I have loved all the adventure paths that Paizo have published over the years. The Age of Worms is maybe my own favorite. As I belong to the fraction that really liked the 4th Edition rules, it has been very sad to not have Paizo there supplying us with great adventures as they used to do.

So I got this idea to try to convert one of the great adventure paths of the Pathfinder game by Paizo. The new Reign of Winter looked promising so I started to try to convert the material to 4th Edition. By doing this I hope that I will not only provide a great adventure to 4th Edition fans, but also bring in new customers to the Pathfinder game who might not have tried their great adventures before. Who knows, maybe even convert them to Pathfinder followers?

For you that download this conversion, please note that I have taken away all the great context, information, and stories which create the magic of the Paizo product. I therefore strongly advise you to purchase the Paizo products it is based upon, in order to have the full experience. I did so myself. They are great.
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4TH EDITION CONVERSION

So, 4th Edition is dead, at least in the eyes of Wizard of the Coast. Everyone has their views of why this happened. Personally I think the biggest mistake WotC did was to end their cooperation with Paizo. Paizo had delivered some really great adventures paths in the Dungeon Magazines, creating really memorable adventures.

So what should you do, if you as I like the more advanced 4th Edition combat and party interworking? I decided to give it a try to convert the latest Paizo adventure path to 4th Edition. Could the systems interwork? and could the “fluff” of Paizo bring back the magic to 4th Edition? Well we will have to see. If you want to contribute to this work, please do. Any advices, ideas, corrections, contributions, are more than welcome.

This People of the North conversion are using material from the same Pathfinder product, but also from the Reign of Winter−Player’s Guide. As I am only copying the necessary game elements that should be used in the 4th Edition game, I have taken away all the great context, information, and stories which creates the magic of the Paizo product.

I therefore strongly advise you to purchase the following Paizo products, to run the Reign of Winter campaign. I did!
FOR YOUR CHARACTER
In every Pathfinder Player Companion, you'll find something for your character. The same is true for this 4th Edition conversion.

FOCUS CHARACTERS
This Player Companion highlights options specific to characters of the following classes.

Barbarians
For the Conan-inspired barbarians of the Realm of the Mammoth Lords (page 22), the proud raiders of the Lands of the Linnorm Kings (pages 10 and 20), and the rugged people of the Crown of the World (page 12), rage and winter go hand in hand. Feats like Tribal Scars and expanded details on the people of the Tusk Mountains provide new depths of detail to the rough people of the Realm of the Mammoth Lords.

Druids
Druids of Winter walk the lands of the North, from the icy tundra of the Erutaki to the Kellid tribes. Their powers over ice and snow is legendary, and make them mighty guardians of the old ways and a last defense against the White Witches of Irrisen.

Rangers
Those who can survive nature's icy ferocity are held in high regard all across the northlands, whether they earn fame as Kellid giant-tamers, mammoth-stalking beast wranglers, glory-seeking linnorm hunters, sentries of the Snowcaster elves, guardians of Irrisen's White Witches, or by otherwise being at home in the ice and snow.

Shamans
The might of winter and the brutal landscape wins widespread devotion across the North, especially in the hearts of the Kellid shamans known as bloodspeakers and Erutaki spirit-talkers. Their faith in winter's might is reflected in the new winter winter powers for northern shamans.

Witches
The White Witches of Irrisen and their snow-conjuring brethren dominate the magical traditions of the North. Learn their greatest magic with the new spells detailed herein.

FOR EVERY CHARACTER
Certain game elements transcend the particulars of race and class. The following features work equally well for any character in the Dungeon & Dragons 4th Edition Game, regardless of what the character's focus, type, or background might be.

Backgrounds
Learn what it means to be a member of some of the most rugged cultures of the Inner Sea region with indepth details on the Kellids, the Ulfen, and the nations of the North, as well as new traits for each.

Campaign
The Reign of Winter Adventure Path is coming! Make sure you prepare yourself to face the cold with advice and campaign traits built to aid characters in this campaign against frost and fury.

Ethnicities & Races
Though you may already be familiar with the Kellid and Ulfen human ethnicities, the North is also home to the Erutaki of the Crown of the World, the haughty Jadwiga who rule Irrisen, and the tribal Varki. The arctic dwelling Snowcaster Elves also offer you an exciting alternative to the more common forest-dwelling elves of Kyonin.

Survival
Get the right gear and survival tips you need to weather the ice and snow with new equipment, and tips on facing icy dangers.
BACKGROUNDS

The northern reaches of Avistan stretch from the Lands of the Linnorm Kings in the west, through the nation of Irrisen, to the Realm of the Mammoth Lords in the east. All of these lands are colored by the cold northern climate, but each has its own distinguishing features.

KELLID

Of all the people of Avistan, perhaps none characterize the harsh realities of life in the North like the Kellids. Clothed in simple leathers and furs, their weapons and tools adorned with fetishes made from the bones and teeth of totemic animals and long-dead ancestors, and scarred without and within by lifetimes of struggle and violence, Kellids are the untamed issue of the northern lands.

Characters of the Kellid ethnicity are usually humans, but other races have in rare cases been raised within the Kellid society.

KELLID ROLES

Every member of a Kellid tribe or following has his or her own role to play within the group. Most Kellids take on a vocation in which they have demonstrated ability and proven their prowess. These are just a few of the callings Kellids might adopt, along with the rules elements common to such roles.

KELLID BLOODSPEAKER

Wise Keeper of Tribal Lore

Specialty enthraling storyteller, primitive wonderworker, protector of clan traditions

Race human; Ethnicity Kellid

CLASS OPTIONS

Class bard (cunning bard, skald); druid (predator druid, sentinel); cleric (battle cleric, warpriest); runepriest (wrathful runepriest); shaman (bear, eagle, and panther shaman)

PREFERRED OPTIONS


Feats Animal Affinity, Divine Interference, Persuasive, Skill Focus, Tribal Scars*, Wild Speech

DESCRIPTION

Bloodspeakers are the keepers of tradition among the Kellid people, imparting time-tested wisdom to young warriors and experienced chiefs. They are intermediaries between the tribe and its gods, between hunters and the totems of their prey. Most importantly, bloodspeakers are the most potent line of occult defense against the magical threats the Kellid people rightly fear.

ROLEPLAYING

Persona eyes alert for omens and portents, hidebound, respects tradition, sagacious, speaks in parables; consider being a spiritual guide to another party member

KELLID HUNTMASTER

Indomitable Hunter of Mastodons

Specialty cunning tracker, fearless stalker of prey, tireless hunter

Race human; Ethnicity Kellid

CLASS OPTIONS

Class barbarian (berserker, rageblood); fighter (battlerager fighter); ranger (hunter ranger, hunter, scout)

PREFERRED OPTIONS

Skills Endurance, Knowledge, Nature, Perception, Stealth

Feats Bloody Assault, Endurance, Fleet, Power Attack, Run, Self-Sufficient, Slayer's Knack, Tribal Scars, Vital Strike

DESCRIPTION

Kellid huntmasters are predators, versed in the lore of great beasts and attuned to the spirits of the hunt. When tribes clash over hunting grounds, huntmasters lead their people to war. A huntmaster honors the prey animals that sustain her tribe, protecting the herds from foolish hunters eager to kill more than they need. She is always ready to travel far from her tribe to seek out new hunting grounds, observe the health of the great herds, and learn wisdom in the dance between predator and prey.

