He gains a +4 haste bonus to

AC. He loses this bonus whenever he would lose a dodge bonus. He can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

Henbane

Conjuration (Healing)

Level: Lch 2

Casting Time: 2 rounds

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This herb can be applied as a poultice on fresh wounds. The subject gains 1d8 temporary hit points.

Herb True-Love

Conjuration (Healing)

Level: Lch 3

Casting Time: 3 rounds

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This herb, when made into a poultice, detoxifies any sort of venom in the creature touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Holy Thistle

Transmutation

Level: Lch 2

Casting Time: 2 rounds

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon imbibing this herb, the target gains an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Juniper Berry

Conjuration (Healing)

Level: Lch 1

Casting Time: 1 round

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When applied as a poultice to a living creature, the leech cures 1d8 points of damage +1 point per caster level (up to +5).

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Marshmallow

Conjuration (Healing)

Level: Lch 1

Casting Time: 1 round

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This herb cures 1d4 points of temporary ability damage to the subject's Constitution score. It does not restore permanent ability drain.

Mistletoe

Conjuration (Healing)

Level: Lch 5

Casting Time: 7 rounds

Duration: Instantaneous

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

By applying this rune to a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures) the parts grow back. The body parts must be present and touching the creature. The physical regeneration is complete in 1 round. Mistletoe also cures 1d8 points of damage +1 point per caster level (up to +20).

Oak

Transmutation [Good]

Level: Lch 1

Casting Time: 1 round

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This herb, when mixed appropriately, turns up to one flask of water into holy water. Holy water is considered blessed, which means it has special effects on certain creatures.

Ribwort

Conjuration (Healing)

Level: Lch 3

Casting Time: 3 rounds

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When applied as a poultice to a living creature, the leech cures 3d8 points of damage +1 point per caster level (up to +15).

Sphagnum Moss

Conjuration (Healing)

Level: Lch 0

Casting Time: 1 action

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When applied as a poultice to a living creature, the leech cures 1 point of damage.

St. John's Wort

Conjuration (Healing)

Level: Lch 0

Casting Time: 1 action

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This herb can be applied as a poultice on fresh wounds. The subject gains 1d2 temporary hit points.

Woundwort

Conjuration (Healing)

Level: Lch 2

Casting Time: 2 rounds

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When applied as a poultice to a living creature, the leech cures 2d8 points of damage +1 point per caster level (up to +10).

Yarrow

Conjuration (Healing)

Level: Lch 3

Casting Time: 3 rounds

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This herb can be applied as a poultice on fresh wounds. The subject gains 2d8 temporary hit points.

Pantheon

Aegir

Alignment: Neutral

Rank: Intermediate Deity

Domain: Water

Weapon: Trident

Aegir is the god of the seashore or ocean and sometimes called the ruler of the sea. Aegir appears as a very old man with white hair and claw-like fingers. He is a personification of the ocean, be it good or evil. Aegir can cause storms in his anger.

Balder

Alignment: Neutral Good

Rank: Intermediate Deity

Norse Culture



Domain: Good, Healing, Sun

Weapon: Longsword

One of the Aesir, Balder's name means "glorious." A son of Odin and Frigga, he is a very handsome and wise deity. Balder is so bright, light shines from his face.

Bragi

Alignment: Neutral

Rank: Greater Deity

Domain: Good, Knowledge, Protection

Weapon: Longsword

Bragi is the god of poetry, a son of Odin and the giantess Gunlod. He is Odin's chief poet and is considered very wise. Bragi appears as an old bearded man carrying a harp. He is married to Idun and has runes carved into his tongue.

Forseti

Alignment: Lawful Neutral

Rank: Lesser Deity

Domain: Law

Weapon: Longsword

Forseti owns a gold and silver hall and it is here she is known as a law maker and arbiter of disputes.

Frey

Alignment: Neutral Good

Rank: Greater Deity

Domain: Animal, Chaos, Sun

Weapon: Longsword

An elven deity, Frey is the god of weather and fertility. He rules over the land of the light elves, Alfheim.

Frigga

Alignment: Neutral

Rank: Greater Deity

Domain: Air, Knowledge, Law

Weapon: Spear

Frigga is the goddess of marriage. She is the wife of Odin and is known as the weaver of clouds.

Fulla

Alignment: Neutral

Rank: Lesser Deity

Domain: Earth, Protection

Weapon: Spear

Fulla is one of Frigga's maids and her primary responsibility is taking care of her mistress' shoes. However, she is also known as the goddess of stones and for that she is gladdened by those who stand unafraid in a rain of spears.

Frost and Fur

Gefjon

Alignment: Neutral
Rank: Lesser Deity
Domain: Knowledge, Healing
Weapon: Spear

Gefjon is a prophetic virgin goddess and a member of both the Aesir and Vanir. All women who die virgins go to her hall. She is also known as a fertility goddess, despite her virginal reputation.

Groa

Alignment: Neutral Good
Rank: Lesser Deity
Domain: Knowledge, Magic, Plant
Weapon: Sling

Groa is a seeress and fertility goddess who tried to help Thor remove the remains of a whetstone from his forehead. She was unable to remove it by magic despite her best efforts.

Heimdall

Alignment: Lawful Good
Rank: Intermediate Deity
Domain: War, Law, Protection
Weapon: Longsword

Heimdall best known for his guardianship of Bifrost bridge. It is there he awaits the coming of the frost giants at Ragnarok. He is known to never sleep, can see in total darkness, and can even hear sheep wool growing.

Hel

Alignment: Neutral Evil
Rank: Intermediate Deity
Domain: Chaos, Death, Evil
Weapon: Dagger

Hel appears as a half-white, half-black being that presides over the underworld. She is the daughter of Loki and the giant Angurboda.

Hermond

Alignment: Neutral
Rank: Lesser Deity
Domain: Travel
Weapon: Short spear

Hermond is the messenger who was sent to Hel to release Balder, but ultimately failed because one creature in the world failed to weep a Balder's loss.

Hoder

Alignment: Neutral Evil
Rank: Intermediate Deity
Domain: Luck, Chaos, Death
Weapon: Dart

Hoder is known as the blind god. It was he who slew Balder by hurling a piece of mistletoe.

Hoener

Alignment: Chaotic Neutral
Rank: Lesser Deity
Domain: Chaos, Knowledge
Weapon: Quarterstaff

Hoener is the teacher of godi. He acts as keeper of the blood wands, which allows godi to divine future events. He is also known for his inability to make up his mind.

Idun

Alignment: Neutral
Rank: Lesser Deity
Domain: Healing, Protection
Weapon: Quarterstaff

Idun is the goddess of youth and her name means "Rejuvenating One". She is married to Bragi and is the keeper of the apples that keep the gods eternally young.

Iord

Alignment: Neutral
Rank: Lesser Deity
Domain: Earth
Weapon: Quarterstaff

Literally, mother earth. She is also the mother of Thor.

Kvasir

Alignment: Neutral
Rank: Lesser Deity
Domain: Knowledge, Travel
Weapon: Quarterstaff

Kvasir was created from the saliva of both the Aesir and Vanir, combining their collective knowledge into a single being. It is his blood that acts as the special ingredient in divine mead, from which skalds draw their inspiration.

Loki

Alignment: Chaotic Evil
Rank: Greater Deity
Domain: Chaos, Destruction, Trickery
Weapon: Dagger

Loki is an adopted member of the Aesir when Odin made Loki his blood brother. He is the god of mischief, a trickery, and cunning.

Lothur

Alignment: Chaotic Neutral
Rank: Lesser Deity
Domain: Knowledge, Healing
Weapon: Quarterstaff

Norse Culture

Lothur is the god of the physical senses, primarily concerned with sight, hearing, and speech.

Magni

Alignment: Chaotic Good
Rank: Lesser Deity
Domain: Strength, War
Weapon: Warhammer

Magni is Thor's son and is known for his incredible strength even at three years of age.

Mani

Alignment: Neutral Evil
Rank: Lesser Deity
Domain: Evil, Travel, Trickery
Weapon: Dagger

Mani drives the chariot of the moon through the night sky. He is believed to be involved in the downfall of Ragnarok.

Mimir

Alignment: Neutral
Rank: Greater Deity
Domain: Knowledge, Water, Protection
Weapon: Battleaxe

Mimir is an Aesir, living in the world of the frost giants. He guards the well of knowledge. Odin forfeited his eye to Mimir gain such knowledge by drinking from the well.

Nanna

Alignment: Neutral Good
Rank: Lesser Deity
Domain: Plant
Weapon: Quarterstaff

Nanna is a vegetarian goddess and consort to Balder.

Njord

Alignment: Neutral
Rank: Intermediate Deity
Domain: Air, Protection, Travel, Water
Weapon: Trident

Njord is the deity of wind and sea. He is also known as the god of chariots and the giving god. Sailors pray to him when wishing protection in their travels or hoping for a good catch when fishing. He is married to Skadi...until she leaves him because she cannot decide on where to live with him.

Ran

Alignment: Neutral
Rank: Lesser Deity
Domain: Air, Death, Water
Weapon: Net

Ran is the goddess of storms. She collects drowned sailors in her mighty net.

Rind

Alignment: Neutral Evil
Rank: Lesser Deity
Domain: Earth, Death, Evil
Weapon: Dagger

Rind is a chthonic goddess who is one of the many consorts of Odin.

Sif

Alignment: Neutral
Rank: Lesser Deity
Domain: Plant, Healing, Knowledge
Weapon: Longsword

Sif is Thor's consort and is best known for her golden hair. When Loki chopped her hair off, Thor forced him to make a magical wig of pure gold that permanently replaced her hair.

Sigyn

Alignment: Lawful Evil
Rank: Lesser Deity
Domain: Evil, Protection, Animal
Weapon: Dagger

Sigyn is the consort to Loki, an Aesir goddess. She foiled Skadi's plans to poison Loki by capturing a venomous snake and gathering its venom in a bowl.

Skadi

Alignment: Neutral
Rank: Lesser Deity
Domain: Animal, Travel
Weapon: Shortbow

Frequently referred to as the goddess of skis or snowshoes, she travels on skis, carries a bow, and hunts. She is notorious for her high demands and superficial attitude.

Sol

Alignment: Neutral Good
Rank: Lesser Deity
Domain: Sun
Weapon: Longsword

Sol, an Aesir goddess, drives the horses that draw the sun chariot across the sky.

Surt

Alignment: Neutral Evil
Rank: Lesser Deity
Domain: Destruction, Fire, Sun
Weapon: Longsword

Frost and Fur

Surt is a great fire giant who will one day set the cosmos alight in every direction with his flaming sword.

Thor

Alignment: Chaotic Good
Rank: Greater Deity
Domain: Air, Strength, Travel
Weapon: Warhammer

The son of Odin and a member of the Aesir, Thor is the god of thunder and an implacable enemy of giantkind. He is first and foremost a deity of the common man, who sometimes call upon him to ensure fertility.

Tyr

Alignment: Lawful Neutral
Rank: Intermediate Deity
Domain: Law, Protection, War
Weapon: Longsword

Tyr is a deity of war, but he is best known for being the only god brave enough to put his hand into the Fenris wolf's mouth so the gods could bind it. He lost his right hand in the ordeal.

Uller

Alignment: Chaotic Neutral
Rank: Lesser Deity
Domain: Law, Protection, Travel
Weapon: Longbow

Uller is a master archer and hunter. He is also called upon for help in duels. Shields are sometimes called "Ull's ship" by skalds.

Vali

Alignment: Neutral Good
Rank: Lesser Deity
Domain: War, Luck
Weapon: Longbow

Vali is a hardened warrior and an incredible marksman. He intends to have his vengeance on Hoder for killing Balder.

Vidar

Alignment: Neutral Good
Rank: Lesser Deity
Domain: Strength, War
Weapon: Longsword

Vidar, an Aesir deity known as the silent one, is the son of Thor and Gird. He is said to be the god who will avenge Odin by slaying the Fenris wolf at Ragnarok.

Vor

Alignment: Lawful Good
Rank: Lesser Deity

Domain: Law, Good
Weapon: Dagger

Vor is an Aesir goddess whose primary occupation is with the oaths of marriage. She watches closely those who uphold their oaths and punishes those who break their wedding vows.

Yggdrasil

The World Tree, Yggdrasil (an ash tree), is the Universe. It has three roots. Each of the roots reaches into a different land. The three lands are Niflheim (home of the dead), Jotunheim (home of the Frost Giants), and Asgard (home of the gods).

Campaign Hooks

The Nordic campaign is perhaps closest to traditional high fantasy.

Against the Gods

The Aesir and Vanir are perpetually at war and it's inevitable that mortals will be sucked into the conflict. Godi, vitki, berserkers, and voelva may be forced to choose sides in a new religious conflict.

Raid!

A Norse campaign wouldn't be complete without a raid. Norsemen could raid for booty to bring back to their villages or they might be cast as the villains, attacking an established campaign.

Against the Giants

The war against the giants may take on a much more immediate conflict as the heroes are pitted against frost giants, fire giants, hill giants, and storm giants of all types and character. It may be for their knowledge, as messengers from the gods, or simply all out war.

Exploration

The Norse were extraordinarily brave and successful in their exploration. They believed the ocean was really just a big lake, as opposed to other cultures that were concerned about falling off the edge of the world. The Norse encountered and conquered the Slavic peoples, providing a possible crossover campaign. Similarly, they encountered and violently clashed with the Eskimo peoples. Popular theory now indicates that the Nordic people traded milk to the Eskimos who gladly took it the next day, only to return in a murderous fury the next. Why? Because the Eskimo peoples were lactose intolerant and thought they had been poisoned. A Nordic campaign has the opportunity to contact both Eskimo and Slavic cultures within the same time period.

Eskimo Culture



The polar tundra is the home of the Eskimo, also known as the Inuit, and the Aleut tribes. Theirs is a harsh land, almost treeless and bounded by taiga to the south. The Eskimo tribes rely primarily hunting for survival, hunting seals, whales, caribou and walruses. They are almost entirely carnivorous. Their tools (including kayak frames, bows, sleds, and harpoons) are composite constructions made of driftwood and antler, as there are few trees to carve from.

Where the Inuit hunt mostly caribou, the Aleut hunt the mammals of the sea. Of course, both groups are opportunistic hunters and will kill and eat whatever they need to for survival. Slightly further south dwells another Eskimo tribe called the Tlingit, the most warlike of the tribes. This group is aggressive enough to repel even the most determined foreign settlers. Their mastery of armor and weapons makes them stand out amongst other tribes who solely concentrate on survival. This has much to do with the more forgiving nature of their environment. While the Aleut and Inuit live in the tundra, the Tlingit inhabit the taiga, which has more foliage and wood to offer. Thus, with greater resources and a more forgiving lifestyle, the Tlingit have time to produce totem poles, more permanent dwellings, and develop the art of warfare.

The land of the Eskimo is an exciting land. It is also a harsh, unforgiving territory that mercilessly weeds out the weak and foolish. To survive is a real achievement, to thrive as the Eskimos have is the pinnacle of human endurance.

A Note About Realism

There are many more Eskimo tribes than are listed here. There are still thousands of people who belong to these tribes living today. The tribes presented here are a gross oversimplification to adapt them more easily to game purposes. No disrespect is intended towards these people, their cultures, or their beliefs.

Using This Setting in Your Campaign

A New Land: The Eskimo setting might be a new continent that has not yet been discovered. The PCs will have to contend with the Eskimos there along with the environmental hazards. A new continent can bring wealth in the form of furs or even gold in the frozen mountains.

Glacier: The polar ice caps in your campaign world might begin to expand and the Eskimos' territory along with it. This brings the Eskimos to the PCs as unintentional

Frost and Fur

invaders who follow the seal and caribou as they travel southward along with the cold weather.

Tshishtashkamuku: The land the Eskimos speak of, the uninhabitable land filled with dangerous monsters, may actually be your campaign world! In this version, the Eskimos live on another Prime Material Plane but actually have their roots in your campaign world. It's up to the PCs if they want to reassimilate their ancestors.