ROLEPLAYING

Persona eyes alert for omens and portents, hidebound, respects tradition, sagacious, speaks in parables; consider being a spiritual guide to another party member
Persona embraces nature’s hardships, lonewolf, pack alpha, quiet respect for nature, stoic
Preferred Equipment knife, spear; Preferred Language Hallit; Preferred Religion Erastil

Kellid Backgrounds
You can choose from one of the backgrounds provided below.

Ice Walker Background
You spent years roaming the frozen tundra of the frigid north, and have adapted to its numbing effects.
Benefit: You gain a +1 bonus on all defenses against attacks with the cold keyword. Furthermore, you may ignore the Acrobatics penalty for ice and can move across ice at normal speed.

Storied Scar
You proudly bear the numerous scars of your life on your body, and each one tells a tale of your experiences, which are held in high regard by other Kellids, but strike fear in anyone outside of the Kellid society.
Benefit: You gain a +1 bonus on Diplomacy checks made to interact with other Kellids, and a +1 bonus on Intimidate checks when dealing with non-Kellid peoples.

Superstitious
You have a healthy fear of sorcerers’ speech and wizards’ words that has helped you to survive their charms.
Benefit: You gain a +1 bonus on saving throws against arcane spells.

Wary of Danger
Your people are beset on all sides by threats, and you have also developed a keen sense for danger.
Benefit: You gain a +1 bonus on initiative checks.

Snowcaster Elves
Hidden away in Golarion’s remote subarctic regions, the pale Snowcaster elves are the descendant of elves who did not flee to Sovyrian just before Earthfall, but instead sought shelter in the frigid lands of the North. They have largely withdrawn from the rest of the world and live in self-imposed isolation, avoiding contact with other races unless necessary.
Elven or eladrin are the most common races among the Snowcaster tribes.

Snowcaster Elf Roles
These are just a few of the callings Snowcaster elves frequently adopt, along with the rules elements common to such roles.

Snowcaster SENTRY
Disciplined Watch of the Snows
Specialty fierce guardian, patient watcher, stealthy slayer
Race elf; Ethnicity Snowcaster

CLASS OPTIONS
Class ranger (archer ranger, hunter); rogue (shadowy rogue); seeker (protecting seeker); swordmage (assault swordmage)

PREFERRED OPTIONS
Skills Athletics, Endurance, Insight, Intimidate, Knowledge, Perception, Stealth.
Feats Acrobat Steps, Alertness, Elven Accuracy, Elven Battle Training, Far Shot, Light Step, Nimble Moves, Point Blank Shot, Stealthy, Weapon Focus, Weapon Specialization

Snowcaster Twilight Speaker
Resolute Envoy to Foreign Lands
Specialty holy envoy, steadfast traditionalist, wary explorer
Race elf; Ethnicity Snowcaster

CLASS OPTIONS
**Class** cleric (devoted cleric, shielding cleric); rogue (shadowy rogue, trickster rogue)

**PREFERRED OPTIONS**

**Skills** Diplomacy, Endurance, History, Insight, Knowledge, Religion, Perception.

**Feats** Alertness, Breadth of Experience, Iron Will, Persuasive, Self-Sufficient, Skill Focus (any)

**DESCRIPTION**

Snowcaster twilight speakers are fervently religious envoys to foreign lands who serve as diplomats, spies, and traders. Worshiping the goddess Findeladlara in ways that most outsiders consider strange, twilight speakers are trained to resist the curious and inviting customs of younger races. As they move through the world, they are ever vigilant for clues that might herald another catastrophe like Earthfall or other threats to Snowcaster lands. Journeys beyond their home territories are seen as holy duties, rites of passage, or pilgrimages for twilight speakers in training.

**ROLEPLAYING**

**Persona** proud, strong-willed, suspicious, traditional

**Preferred Language** Elven; **Preferred Religion** Findeladlara

### Snowcaster Elves Backgrounds

You can choose from one of the backgrounds provided below.

**Obscure Traditions**

Your obscure traditions confound those who think they know about elves, something you can use to your advantage.

**Benefit:** Any creature attempting to make a Knowledge check about your people, an Insight check to determine whether you are lying, or a Perception check to track you takes a -2 penalty on the check. Additionally, any character or creature that normally gains a bonus on attack or damage rolls against elves has such a bonus reduced by 1 (minimum 0).

**Snowblooded**

Your family has a long tradition of producing excellent entries and twilight speakers, accustomed to the cold winter conditions of the North.

**Benefit:** You gain a +4 bonus on Endurance checks made to avoid negative effects from cold environments, and gain a +1 bonus on all your defense against powers with the cold keyword.

### Ulfen

Whether they hail from the Lands of the Linnorm Kings, Irrisen, or the northern reaches of Varisia, the Ulfen are famed as brawny, boorish raiders and brawlers. While true, this simplistic description does not do them justice. Superb crafters and artist, unquenchably curious explorers, wholehearted romantics, lusty lovers, generous providers, shrewd traders, masterful shipwrights, cunning strategists, wise counselors, and quick-witted competitors - Ulfen may be any of these. If there can be such a thing as a nation of heroes, surely the Ulfen are it.

Characters of the Ulfen ethnicity are usually human, but some may hail from dwarven origin.

**Skaldic Wayfarer**

Wandering Warrior Wordsmith

**Specialty** acid-tongued truth-teller, compelling diplomat, poetic loremaster

**Race** human; **Ethnicity** Ulfen

### CLASS OPTIONS

**Class** bard (skald, valorous bard); rogue (brawny rogue, cutthroat rogue)

**PREFERRED OPTIONS**

**Skills** Bluff, Diplomacy, Insight, Intimidate, Knowledge, Perception,

**Feats** Antagonize, Persuasive, Skill Focus (Knowledge), Voice of the Sibyl

### DESCRIPTION

Skaldic wayfarers are living, traveling, fighting Ulfen libraries. Whether magical or mundane, their tunes and tales are welcome in any Ulfen community, from an isolated steading to a raiding party. Using saga and song to maintain Ulfen history, skaldic wayfarers also uncover threats to the Ulfen people, spread news, exalt notable achievements, and reteach valuable skills when practitioners die without apprentices. Skaldic wayfarers share what they have learned on their travels with rulers they consider worthy—and pour public scorn on those they deem to be undeserving of their stations.
ROLEPLAYING
Persona creative, independent-minded, observant
Preferred Language Skald

ULFEN RAIDER
Fierce Wolf of the Seas
Specialty mighty warrior, rowdy carouser, skilled sailor
Race human; Ethnicity Ulfen

CLASS OPTIONS
Class barbarian (berserker, thaneborn, thunderborn); fighter (gurdian fighter, slayer, tempest fighter); ranger (marauder ranger, scout)

PREFERRED OPTIONS
Skills Endurance, Intimidate, Perception
Feats Death or Glory, Diehard, Endurance, Improved Initiative, Intimidating Prowess, Power Attack, Sea Legs

DESCRIPTION
The noblest Ulfen raiders are good-humored brutes who take what they want but use only enough force to subdue any resistance. They raid to provide for their people at home, bearing no malice to those they kidnap, maim, or kill, and they usually treat thralls "honorably" (they demand hard work, but nothing more). Ulfen raiders revel in overcoming odds; particularly doughty foes or cunning defenses are met with delighted approval, even as they threaten the raiders’ lives, and Ulfen raiders often seek out monstrous foes when they cannot find sufficient challenge among their own race.

ROLEPLAYING
Persona competitive, contemptuous of weakness, generous, hard, honorable
Preferred Equipment greataxe, spear; Preferred Language Skald

ULFEN BACKGROUNDS
You may choose one of the following backgrounds.