Classes

Angakoq



Angakoq are interpreters for the divine and the animal world. They speak the languages of animals as well as that of spirits in a special singsong communication. The angakoq possesses a variety of powers, including the ability to find and procure game, predict the weather, locate items, and heal. Healing usually involves repelling an evil spirit from a patient's body.

Restriction: One must choose to become an angakoq at first level. This class is not open to higher level characters—characters that later receive the call may become an angatkungaruk or ibrukok (see Prestige classes). If already an angakoq, however, other classes may be taken and advancement may occur in both classes as normal.

Adventurers: Angakoq are spiritual leaders and, if need be, spiritual warriors. Although they often take up leadership positions in tribes, they are just as likely to be hermits, alone in society, wandering from tribe to tribe as magical mercenaries for hire. Their behavior is greatly dictated by their alignment.

Characteristics: Most often angakoq are male, but it's possible for one to be female. Females receive greater prestige for being healers and less for sorcery.

Alignment: Because they deal with spirits and divinities of nature, all angakoq must have some component of neutral in their alignment. To inflict a more rigid code of ethics upon the natural or spiritual world is to die a quick death. To act more ran-

domly without respecting the ways of the universe is to die a slow death. Angakoq can be evil, selfish and petty; they can be noble, compassionate, and caring. Often, they are a combination of both.

Religion: Angakoq don't just believe in a particular religion, they live it every day. They are the intermediaries between the material and spiritual world. At low levels, angakoq settle quarrels between man and beast, cure diseases caused by harmful spirits, and ensure that there is equality amongst all living things. Some particularly powerful angakoq actually visit deities in their home domains and placate them with gifts and services.

Background: The angakoq receives a call to his vocation in a variety of ways, which can range from spirits appearing before him to acquiring the ability to heal or prophesize. Once he recognizes this call, the angakoq withdraws from society and takes up apprenticeship with a master. Power is usually acquired through a variety of means rather than inheritance, it is not "in the blood." Instead, they train under elder angakoqs. Sometimes, two novices train together. Usually, the angakoq rubs two small stones together over the course of several days with little food or water. Upon doing so, the initiate is required to symbolically die and be reborn. He thus acquires a familiar spirit, learns the secret language of nature and the spirits, and becomes capable of astral flight to visit Sedna. He also gains the ability to heal, which earns him respect, awe, fear, and gratitude.

Races: Aleut, Inuit, Tlingit, or any shamanistic society.

Other Classes: The angakoq respects those who respect nature. Druids, barbarians, and rangers will find him a capable and willing ally. Those who worship only one god are difficult for the angakoq to understand—clerics and paladins are likely to be considered very foreign. Bards are greatly revered for their ability to tell stories, which angakoq weave into their own magic. Sorcerers are considered archrivals, while wizards are regarded with deep suspicion. Wizards who draw their magic from other sources are traditionally evil beings and the angakoq will have some tense moments until he can be sure the wizard isn't dangerous. Monks can be appreciated by angakoq, as many of the spiritual purification elements a monk attempts to achieve are also tests for angakoq. Fighters and rogues are just another group the angakoq serves.

Hit Die: d8.

Class Skills

The angakoq's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at First Level: (4 + Int modifier)*4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table 11.1 Angakoq

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1	+0	+2	+0	+2	Spirit familiar, spells	3	1+1	—	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Bonus language	4	2+1	—	—	—	—	—	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Remove disease 1/week	4	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Nature sense	5	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Speak with animals	5	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—
6	+4	+5	+2	+5	Remove disease 2/week	5	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—
7	+5	+5	+2	+5	Bonus language	6	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—
8	+6/+1	+6	+2	+6	Find game	6	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—
9	+6/+1	+6	+3	+6	Remove disease 3/week	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—
10	+7/+2	+7	+3	+7	Bonus language	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—
11	+8/+3	+7	+3	+7	Spirit healing	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—
12	+9/+4	+8	+4	+8	Remove disease 4/week	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—
13	+9/+4	+8	+4	+8	Procure game	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
14	+10/+5	+9	+4	+9	Bonus language	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
15	+11/+6/+1	+9	+5	+9	Remove disease 5/week	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
16	+12/+7/+2	+10	+5	+10	Commune with nature	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
17	+12/+7/+2	+10	+5	+10	Find items	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
18	+13/+8/+3	+11	+6	+11	Remove disease 6/week	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
19	+14/+9/+4	+11	+6	+11	Predict weather	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
20	+15/+10/+5	+12	+6	+12	Astral projection	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Class Features

All of the following are class features of the Angakoq.

Armor and Weapon Proficiency: Angakoq are proficient with the following weapons: club, dagger, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Astral Projection: Once per week, the angakoq can travel astrally as per the *astral projection* spell, affecting only the angakoq. An angakoq might travel to the astral plane for a variety of reasons: to recover a lost soul, determine what taboos have been broken, or righting an unknown wrong. He also makes this journey to negotiate with Sedna. Sedna is a greater deity who resides on the Astral plane. Use the Astral Plane entry for the “Avoid Effective Int/Cha Decrease” under *contact other plane* each time the angakoq deals with Sedna. See the Sedna entry in the Pantheon section for more information.

Bonus Languages: The angakoq picks a bonus language from the following list: aquan, auran, sylvan, terran.

Commune With Nature: Once per week, the angakoq can *commune with nature* as per the spell.

Find Game: The angakoq can *detect animals or plants* at will. It only works on animals that the angakoq could conceivably eat.

Find Items: Once per day, the angakoq can locate an object as per the *locate object* spell.

Nature Sense: The angakoq can identify natural plants and animals (their species and special traits) with perfect accuracy. He

can determine whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Predict Weather: The angakoq can forecast the weather once a day as per the *divination* spell. This power only applies to questions about the weather.

Procure Game: The angakoq can lure animals closer three times per day as the *charm person or animal* spell. It only works on animals that the angakoq could conceivably eat.

Remove Disease: The angakoq can remove disease, as per the spell *remove disease*, once per week. He can use this ability more often as he advances in levels.

Speak With Animals: The angakoq can converse with animals as per the *speak with animals* spell at will.

Speak With Dead: The angakoq can speak with spirits as per the *speak with dead* spell at will.

Wild Empathy (Ex): An angakoq can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The angakoq rolls 1d20 and adds her angakoq level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the angakoq and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. An angakoq can also use this ability to influence a magical beast

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with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Spells: The angakoq casts divine spells from the spell list below. The angakoq may prepare and cast any spell on the below list provided he can cast spells of that level. He prepares and casts spells the way a cleric does (though he cannot lose a prepared spell to cast a *cure* spell in its place). To prepare or cast a spell, an angakoq must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against an angakoq's spell is 10 + the spell's level + the angakoq's Charisma modifier. Bonus spells for angakoqs are based on Charisma. Note: Spells involving wood are only available to Tlingit angakoq.

0-Level Angokoq Spells (Orisons): *create water, cure minor wounds, detect magic, detect poison, flare, guidance, know direction, light, mending, paxala*, purify food and drink, resistance*

1st-Level Angokoq Spells: *calm animals, cure light wounds, detect animals or plants, detect snares and pits, endure elements, entangle, faerie fire, goodberry, magic fang, obscuring mist, pass without trace, shillelagh, speak with animals, summon nature's ally I*

2nd-Level Angokoq Spells: *animal messenger, animal trance, barkskin, charm person, elik*, fire trap, flame blade, flaming sphere, hold animal, produce flame, resist energy, restoration, lesser, suck poison, lesser*, summon nature's ally II, summon swarm, tree shape, warp wood, wood shape*

3rd-Level Angokoq Spells: *akeutit*, bladder dance*, call lightning, contagion, cure moderate wounds, diminish plants, dominate animal, , ilisiniq*, magic fang, greater, plant growth, poison, protection from energy, quench, sleet storm, snare, speak with plants, spike growth, summon nature's ally III, tlogwe*, water breathing*

4th-Level Angokoq Spells: *antiplant shell, command plants, cure serious wounds, dispel magic, flame strike, freedom of movement, giant vermin, ice storm, krilaq*, reincarnate, repel vermin, scrying, shade disposal, lesser*, suck poison, greater*, summon nature's ally IV, syowae**

5th-Level Angokoq Spells: *animal growth, atonement, awaken, commune with nature, control winds, cure critical wounds, hal-low, huapsi*, insect plague, reflect enchantment*, shade disposal, greater*, summon nature's ally V, tree stride, unhallow, wall of fire, wall of thorns*

6th-Level Angokoq Spells: *animal resurrection*, antilife shell, find the path, fire seeds, dispel magic, greater, heal, mass, ironwood, ksewawq*, liveoak, repel wood, spellstaff, summon nature's ally VI, transport via plants, trap spirit**

7th-Level Angokoq Spells: *changestaff, control weather, creeping doom, fire storm, scrying, greater, harm, shaking tent ceremony*, summon nature's ally VII, sulia*, sunbeam, wind walk*

8th-Level Angokoq Spells: *animal shapes, catch soul*, control plants, earthquake, finger of death, reverse gravity, summon nature's ally VIII, sunburst, whirlwind, word of recall*

9th-Level Angokoq Spells: *anakua*, antipathy, avgo regeneration*, elemental swarm, foresight, heal, mass, sbatadaq*, shambler, shapechange, summon nature's ally IX, sympathy*

Spirit Familiar: The angakoq gains a familiar as a sorcerer's familiar. The familiar, being a spirit, has the ghost template. The following creatures can be familiars:

Familiar	Special
Bear, Brown	Master gains a +2 bonus on Fortitude saves
Bear, Polar	Master gains a +3 bonus on Survival checks
Deer, Caribou	Master gains a +3 bonus on Listen checks
Deer, Moose	Master gains a +3 bonus on Spot checks
Dog, Hunting	Master gains +3 bonus to Survival checks
Dog, Sled	Master gains a +3 bonus on Survival checks
Fox, Arctic	Master gains +2 to Reflex saves
Hawk	Master gains a +3 bonus on Spot checks in bright light
Muskox	Master gains a +2 bonus on Fortitude saves
Owl	Master gains a +3 bonus on Move Silently checks
Pinniped, Seal	Master gains +3 bonus to Listen checks
Pinniped, Walrus	Master gains a +3 bonus on Swim checks
Pinniped, Sea Lion	Master gains a +2 bonus on Fortitude saves
Raven	Master gains a +3 bonus on Appraise checks
Squirrel	Master gains a +2 bonus to Fort saves
Weasel	Master gains a +2 bonus to Reflex saves
Whale, Arctic	Master gains a +2 bonus on Fortitude saves
Whale, Killer	Master gains a +2 bonus on Fortitude saves
Wolf, Arctic	Master gains a +3 bonus on Listen checks
Wolverine	Master gains a +2 bonus on Fortitude saves

Familiar Basics: Use the basic statistics for a creature of its type, but use the Hit Dice, Hit Points, Attacks, Saving Throws, and Skills of the master or the creature, whichever is lesser. This

Eskimo Culture

is the tradeoff for the power of such familiars—they are only spiritual representations of animals, not the actual animals themselves. If an angakoq ever takes the Totem feat, his first familiar must match the totem he chooses. If he picks a different totem than his familiar, his familiar leaves him and the angakoq gains the new familiar that matches his totem. The familiar is treated exactly the same as a sorcerer's familiar, and gains powers as its master advances in levels in a similar fashion.

Spirits, Domains, and Domain Spells: Choose two spirits from the Eskimo pantheon. These are two spirits that the angakoq has a special relationship with. They influence what magic he can perform, his values, and how others see him. Each spirit gives your angakoq access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your angakoq gets the granted powers of all the domains selected. With access to two domain spells, an angakoq prepares one or the other each day. If a domain spell is not on the Angakoq Spells list, an angakoq can only prepare it in his domain slot.

Spirit Healing: Each day an angakoq can cure a total number of hit points equal to his Charisma bonus (if any) times his angakoq class level. The angakoq can cure himself, may choose to divide her curing among multiple recipients, and he doesn't have to use it all at once. Spirit healing is a spell-like ability whose use is a standard action.

Prestige Classes

Angatkungaruk

Angatkungaruk are similar to angakoq although they lack the ability of divination and helping spirits.

Hit Die: d4.

Requirements

To become an angatkungaruk, a character must fulfill the following criteria:

Alignment: Any neutral.

Survival: 4 ranks.

Spells: Ability to cast divine spells of 1st level or higher.

Class Skills

The angatkungaruk's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha),

Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha),

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the angatkungaruk.

Armor and Weapon Proficiency: Angatkungaruk are proficient with the following weapons: battleaxe, club, dagger, greatclub, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Bonus Language: The angatkungaruk learns to speak the sylvan tongue for free.

Procure Game: The angatkungaruk can lure animals closer three times per day as the *charm person or animal* spell. It only works on animals that the angatkungaruk could conceivably eat.

Speak With Animals: The angatkungaruk can converse with animals as per the *speak with animals* spell at will.

Speak With Dead: The angatkungaruk can speak with spirits as per the *speak with dead* spell at will.

Spirit Healing: Each day an angatkungaruk can cure a total number of hit points equal to the angatkungaruk's Charisma bonus (if any) times the angatkungaruk's class level. The angatkungaruk can cure himself. The angatkungaruk may choose to divide his curing among multiple recipients, and he doesn't have to use it all at once. Spirit healing is a spell-like ability and is a standard action.

Ibrukok

The ibrukok specializes in use of the ibrukaon, a head-lifting form of divination. He sings, speaks with spirits through visions, can change the weather, and even divine the future.

Hit Die: d4.

Requirements

To become an ibrukok, a character must fulfill the following criteria:

Alignment: Any neutral.

Perform (sing): 4 ranks.

Spells: Ability to cast divine spells of 1st level or higher.

Class Skills

The ibrukok's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus language
2	+1	+0	+0	+3	Speak with animals
3	+1	+1	+1	+3	Speak with dead
4	+2	+1	+1	+4	Procure game
5	+2	+1	+1	+4	Spirit healing

Frost and Fur



Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the ibrukok.

Armor and Weapon Proficiency: Ibrukok are proficient with the following weapons: battleaxe, club, dagger, greatclub, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Change the Weather: Once per week, the ibrukok can change the weather as per the *control weather* spell.

Divination: Once per day, the ibrukok can divine the future as per a *divination* spell.

Ibrukaon: The ibrukok can use an *ibrukaon* to determine the condition of a patient. It requires a looped stick that the ibrukok wraps around the patient's head. He then asks yes or no questions about the patient, how heavy the head becomes determines the answers—an affirmative if the head feels heavy; a negative if

the head feels light. The ibrukok can determine anything that a *deathwatch* or *status* spell would detect.

Speak With Dead: The ibrukok can speak with spirits as per the *speak with dead* spell at will.

Vision: Once per day, the ibrukok can experience a vision as per the *vision* spell.

Haldawit

The haldawit is a divine spell caster who can steal souls and cause illness to his foes.

Hit Die: d4.

Requirements

To become a haldawit, a character must fulfill the following criteria:

Alignment: Any evil.

Survival: 8 ranks.

Spells: Ability to cast divine spells of 3rd level or higher.

Feats: Craft Wondrous Item.

Class Skills

The haldawit's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the haldawit.

Armor and Weapon Proficiency: Haldawit are proficient with the following weapons: battleaxe, club, dagger, greatclub, handaxe, quarterstaff, shortspear. They are not proficient with any type of armor or with shields.

Create Curse Box: Haldawit can curse others with a special box, which must be painstakingly created. The haldawit must have a portion of any old enemies corpse (although he need not have killed him personally). He then takes a small, long, watertight box. A stick is placed across the middle of the box and thin threads are tied to the stick. The corpse piece is placed at the bottom and hair, nail clippings, or clothing belonging to the intended target is tied to the strings. Crafting the *Curse Box* requires the Craft Wondrous Item feat (DC 30). This box gives all of the haldawit's powers a range of Unlimited. He cannot use any of his other powers without the *Curse Box*. A new *Curse Box* must be made for each enemy he wishes to curse.

Instant Death: The haldawit can kill a victim at once. If the victim is to die quickly, the *Curse Box's* string is cut so it drops on the corpse. The box is covered, tied up, and buried under a house

Table 11.3 Ibrukok

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Ibrukaon
2	+1	+0	+0	+3	Speak with dead
3	+1	+1	+1	+3	Divination
4	+2	+1	+1	+4	Change the weather
5	+2	+1	+1	+4	Vision

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or in the woods. The victim suffers the effects of *slay living* as if cast by the haldawit. This effect can be used once per day.