ANIMALISTIC AFFLICTION
You grew up with an affinity for predatory animals, and whispers amid your clan suggest somewhere in the past, lycanthropy afflicted an ancestor. Whether or not you share this affliction, you often have animalistic urges.

Benefit: You gain a +1 bonus on Nature checks to calm animals or train animals.

GLINT-TONGUED ULFEN
You have a gift for poetic turns of phrase and vicious streams of insults.

Benefit: You gain a +1 bonus on Diplomacy checks made to impress or persuade other Ulfen (or, at the DM’s option, other poetically-minded people), and a +2 bonus on Intimidate checks.

HONOR-DRIVEN
Your honor is such a part of you that you can sense it (or its lack) in others.

Benefit: You gain a +1 bonus on Insight checks, and Insight is always a class skill for you.

SHIELD BEARER
You have survived many battles thanks to your skill with your shield.

Benefit: When attacking with your shield, you deal 1 additional point of damage. Also, once per day on your turn as a free action, you may provide one adjacent ally a +2 bonus to his Armor Class which last until the end of your next turn, as long as the target remain adjacent to one another. You can only use this ability if you are using a shield. You retain your shield bonus to your armor class when using this ability.

ERUTAKI
The Erutaki are a hardy folk who live at the Crown of the World. They are, by necessity, self-reliant and extremely efficient. They waste nothing, utilizing every last part of a killed animal for food, clothing, tools and weapons. Their deeply held spiritual beliefs focus on ancestral and nature spirits found in the natural phenomena such as blizzards or the polar aurora.

Characters of the Erutaki ethnicity are almost always human, and few other races are known to have been adopted into the Erutaki society.

ERUTAKI ROLE
The following is just one role that an Erutaki might choose to adopt.

ERUTAKI SPIRIT-TALKER
Traditional Seer of the Unseen

Specialty reader of omens, spiritual guide, vision quester

Race human; Ethnicity Erutaki

CLASS OPTIONS

Class druid (protector); shaman (animist, bear, eagle, world speaker)

PREFERRED OPTIONS

Skills Arcana, Endurance, Heal, History, Knowledge, Nature, Perception, Religion

Feats Alertness, Blind-Fight, Ectoplasmic Spell, Improved Initiative, Rugged Northerner

DESCRIPTION

Erutaki spirit-talkers interpret signs found in the natural world. They commune with the spirits of the beasts and ancestors, and are afforded great respect among their peoples, but usually do not become tribal shamans until their hair turns white in old age. Many younger spirit-talkers travel far from their homes, undertaking vision quests shown to them in mystical spirit-lodges.

ROLEPLAYING

Persona insightful, patient, superstitious, wise

Preferred Equipment quarterstaff, spear; Preferred Language Erutaki; Preferred Religions ancestor worship, animism

ERUTAKI BACKGROUND

You may select the following background.

SPIRIT LODGE DREAMER

You have experienced visions and dreams of the unseen spirit world in the spirit lodge of your tribe, and bear the marks of the spirits upon your flesh.

Benefit: You gain a +1 bonus on all your defenses against attacks with the psychic keyword, and reduce any attack penalties from concealment and cover you have with 1 (to a minimum of 0).

JADWIGA

The Jadwiga are the human descendants of the queens of Irrisen, and as such claim descent from Baba Yaga herself. The first queen of Irrisen, placed on the throne by the Winter War, was named Jadwiga, and later generations of Baba Yaga’s descendants took her name as their own, though many outsiders without a strong knowledge of Irrisen’s history translate the term as “children of the witch-mother.”

Characters of the Jadwiga ethnicity are mostly human, but tiefling origin is not uncommon.

JADWIGA ROLE

The aristocratic Jadwiga pursue many vocations, and the following is just one possible role that a Jadwiga might choose to adopt.

JADWIGA CRYOMANCER

Aristocratic Master of Ice Magic

Specialty frigid oracle, ice mage, winter witch

Race human; Ethnicity Jadwiga

CLASS OPTIONS

Class sorcerer (elementalist); warlock (hexblade); wizard (witch)

PREFERRED OPTIONS

Skills Arcana, Endurance, Intimidate, History, Knowledge

Feats Combat Casting, Cold Celerity, Elemental Focus, Elemental Spell, Iron Will, Irrisen Ice mage, Magical Aptitude, Noble Scion, Rime Spell

PRESTIGE CLASS winter witch

DESCRIPTION

Natives of a land frozen in eternal winter, Jadwiga cryomancers master the magic of cold, ice, and winter. Whatever the source of their magic, they use their wintry powers to enforce their assumed superiority over others.

ROLEPLAYING

Persona arrogant, condescending, dominant, hedonistic

Preferred Equipment dagger, staff; Preferred Languages Hallit, Skald

JADWIGA BACKGROUND

You may select the following background.

JADWIGA SCION

You come from a family of Jadwiga scions that commands respect, and you are used to having things your way.
Benefit: You gain a +1 bonus on Intimidate checks, and Intimidate is always a class skill for you. In addition, you gain a +1 bonus on Knowledge checks related to the Irrisen aristocracy or history.

Other Peoples of the North

Despite seeming inhospitable, the northern lands of Avistan — Irrisen, the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, and even the Crown of the World — are home to a tremendous variety of peoples. Characters from other ethnicities than the ones described above, may be eligible to select one of the following race traits.

Child of Two Peoples

Your parents come from two visibly different cultures that maintain distinct identities regardless of their physical proximity (such as Tians and Ulfen). The tug of conflicting expectations has strengthened your sense of individuality and given you a gift for languages.

Recommended Race: Half-elf, half-orc, or human

Benefit: You receive a +2 bonus on your Will defense against attacks with the charm keyword or dominating effects, and you automatically know the racial or ethnic languages of both your parents.

Frostborn

Long nights in the frigid winters of the north have inured you to cold.

Prerequisite Race: Dwarf from the Lands of the Linnorm Kings

Benefit: You gain a +4 bonus on any Endurance checks made to resist the effects of cold environments, as well as a +1 bonus to all defenses against attacks with the cold keyword.

Insular

You hail from one of the remote dwarven holds of the North, and have learned that the people of these harsh lands are as fickle as the weather. Experience has taught you that outsiders are not to be trusted.

Recommended Race: Dwarf

Benefit: You gain a +2 bonus on Insight checks, and Insight is always a class skill for you, but you take a -1 penalty on Diplomacy checks with non-dwarves.

Irritable Diplomat

Most people expect half-orcs to be savage and violent, and you’re used to working a little harder to overcome their assumptions. Unfortunately, you’re still working on keeping patient when they ignore your efforts.

Recommended Race: Half-orc

Benefits: Once per day, you may choose to gain a +5 bonus on any Diplomacy check, but if it fails, you take a -2 penalty on all Charisma-based checks for the rest of the encounter, or the next 10 minutes (whichever is longer).

Snowstepper

As a native of the North, you have acquired the ability to tread lightly on snow.

Recommended Race: Gnome

Benefit: You ignore difficult terrain caused by snow, and it costs you only 2 squares of movement to enter a square covered in heavy snow, rather than 4 squares of movement. This benefit only applies when you are carrying normal load, and not heavy load.

Varki Landspeaker

You are deeply attuned to the lands your people call home and the spirits that live there.

Recommended Race: Human (Varki ethnicity)

Benefit: You gain a +1 trait bonus on Endurance checks in arctic or cold terrain. In addition, while in such terrain, you may query the spirits of the land once per day to gain a +5 bonus on a single skill check to follow tracks, forage, or find shelter.

Warrior Poet

You were trained by the skalds, keepers of the oral tradition of Kalsgard.