Cause Disease: The haldawit can cause the victim to suffer from disease. By hanging the string higher over the body part, the victim becomes ill. The victim suffers the effects of the *contagion* spell. This power can be used once a day.

Headache: The haldawit can cause the victim to suffer from blinding headaches. If the body part used in the *Curse Box* is hair, the victim gets a headache as per the *daze* spell. This power can be used once a day.

Foot Rot: The haldawit causes the victim's feet to rot. If the personal item of the victim is a moccasin, he can attack the victim's feet. The victim immediately suffers a penalty. This power can be used once per day and in all other respects acts as a *contagion* spell.

Death Ceremony: Once the corpse of a victim has been buried due to one of the haldawit's attacks, be it *cause disease* or *instant death*, the haldawit must lie down on the grave and crawl around

Table 11.4 Haldawit

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Create Curse Box
2	+1	+0	+0	+3	Headache
3	+1	+1	+1	+3	Foot rot
4	+2	+1	+1	+4	Cause disease, death ceremony
5	+2	+1	+1	+4	Instant death

it clockwise, attired in the skin of an animal. If the haldawit fails to perform this strange procedure, he suffers the effects of a *slay living* spell as if cast by himself. It is possible for the haldawit to successfully save against this attack. A *death ward* spell protects against it.

Weapons & Armor

In the cold lands, hunting is a way of life, and weapons and armor reflect that. The tribes in these areas have developed specialized harpoons, using stone for points. These points are barbed, allowing the harpoon head to grab and hold, despite the struggles of the animal speared. Darts are also commonly used. These darts usually have points made of antler, bone, or ivory, and were sometimes barbed. Both harpoons and darts have animal bladders attached with a small length of rope to them, so that a harpoon or dart could be tracked, even in the animal attempts to dive out of view.

The following weapons are typical of Eskimo cultures: Bola, Avestruccero; Bola, Ka-Lum-Ik-Toun; Bow, cordage; Dart, Bone; Harpoon; Leister; Nu gag.

The following armors are typical of Eskimo cultures: Bird Hide; Bone Plate; Caribou Hide; Dog Hide; Polar Bear Hide; Seal Hide; Squirrel Hide; Weasel Hide; Wolf Hide; Wolverine Hide; Wooden Plate.

Monsters

In an Eskimo campaign, the icy cold wastes are filled with enough mundane wonders to keep things interesting. Nevertheless, the spiritual world of the Eskimo is inhabited by all manner of bizarre creatures, many of them from the land of Tshish-tashkamuku. This land, the land where Eskimos originated, is filled with all manner of creatures so dangerous that all of humanity had to leave it. Although only a small land bridge separates the two realms, it's entirely possible for creatures to cross over. The following monsters are appropriate to an Eskimo campaign. Creatures denoted by an * are detailed in this volume.

Table 11.5 Monsters

Amortortok*	Animated Object
Arctic Fox*	Arctic Whale*
Arctic Wolf*	Arrowhawk
Arulataq*	Atshen*
Badger	Bat
Black Bear*	Bulette
Caribou*	Chaos Beast
Devil, Osyluth	Dire Badger
Dire Bat	Dire Bear
Dire Rat	Dire Shark
Dire Weasel	Dire Wolf
Dire Wolverine	Dragon, White
Eagle	Elemental, Air

Frost and Fur

Table 11.5 Monsters

Elemental, Water	Frost Worm
Giant Eagle	Giant Octopus
Giant Owl	Giant Squid
Giant, Frost	Hawk
Hunting Dog*	Hydra, Cryo-
Invisible Stalker	Killer Whale*
Kraken	Mamaqa*
Mephit, Air	Mephit, Ice
Mephit, Water	Merfolk
Mishtapeu*	Moose*
Mummy, Aleutian*	Muskox*
Octopus	Owl
Polar Bear*	Porpoise
Rat	Raven
Remorhaz	Roc
Sea Lion*	Seal*
Shark	Skeleton
Sled Dog*	Squid
Tojanida	Tupilak*
Tupiliq*	Walrus*
Weasel	Winter Wolf
Wolverine*	Worg
Yek*	

Eskimo Spells

Unless otherwise indicated in the spell's description, any spell in an Eskimo campaign that has a verbal component is sung and any spell that has a somatic component is danced. The following new spells are common in an Eskimo setting: *Akeutit*, *Anakua*, *Animal Resurrection*, *Avgo Regeneration*, *Bladder Dance*, *Catch Soul*, *Elik*, *Greater Shade Disposal*, *Greater Suck Poison*, *Huapsi*, *Ilisiniq*, *Krilaq*, *Ksewawq*, *Lesser Shade Disposal*, *Lesser Suck Poison*, *Tlogwe*, *Paxala*, *Reflect Enchantment*, *Sbatatdaq*, *Shaking Tent Ceremony*, *Sulia*, *Syowae*, *Trap Spirit*.

Summon Nature's Ally should be modified as shown below.

Summon Nature's Ally

This spell is modified in what it can summon in the cold regions. Many creatures do not exist in the cold climes or belong to other mythologies. Spirits, believed to be an inherent part of nature, replace them. To the Eskimo, the mundane world is merely an extension of the supernatural.

1st Level

Badger
Dire rat
Dog, Hunting
Fox, Arctic
Hawk
Tupiliq

2nd Level

Dog, Sled
Eagle
Octopus

Shark, Medium-size
Squid
Wolf, Arctic

3rd Level

Bear, black
Bison
Dire badger
Dire bat
Dire weasel
Elemental, Small
Lizard, giant
Pinniped, Seal
Shark, Large
Thoqqua
Wolverine

4th Level

Arrowhawk, Small
Atshen
Assassin vine
Dire wolf
Giant eagle [chaotic good]
Giant owl [neutral good]
Muskox
Tojanida, Small

5th Level

Arrowhawk, Medium-size
Dire wolverine
Elemental, Medium-size
Mamaqa
Mishtapeu
Shark, Large
Tojanida, Medium-size

6th Level

Bear, brown
Dire bear
Elemental, Large
Shambling mound
Tendriculos

7th Level

Arrowhawk, Large
Arulataq
Elemental, Huge
Octopus, giant
Tojanida, Large
Treant [neutral good]

8th Level

Deer, Moose
Bear, Polar
Elemental, greater
Pinniped, Walrus
Squid, giant

9th Level

Amortortok

Eskimo Culture

Elemental, elder
Whale, Killer

Pantheon

The Eskimo peoples once inhabited the spirit world, known as Tshishtashkamuku. After being nearly wiped out by predators, humanity crossed over to the Prime Material Plane. Now, only a small land bridge located in the southwest joins the Prime Material Plane with Tshishtashkamuku. People who try to cross the sea to Tshishtashkamuku by boat run the risk of being drowned in kupitan, a gigantic whirlpool. Contact is still maintained through the misthapeuat.

Tshishtashkamuku is populated by a wide variety of beings, including the animal masters. Beneath the sea of Tshishtashkamuku is Adliden, where the dead go to rest while waiting to be reincarnated.

Amishkuapeu

Alignment: Neutral
Rank: Demi-Deity
Domain: Plant
Weapon: Hand axe

Amishkuapeu is master of beavers. His industriousness with plants and dams reflect in the powers he grants.

Anguta

Alignment: Neutral
Rank: Greater Deity
Domain: Death
Weapon: Spear

Anguta, also known as “His Father,” is responsible for conveying the dead to Adlivun where they must sleep for a year before being reincarnated. His word, when it comes to death anyway, is law.

Anikapeu

Alignment: Neutral
Rank: Demi-Deity
Domain: Water
Weapon: Whip

Anikapeu is the master of frogs and toads.

Atshikash-napeu

Alignment: Neutral
Rank: Demi-Deity
Domain: Trickery
Weapon: Dagger

Atshikash-napeu is master of mink. He is devious and quick.

Bird Masters

Alignment: Neutral
Rank: Demi-Deity



Frost and Fur

Domain: Air

Weapon: Composite bow

The bird masters include Uapishtan-napeu, master of martin; Nisk-napeu, master of geese; and uapineu-napeu, master of partridge.

Eeyeekalduk

Alignment: Neutral Good

Rank: Intermediate Deity

Domain: Healing

Weapon: Club

Eeyeekalduk is the god of healing.

Erkilek

Alignment: Neutral Evil

Rank: Intermediate Deity

Domain: Animal

Weapon: Composite Bow

Erkilek is a malevolent hunting deity who has the head and nose of a dog and the body of a man. He is an expert archer.

Isitoq

Alignment: Lawful Neutral

Rank: Intermediate Deity

Domain: Death

Weapon: Spear

Isitoq reinforces the nature of taboos. Those who break taboos must reckon with Isitoq.

Kakuapeu

Alignment: Neutral

Rank: Demi-Deity

Domain: Protection

Weapon: Spiked chain

Kakuapeu is the master of porcupines. He emphasizes protection for obvious reasons.

Mashku

Alignment: Neutral

Rank: Lesser Deity

Domain: Animal

Weapon: Club

Mashku is the master of bear, marmot and skunk. Mashkuapeu is beneath him in the spiritual hierarchy.

Mashkuapeu

Alignment: Neutral

Rank: Demi-Deity

Domain: Strength

Weapon: Club

Mashkuapeu is the master of bears. He embodies strength.

Matshishkapeu

Alignment: Neutral

Rank: Intermediate Deity

Domain: Trickery

Weapon: Dagger

Also known as the “Fat Man,” Matshishkapeu is a powerful spirit and source of great amusement on the frequent occasions in when he communicates with the Inuit. He has established himself as more powerful than even the caribou master.

Memekueshishkueu

Alignment: Neutral

Rank: Lesser Deity

Domain: Trickery

Weapon: Dagger

Memekueshishikueue is a female fox that is mistress of foxes, martins, minks, wolves, wolverines, squirrels, weasels and lynxes. Even Atshikash-napeu pays her respect.

Missinaku

Alignment: Neutral

Rank: Lesser Deity

Domain: Water

Weapon: Harpoon

Missinaku is the master of fish and many aquatic creatures including fish, beaver, otter, muskrat, seals, toads, frogs, and migratory waterfowl. As such he is more powerful than the other spirits.

Papakashtshihku

Alignment: Neutral

Rank: Lesser Deity

Domain: Animal

Weapon: Shortspear

Papakashtshihku is the master of caribou. In charge of the majority of food for many Eskimo peoples, Papakashtshihku is a lesser deity and has great influence over the other spirits. He lives in a house filled with animals and their masters called the Atiku-mitshuap, or “caribou house”.

Raven

Alignment: Chaotic Neutral

Rank: Greater Deity

Domain: Chaos

Weapon: Spear

Raven is the original creator of man. He creates that which he wishes and imbues life as he sees fit.

Sedna

Alignment: Neutral Evil

Rank: Intermediate Deity

Eskimo Culture

Domain: Water

Weapon: Harpoon

Sedna is the goddess of the ocean and all its creatures.

The Story of Sedna

Everyone is frightened of Sedna, due in large part to her hideous appearance: a horrible one-eyed giant. But there was a time when Sedna was a beautiful young woman. Men from far off villages would come to court her, but she was very vain and rebuffed them. One day a strange but handsome young hunter visited Sedna's village. Blinded by his appearance, Sedna accepted the handsome hunter's marriage proposal. The wedding took place and Sedna was promptly whisked far away by her new husband, only to discover that he was a spirit who had taken human form. Embarrassed and angered by the dishonor brought upon his family, Sedna's father retrieved her in a kayak. But escape was impossible, for the spirit found them quickly. A magical storm kicked up, threatening to drown them both. Terrified and completely out of his mind, Sedna's father threw her into the sea. When she clung to the boat, he hacked at her fingers, knuckles, and hand with his axe until she let go. Sedna's fingers transformed into the creatures of the sea and it was then she became a deity. Sedna's father didn't get far though. Sedna placed him into a deep sleep, then sent the waters of the ocean to flood his village, sucking him down into the depths with her. Deep in her underwater realm, named Adliden, she rules with a cruel fist. There, the souls of the dead are taken to pay for their sins.

Sila

Alignment: Neutral

Rank: Greater Deity

Domain: Sun

Weapon: Spear

Sila is the life-giving element in all things. She is also the sun god.

Tootega

Alignment: Neutral

Rank: Intermediate Deity

Domain: Travel

Weapon: Club

Tootega is as a little old lady who lives in a tiny stone domicile situated on a remote island. She feels right at home walking around on water. She takes to this practice whenever she pleases, without canoes, kayaks, or boats of any kind.

Tornassuk

Alignment: Neutral

Rank: Intermediate Deity

Domain: War

Weapon: Spear

Tornarssuk has the facial features of a seal, but his lower torso ends in a mop of squid-like tentacles. His head is covered with a multitude of eyes in a spider-like formation. His forepaws are proportionately as long as a man's arm, thicker, and end in fins. He is a wrathful deity who sometimes vents his anger in spectacular fashion, entering the Prime Material Plane to smash those who displease him.

Tshiuetinush

Alignment: Neutral

Rank: Intermediate Deity

Domain: Ice

Weapon: Composite bow

Tshiuetinush is known as the weather spirit and as the spirit of the north wind.

Uhuapeu

Alignment: Neutral

Rank: Lesser Deity

Domain: Knowledge

Weapon: Bola

Uhuapeu is the master of porcupines, hares, grouse, owls, and crows. Even Kakupeu must listen to him.

Campaign Hooks

The Eskimo Campaign

There are many exciting adventures to be had in an Eskimo campaign, where the spirits lurk outside every hut and animals must be alternately hunted and respected.

Hunters

All the PCs are members of the same tribe. They hunt together, looking for food, and may even all be related. Most will be of the fighter, warrior, ranger, or barbarian class. Because magical weapons are so scarce, the PCs must make do only with the magic they can create on their own. Rangers are the most powerful in this kind of campaign—their collective manitushuon, accumulated from hunting animals, allows them to cast spells.

Gods

One of the great spirits, be it Sedna or the Caribou Master, has been angered. Animals no longer make themselves available for hunting. It's up to the PCs to travel to Tshishtashkamuku to negotiate and set things right. Perhaps the PCs, at higher levels, may even challenge one of the animal masters to a contest of skill, strength, or wit.

Spirits

The outsiders from Tshishtashkamuku invade! In this campaign, an angakoq must repel the invaders, leading other warriors, fighters, barbarians, and rangers against them. This campaign

Frost and Fur

requires a lot of magical firepower—the angakoq may need to create magical items just to be able to meet the supernatural threat on its own terms. The invaders can be atshen or arulataq, appearing in larger numbers than ever before. The campaign could even culminate in a counterstrike into the very depths of Tshishtashkamuku itself.

War

The tribes go to war over a prized hunting ground, an old feud, or perhaps a misunderstanding over first contact. It's likely the Tlingit tribe against another tribe, be it Aleut or Inuit. PCs may be all on one side or another, or they may have friends on both sides, making it a difficult choice as to which side to fight for.

Crossover Campaigns

Eskimo vs. Russians

This conflict really happened. Using the rules for mythical Russia in this book, PCs can take either side as they battle each other for land. Perhaps the Russians seek further fur trade, and at first work together with the tribes to their mutual benefit. Everyone wins, until an edict from the Tsar makes them enemies.

Eskimos vs. Americans

One of the reasons Alaska was sold to America, among others, was due to the dogged resistance of the native peoples, specifically the Tlingit. In this campaign, set in the Wild West, the gold rush has started and the native tribes are not willing to give up their lands so quickly. Using any popular D20 Wild West campaign, Eskimos can battle a wide variety of villains who possess

six shooters and strange technology. It's up to the angakoqs to challenge their military superiority.

Eskimos vs. Japanese

When Russian hunters met the Eskimos, they already had metal tools. But since the Eskimos had no access to mines, where did they get those weapons? It was the Japanese, who sailed off course to land on Eskimo shores. Perhaps enterprising Japanese traders establish a colony—or worse, bandits who seek to pillage what they can before returning to their homeland. Using any popular D20 Asian setting, the Eskimos will have enough unique foes for a sustained campaign.