Prerequisite Race: Dwarf from the Lands of the Linnorm Kings

Benefit: You gain a +1 bonus on Knowledge checks related to dwarves (dwarven history, dwarven construction, and so on) and a +1 bonus on your Fortitude defense until the beginning of your next turn in any round in which you make a ranged or area attack.
In Irrisen, the precious treasure of warm sunlight is rarer than gold. Unnatural beasts stride among us like lords, and we bow and scape to them, but they, too, serve the vile conquerors − the White Wiches. And while these witches may look like us, behind their cold, distant eyes, they are far more inhuman than any of the monsters at their command.

− Whipser of Rabnarr Oakan, druid and Herald of Summer’s Return

The following are regional backgrounds for Irrisen.

**Regional Backgrounds**

**Chillblight Emissary**
You have spent considerable time at Chillblight, but have escaped this unearthly fey outpost.

**Benefit:** You gain resist 5 cold, but become dazed until the end of your next turn if damaged by a cold iron weapon.

**Winter’s Soul**
The eternal winter of Irrisen is as much a part of you as it is the land.

**Benefit:** You may cast the 1st level at-will wizard spell ray of frost once per day as a daily power.

**Whitethrone Gourmand**
You grew up privileged in the city of Whitethrone, and indulged in many exotic and unnerving pleasures.

**Benefit:** You gain a +2 bonus on saving throws against ongoing poison damage.

**Winter Warrior**
You grew up in the icy lands of Irrisen, and surviving in the cold snows of winter is second nature to you.

**Regional Backgrounds**

**Call of the Longships**
Your blood sings with longing to relive the adventures of one of your ancestors, and you are inexorably drawn to the sea.

**Benefit:** You gain a +1 trait bonus on Athletics and Acrobatics checks made onboard ships and a +1 attack bonus on attack rolls made onboard ships.

**Friend of the Fey**
You have a special relationship with the fey, having grown up in close proximity to them.

**Benefit:** You gain a +2 bonus on Diplomacy checks against fey creatures.

**Huldra’s Luck**
At some point in your life, you were touched by a fey creature called a huldra and inherited a bit of its luck.

**Benefit:** Once per day, you may choose to gain a +1 luck bonus on a single saving throw, attack roll, or skill check. The bonus may be added after the roll of the die.

**Viking Blood**
You have the imposing build of a Viking, and people of the south fear your unpredictable nature.

**Benefit:** You gain a +1 bonus on Intimidate checks, and Intimidate is always a class skill for you.

The following are regional traits for the Lands of the Linnorm Kings.

**Lands of the Linnorm Kings**

**Call of the Longships**
"That howling? Likely only the wind bringing winter to our door. Pay it no mind, 'tis warm here and we have mead enough to last. Then again perhaps 'tis a pack of worgs come to eat our goats, or satyrs come to steal our children. Could be that it is Fafnheir himself, roused to vengeance against our kings for slaying his children. What? Not thirsty? Drink up, traveler; no matter what it is, you'll need courage to see you through."

− Svala Twice-Told, Thanelands skald

The following are regional traits for the Lands of the Linnorm Kings.
REALM OF THE MAMMOTH LORDS

“This land is ours — we belong to it, and it to us. Enemies try to take our lands but we drive them out. Trust not the foolish ways of outsiders and their unnatural trickeries, for these are the weapons of our foes. Obey your chieftain. Uphold your word. Learn strength from your elders, and learn well. For this land is an unforgiving teacher and its punishment for weakness or failure is always the same − death.”

— Gurrak, Bearpelt bloodspeaker, instructing the young children of the tribe

The following are regional backgrounds for the Realm of the Mammoth Lords.

REGIONAL BACKGROUNDS

BIG GAME HUNTER
You have spent long hours hunting giant creatures and have become skilled at bringing them down quickly.

Benefit: You gain a +1 bonus on weapon damage rolls against Large or larger creatures of the natural beast type.

MAMMOTH MASTER
You have experience trapping and training large creatures such as mammoths, mastodons, woolly rhinoceroses, and other megafauna.

Benefit: You gain a +4 bonus on Nature checks to train and handle these creatures.

SPIRIT ANIMAL
A spirit animal watches over you.

Benefit: Choose one of the following spirit animals. The benefit you receive depends on which of the following spirit animals you choose.

Mammoth: You gain a +1 bonus on your Fortitude defense.
Smilodon: You gain a +1 bonus on your Reflex defense.
Woolly Rhinoceros: You gain a +1 bonus on your Will defense.

SUPERSTITIOUS
You are distrustful of any magic that goes beyond your native shamanic ways.

Benefit: As long as you do not possess any levels in a class that grants arcane spellcasting power, you gain a +1 bonus on all defenses against arcane spells.

REIGN OF WINTER

The following campaign traits tie characters to the Reign of Winter Adventure Path. Although the campaign will take characters to Irrisen and other icy, winterbound locales, it begins in the warm lands of Taldor far to the south. Characters designed for this campaign should plan to be residents of or new arrivals in the village of Heldren.

The following backgrounds are specific for the Reign of Winter Adventure Path.

CAMPAIGN BACKGROUND

ICE MAGIC
The wonders of magic have always fascinated you, and you find the urge to tinker and experiment with magic almost irresistible. You could be the child of an alchemist, wizard, or witch; a member of the Pathfinder Society; or maybe someone with a touch of fay or dragon blood. You may not be trained in magic, and you've had your share of accidental mishaps, but you possess a natural knack magic. You've always been intrigued by the cold magic of the winter witches and ice mages of the North, and would love to get a chance to learn its secrets.

Benefit: You gain a +1 trait bonus on Arcana checks, and get a +1 damage bonus on any spell or power having the cold keyword.

BLOOD OF GIANTS
You're a big person, and folk have always said you've got some giant blood in you. Even as a child, you towered over your friends, and as you grew older, you grew even taller and stronger. Maybe your hair has a tint of blue as well, or your skin is as pale as snow. Perhaps someday you'll get the opportunity to travel to the North and meet some real giants, and see if it's actually true.

Benefit: You gain a +1 bonus on any Strength checks to lift or break things, and a +1 attack bonus to any bull rush attacks.

FAILED WINTER WITCH APPRENTICE
As a child, you were apprenticed as a winter witch in the frozen land of Irrisen, but you did not complete your training. Perhaps you disagreed with the politics of Irrisen's White Witches, or you had an altercation with one of your teachers, or maybe you were just ill-suited to the practice of witchcraft. Whatever the reason, you left the ranks of the winter witches and left Irrisen. Whether or not you continued your training on your own, you still retain some small knowledge of witchery and the magic of the icy north.
Benefit: You gain a +1 bonus on Arcana checks to identify spells or magical effects with the cold descriptor, and Arcana is a class skill for you. In addition, you gain Hallit or Skald (this does not count toward your number of languages).

NORTHERN ANCESTRY
One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north.

Benefit: You gain a +1 bonus on your Fortitude defense against attacks with the cold keyword, as well as resist 2 cold.

RESTLESS WAYFARER
You have led a nomadic life—your parents were travelers (perhaps roaming Varisian caravaneers, or traveling merchants who traded far and wide), you belonged to a nomadic tribe, or maybe you ran away from home to discover the world at a young age. Some call it wanderlust, but to you the thought of new places and experiences is truly what makes life worth living, and no region catches your imagination like the windswept wilderness of the North. You are used to getting along in unfamiliar lands and dealing with interesting new people.

Benefits: You gain a +1 bonus on Knowledge checks related to geography and History checks related to local history, and one of these skills (your choice) is a class skill for you. You can also speak one additional language (this does not count toward your number of languages).

VIGILANTE WITCH HUNTER
You don't trust witches. They deal with otherworldly beings, consort with beasts, and brew vile poisons in their cauldrons. As a child, perhaps you barely escaped some horrid fate at the hands of an evil witch, or maybe a loved one was stolen from you by a witch's charms. Perhaps you wanted to be a witch yourself, but the local witch refused to take you as an apprentice. Whatever the reason, you hate witches, and have dedicated your life to ferreting them out and exposing their wickedness for all to see. You know that the North is full of winter witches, and should you ever find yourself there, you'll bring your justice to them as well.

Benefit: You gain a +1 bonus on Insight checks, and Insight is a class skill for you. In addition, you begin the campaign with 1d4 hex nails (see page 29).

WARDED AGAINST WITCHERY
Sometime in your youth, you encountered a location, object, or being steeped in the power of evil witchcraft. Whether you were the victim of this force, a conduit for it, or merely witnessed its effects, the event changed your life. You have tried to put the strange incident behind you and forget it, but nebulous premonitions of danger and eerie feelings of deja vu have dogged your steps ever since. For some inexplicable reason, you feel drawn to the lands of the North, though you fear another encounter with the evil witchery that touched you once before. Whether through purity and the blessing of goodly spirits, an innate determination, or an intuitive familiarity with the ways of black magic, you have acquired a resilience against the dark arts.

Benefit: You gain a +1 bonus to all your defenses against the spells and powers of evil arcane spellcasters, and a +1 bonus on Arcana checks to identify spells cast by evil arcane spellcasters.
COLD WEATHER PRIMER

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

COLD DANGERS

COLD WEATHER
Cold weather range between 0° and 40° Fahrenheit (-15° to 5° Celsius) during the day, 10 to 20 degrees (5° to 10° C) colder at night. Cold and exposure may lead to the loss of healing surges for their victims. The Endurance skill determines how well a character can withstand such dangers. Each time a character fails an Endurance check to withstand a cold environment, he loses one healing surge. If a character has no healing surges left when he fails a check, he loses hit points equal to his level. A character recovers lost healing surges to cold environment by taking an extended rest. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. If a character takes an extended rest while in a cold environment, he recovers healing surges lost in combat but not those lost from failed Endurance checks. An unprotected character in cold weather (below 40° F / 5°C) must succeed at an Endurance check every 8 hours (DC 22) or lose one healing surge.

SEVERE COLD WEATHER
In conditions of severe cold or exposure (below 0° F/-15°C), an unprotected character must succeed at an Endurance check every 4 hours (DC 26) or lose one healing surge. Characters wearing a cold weather outfit only need check once every 8 hours for cold and exposure damage.

EXTREME COLD WEATHER
Extreme cold (below -20° F / -30° C) requires an Endurance check (DC 31) every hour or risk losing a healing surge. Characters wearing a cold weather outfit only need check once every 2 hours for cold and exposure damage.

COLD SNAP
Lower temperature by -10° F / -5° C.

FROSTBITE AND HYPOTHERMIA
A character who loses healing surges from cold or exposure is beset by frostbite or hypothermia. In combat they cannot run or charge, and grants combat advantage to their enemies. These penalties end when the character recovers the lost healing surges she took from the cold and exposure.

SURVIVING IN COLD WEATHER
Best protecting from cold weather is proper clothing. A cold-weather outfit gives a +5 bonus on Endurance checks against cold weather.

A character trained in Nature skill can use Aid Another to gain or give a +2 bonus on all Endurance checks against cold weather while moving up to half your overland speed, or gain a +4 bonus if you remain stationary. If you fail the check you or your friends incur a -1 or -2 penalty respectively. You can only assist up to 4 other persons. To speed up the game the DM may decide that you only make one aid another roll, and the result affects all the friends.

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

ICE SHEETS
The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A successful DC 15 Acrobatics check is required to run or charge across an ice sheet.

WEATHER EFFECTS

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

HEAVY SNOW: Heavy snow has the same effects as normal snowfall but also restricts visibility as fog does (obscures all sight beyond 5 feet, including darkvision; creatures 2 or more squares away have total concealment). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds...
might result in snowdrifts $1d4 \times 5$ feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. Heavy snow has the same effect on flames as moderate wind.

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

**Hail:** Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage per character level (per storm) to anything in the open. A 5th level fighter would take 5 hit points of damage from being caught out in the open during a hail storm. Once on the ground, hail has the same effect on movement as snow.
In here you will find additional 4th Edition class options for the Reign of Winter Adventure Path. They all have the cold environment of the North as commonality. Some are copies from 4th Edition resources, some are conversions from the Pathfinder game, and some options—particularly the winter witch prestige class—are included here primarily for the GM’s use.

VIKING THEME
(Based on Iron Wolf Barbarians in Dragon Magazine 400)
The sagas of the Ulfen people are filled with stories of mighty warriors sailing south to raid the peoples of warmer climes and returning with longships filled with plunder. The Ulfen call the se warriors vikings, and their deeds are sung in the longhouses during the long winter nights. A viking strikes fear into the heart of her foes, and in battle can fly into a terrible rage. Many vikings wear the pelts of bears or wolves, drawing on the strength and ferocity of these beasts in battle.

CREATING A VIKING
The Ulfen people are human, so the vast majority of characters who choose this theme are human or part human. (In unusual circumstances, a character of any race might have been fostered among the Ulfen holds during his or her youth.) Barbarians are, of course, a natural fit for this theme, but many other characters can have a barbaric origin without actually being a member of the barbarian class. Fighters, hunters, rangers, scouts, slayers, and wardens are all appropriate as Ulfen members. Druids and shamans are also found among the Ulfen people. Character class doesn’t limit access to this theme, because any character might have grown up as a member of the Ulfens before undertaking class training in a different land—for example, a young viking woman might travel to Irrisen and become fascinated by arcane magic, or take up a career as a thief in Varisia.

STARTING FEATURE
The Ulfen barbarians are known throughout the lands for their recklessness in battle. The last sound heard by many orcs, giants, and trolls near the Ulfen holds is the blood-freezing war cry of viking warriors charging out of the forest mists.
Benefit: You gain the Viking charge power.

Viking Charge
You scream out an unnerving howl as you charge into battle. Faint-hearted foes shrink from your savage wrath.

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Fear, Martial, Primal</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Action</td>
<td>Close burst 2</td>
</tr>
<tr>
<td>Trigger:</td>
<td>You hit an enemy with a charge attack.</td>
</tr>
<tr>
<td>Effect:</td>
<td>That enemy takes 1d6 extra damage from the triggering attack, and you make the following attack.</td>
</tr>
<tr>
<td>Level 11:</td>
<td>2d6 extra damage.</td>
</tr>
<tr>
<td>Level 21:</td>
<td>3d6 extra damage.</td>
</tr>
<tr>
<td>Target:</td>
<td>Each enemy in the burst</td>
</tr>
<tr>
<td>Attack:</td>
<td>Highest ability modifier vs. Will</td>
</tr>
<tr>
<td>Hit:</td>
<td>You push the target up to 2 squares. The target takes a –2 penalty to attack rolls until the end of your next turn.</td>
</tr>
</tbody>
</table>

ADDITIONAL FEATURES
LEVEL 5 FEATURE
You have honed your senses and woodcraft skills beyond those of most who travel the wilds. Your ability to sense danger and trust your instincts has saved you more than once.
Benefit: You gain a +2 power bonus to Nature checks and Perception checks.