Eskimos vs. Vikings

The Vikings encountered Eskimos more than once, and it rarely ended peacefully. Calling them “skraelings,” the Eskimos resisted the colonization efforts of the Vikings. Using the rules in this book, the Vikings can make for terrifying yet balanced foes that have powers on par with the other Eskimo tribes.

Eskimos vs. the Beyond

Because of its isolated location, many settings postulate that ancient technologies, alien cultures, and forgotten dimensions lay beyond the wastes. Using any popular D20 Horror setting, Tshishtashkamuku becomes a horrible, alien land that spawns things Man Was Not Meant to Know. In this campaign, the Eskimos are humanity's only line of defense, the first and only people to encounter mind-shattering horrors that creep, crawl, slither, and gibber from beyond space and time. Angakoq will need every spirit's help they can muster to battle alien technologies and dimensional beings.

Slavic Culture



The Slavic lands are covered by a large, dangerous wilderness, sparsely populated by peasants and their wealthy landowners, the boyars. A few pockets of civilization dot the landscape. At the capital, there is a stark contrast to the Cossacks of the less tamed lands: here, boyars drink away the days at the expense of the impoverished peasantry. It is said it is better to be a beggar in the capital than a peasant in winter.

To the north of Slavic lands lies the great white glacier. A nearly impassible obstacle, its great silver outline looms over the northern horizon. The tundra below the glacier is very fertile, ravaged by bitter winds and covered with grass, when it's not buried in several feet of snow. The coniferous taiga forest, south of the tundra, runs through most of the Slavic lands. It is here wildlife is thickest and most numerous.

The forests are not a place any sane peasant wants to be at nightfall. The wilderness is filled with savage wolves and bears that are unafraid of man.

The end result of this hostile terrain has resulted in a strange imbalance in the technological advancement of Slavs. Farming techniques have not advanced appreciably in hundreds of years, but black powder weapons have been readily embraced. A ruchnitsa-wielding peasant is very effective in slowing even the most ferocious bears in their tracks.

Using This Setting in Your Campaign

Border Culture: If you have an Asian-themed culture in your campaign, a Slavic culture is an excellent transition between the Western and Eastern worlds. The nature of the vast wilderness that the Slavic culture inhabits makes it unlikely many PCs have traveled there and ensures plenty of adventures.

Silver Realm: The Slavic setting may be another plane, the Silver Realm. This setting has many parallels to your current campaign, only it is three times as powerful with a Slavic theme. Everything, is bigger, stronger, smarter in this realm. It's up to the DM if there is also a Copper Realm and Gold Realm.

Kam: The kam race (see the Monsters section) make for particularly terrifying, organized antagonists that might have a Slavic culture. The PCs may find the kam to be the most challenging threat they have ever faced—who can stop a supernatural army of cloning warriors with a petrifying gaze?

Frost and Fur

Races

Bogatyri



Bogatyri are created in a variety of ways. Some are simply born with their powers, growing up at incredible speeds and acquiring great powers. Others go through a trial or test, usually at the behest of a wizened old sorcerer, only to emerge from their trials stronger and more powerful than ever before (see prestige classes). Still others achieve their greatness through their heroic actions. In all three cases, bogatyri, which means “champion” in Russian, are the warriors of legend, capable of defeating entire armies and battling demonic forces on their own terms. These rules only apply to bogatyri as a race.

Personality

Bogatyri tend to be overconfident to the point of being smug. The worst of them are rude, loud, and prone to brawls and duels, which often end in the deaths of their lessers. The more noble among them take their responsibilities very seriously and actively seek out worthy foes. Bogatyri are akin to forces of nature—one does not tell a bogatyr what to do.

Physical Description

Bogatyri vary as much as humans vary in appearance. They do have some characters in common. Young Bogatyri age rapidly, but only until they reach adulthood, so almost all are youthful

in appearance. They are all exceptionally strong. Bogatyri can also be female. These are called polianitsy, rivaling their male counterparts in weapon skill, dexterity and wisdom.

Relations

Bogatyri and polianitsy do what they please. Some will serve a tsar out of a sense of duty; others sell their services to the highest bidder; still others act on whim alone. Bogatyri are difficult to predict, but whatever their decisions, its effects are always felt for miles around.

Alignment

Bogatyri tend to be selfish and as a result usually have a neutral component to their alignment. None are evil, although many can be chaotic to the point of being dangerous.

Bogatyr Lands

The bogatyri are probably more at home in the Silver or Gold Lands (lands where everything is bigger and more powerful), but they are native to the Prime Material Plane. However, their foes typically come from that other, more powerful plane. Indeed, most bogatyri are inevitably drawn to the outer planes to seek worthy opponents.

Religion

Bogatyri worship the same deities as other Slavic peoples.

Names

Bogatyri share the same names as other Slavic peoples.

Adventurers

Wherever a bogatyri is, adventure follows. They seek it out, possessed by a wanderlust to see the world and exercise their powers against worthy opponents. Few take up sorcery. Most are fighters, warriors, barbarians, or rangers. A rare few are kolduny. Whatever their profession, they always put their strength to good use.

Bogatyr Racial Traits

+2 Strength, -2 Wisdom: Bogatyri are incredibly strong, but the rapid aging process means they often don't much about the world around them before they venture out. They are not unlike exceptionally powerful children in that respect.

Large-size: Bogatyri are all larger than normal, literally giants among men.

Speed: Bogatyr speed is 40 feet.

Weight: Bogatyri weigh ten times a normal human's weight due to their special nature. This is problematic when seeking appropriate furniture and mounts. A bogatyr's quest for a suitable mount is a thing of legend.

Sleep vulnerability. Perhaps due to their rapid aging process, bogatyri sleep like babes. They are helpless when sleeping and do not awaken to normal noise. The only way to wake a bogatyr

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prior to his normal eight hours of rest is to physically wound him by inflicting lethal damage. Bogatyri aware of this flaw always post guards or make other provisions when they sleep.

Age: Bogatyri age at high speeds after they are born at the rate of 1 year of growth for every 1 month. This means a starting 16-year-old bogatyr is actually only a year-and-a-half old! Once they reach the minimum starting age for their class, bogatyri stop aging. They no longer suffer ability penalties for aging and cannot be magically aged. Bogatyri may die of old age when their time is up—but no bogatyr has lived long enough to tell.

Automatic Languages: Common.

Favored Class: Fighter. A multiclass bogatyr's fighter class does not count with determining whether he suffers an XP penalty for multiclassing.

Blessed



The blessed are children born under peculiar circumstances that are ultimately gifted with magical powers. Because the markings they carry are so easily identifiable, blessed are actively hunted by those who see them as a threat to their power. This can be secular or magical, as people tend to trust the blessed.

Personality

Blessed tend to be benevolent, helpful, and positive. If anything, they suffer from a complete lack of cynicism that often gets them

into trouble. A healthy dose of skepticism is inherent in every Slavic tradition, and blessed seem to lack any intuition.

Physical Description

The blessed appear at birth with a number of bizarre markings, which includes 1d4 of the following: 1) golden arms up to the elbows, 2) sides studded with stars, 3) a bright moon on the forehead, and 4) a radiant sun near the heart. Some blessed possess all four attributes, some only one or two. The number of signs they possess gives them corresponding magical powers.

Relations

The blessed are usually the youngest child born in a family. It is not unknown for a blessed child's relatives to be his or her worst enemies.

Alignment

Blessed are always of good alignment, although they can be neutral, lawful, or chaotic good.

Blessed Lands

The blessed come from the same lands as other Slavic peoples, although some are born to other parallel Prime Material planes.

Religion

The blessed worship the same deities as other Slavic peoples. Some are seen as religious symbols themselves and are venerated as saints.

Names

The blessed share the same names as other Slavic peoples.

Adventurers

The blessed are an undeniable presence in any party. As a result, people expect great things from them, regardless of their actual ability to achieve those lofty goals. Blessed tend to be too trusting, which makes them fast friends with just about everyone they come across.

Blessed Racial Traits

+2 Charisma, -2 Wisdom: The blessed naturally exude an aura of confidence and friendliness that few beings can resist. On the other hand, they are shockingly naive about the world around them, which sometimes gets them into trouble.

Medium-size: Blessed are the same size as the parent race.

Speed: Blessed speed is the same as that of the parent race.

Sign: Depending on which sign they were born under, Blessed have the following spell-like abilities.

Sun: By revealing the mark on his breast, the blessed can shed sunlight once per day as per the *daylight* spell.

Moon: By concentrating, the blessed can cause a *faerie fire* effect as the spell equal to his level, once a day.

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Golden Arms: By unveiling his arms (usually covered up by gloves or sleeves), the blessed can duplicate the effects of *light* at will, cast as a sorcerer of his level. This ability is constant and centered on the blessed's arms.

Stars: By revealing his sides, the blessed can create four glowing spheres of light (which look like twinkling stars) as per the *dancing lights* spell, at will, cast as a sorcerer of his level. This ability is constant and *dancing lights* surrounds the blessed if he fails to cover his sides.

Automatic Languages: Common.

Favored Class: Sorcerer. A multiclass blessed's sorcerer class does not count with determining whether he suffers an XP penalty for multiclassing.

Triglaz



Triglaz were originally born of the queen known as Yagishna, believed to be a monster in disguise. Some of her progeny had three eyes. Princess Maria, Yagishna's stepdaughter, managed to survive despite her stepmother's abuses. Princess Maria lived in a pasture with a little red cow and only a crust of dry bread for sustenance. Yagishna's stepdaughter was also a gifted sorceress and was able to survive through magic with judicious appli-

cation of *sleep* spells. Until she met Yagishna's three-eyed daughter.

Yagishna did not succumb to Maria's spells and reported her stepsister's magical abilities. The cow was immediately slaughtered in retaliation. Fortunately, the entrails of the cow grew into a tree that attracted all manner of birds. The birds came from far and wide and sang sweet songs.

Prince Ivan came to Yagishna to pose a challenge: he would marry the maiden who could pick a dishful of berries for him. The birds, magically summoned by the tree Princess Maria had created, attacked any who tried to pick berries. The three-eyed daughter was especially vulnerable to attacks from the pecking beasts. It was decided; Maria married Ivan and left the clutches of her wicked stepmother.

Eventually, Yagishna (who was a sorceress herself) transformed Maria into a goose and made her daughter look like Prince Ivan's wife. The ruse was discovered but the Prince could not distinguish between the two women. He gave them a challenge: whoever climbed to the top of his front gate would be his wife. When the three-eyed triglaz scaled it easily, Ivan recognized her for what she was and had her executed.

That was not Yagishna's only daughter and the line lives on. Ever since that day, a child of the royal line is occasionally gifted (or cursed) with an extra nose and eye.

Personality

Triglaz tend to be selfish, bitter creatures, if only because they are so often teased and taunted as children. Since they are all of the royal line, this becomes less of a problem as they get older. It also makes them incredibly spiteful. It is said a triglaz never forgets a slight.

Physical Description

Triglaz have a merged face consisting of two noses, one mouth, and three eyes between the two faces. The outer two eyes work together like a normal pair of eyes, but the third eye works independently.

Relations

Triglaz are inevitably royalty, which gives them the ability to enact ferocious revenge on those who might cross them. They put a great reliance on family, especially their own relations, and tend to be ferociously xenophobic against foreigners. Triglaz surround themselves with sycophants and bootlickers. They despise the uneasy stares they receive from others and force all who interact with them to treat them as if they were quite normal. To mention a triglaz's appearance is to invite death. It is for this very reason that triglaz hate foreigners, who often unintentionally commit a fatal faux pas.

Alignment

Most triglaz are neutral evil in alignment. They are greedy, selfish, and spiteful beings

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Triglaz Lands

Triglaz hail from the Gold Kingdom, the thrice land. They consider their lands superior in every way to mortals from the Prime Material Plane and are known to lead invasions or raids at a whim. In the Gold Kingdom, birds regularly attack triglaz—an ancient curse, some say. Oddly enough, triglaz hate them with a passion. Triglaz are also capable climbers, a practice the royalty enjoys from scaling trees to destroy bird eggs.

Religion

Triglaz worship the same deities as other Slavic peoples.

Names

Triglaz share the same names as other Slavic peoples.

Adventurers

Triglaz adventure when it suits them, primarily to exercise revenge against someone who slighted them or to secure their position in the social order. They are territorial and defensive by nature and are thus more likely to draw someone else into an adventure rather than join an adventuring group. Nevertheless, triglaz make for interesting, if somewhat dangerous, companions.

Triglaz Racial Traits

+2 Wisdom, -2 Charisma: Triglaz see more and know more with their third eye, which makes them wiser and more devious. But their appearance has an inevitable affect on their relations with other beings, who often treat them as freaks.

Medium-size: As Medium-size creatures, Triglaz have no special bonuses or penalties due to size.

Speed: Triglaz speed is 30 feet.

+1 racial bonus to attack rolls against avians (animal, beast, or magical beast).

+2 racial bonus on Climb, Spot, and Search checks. Triglaz are adept at scaling trees and their extra eye gives a bonus to spotting the extraordinary.

Immunity to magic *sleep* spells and effects.

Automatic Languages: Common.

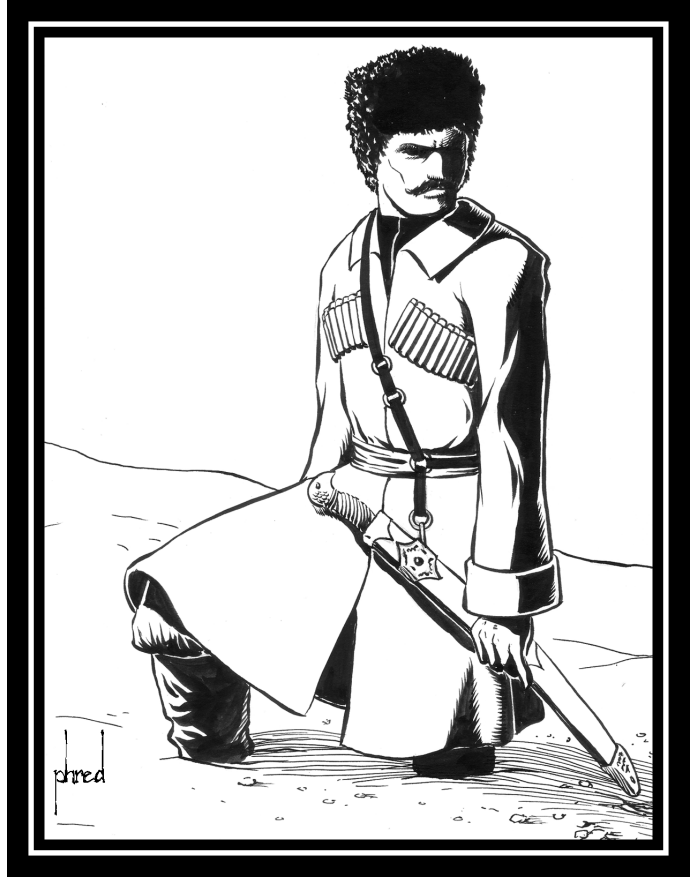
Favored Class: Koldun. A multiclass triglaz's koldun class does not count with determining whether he suffers an XP penalty for multiclassing.

Classes

Cossack

Cossacks are many things to many people. They are peasant warriors, a military caste, pioneers, trappers, and border guards. The truth is that the Cossacks do not classify themselves. They simply are and that is enough for them.

Slavic nations tolerate Cossacks because they make exceptionally effective buffers against invaders. On the other hand, the same stubbornness that makes them excellent defenders also makes them impossible to remove.



Adventures: For a Cossack, life is one big adventure. Cossacks live in rough, rugged lands that are perpetually contested, both within and without. Surviving is difficult enough.

Characteristics: Cossacks are as rough as the lands they live in. And yet, they are a good-natured, cheerful people who are fiercely loyal to their own. They are exceptionally healthy, capable of surviving on the barest essentials. They are also sharp of wit, extremely adaptable to the unforgiving climate.

Alignment: Cossacks follow no laws but their own, and those are few. They can be any non-lawful alignment. Neutral and neutral good are common.

Religion: Cossacks worship the deities of the land. They have no particular allegiance to a particular god but, like all things, they adapt to whatever religion best services their lifestyle.

Background: Training in warrior skills begins at birth for the Cossack. As soon as he is born, an arrow and bow are presented to him. On the fortieth day the young Cossack is clothed in miniature mail armor and a little saber is hitched to his side, after which his father returns the child to his mother with the words “here is a Cossack to you.” By the time a Cossack reaches three years of age, he already knows how to ride on horseback. Five-year-olds know how to shoot a bow.

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Races: Humans are the most common Cossacks because they are most adaptable. The other two common races are the half-breeds, the half-elves and half-orcs. The Cossacks accept those who respect the tribe, race not withstanding.

Other Classes: Cossacks do well with those who accept their lifestyle. They are the heroes of commoners, the villain to aristocrats, and feared by experts. Cossacks respect warriors and fighters, are wary but appreciative of barbarian prowess, and ultimately put more faith in their weapons and mount than in anything else.

Game Rule Information

Cossacks have the following game statistics.

Abilities: Cossacks are a hardy people, so a high Constitution is critical to their survival. They also need to be wiry and flexible, both in and out of the saddle, which accounts for their high Dexterity.

Alignment: Any non-lawful.

Hit Die: d10.

Class Skills

The Cossack's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) * 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Cossack.

Armor and Weapon Proficiency: A Cossack is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Bonus Feats: At the appropriate level, Cossacks gain the Ride-by Attack, Track, Spirited Charge, Trample, and Behead feats for free.

Courser's Fury: Cossacks are skilled with their mounts and can accommodate them in battle. For every five levels the character has in Cossack, his mount can make an additional attack. Both the horse and its rider suffer a -2 to their respective attack rolls, but the animal otherwise fights as though it were a separate combatant without causing any interruption of the rider's actions.

Summon Mount: Cossacks with this ability have become greatly attuned to their mounts. The Cossack can call for his horse and if it is within 100 feet, it will arrive at maximum speed.

Graceful Dismount: The Cossack's sense of balance is so good that he automatically succeeds a Riding check to land softly if his mount is dropped in battle.

Equine Speed: The Cossack is now so in touch with his mount that the two move as one. While mounted, the Cossack can increase his mount's movement rate.

Table 12.1 Cossack

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Ride-by Attack feat
2	+2	+3	+3	+0	
3	+3	+3	+3	+1	Track feat
4	+4	+4	+4	+1	Equine speed (+10 ft.)
5	+5	+4	+4	+1	Course's fury (+1 attack)
6	+6/+1	+5	+5	+2	Spirited Charge feat
7	+7/+2	+5	+5	+2	Summon mount
8	+8/+3	+6	+6	+2	Equine speed (+20 ft.)
9	+9/+4	+6	+6	+3	
10	+10/+5	+7	+7	+3	Courser's fury (+2 attacks)
11	+11/+6/+1	+7	+7	+3	Graceful dismount
12	+12/+7/+2	+8	+8	+4	Equine speed (+30 ft.)
13	+13/+8/+3	+8	+8	+4	
14	+14/+9/+4	+9	+9	+4	Trample feat
15	+15/+10/+5	+9	+9	+5	Courser's fury (+3 attacks)
16	+16/+11/+6/+1	+10	+10	+5	Equine speed (+40 ft.)
17	+17/+12/+7/+2	+10	+10	+5	
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Behead feat
20	+20/+15/+10/+5	+12	+12	+6	Courser's fury (+4 attacks)

Koldun

Kolduny (singular, koldun) are twisted arcane spell casters who rely on their fearsome reputations to bully the peasantry into allowing them to have the best seat at weddings, to enact tribute, and to otherwise get the koldun what he wants.

Adventures: Kolduny adventure when it suits them. They usually are involved in adventure when there is a personal stake involved, especially if it means an increase in wealth for the koldun. Most koldun are lazy and prefer to threaten those within reach rather than work for their fortunes.

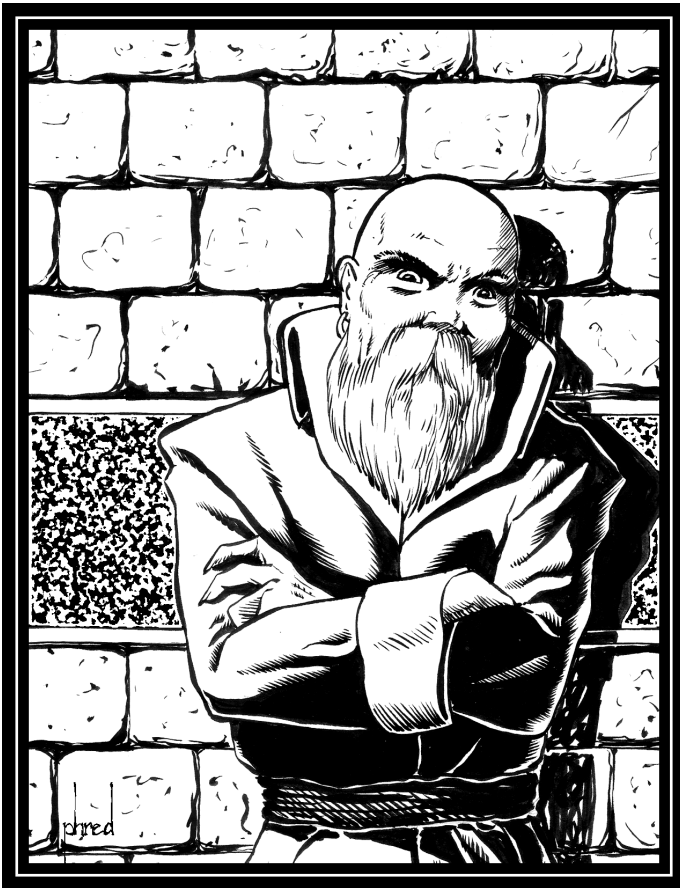
Characteristics: Kolduny must be shrewd in bargaining with evil forces. However, they are not by any means required to be particularly intelligent. Their Charisma represents their skill at lying and conniving—it is by no means a representation of their physical beauty. Koldun are also strong and healthy; they must be, for to weaken is to lose some of their magical powers.

Alignment: Kolduny are selfish, bitter men who enact vengeance on those who cross them and sometimes even on those who don't. They must be of non-good alignment.

Religion: Kolduny do not worship any particular god, but rather reject them all. They regularly deal with the infernal forces, although they are far too selfish to worship any one deity. They are often branded as heretics and actively hunted by good-aligned minions.

Background: Kolduny can take on their mantle of power in three ways. One way to become a koldun includes a voluntary

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pact with an infernal being by violently rejecting the would-be koldun's previous religion. A demon appears and demands a pact signed in blood and provides the koldun with his spell book. An aspirant can become a koldun through the act of another koldun; in a bathhouse at dawn, the koldun summons a frog with the *animal messenger* spell. Then the initiate swallows the frog, becoming a koldun. Kolduny are also obliged to pass on their powers through to an heir through their pact with the infernal forces. Typically, a koldun lies under a stove, groaning with one hand stretched out for help. Anyone who takes his hand immediately begins his new class as a koldun.

Races: Humans are typically kolduny, because they are the most easily tempted race. Half-orcs cannot easily resist the temptation of the koldun's power.

Other Classes: Kolduny are disliked by most classes. Barbarians distrust them, clerics and druids revile them, and paladins actively hunt them down. If a koldun finds friends, it is in the company of rogues. Kolduny prefer to surround themselves with commoners, whom they enjoy bullying. Because kolduny are one of the few types of "book-learned" spell casters, wizards are often blamed for kolduny spells.

Game Rule Information

Kolduny have the following game statistics.

Abilities: Charisma determines how powerful a spell a koldun can cast, how many spells the koldun can cast per day, and how hard those spells are to resist. To cast a spell, a koldun must have

a Charisma score of 10 + the spell's level. A koldun gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a koldun's spell is 10 + the spell's level + the koldun's Charisma modifier. A high Constitution is critical in retaining the koldun's power.

Alignment: Neutral evil, lawful evil, chaotic evil.

Hit Die: d6.

Class Skills

The koldun's class skills (and the key ability for each skill) are Bluff (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Sense Motive (Wis), Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) * 4

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Kolduny.

Armor and Weapon Proficiency: Kolduny are proficient with the following weapons: club, dagger, quarterstaff. They are not proficient with any type of armor or with shields.

Bonus Languages: A koldun must substitute Infernal for one of the bonus languages available to the character because of his race, since it is the language in which the koldun learns his spells.

Dark Blessing: The koldun applies his Charisma modifier (if positive) as a bonus to all saving throws.

Fiendish Servant: The koldun can call a fiendish bat, cat, dire rat, raven, or toad to serve him. In all respects it increases in power exactly as the fiendish servant for the Blackguard prestige class.

Spell Books: Koldun must study their spell books each day to prepare their spells. A koldun begins play with a spellbook containing all 0 level spells plus three 1st-level spells of the player's choice. For each point of Charisma bonus the koldun has, the spellbook holds one additional 1st-level spell. Each time the koldun achieves a new level, he must consult with his fiendish patron. If the meeting goes well (DM's option), the koldun gains two new spells of any level or levels that he can cast.

Spell Casting Vitality: Kolduny lose their power if harmed. A koldun loses one memorized spell of the highest level he has memorized if he suffers damage equal or greater to that spell's level. Therefore, if a koldun's highest memorized spell is 5th level, the koldun loses that memorized spell upon receiving 5 hit points of damage. The koldun can lose multiple spells in this fashion until he has no memorized spells left.

Spells: A koldun casts arcane spells according to the table, below. He is limited to a certain number of spells of each spell level per day, according to his class level. He prepares spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the koldun decides

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which spells to prepare. To learn, prepare, or cast a spell, the koldun must have an Charisma score of at least 10 + the spell's level. A koldun's bonus spells are based on Charisma. The Difficulty Class for saving throws against koldun spells is 10 + the spell's level + the koldun's Charisma modifier.

0th level: *daze, detect magic, ghost sound, hiccup*, prestidigitation, ray of frost*

1st level: *cause fear, curse water, detect animals or plants, doom, nerazmennyi rubl*, protection from good, ray of enfeeblement, sleep*

2nd level: *animal messenger, augury, bear's endurance, desecrate, heat metal, hold animal, soften earth and stone*

3rd level: *bestow curse, contagion, detect thief*, diminish plants, gaseous form, gust of wind, iordanka*, magic circle against good, slow, water walk*

4th level: *antiplant shell, control water, divination, footprint curse*, locate creature, planar ally, lesser, polymorph, scrying, unholy blight*

5th level: *corpse candle*, create banishche*, dispel good, feeblemind, petrification geas*, planar binding, lesser, transmute rock to mud, unhallow*

6th level: *eyebite, gold to corpse*, planar ally, planar binding, prigovory*, steklo*, wind walk*

7th level: *animal shapes, blasphemy, insanity, power word stun*

8th level: *binding, earthquake, planar ally, greater, planar binding, greater unholy aura*

9th level: *imprisonment, power word kill*

Wild Shape: At 5th level, a koldun gains the spell-like ability to *polymorph* into a Small or Medium-size animal and back again once per day. Unlike the standard use of the spell, however, the koldun may only adopt one form. The koldun can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level.

Random Starting Gold

Amount (gp): 5d4

Volkhov

Volkhovy (singular, volkhov) are pagan priests tasked with the dissemination of ancient knowledge across the land. Both seer and divine leader, volkhovy act with great confidence because they possess the knowledge of the land, given to them by the gods of old.

Adventures: Volkhovy actively participate in changing the course of events only rarely. Usually, they go along to record, observe, and advise. A volkhov is much more comfortable advising a noble in war than swinging a weapon in combat.

Characteristics: Volkhovy are wise above all. They tend to be gregarious but thoughtful, intuitively seeking out those who are the most likely to implement their often half-mad advice. A volkhov's life is a lonely one; he carries the burden of the gods' knowledge on his shoulders alone.

Alignment: Volkhovy follow their god's edicts. Those who focus on benevolent deities are good aligned, those who worship Simargl, Perun, Dahzdbog, and Khors are neutral good. Those who worship Mokosh are neutral. Volkhovy who worship Stri-bog are neutral evil.

Table 12.2 Koldun

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1	+0	+0	+0	+2	Bonus languages, fiendish servant, spell casting vitality	3	1	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Dark blessing	4	2	—	—	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	<i>Wild shape (1/day)</i>	4	3	2	1	—	—	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5	<i>Wild shape (2/day)</i>	4	3	3	2	—	—	—	—	—	—	—	—	—	—
7	+3	+2	+2	+5	<i>Wild shape (3/day)</i>	4	4	3	2	1	—	—	—	—	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—	—	—	—	—
10	+5	+3	+3	+7	<i>Wild shape (4/day)</i>	4	4	4	3	3	2	—	—	—	—	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—	—	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—	—	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—	—	—	—	—
14	+7/+2	+4	+4	+9	<i>Wild shape (5/day)</i>	4	4	4	4	4	3	3	2	—	—	—	—	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—	—	—	—	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—	—	—	—	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1	—	—	—	—
18	+9/+4	+6	+6	+11	<i>Wild shape (6/day)</i>	4	4	4	4	4	4	4	3	3	2	—	—	—	—
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3	—	—	—	—
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4	—	—	—	—

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Religion: The volkhovy worship six different gods. See the Pantheon section for more details.

Background: Volkhovy are very careful about whom they pass on their divine connection with the ancient world. Unlike other spell casters, volkhovy are very interested in the politics and gossip of the civilized world. It is in cities and towns that a volkhov can best implement the gods' will.

Races: Humans make excellent volkhovy, if only because they benefit most from pagan wisdom. Elves, who are ancient, also excel in the role of volkhov. Other races lack the charisma to advise leaders.

Other Classes: A volkhov's divine insight gives them an edge in all things that other classes quickly come to appreciate. Volkhovy work well with rangers, warriors, and fighters; they understand them. They are most closely allied with aristocrats and other leaders of men, whom they advise. Druids are likely to be seen as foreigners with common roots. Despite their wisdom, two classes insight them to violence: clerics and paladins. Both classes, with their religious overtones, threaten volkhovy authority. Volkhovy will not tolerate either class' presence without conflict.

Game Rule Information

Volkhovy have the following game statistics.

Abilities: Wisdom determines how powerful a spell a volkhov can cast, how many spells the volkhov can cast per day, and how hard those spells are to resist. To cast a spell, a volkhov must have a Wisdom score of 10 + the spell's level. A volkhov gets

bonus spells based on Wisdom. The Difficulty Class of a saving throw against a volkhov's spell is 10 + the spell's level + the volkhov's Wisdom modifier. A high Charisma is critical in a volkhov's use of skills to influence the aristocracy.

Alignment: Neutral, neutral good, neutral evil.

Hit Die: d8.

Class Skills

The volkhov's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Perform (sing) (Cha), Ride (Dex), Spellcraft (Int), Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) * 4

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Volkhovy.

Armor and Weapon Proficiency: Volkhovy are proficient with the following weapons: club, dagger, quarterstaff. They are proficient with light and medium armors and shields.

Associates: The volkhov may never knowingly associate with characters that worship a non-Slavic deity. A volkhov will not continue an association with someone who outwardly displays his religious allegiance as being a non-Slavic deity.

Deity, Domains, and Domain Spells: A volkhov chooses two domains from among the deity's domains. Each domain gives the volkhov access to a domain spell at each spell level, from 1st on up, as well as a granted power. The volkhov gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a volkhov prepares one or the other each day. See the Pantheon section for more information.

Evil and Good Spells: A volkhov can't cast spells of an alignment opposed to his own.

Resist Nature's Lure: Starting at 4th level, a volkhov gains a +4 bonus to saving throws against the spell-like abilities of feys.

Spells: A volkhov casts divine spells according to table 2.3. A volkhov may prepare and cast any spell of the volkhov spell list, provided he can cast spells of that level. Volkhovy do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they pray for their spells, receiving them from their pagan god. In addition to his standard spells, a volkhov gets one domain spell of each spell level, starting at 1st. When a volkhov prepares a domain spell, it must come from one of his two domains.