LEVEL 10 FEATURE
Not all viking warriors are berserkers, but most enter battle with a fearsome determination to conquer or die. With one final effort of will, you can make a final strike at a foe when you are struck down in battle.
Benefit: When an enemy drops you below 1 hit point, you can make a basic attack against that enemy as a free action immediately before you begin dying.

OPTIONAL POWERS
Though all viking warriors share a fearsome reputation in battle and have some amount of native woodcraft ability, they vary in their mastery of the traditional combat techniques and talents of their people. A viking warrior from a large settlement with many seafaring folk such as Kalsgard might never learn much more lore of the forest than any average member of the tribe would gain during his or her youth. Others might come to rely extensively on their native talents, even though they travel far from home and follow paths few of their folk ever tread.
LEVEL 2 UTILITY POWER
You commitment to the savagery of battle inspires your allies. Your mighty roar is heard over the battle field and brings out blood-lust in all your allies.

Berserker’s Cry
Your cry of bloodthirsty fury inspires those around you to greater acts of violence.
Daily • Martial, Primal
Minor Action Close burst 3
Target: Allies within burst.
Effect: Until the end of the encounter, your allies are heartened and gain a +1 bonus on damage rolls made with a melee attacks.

LEVEL 3, 13, AND 23 ENCOUNTER POWERS
Like the wolves of the north, you have mastered a brutal and effective takedown attack. With one swift motion, you drag a foe to the ground and make a strike against it, followed by a quick retreat—or you advance to the next foe.

Viking Strike
You trip your foe, then follow up with a quick strike against it.
Encounter • Martial, Primal, Weapon
Standard Action Melee weapon
Target: One creature
Primary Attack: Highest ability modifier vs. Reflex
Hit: The target takes damage equal to your highest ability modifier and falls prone.
Effect: Make the secondary attack against the target.
Secondary Attack: Highest ability modifier vs. AC
Hit: 3[W] + highest ability modifier damage.
Effect: If you hit with both the primary and the secondary attack, you can shift up to 3 squares after the attacks.

Epic Ulfen Viking Strike
You trip your foe, then follow up with a quick strike against it.
Encounter • Martial, Primal, Weapon
Standard Action Melee weapon
Target: One creature
Primary Attack: Highest ability modifier vs. Reflex
Hit: The target takes damage equal to your highest ability modifier and falls prone.
Effect: Make the secondary attack against the target.
Secondary Attack: Highest ability modifier vs. AC
Hit: 4[W] + highest ability modifier damage.
Effect: If you hit with both the primary and the secondary attack, you can shift up to 4 squares after the attacks.

LEVEL 6 UTILITY POWER
Enemies find that getting into a fight with you is much easier than getting out of a fight with you. When an enemy seeks to retreat, you can press forward and intensify your attack.

Savage Tenacity
When your enemy tries to get away from you, you press it harder and increase your efforts.
Encounter • Martial, Primal
Immediate Reaction Personal
Trigger: enemy adjacent to you shifts 1 square.
Effect: You shift 1 square to a square adjacent to that enemy. You also gain a +2 power bonus to your next attack roll against that enemy until the end of your next turn.

LEVEL 7, 17, AND 27 ENCOUNTER POWERS
You battle fury spurs you in every battle, carrying you forward towards new enemies in your path. No one is safe from your vicious attacks. Even the stoutest enemy quails at the blood lust in your eyes.

Viking Fury
You strike a foe and pull it to the ground, then bound toward another enemy, letting loose a snarl as you attack.
Encounter • Fear, Martial, Primal, Weapon
No Action Melee weapon
Trigger: You hit an enemy with a melee attack.
Primary Target: The enemy you hit
Effect: You knock the primary target prone and shift up to 3 squares. Then make the secondary attack.
Secondary Attack: One creature other than the primary target
Attack: Highest ability modifier vs. AC
Hit: 2[W] damage. You push the secondary target up to 2 squares, and it takes a -2 penalty to attack rolls until the end of your next turn.
The true measure of a viking warrior is not how he or she carries on in the face of pain and exhaustion. When fights when fresh and unwounded, but instead how that warrior protects the life of the person he is sworn to defend.

WITCHGUARD THEME

Witchguards are the sworn defenders of the White Witches of Irrisen. Although the White Witches are spellcasters of immense power, even they cannot defend themselves against every attack. Witchguards dedicate their lives to protecting their charges, and they are trained to work closely with witches and defend their charges from harm. A witchguard is ready to face any foe that might threaten their charge, and he is ever prepared to lay down his life to protect the life of the person he is sworn to defend.

LEVEL 10 UTILITY POWER

The ability to sense trouble that others don’t notice isn’t something that just happens; it’s the result of years of honing your powers of observation and your ability to read others’ intentions. A flicker of the eyes, a tensing of the shoulders, a leaf quivering without a breeze, a sudden silence in the forest—for you, these might as well be shouted warnings of danger.

Your foe scores a telling blow against you, you find renewed determination to throw yourself back into the fray.

Savage Resurgence

The pain of your wounds drives you to fight even harder.

Daily + Martial, Primal

Immediate Reaction + Personal

Trigger: An enemy bloodies you or scores a critical hit against you.

Effect: You gain temporary hit points equal to your level + your highest ability modifier. Until you have no temporary hit points left, you gain a +2 power bonus to melee attack rolls.

Witchguard's Counter

Seeing your charge in danger, you step up to take the attack meant for your charge—and then you strike back.

Trigger: An ally within 2 squares of you is attacked and you are not included in the attack.

Benefit: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

CREATING A WITCHGUARD

Characters who specialize in melee combat make the best witchguards. Fighters and rangers are the most common candidates for this theme, since they combine good close-combat capabilities with excellent durability—a vital characteristic, since guardians must be ready to take an arrow for their charges if that’s what the situation demands. Rogues can also do well as witchguards, since they can be less obvious than more heavily armed characters, and they have talents for circumventing avoidable dangers rather than battling through them.

Starting Feature

Witchguards require good melee combat skills, and they are expected to do their best to protect their charges caught up in the melee. Guardian’s counter embodies your alertness and unflinching courage. With a single quick stride, you move to an endangered charge’s side, shielding him or her from attack with your own body.

Benefit: You can take the bodyguard feat, even if you don’t meet the prerequisite. You also gain the witchguard’s counter power.

Additional Features

Level 5 Feature

The ability to sense trouble that others don’t notice isn’t something that just happens; it’s the result of years of honing your powers of observation and your ability to read others’ intentions. A flicker of the eyes, a tensing of the shoulders, a leaf quivering without a breeze, a sudden silence in the forest—for you, these might as well be shouted warnings of danger.

Benefit: You gain a +2 power bonus to Insight checks and Perception checks.
LEVEL 10 FEATURE
As a sworn defender of the White Witches of Irrisen, you have developed an uncanny instinct for danger. When your charge is lost or in peril, you can feel it in your bones.

Benefit: Choose one creature to be your bonded charge. You can sense when your bonded charge is in danger, as long as he or she is within one mile. You can sense the general direction and distance to your bonded charge if you don't know where he or she is. If an enemy attacks your bonded charge, you gain a +1 bonus to attack rolls against that enemy until the start of that enemy's next turn.

You can have only one bonded charge at a time. Your bonded charge must be someone you as a witchguard are sworn to protect. Generally speaking, you can't designate someone as a bonded charge whose melee combat skills equal or exceed your own; you're supposed to protect people who don't fight as well as you do.