0th level: *cure minor wounds, flare, guidance, light*

1st level: *cure light wounds, detect animals or plants, entangle, protection from evil, protection from good, summon nature's ally I*

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2nd level: *animal messenger, animal trance, charm person, cure moderate wounds, daylight, discern tree*, hold animal, summon nature's ally II*

3rd level: *call lightning, cure serious wounds, dispel magic, dominate animal, magic circle against evil, magic circle against good, plant growth, remove curse, remove disease, speak with dead, summon nature's ally III, swan swarm**

4th level: *boiling transformation*, break enchantment, command plants, cure critical wounds, dismissal, dispel evil, dispel good, divination, planar ally, lesser, polymorph, protection from witchcraft*, razvodit*, summon nature's ally IV, thunder arrow**

5th level: *commune, commune with animals*, commune with birds*, commune with fish*, contact other plane, dismissal, planar binding, lesser, summon nature's ally V*

6th level: *planar ally, planar binding, summon nature's ally VI*

7th level: *banishment, control weather, legend lore, summon nature's ally VII, sunbeam, vision*

8th level: *binding, control plants, planar ally, greater, planar binding, greater, summon nature's ally VIII, sunburst, whirlwind*

9th level: *shapechange, summon nature's ally IX, vikor**

Random Starting Gold

Amount (gp): 5d4 * 10

Prestige Classes

Bogatyry

Just as there are Slavic heroes who are born with supernatural powers, there are those who become great heroes through their own deeds. These bogatyry go on to bigger and better things after being gifted with their otherworldly powers and ultimately clash with the most fearsome creatures the mythical world has to offer.

Hit Die: d12.

Requirements

To become a bogatyry, a character must fulfill the following criteria:

Peaceful contact with a celestial: The bogatyry must make peaceful contact with a celestial being that ultimately grants the bogatyry supernatural powers.

Base Attack Bonus: +10.

Alignment: Any good.

Class Skills

The bogatyry's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Search (Wis), Spot (Wis), Survival (Wis), Swim (Str), .

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the bogatyry.

Armor and Weapon Proficiency: A bogatyry is proficient with all forms of weapons, armor and shields.

Table 12.3 Volkhov

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1	+0	+2	+0	+2		3	1+1	—	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Resist nature's lure	5	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—	—
5	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—	—
7	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—
10	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—
11	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—
12	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—
13	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
14	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
15	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
16	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
17	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
18	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
19	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	—	—	—	—	—
20	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	—	—	—	—	—

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Bogatyr Growth: Bogatyri grow as they advance in level. The effect is permanent. They increase in size by 10% for every two levels the character has as a bogatyr, with weight, height, and strength increases as if a sorcerer of equivalent level cast the spell. At 10th level, a bogatyr receives a +2 enlargement bonus due to Strength, his height increases by 50% and his weight increases by 240%. This is both a blessing and a bane, as bogatyri will need to resize their weapons, armor, and mounts to fit them accordingly.

Special Mount: Upon or after reaching 5th level, a bogatyr can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade against evil. This mount is a kosmatushka (see the New Monsters section for more details). Should the kosmatushka die, the bogatyr can call for another one after a year and a day. Kosmatushka do not possess any of the powers of a paladin's warhorse and do not grow in level with the bogatyr.

Aura of Courage: Beginning at 1st level, a bogatyr is immune to fear (magical or otherwise). Allies within 10 feet of the bogatyr gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Smite Evil: Once per day, a bogatyr of 3rd level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma modifier (if positive) to the bogatyr's attack roll and deals 1 extra point of damage per level. If the bogatyr accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

Bonus Feats: Bogatyri gain bonus feats from the fighter list, with the additional choices of glutton, orphan, redheaded, secret mark, shapeshifting, simpleminded, and youngest.

Table 12.4 Bogatyr

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Aura of courage
2	+2	+3	+3	+0	Bogatyr growth (+10%)
3	+3	+3	+3	+1	Smite evil
4	+4	+4	+4	+1	Bogatyr growth (+20%)
5	+5	+4	+4	+1	Special mount
6	+6/+1	+5	+5	+2	Bogatyr growth (+30%)
7	+7/+2	+5	+5	+2	Bonus feat
8	+8/+3	+6	+6	+2	Bogatyr growth (+40%)
9	+9/+4	+6	+6	+3	Bonus feat
10	+10/+5	+7	+7	+3	Bogatyr growth (+50%)

Skomorokh

Skomorokhi are wandering minstrels, jugglers, mimes, and clowns. Although their plays and antics seem like innocent entertainment, they serve as keepers of pagan lore for the commoners. Skomorokhi are most famous for their bear-training skills. Through their bears, skomorkhi entertain as well as predict the future with their ursine companions.

Hit Die: d6.

Requirements

To become a skomorokh, a character must fulfill the following criteria:

Alignment: Any non-lawful.

Handle Animal: 8 ranks.

Perform: 8 ranks.

Tumble: 4 ranks.

Class Skills

The skomorokh's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Jump (Str), Knowledge (religion) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Tumble (Dex), Survival (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the skomorokhi.

Armor and Weapon Proficiency: A skomorokh is proficient with all simple weapons. Additionally, the skomorokh is proficient with one of the following weapons: longbow, composite longbow, longsword, sap, short composite bow, short sword,

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shortbow, or whip. Skomorokhi are proficient with light armor, medium armor, and shields.

Skomorokh Performance: Once per day per level, a skomorokh can play an instrument in combination with a spoken performance to influence those around him. The skomorokh makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the skomorokh's check result. If the skomorokh has an audience, the victim with the highest Wisdom makes the roll. If the skomorokh fails, the attempt still counts against the daily limit. The effect is the same as an *emotion* spell cast by a sorcerer of the skomorokh's level. The skomorokh can induce the following effects through his performance: despair, fear, friendship, hate, hope, and rage.

Skomorokh Humor: A skomorokh can cause a single creature to laugh at him. The creature to be amused must be able to see and hear the skomorokh and must be within 90 feet. The skomorokh makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the skomorokh's check result. If the saving throw succeeds, the skomorokh cannot attempt to amuse that creature again for 24 hours. If the saving throw fails, the creature suffers the effect of *T's hideous laughter* for up to 1 round per level of the skomorokh.

Ursine Companion: At 1st level skomorokh may begin play with a bear that is loyal to him as per the druid class. At 10th level, the skomorokh can attract a dire bear instead.

Ursine Divination: Using his bear companion, a skomorokh can ask his bear a simple question and, judging from its response (snuffling, woofing, growling, etc.) the skomorokh can divine the future as the spell-like ability *augury*, once a day.

Ursine Empathy (Ex): A skomorokh can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The skomorokh rolls 1d20 and adds her skomorokh level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the skomorokh and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A skomorokh can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Ursine Trance: The skomorokh can use *animal trance* as a spell-like ability on any bear (normal or dire) once per day.

Woodland Stride: Starting at 2nd level, a skomorokh may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the skomorokh.

Table 12.5 Skomorokh

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Ursine companion (animal)
2	+1	+0	+3	+0	Woodland stride
3	+2	+1	+3	+1	Skomorokh performance
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Ursine divination
6	+4	+2	+5	+2	Ursine friendship
7	+5	+2	+5	+2	Skomorokh humor
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	Ursine trance
10	+7	+3	+7	+3	Bear companion (dire)

Vedma

Literally, meaning “knower,” the vedma is a female witch. Vedma are known as poisoners, spoilers, and eaters of children. They destroy crops, plague livestock, and wither healthy men. Aged, vicious crones, the vedma is a dangerous force to be reckoned with.

Hit Die: d4.

Requirements

To become a Vedma, a character must fulfill the following criteria:

Age: Must be of Venerable age or older for her race.

Alignment: Any evil.

Gender: Must be female.

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Survival: 8 ranks.

Spells: Ability to cast divine spells of 3rd level or higher.

Special: The vedma must have made peaceful contact with a hag to contract the taint of true evil.

Class Skills

The vedma's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha), .

Skill Points at Each Level: 4 + Int modifier.

Table 12.6 Vedma

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	<i>Wild shape</i> (1/day)	+1 level of existing class
2	+1	+0	+0	+3	Scent	
3	+1	+1	+1	+3	<i>Wild shape</i> (2/day)	+1 level of existing class
4	+2	+1	+1	+4	Nature sense	
5	+2	+1	+1	+4	<i>Wild shape</i> (3/day)	+1 level of existing class
6	+3	+2	+2	+5	Poison use	
7	+3	+2	+2	+5	<i>Bestow curse</i> (1/day)	+1 level of existing class
8	+4	+2	+2	+6	Thousand faces	
9	+4	+3	+3	+6	<i>Eyebite</i> (1/day)	+1 level of existing class
10	+5	+3	+3	+7	Timeless body	

Class Features

All of the following are class features of the Vedma.

Armor and Weapon Proficiency: Vedma are proficient with the following weapons: battleaxe, dagger, greatclub, greatsword, handaxe, longsword, quarterstaff, scythe, and sickle. They are not proficient with any type of armor or with shields.

Bestow Curse: At 7th level a vedma can use *bestow curse* as a spell-like ability once per day.

Eyebite: At 9th level a vedma can use *eyebite* as a spell-like ability once per day.

Nature Sense: At 4th level a vedma gains a +2 bonus on Knowledge (nature) and Survival checks

Poison Use: At 6th level a vedma is skilled in the use of poison and never risks accidentally poisoning themselves when applying poison to a blade.

Scent: At 2nd level a vedma can detect approaching enemies and sniff out hidden foes by scent alone as per the Scent special quality (see Monster Manual). When using her sense of smell to sniff someone out, she receives a +2 circumstance bonus to Search and Spot checks. A Wisdom check (DC 10) allows the vedma to determine the nationality of the person she smells.

Spells per day: At every second level gained in the vedma class, the character gains a new spell each day as if she had gained another level in her original spellcasting class. She only receives the increased spellcasting benefit of the extra level. The spells can only be spells that are of the Transmutation school of magic.

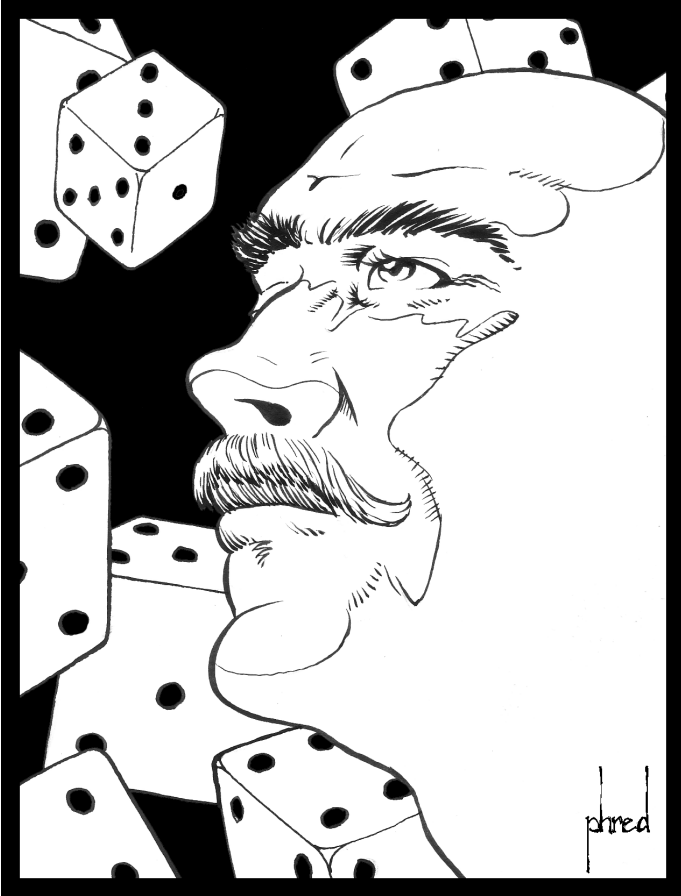
A Thousand Faces: At 8th level, a vedma gains the supernatural ability to change her appearance at will, as if using the spell *alter self*.

Timeless Body: After achieving 10th level, a vedma no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered disappear. Bonuses still accrue, and the vedma still dies of old age when her time is up.

Wild Shape: At 1st level, a vedma gains the spell-like ability to *polymorph* into a Small or Medium-size animal and back again once per day. Unlike the standard use of the spell, however, the vedma may only adopt one form. The vedma can use this ability more times per day at 3rd, 5th, and 7th level.

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Vorozhei



The vorozhei is a fortune-teller who specializes in augury. Vorozhei can use anything to divine the future, including dice, cards, palmistry, salt, tealeaves, or coal. They are typically used most often to locate lost objects.

Hit Die: d4.

Requirements

To become a vorozhei, a character must fulfill the following criteria:

Bluff: 8 ranks.

Scry: 8 ranks.

Spells: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The vorozhei's class skills (and the key ability for each skill) are Concentration (Con), Appraise (Int), Bluff (Cha), Craft (Int), Gather Information (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the vorozhei.

Armor and Weapon Proficiency: Vorozhei are not proficient with any weapons or armor.

Augury: Using any form of dice, cards, palmistry, salt, tealeaves, or coal, the vorozhei can determine another person's fate as per the *augury* spell ability.

Crystal Ball: The vorozhei can turn any non-magical crystal ball into a magical crystal ball for the duration of the *scrying* ability. The crystal ball only provides the magical effect when the vorozhei uses it—the ball is otherwise nonmagical for anyone else. At 6th level, the crystal ball can also *see invisible* and at 7th level it can also *detect thoughts*. At 8th level, the vorozhei can communicate silent mental messages with the person appearing in the ball and may attempt to implant a *suggestion* (as the spell, DC 14) once a day. At 9th level, the vorozhei can use *true seeing* in conjunction with the ball's scrying ability. Crystal balls that already possess the ability to scry still work as normal for the vorozhei, but if the vorozhei's ability is more powerful than what the crystal ball possesses, all scrying abilities apply.

Locate: The vorozhei can locate any object at 3rd level using a crystal ball as per the *locate object* spell. At 5th level, the vorozhei can *locate creature*. At 10th level, the vorozhei can *discern location*. All of these spell-like abilities are usable three times per day.

Spells per day: At every second level gained in the vorozhei class, the character gains a new spell each day as if he had gained another level in her original spellcasting class. He only receives the increased spellcasting benefit of the extra level. The spells can only be spells that are of the Divination school of magic.

Table 12.7 Vorozhei

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Augury	+1 level of existing class
2	+1	+0	+0	+3	Locate (locate object)	
3	+1	+1	+1	+3	Locate (locate creature)	+1 level of existing class
4	+2	+1	+1	+4	Crystal ball	
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5	Crystal ball (see invisibility)	
7	+3	+2	+2	+5	Crystal ball (detect thoughts)	+1 level of existing class
8	+4	+2	+2	+6	Crystal ball (telepathy)	
9	+4	+3	+3	+6	Crystal ball (true seeing)	+1 level of existing class
10	+5	+3	+3	+7	Locate (discern location)	

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Znakhar



The znakhar is a healer, using folk medicine, dream interpretation, and magic to ease the ills of his patients. His specialty is whispering, and the znakhar is known for whispering over spell components to heal and to harm.

Hit Die: d4.

Requirements

To become a znakhar, a character must fulfill the following criteria:

Alignment: Any good.

Heal: 8 ranks.

Spells: Ability to cast divine spells of 3rd level or higher.

Class Skills

The znakhar's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Znakhar.

Armor and Weapon Proficiency: Znakhar are not proficient with any weapons or armor.

Brew Potion: At 4th level a znakhar can brew potions as the Brew Potion feat.

Detect Poison: At 1st level a znakhar can *detect poison* as a spell-like ability three times per day.

Dispel Evil: At 10th level a znakhar can *dispel evil* as a spell-like ability once per day.

Dream: At 8th level a znakhar can use *dream* as a spell-like ability once per day.

Message: At 2nd level a znakhar can use *message* as a spell-like ability three times per day.

Spells per day: At every second level gained in the znakhar class, the character gains a new spell each day as if he had gained another level in her original spellcasting class. He only receives the increased spellcasting benefit of the extra level. The spells can only be spells that are of the Conjuration (Healing) school of magic.

Whispering Wind: At 6th level a znakhar can use *whispering wind* as a spell-like ability three times per day.

Weapons & Armor

The following weapons are typical of Slavic cultures: Axe, topor; Crossbow, samostrel; Dagger, kinzhal; Dagger, knosh; Firearm, pishchal; Firearm, ruchnitsa; Flail, kisten; Javelin, sulista; Mace, bulava; Mace, palista; Mace, shestoper; Pick,

Table 12.8 Znakhar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	<i>Detect poison</i> (3/day)	+1 level of existing class
2	+1	+0	+0	+3	<i>Message</i> (3/day)	
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Brew Potion feat	
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5	<i>Whispering wind</i> (3/day)	
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	<i>Dream</i> (1/day)	
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	<i>Dispel evil</i> (1/day)	

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chekan; Pick, klevets; Polearm, berdysh; Polearm, sovna; Quarterstaff, palka; Spear, rogatina; Sword, kinzhal; Sword, konchar; Sword, myech; Sword, polash; Sword, sable; Sword, shashka; Sword, shpaga; Whip, knout; Whip, nagyka.

The following armors are typical of Slavic cultures: Banded mail, bakhterets; Breastplate, zertsao; Chain mail, baidana; Chain mail, kol'chuga; Half-plate, kalantar; Half-plate, pantsir; Padded, parka; Padded, teghily; Padded, wool clothing; Scale mail, bronya; Scale mail, doschatimi; Scale mail, yushman; Shield, tarch; Splint mail, kuyak.

Monsters

Aimated Object	Assassin Vine
Bear, Iron*	Belker
Bison	Boar
Brown Bear	Cat
Chudo-Yudo*	Copper Peasant*
Corpse Shroud*	Devil, Barbazu
Devil, Hellcatt	Devil, Illness Imp*
Devil, Misery Imp*	Dire Animal, Bear
Dire Animal, Boar	Dire Animal, Lion
Dire Animal, Wolf	Dire Animal, Wolverine
Dog	Dragon, Goryshche*
Dvorlem*	Eagle
Elemental, Air, Elder	Elemental, Air, Greater
Elemental, Air, Huge	Elemental, Air, Large
Elemental, Air, Medium	Elemental, Air, Small
Elf, Gray	Firebird*
Frost Worm	Genie, Djinni
Giant Eagle	Giant Falcon*
Giant Owl	Giant, Frost
Giant, Syvatogor*	Golden Duck*
Guardian Doll*	Hag, Annis
Hag, Green	Hag, Night
Hawk	Heavy Horse
Heavy Warhorse	Hell Hound
Invisible Stalker	Kaikutho*
Kosmatushka*	Lamia
Leopard (Lynx)	Lich
Light Horse	Light Warhorse
Lycanthrope, Werebear	Lycanthrope, Weredove
Lycanthrope, Wereeagle	Lycanthrope, Werefrog
Lycanthrope, Wereraven	Lycanthrope, Wereswan
Lycanthrope, Werewolf	Medusa
Morozko*	Mule
Nightmare	Nymph
Ogre	Owl
Pegasus	Polar Bear
Pony	Rat
Raven	Roc
Rusalka*	Ruskaly*
Senmurv*	Shmat Razum*
Singing Bun*	Skakushka*
Skeleton	Snake
Sprite, Nixie	Sprite, Pixie
Strukis*	Swan*
Tapagöz*	Terenshchka*
Toad	Troll
Vampire	Vampire Spawn
Viper	Vodyanoi*
Voron*	Wight
Winter Wolf	Wishbeast*
Wolf	Wolverine
Worg	

Slavic Spells

The following new spells are common in a Slavic setting: *Boiling Transformation, Commune With Animals, Commune With Birds, Commune With Fish, Corpse Candle, Create Banishche, Detect Thief, Discern Tree, Footprint Curse, Gold to Corpse, Hiccup, Iordanka, Nerazmennyi Rubl, Petrification Geas, Prigovory, Protection from Witchcraft, Razvodit, Steklo, Swan Swarm, Thunder Arrow, Viktor.*

Summon Nature's Ally is modified as shown below.

Summon Nature's Ally

This spell is modified in what it can summon in the cold regions. Many creatures do not exist in the cold climes or belong to other mythologies. Many non-natural beings are included in the list, as they are believed to lurk in the wilderness and are thus part of nature.

1st Level

Badger
Dire rat
Dog
Hawk
Skakushka
Viper, Tiny

2nd Level

Dragon, Goryshche (wyrmling)
Eagle
Giant Falcon
Octopus
Shark, Medium-size
Sprite, Little Fist
Squid
Viper, Small
Voron
Wolf, Arctic

3rd Level

Bear, black
Bison
Boar
Dire badger
Dire bat
Dire weasel
Dragon, Goryshche (very young)
Elemental, Small
Lizard, giant
Morozko
Pinniped, Seal
Shark, Large
Thoqqua
Viper, Medium-size
Wolverine

4th Level

Arrowhawk, Small
Assassin vine

Slavic Culture

Dire wolf
Dvorlem
Giant eagle [chaotic good]
Giant owl [neutral good]
Lion
Muskox
Strukis
Tojanida, Small
Viper, Large
Xorn, Small

5th Level

Arrowhawk, Medium-size
Bear, Brown
Dire boar
Dire lion
Dire wolverine
Dragon, Goryshche (young)
Elemental, Medium-size
Firebird
Shark, Large
Tojanida, Medium-size
Viper, Huge

6th Level

Elemental, Large
Senmurv
Shambling mound
Tendriculos
Xorn, Medium-size

7th Level

Arrowhawk, Large
Dragon, Goryshche (juvenile)
Elemental, Huge
Kainkutho
Tojanida, Large
Xorn, Large

8th Level

Chudo-Yudo
Deer, Moose
Elemental, greater
Kosmatushka
Shmat Razum
Squid, giant
Vodyanoi

9th Level

Elemental, elder
Tapagöz
Whale, Killer

Pantheon

Dahzdbog

Alignment: Lawful Good
Rank: Intermediate Deity
Domains: Law, Luck, Sun, Good
Weapon: Club

Dahzdbog is the god of sunlight, happiness, justice and destiny. He rules over the twelve kingdoms of the zodiac and is served by the two beautiful maidens and seven planets. He appears as a red-faced, bloated, elderly gentleman. Every day, Dazhbog drives his golden chariot with diamond wheels, led by a pair of fire-breathing white horses, across the sky. He represents the cycles of age and the rising and setting of the sun. Volkhovy of Dahzdbog gain the power to turn undead as their special power if they choose the Sun domain. Volkhovy who worship Dahzdbog must meditate for one hour at noon.

Khors

Alignment: Neutral Good
Rank: Intermediate Deity
Domains: Fire, Sun, Good
Weapon: Longbow

Khors is a man with a dog's head and horns. He represents the sun in all its blazing glory and is the offspring of Mokosh and Perun. Volkhovy of Dahzdbog gain the power to turn undead as their special power if they choose the Sun domain. Volkhovy who worship Khors must meditate for one hour at dawn.

Mokosh

Alignment: Neutral
Rank: Intermediate Deity
Domains: Earth, Animal, Plant
Weapon: Sickle

Mokosh looks like a weird mixture of many animals. She is the Earth Mother, a representation of all living things, flora or fauna. She ensures fertility amongst her flock and protects both women and sheep during labor. Volkhovy who worship Mokosh must meditate for one hour at noon.

Perun

Alignment: Chaotic Neutral
Rank: Intermediate Deity
Domains: Air, Good, War
Weapon: Heavy mace

Perun appears as a tall and vigorous man with silver hair and a long golden beard. He clutches in one hand his mace and in the other a fiery bow. Perun is a war god and his strength and power is legendary. He rides across the sky in an iron chariot pulled by a gigantic goat. He throws lightning bolts with his mace to the ground in great storms. Cockerels and other animals are offered as sacrifices to Perun, even human sacrifices. Volkhovy who worship Perun must meditate for one hour at dawn.

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Simargl

Alignment: Lawful Neutral

Rank: Intermediate Deity

Domains: Plant, Protection

Weapon: Sabel

Simargl is a curious creature covered in scales, with the forepaws and head of a dog, an eagle's wings, and hindquarters consisting only of a peacock's tail. Simargl is the guardian of the Tree of Life. Because the Tree of Life looks like any other tree, Simargl's worshippers use divination spells to ensure they are not cutting down their sacred tree. He acts as a protector of all things sacred. Volkhovy who worship Simargl must meditate for one hour at dawn.

Stribog

Alignment: Neutral Evil

Rank: Intermediate Deity

Domains: Air, Water, Ice

Weapon: Throwing Axe

Stribog is a gnarled old man with winds rustling his robes. He is known as Father Winter and the Wind Lord. He represents the capricious, cruel nature of winter that so often decimates the peasant populace.

Campaign Hooks

The Slavic Campaign

There are many exciting adventures to be had in a Slavic campaign. The world is a cold, unforgiving place ruled by even colder men. It is a land in desperate need of heroes.

Tyrants

The cruel tsar, the overbearing boyar, even a soldier terrorizing the common folk are frequent themes in Slavic literature. Overthrowing a tyrant is the underdog at his best. More often than not, that underdog is a commoner, someone nobody would expect to rise to the occasion.

Infernal

Slavic myth is filled with all manner of supernatural and infernal beings. Any one of them might begin a supernatural attack on a loved one or an entire town. Possible villains include hags, dragons, devils and kolduny.

War

War is a common theme in Slavic myth due to close proximity with so many powerful and varied nations. The PCs may find themselves defending their homeland against German knights, Mongol hordes, or even supernatural beings like the kam. It's up to the PCs to turn the tide of war.

Ice Age Culture



During the Pleistocene era, the sea water level fell by about 350 feet. The ice sheets expanded and crept across the lands, ushering in an era of cold the likes of which the world had never seen. Mammals grew to massive proportions to conserve heat and mankind was locked in a struggle for survival. Evolutionary offshoots competed with each other for food and warmth. An Ice Age campaign is a savage, unforgiving world.

But the world is not all harsh and primitive. On the continent of Atlantis, the Atlanteans have a technology level similar to most fantasy campaigns. While barbarians struggle for food and shelter, the Atlanteans fret about the ice sheets that will soon encompass their magnificent cities. Worse, the Atlantean peoples have long since stopped propagating. The Neanderthals, halflings, humans, and dwarves multiply far quicker and their raids threaten to topple the Atlantean Empire.

In an Ice Age campaign, nature cannot be ignored. The bitter cold is extremely unforgiving, making for a life of difficult choices. The other Ice Age peoples do what they must to survive.

Monsters are real and everywhere, but not the typical fantasy staple. To stave off the cold, mammals have evolved to enormous sizes. Beasts roam the land without fear of man. The time of dinosaurs and dragons is over—mammals rule the world.

Using This Setting in Your Campaign

Elemental Plane: The Ice Age campaign can also double as a template for the elemental plane of ice. You can remove the Atlantean elements or retain them as outsiders from another plane. In this plane, prehistoric beasts stalk the land and the world never evolves beyond the primitive level of technology. The snow and cold are relentless, with no warm seasons.

Time Travel: The PCs might time travel in the past of your campaign. The Ice Age is still recent enough that humans look like humans. In this world, PCs with swords only have a slight edge against those with sharpened stones and sticks. But by far the biggest difference is the preponderance of dire beasts—civilization is on the defensive.

Forgotten World: The Ice Age setting might be sealed off from the rest of the world, by a series of impassable moun-

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tains, a magical forcefield, or simply at the edges of the world where no one has yet managed to explore. The PCs have the potential of bringing back great discoveries and even colonizing the land, if they can tame it before it destroys them.

Prestige Classes

Arctic Nomad



In the Ice Age, a few souls are brave (or foolish) enough to avoid civilization completely, living off of their strength, their fortitude and their skills in the frozen wilderness. From ice caves high in the mountains to huts perched on dangerous ice shelves, the arctic nomad knows the places where a traveler may find warmth days or even weeks out from the nearest town. Tracks in snow are as familiar to the nomad as the well-trodden trail is to the merchant on his cart. Quite often, barbarians will become arctic nomads should they be gripped by wanderlust. Rangers also will occasional travel above the tree line and into the ice in search of more exotic creatures.

Hit Die: d10.

Requirements

To qualify to become an arctic nomad, a character must fulfill all the following criteria:

Alignment: Any chaotic.

Wilderness Lore: 8 ranks

Feats: Snowshoes, Track.

Special: The character must have spent at least a full year in arctic terrain. This period may include no more than one week (seven days total) outside of arctic terrain, and no more than two days and two nights in a village or larger settlement.

Class Skills

The arctic nomad's class skills (and the key abilities for each skill) are Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the arctic nomad.

Weapon and Armor Proficiency: The arctic nomad is proficient with all simple and martial weapons and all armor, but not shields.

Improved Constitution: At 1st level, the arctic nomad's Constitution score increases by 1. At 4th, 6th, 8th and 10th levels, the arctic nomad's Constitution score increases by an additional point.

Speed of the Fox: Beginning at second level, the arctic nomad doubles his base speed while on ice or snow. This effect stacks with any other speed modifiers, following the normal rules for multipliers.

Bonus Feats: At 3rd level, the arctic nomad gains the Hot-Blooded feat as a bonus feat. At 6th level, the arctic nomad gains the Ice Hearing feat as a bonus feat. The arctic nomad must meet all prerequisites to gain the benefits of these feats.

Seek Shelter: Through an intimate knowledge of the surrounding area, starting at 5th level, the arctic nomad may, with a successful Survival check (DC 25), determine the direction and approximate distance to the nearest structure or natural formation capable of sheltering his party.

Inner Fire: Beginning at 7th level, once per day the arctic nomad may ignore the effects of cold weather for a number of minutes equal to his character level. After this period has elapsed, the arctic nomad falls unconscious, as if he had succumbed to the nonlethaldamage of cold weather. At 9th level, the duration of this ability doubles.

Ice Age Culture

Table 13.1 Arctic Nomad

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Improved constitution
2	+2	+3	+0	+0	Speed of the fox
3	+3	+3	+1	+1	Hot-Blooded
4	+4	+4	+1	+1	Improved constitution
5	+5	+4	+1	+1	Seek shelter
6	+6/+1	+5	+2	+2	Ice hearing, improved constitution
7	+7/+2	+5	+2	+2	Inner fire
8	+8/+3	+6	+2	+2	Improved constitution
9	+9/+4	+6	+3	+3	Inner fire x2
10	+10/+5	+7	+3	+3	Improved constitution

Cryomancer

In a world dominated by ice, it is undeniable that the force of cold is a powerful one indeed. There is no one more respected (or feared) than the cryomancer. Adepts are the most likely to become cryomancers, as the search for power will inevitably lead one to the ice.



Hit Die: d6.

Requirements

To qualify to become a cryomancer, a character must fulfill all the following criteria:

Knowledge (arcana): 9 ranks

Spellcraft: 9 ranks

Spells: The ability to cast divine spells, including at least three spells with the Cold descriptor.

Special: The character must have succumbed to the nonlethal damage of cold weather.

Class Skills

The ice mage's class skills (and the key abilities for each skill) are Concentration (Con), Knowledge (all, individually) (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the cryomancer.

Weapon and Armor Proficiencies: The cryomancer gains no proficiencies with weapons or armor, nor shields.

Spells per day: At 1st-level and each level evenly divisible by 2 (2nd, 4th, 6th, etc.), the cryomancer gains new spells per day as if he had increased an existing caster level by one. The character receives no other benefits of attaining a new level in that caster class, instead using the class progression of the cryomancer class.

Rime of Frost: At 3rd level, the cryomancer gains a +1 natural armor bonus to AC, as a thin coating of ice makes blows more likely to "slide" off. At 7th level, this bonus increases to +2.

Gifts of the Ice: At 5th level, the cryomancer gains the ability to, once per day per level, cast any spell he is capable of casting that has the Cold descriptor, as a spell-like ability that uses no spell slots. At 9th level, this ability increases to twice per day per level.