OPTIONAL POWERS
As a witchguard, you are familiar with techniques for fighting defensively, protecting nearby charges from attack, and remaining alert and ready for trouble. Depending on the nature of the order you serve and the missions you tackle, you might decide to learn how to get the most from these talents.

LEVEL 2 UTILITY POWER
The most basic test of a guardian’s skills is keeping someone else alive in the middle of a hard-fought melee. As long as you stay close, you can deflect blows meant for the one you are protecting and make sure that no enemies take advantage of flanking or a sudden opening.

LEVEL 6 UTILITY POWER
Whether you’re more observant than most other adventurers or you adapt to situations with incredible speed, it’s almost impossible for your enemies to get the drop on you. When goblin arrows start hissing through the air and your charge are frozen in sudden confusion, you’re already leaping into the fray.

LEVEL 10 UTILITY POWER
Protecting the back or the flank of the charge fighting next to you is second nature by now. Without a moment’s hesitation, you throw yourself into the path of an attack to take the blow meant for your charge. You might be better able to withstand the injury, or you might not—but no better example of service to others and courage in the face of adversity exists.
SENTINEL DRUID OF WINTER
(Source: Kobold Quarterly + own additions)

Sometimes the best way to survive is to endure. This is the primal lesson of winter, and it's the one at the core of your relationship to nature. Like the creatures that are active during the times of little light and scarce resources, you help your allies to outlast your foes. Your chosen weapons are the sling, axe, and spear, which are tools that can be used in the heart of winter to gather the food needed to survive.

Benefits: You gain the following benefits:

- Your animal companion is a wolverine.
- You gain proficiency with the handaxe.
- When you use a weapon from the axe, sling, or spear weapon groups that has a damage die smaller than 1d8, the damage die for that weapon increases to 1d8.
- You can use a sling for druid powers that stipulate a melee weapon range, treating them as ranged weapon powers for this purpose.

You gain a +2 bonus to Endurance checks.

WOLVERINE ANIMAL COMPANION

<table>
<thead>
<tr>
<th>Wolverine Animal Companion</th>
<th>Medium natural beast</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>your bloodied value</td>
</tr>
<tr>
<td>AC</td>
<td>15; Fortitude 15; Reflex 13; Will 13</td>
</tr>
<tr>
<td>Perception</td>
<td>equal to yours +2</td>
</tr>
<tr>
<td>Speed</td>
<td>6</td>
</tr>
<tr>
<td>TRAITS</td>
<td>Low-light vision</td>
</tr>
</tbody>
</table>

Northern Savagery ♦ Aura 1
You and your allies gain a +1 power bonus to attack rolls while in the aura.

**STANDARD ACTIONS**

<table>
<thead>
<tr>
<th>Bite ♦ At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack: Melee 1 (one creature); your level +5 vs. AC</td>
</tr>
<tr>
<td>Hit: 1d10 + your Wisdom modifier + your Constitution modifier damage.</td>
</tr>
<tr>
<td>Level 13: 1d10 + 2 + your Wisdom modifier + your Constitution modifier damage.</td>
</tr>
<tr>
<td>Level 23: 2d10 + 4 + your Wisdom modifier + your Constitution modifier damage.</td>
</tr>
</tbody>
</table>

**LEVEL 1: SNOWSTORM**

You call upon a swirling cloud of ice and snow that builds speed until it become a veritable storm of roaring wind and hard driven snow that brings chill to the very bone and covers the ground in ice.

**Snowstorm** Druid Attack 1

*icy snow rakes the air around you. The fierce wind and drifting snow hinder your enemies' movement.*

**Daily ♦ Cold, Elemental, Implement, Primal**

**Standard Action** Close burst 1

| Target: Each enemy in the burst. |
| Attark: Wisdom vs. Reflex |
| Hit: 2d8 + Wisdom modifier cold damage, and the target is slowed (save ends). |
| Miss: Half damage. |
| Effect: Until the end of the encounter, squares adjacent to you are difficult terrain for enemies. |

**LEVEL 2: ENDURE COLD**

The icy chill has been the doom of many unwary travelers in the North. For you this is a thing of the past, the primal spirits guard you from winter’s grasp.

**Endure Cold Environment** Druid Utility 2

*The biting cold of the North do not troubles you anymore. You travel in arctic wastes as comfortably as in temperate climates.*

**Daily ♦ Primal**

**Minor Action** Personal

| Effect: You ignore penalties associated with extremes of non-magical cold weather. You suffer no ill effects from ambient temperatures between -50 and 40 degrees Fahrenheit, and your equipment is likewise protected from the ravages of these temperatures and of precipitation. The effect last until the end of your next extended rest. |
### Level 5: Ice Cage

The primal spirits circle your enemies and in their path follow tendrils of ice that form icy prisons around your enemies. Frozen to the ground an engulfed in columns of ice and snow, your enemies are rooted to the ground.

**Ice Cage**

*Druid Attack 5*

**Effect:** You call forth columns of ice to freeze your foes to the very ground they stand on.

- **Daily:** Cold, Implement, Primal, Zone

- **Standard Action**
  - **Area:** burst 1 within 10 squares
  - **Target:** Each creature in the burst.
  - **Attack:** Wisdom vs. Fortitude
  - **Hit:** 2d6 + Wisdom modifier cold damage, and the target is restrained (save ends).
  - **Miss:** Half damage, and the target is immobilized until the end of your next turn.

**Benefit:** Allies you target with powers that have the healing keyword gain resist all damage equal to your Constitution modifier until the start of your next turn.

### Level 6: Snow Wall

The icy winter wind carry with them thick snow that forms a wall of white swirling snowflakes, whose primal power obscures and harries your foes. Shrouded and torn by nature’s power, your enemies are left at your mercy.

**Snow Wall**

*Druid Utility 6*

Winter spirits brings a tempests of snowflakes in a swirling mass that disorients enemies while concealing your allies.

- **Daily:** Conjuration, Primal

- **Minor Action**
  - **Area:** wall 5 within 10 squares

**Effect:** You conjure a wall of swirling snow that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.

### Level 7: Animal Companion Power

**Druid of Winter: Wolverine’s Bloodletting**

Wolverines are ferocious hunters capable of bringing down or driving off other predators much larger than themselves. They kill their opponents by causing massive bleeding at the jugular vein or breaking the neck, and your companion directs this bloodlust against your enemies.

**Wolverine’s Bloodletting**

*Druid Utility 17*

**Encounter:** Primal

**Minor Action**

**Close burst 5**

**Target:** Your wolverine animal companion in the burst

**Effect:** Until the end of your next turn, any enemy that your target hits with its bite takes ongoing damage (save ends). The ongoing damage is equal to your Constitution modifier.

### Level 13: Paragon of the Natural Cycle

**Druid of Winter**

Enduring that which challenges you is the keystone to your way of life, and you can help your allies better face their challenges.

**Benefit:** Allies you target with powers that have the healing keyword gain resist all damage equal to your Constitution modifier until the start of your next turn.

### Level 16: Flurry Form

You become one with the winter around you, the primal forces transforms you into a swirling mass of ice crystals and snowflakes. Allowing you to go anywhere a single snow flake could venture.

**Flurry Form**

*Druid Utility 16*

**Effect:** Until the end of the encounter, you can assume the form of a column of snow. In this form, you gain a fly speed equal to your speed, and you can hover. You also become insubstantial. When you squeeze, you can move at full speed instead of half speed and can fit through any opening large enough to accommodate even a single snow flake. You can’t attack, pick up anything, or manipulate objects. Until this power ends, you can change among this form, and your humanoid form.