Table 13.2 Cryomancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	+1 existing caster level
2	+1	+2	+0	+2	+1 existing caster level
3	+1	+2	+1	+2	Rime of frost +1
4	+2	+3	+1	+3	+1 existing caster level
5	+2	+3	+2	+3	Gifts of ice 1/day/level
6	+3	+4	+2	+4	+1 existing caster level
7	+3	+4	+3	+4	Rime of frost +2
8	+4	+5	+3	+5	+1 existing caster level
9	+4	+5	+4	+5	Gifts of ice 2/day/level
10	+5	+6	+4	+6	+1 existing caster level

Tunnel Runner

Whether it is deep beneath the heavy mountains or within huge blocks of ice, the tunnel runner is skilled at traversing close passages. Often serving as scout or courier, the tunnel runner is indispensable to anyone needing access to such places. Rogues and rangers often become tunnel runners, as both make use of intimate knowledge of their chosen terrain. Rogues more often specialize in constructed tunnels, such as those carved out by prehistoric dwarves.

Hit Die: d6

Requirements

To qualify to become a tunnel runner, a character must fulfill all the following criteria:

Dexterity: 17+

Knowledge (dungeoneering): 10 ranks

Jump: 6 ranks

Spot: 6 ranks

Feats: Run, Track.

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Class Skills

The tunnel runner's class skills (and the key abilities for each skill) are Balance (Dex), Climb (Str), Decipher Script (Int, exclusive skill), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the tunnel runner.

Weapon and Armor Proficiencies: The tunnel runner is proficient in all simple weapons. The tunnel runner gains no other weapon, armor or shield proficiencies.

Increased Speed: The tunnel runner's base speed increases by 10 feet.

Favored Terrain: At 1st level, the tunnel runner chooses a type of enclosed terrain with which he is particularly familiar. In this type of terrain, the tunnel runner gains a +1 bonus to all attack rolls and to AC. His speed is also increased by 5 feet. Available types of terrain include:

Caves and Caverns: Solid stone hollowed out by natural forces, i.e. water erosion.

Ice tunnels: Tunnels carved in ice, either through thawing fractures, passage of ice creatures, etc.

Constructed tunnels: Tunnels crafted of masonry, stone, etc. Other, more exotic types of terrain may exist in certain campaigns (for example, the hollow root and limb structures of

massive trees).

At 5th level, the tunnel runner may choose a second type or terrain in which he receives the same bonuses. At 10th level, the tunnel runner may choose a third terrain type.

Perfect Direction Sense: At 3rd level the tunnel runner receives a +10 bonus to Knowledge (dungeoneering) checks to determine the course to familiar locations through a tunnel system.

Swift Passage: At 7th level, the tunnel runner gains the ability to enter a tunnel system and exit it at any exit point along the system, immediately. This supernatural ability only works if the tunnel runner is traveling alone and carrying no more than a light load.

Table 13.3 Tunnel Runner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Increased speed, favored terrain
2	+2	+1	+2	+1	
3	+3	+1	+2	+1	Perfect direction sense
4	+4	+2	+3	+2	
5	+5	+2	+3	+2	Favored terrain
6	+6	+3	+4	+3	
7	+7	+3	+4	+3	Swift passage
8	+8	+4	+5	+4	
9	+9	+4	+5	+4	
10	+10	+5	+6	+5	Favored terrain

Weapons & Armor

Weapons are simple in an Ice Age setting, typically those things closest at hand, things that could be found wherever a person was. The best stones are those useable with a single hand and preferably round ones, which fly best. The straighter and more flexible a stick, the more useful it is for throwing or striking. Sticks with too many bends are more likely to break or catch on things.

The following weapons are typical of primitive ice age cultures: Adze, Stone; Arrow, Blunt; Arrow, Bone; Arrow, Stone; Arrow, Wooden; Axe, Stone; Bow, Hunting; Bow, Medium; Club, Bone; Javelin, Hardened; Javelin, Wooden; Knife, rock; Mace, Stone; Net, Grass; Rock, Throwing; Spear, Hardened; Spear, Stone Head; Spear, Wooden; Spike, Bone; Stick, Long; Stick, Short; Tusk, Long; Tusk, Short

The following armors are typical of primitive ice age cultures: Furs, skins, and shields made of bark and hide.

Ice Age Culture

Monsters

Bison	Boar
Camel	Cat
Cheetah	Constrictor Snake
Crocodile	Dire Ape (Gigantopithecus)
Dire Badger (Kvabebihyrax)	Dire Bat (Icaronycteris)
Dire Bear	Dire Bear (Arctodus simus)
Dire Boar (Daeodon)	Dire Lion (Dinofelis)
Dire Rat	Dire Shark (Dunkleosteus)
Dire Tiger (Smilodon)	Dire Weasel (Hyaenodon)
Dire Wolf (Canis Dirus)	Dire Wolverine
Eagle	Elephant
Frost Giant	Frost Worm
Giant Constrictor	Giant Crocodile
Giant Octopus	Giant Squid
Hawk	Huge Shark
Huge Viper	Large Shark
Large Viper	Leopard
Lion	Medium-Size Shark
Medium-Size Viper	Octopus
Owl	Rat
Raven	Remorhaz
Rhinoceros	Riding Dog
Small Viper	Squid
Tiger	Tiny Viper
Weasel	Winter Wolf

Ice Age Spells

The following spells (found in the spell chapter) were designed specifically for the ice age setting: *Brain-Eating Ritual*, *Cave Painting*, *Continuous Fire Ritual*, *Eyes of the Ice*, *Finger Sacrifice*, *Ignite Fire*, *Maturity Rite*, *Pass Unfettered*, *Windsong*.

Summon Nature's Ally should be modified as below.

Summon Nature's Ally

Adepts have a much more limited power over the animal world in an Ice Age campaign. Indeed, animals rule the frozen lands and adepts can only hope to control them for a short period of time.

1st Level

Badger
Dire rat
Dog
Hawk

2nd Level

Eagle
Octopus
Shark, Medium-size
Squid
Viper, Small
Wolf, Arctic

3rd Level

Bear, black
Bison
Boar
Dire badger
Dire bat
Dire weasel
Elemental, Small
Pinniped, Seal
Shark, Large
Thoqqua
Wolverine

4th Level

Arrowhawk, Small
Dire Deer
Dire wolf
Giant eagle [chaotic good]
Giant owl [neutral good]
Lion
Muskox
Tojanida, Small
Woolly Rhinoceros
Xorn, Small

5th Level

Arrowhawk, Medium-size
Bear, Brown
Chalicothere
Dire Armadillo
Dire Boar
Dire Lion
Dire Wolverine
Elemental, Medium-size
Shark, Large
Tojanida, Medium-size

Pantheon

The prehistoric peoples do not have a unified religion as they worship nature more as a force through their adepts. Atlanteans, however, have a much more rigid religious structure and recognize individual gods.

Akhantuih

Alignment: Chaotic Neutral

Rank: Lesser Deity

Domain: Chaos, Sun

Weapon: Longsword

Akhantuih is a strange being. He represents the energy fields between crystals that the Atlanteans depend on for their culture and civilization. Their keeper is as unpredictable as the energies over which he holds sway.

Frost and Fur



Belial

Alignment: Chaotic Evil

Rank: Intermediate Deity

Domain: Chaos, Death, Destruction, Evil

Weapon: Dagger

Also known as the “Lord of the Dark Face,” this deity has idols to him that are avoided rather than worshipped. Belial’s sinister influence is prophesized to one day bring down Atlantis. At present, he is a dormant entity, although his cultists await his return.

Danuih

Alignment: Neutral Good

Rank: Lesser Deity

Domain: Animal, Plant, Protection

Weapon: Quarterstaff

Danuih is an earth goddess. She is the patroness of children and provider of both physical and spiritual nourishment.

Helio

Alignment: Neutral

Rank: Lesser Deity

Domain: Fire, Sun

Weapon: Bow

Helio represents the male aspect of sun worship. His sacred stone is the white diamond and a winged disk represents him.

Heliona

Alignment: Neutral

Rank: Lesser Deity

Domain: Fire, Sun

Weapon: Bow

Heliona represents the female aspect of sun worship. Her sacred stone is the blue diamond and a serpent represents him.

Khe-Ta

Alignment: Chaotic Neutral

Rank: Lesser Deity

Domain: Animal, Trickery

Weapon: Dagger

The divine consort of Ta-Khu, Khe-Ta is a feline deity who represents the beautiful arts, including music, dance, and poetry.

Khiet-Sin

Alignment: Chaotic Neutral

Rank: Lesser Deity

Domain: Law, Protection

Weapon: Mace

Another feline deity, Khiet-Sin is the arbiter of all. She is both divine protector and mistress of cosmic justice.

Ice Age Culture

Philaeia

Alignment: Lawful Neutral

Rank: Lesser Deity

Domain: Knowledge

Weapon: Quarterstaff

Philaeia is the goddess of science, architecture, wisdom and philosophy.

Poseidon

Alignment: Lawful Neutral

Rank: Greater Deity

Domain: Knowledge, Law, Water

Weapon: Trident

Poseidon created Atlantis, and thus takes a particularly important position in his own pantheon. He represents law and order and is the progenitor of the rmoahali and toltec races.

Ta-Khu

Alignment: Lawful Neutral

Rank: Lesser Deity

Domain: Knowledge, Travel

Weapon: longsword

The lord of time and space, Ta-Khu is the master of thought and dimensions. His symbol is a caduceus.

Campaign Hooks

Clan Survival

The PCs must survive as a tribe of hunter-gatherers. The party members are all part of the same tribe (and thus probably all related). They must survive in an openly hostile world, facing weather, predators, and rival tribes.

A New Clan

The PCs are scattered members of other tribes. Tribes that fail to survive the tests of nature and predation ultimately disintegrate. Old tribe members must find new homes and allies or die trying. The PCs might be outcasts, criminals, wanderers, or loners who band together for survival.

Cavemen vs. Atlantis

As the ice sheets expand and the glaciers threaten to take over their kingdoms, the barbarians come with them. The Atlanteans send raids to quash the barbarians. Similarly, the barbarians might sneak into an Atlantean city to steal supplies or even technology.

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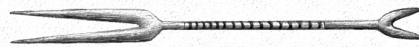
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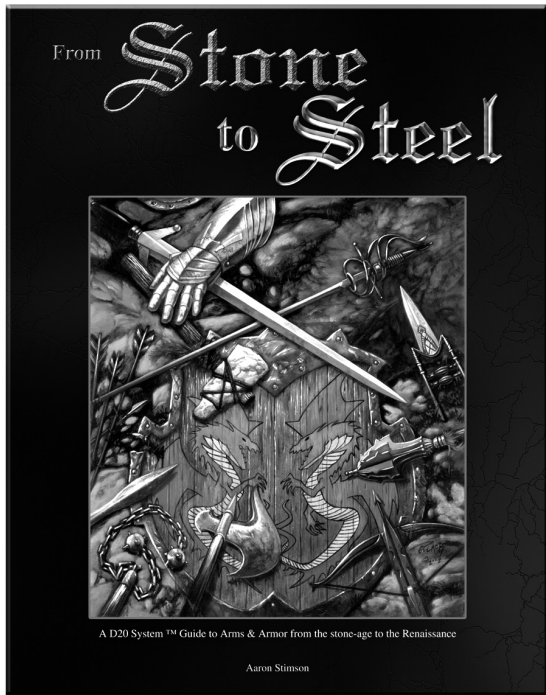
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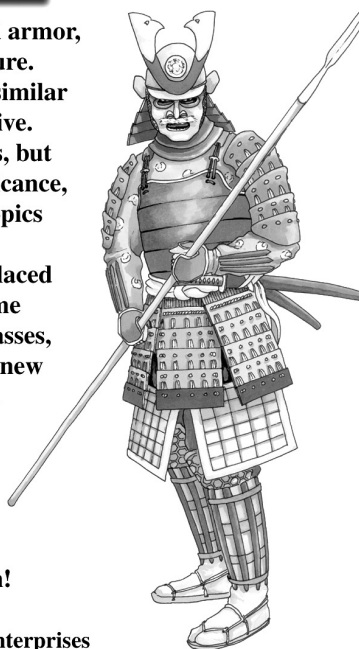


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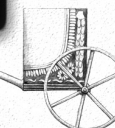
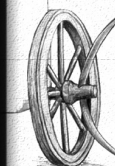
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Frost & Fur Errata

Last updated 8/15/2004

Page 20, first paragraph.

The *arsarnerit* can be dispelled or summoned with a *control wind* or *control weather* spell (but it requires the caster to bark like a dog).

Page 36, Rmoahali Level Adjustment.

The Rmoahali race should have a level adjustment of +1 due to their Large size.

Page 156: *Shirt of Invigoration* GP value is incorrect.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *bear's endurance*; *Market Price:* 16,000 gp.

Page 156: *Shirt of Invulnerability* description does not include game effects.

These +1 *silk shirts* are enchanted to provide protection from everything a warrior might fear on campaign, including cold resistance, fire resistance, exhaustion, and hunger. The shirt warms or cools the wearer, as if he were affected by a resist energy spell against fire and cold damage. The wearer does not need food or water while the shirt is worn and can not become exhausted, only fatigued.

Page 156: *Shirt of Sustenance* GP value is incorrect.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *create food and water*; *Market Price:* 32,000 gp.

Page 157: *Chilkat Blanket* weight is incorrect.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (weaving) skill, *legend lore*; *Market Price:* 49,900 gp; *Weight:* 5 lb.

Page 157: *Chilkat Shirt* weight is incorrect.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Craft (weaving) skill, *legend lore*; *Market Price:* 49,900 gp; *Weight:* 3 lb.

Page 193: Odin is not missing from the list of deities.

Odin does not have godi dedicated to him. The vitki (p. 167) fill the role of Odin's priests. If you want to use Odin for godi, you can use the following stats:

Odin

Alignment: Lawful Neutral

Rank: Greater Deity

Domain: Animal, Knowledge, Trickery, War

Weapon: Spear

Odin is the leader of the Norse pantheon. It is he who fasted upside-down on the world tree Yggdrasil for nine nights with a spear in his side. It is he who discovered the secret of the runes. The All-Father, Odin knows all and sees all...but he only imparts such knowledge at a terrible price. He is known for wandering about in disguise to test mortals, a trait that ensures the Norse always welcome guests to their home.

Page 229: the Monsters table is missing all the new monsters in the Frost & Fur book.

Arctic Fox	Dire Boar (Daeodon)	Giant Squid	Polar Bear
Arctic Wolf	Dire Deer	Hawk	Rat
Bison	Dire Lion (Dinofelis)	Huge Shark	Raven
Boar	Dire Rat	Huge Viper	Remorhaz
Brown Bear	Dire Shark	Hunting Dog	Rhinoceros
Camel	(Dunkleosteus)	Ice Drake	Riding Dog
Caribou	Dire Sloth	Ice Elemental	Sea Lion
Cat	Dire Tiger (Smilodon)	Ice Giant	Seal
Chalicothere	Dire Weasel	Killer Whale	Shatter Kraken
Cheetah	(Hyaenodon)	Large Shark	Sled Dog
Constrictor Snake	Dire Wolf (Canis Dirus)	Large Viper	Small Viper
Crocodile	Dire Wolverine	Leopard	Squid
Dire Ape	Eagle	Lion	Tiger
(Gigantopithecus)	Elephant	Medium-Size Shark	Tiny Viper
Dire Armadillo	Freezscum	Medium-Size Viper	Walrus
Dire Badger	Frost Giant	Moose	Weasel
(Kvabebihyrax)	Frost Worm	Muskox	Winter Wolf
Dire Bat (Icaronycteris)	Giant Constrictor	Octopus	Wolverine
Dire Bear	Giant Crocodile	Owl	Woolly Mammoth
Dire Bear (Arctodus simus)	Giant Octopus	Penguin	Woolly Rhinoceros

Page 233-237: The Table of Contents label is incorrect.

All of these pages should be titled "Index."

Page 238: The Open Gaming License is missing references to spells, full-progression classes, and environmental rules.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of Frost & Fur are designated as Open Game Content: all creatures, skills, spells, feats, prestige classes, full-progression classes, environmental rules; all weapons; all armor; anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other OGC source; and all text contained herein that is already public domain.

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