- **Daily**

- **Primal**

- **Free Action**

- **Personal**

- **Effect:** Until the end of the encounter, you can assume the form of a column of snow. In this form, you gain a fly speed equal to your speed, and you can hover. You also become insubstantial. When you squeeze, you can move at full speed instead of half speed and can fit through any opening large enough to accommodate even a single snow flake. You can’t attack, pick up anything, or manipulate objects. Until this power ends, you can change among this form, and your humanoid form.
**Level 27: Nature’s Bounty**

**Benefit:** Whenever you use your second wind, choose one ally within 10 squares of you. That ally gains a benefit determined by the season you chose for your Acolyte of the Natural Cycle class feature.

- **Winter:** The chosen ally can make a saving throw against each condition currently affecting him or her, even if a saving throw could not normally end the condition. If the condition is one that a saving throw can end, the ally gains a power bonus to that saving throw equal to one-half your Wisdom modifier.

**Shaman of the North**

Below you will find some power options for your shaman character that has a closer tie to the winter spirits of the North.

**Level 2: Spirit of Winter**

Even in the coldest night, there is hidden heat in the air, which your spirit companion gathers to protect your friend from the cold of winter. As the spirit fuses with your friend’s body, its immortal energies provides regenerative powers that heals your friend.

**Spirit of Winter**

*Shaman Utility 2*

*The air grows cold as your spirit companion gathers the heat from the surrounding and fuses its form with one of your allies to provide healing and a protective barrier against winter’s cold.***

**Daily** Healing, Primal, Spirit  
**Minor Action** Melee spirit 5  
**Target:** One ally  
**Effect:** Your spirit companion disappears. The target gains resist 10 cold and regeneration equal to your Intelligence modifier until the end of the encounter or until you use call spirit companion.

**Level 6: Winter Fur**

Your spirit companion confers some of the warmth and protection its winter fur provided as long as they stay close to your spirit companion.

**Winter Fur**

*Shaman Utility 6*

*Your allies stay close to your winter spirit companion and its presence fills them with warmth and comfort.***

**Daily** Cold, Primal  
**Minor Action** Close burst 3  
**Target:** Each ally in the burst  
**Effect:** Each target gains resist 5 cold until the end of the encounter, while adjacent to your spirit companion.

**Level 10: Winter Spirit Dance**

You call upon the winter spirits to come and protect your allies from the danger of winter. Their swirling dance brings glittering ice crystals into the air, and protection from winter’s element.
Winter Spirit Dance

Shaman Utility 10

Winter spirits come with a gust of cold air, starting a swirling dance around your allies, protecting them from winter's chill.

Daily • Cold, Primal, Zone
Minor Action Area burst 2 within 5 squares

Effect: The burst creates a zone filled with winter spirits that lasts until the end of the encounter. While within the zone, any ally gains resist 5 cold. As a move action, you can move the zone 5 squares.

Level 13: Winter Spirit Storm

You call the winter spirits to freeze your enemies in place and distract them in order for your allies to regroup.

Winter Spirit Storm

Shaman Attack 13

You summon a winter spirit storm created from icy winter spirits that dance around your foes, freezing them in place and distracting them.

Encounter • Cold, Implement, Primal

Standard Action Ranged 5
Target: One creature
Attack: Wisdom vs. Will
Hit: 2d10 + Wisdom modifier cold damage, and the target and each enemy adjacent to the target are immobilized until the end of your next turn.

Stalker Spirit: Allies adjacent to the target can shift 2 squares without provoking opportunity attacks.

Presence of the Winter Spirit

Shaman Utility 16

You call the spirit of winter to merge with an ally, lending its winter power and spiritual protection to your friend.

Daily • Cold, Primal
Minor Action Close burst 5
Target: One ally in the burst

Effect: Until the end of the encounter, the target do extra cold damage on his or her attacks equal to your Intelligence modifier + 2. While the target is adjacent to your spirit companion, the extra cold damage increases by 2. In addition, when any enemy hits the target and deals damage, you can use an immediate interrupt to end this effect and make the attack deal half damage.

Level 22: Doorway to the Winter World

The boundaries between the spirit world and the world of the living, grows thin on your command. Within that area, your transfer the winter spirits natural resistance to cold to your allies, making them immune to cold effects.

Doorway to the Winter World

Shaman Utility 22

The boundaries between the spiritual and the physical waver as you open a doorway to the winter world to protect your allies from harm.

Daily • Cold, Primal, Zone
Minor Action Area burst 1 within 10 squares

Effect: The burst creates a zone of primal energy that lasts until the end of the encounter. While within the zone, you and your allies are immune to cold damage.

Level 25: Winter Spirit's Wrath

You bring winter's fury to your enemies, healing your allies.

Winter Spirit's Wrath

Shaman Attack 25

Your spirit companion dissolves into dark clouds that wash the battlefield with hail and ice and funnel life from your enemies into your allies.

Daily • Cold, Healing, Implement, Primal, Spirit, Zone
Standard Action Close burst spirit 2
Target: Each creature in the burst
Attack: Wisdom vs. Fortitude
Hit: 3d6 + Wisdom modifier cold damage, and the target takes a -2 penalty to all defenses and ongoing 15 cold damage (save ends both).

Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. Squares within the zone are lightly obscured. Any creature that ends its turn within the zone takes 15 cold damage. Whenever this zone reduces a nonminion enemy to 0 hit points, one ally you can see can spend a healing surge.

Sustain Minor: The zone persists.
**WINTER WITCH**

The descendents of Baba Yaga rule the frozen realm of Irrisen, and possess a unique power stemming from their otherworldly origin and their ties to cold magic. This power is partly magical, partly political, and partly cultural. Known as winter witches, these scions of Baba Yaga have not bothered to hide their secrets from outsiders, for they understand that those who see winter witches not native to Irrisen working their frozen magic will simply assume the witches are agents of Irrisen. By opening up their traditions to those who have no direct blood connection to Baba Yaga or the ruling families of Irrisen, they spread the notoriety and infamy of their wintry magic far beyond what they could accomplish on their own. While winter witches are most commonly encountered in Irrisen, they could be encountered in any part of the Inner Sea region, where they work to increase Irrisen’s notoriety with each frozen spell and manipulative hex they cast.

A winter witch has most of the powers common with the ordinary witch described in *Heroes of the Feywild*, with the following exceptions and additions.

### Witch’s Familiar

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

The most common familiar is the witch crow. The witch crow has the following benefits:

<table>
<thead>
<tr>
<th><strong>Witch Crow</strong></th>
<th><strong>Familiar</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Crows are common familiars for winter witches and are known to be clever, manipulative, and avaricious - preying on the weak and spying on the unwary.</td>
<td></td>
</tr>
<tr>
<td>Senses: low-light vision</td>
<td></td>
</tr>
<tr>
<td>Speed: 2, fly 6 (hover)</td>
<td></td>
</tr>
<tr>
<td><strong>CONSTANT BENEFIT</strong></td>
<td></td>
</tr>
<tr>
<td>♦ You gain a +2 bonus to Perception checks.</td>
<td></td>
</tr>
<tr>
<td>♦ Enemies take a -1 penalty to saving throws against effects or ongoing damage with the cold keyword.</td>
<td></td>
</tr>
<tr>
<td><strong>ACTIVE BENEFIT</strong></td>
<td></td>
</tr>
<tr>
<td>Evil Eye: Until the end of your next turn, the target grants combat advantage to you and cannot willingly move closer to you.</td>
<td></td>
</tr>
</tbody>
</table>

### Winter Covens

The witches of the winter coven believe that the winter and the night is a witch’s birthright. Powers over winter and darkness are theirs to command, and they strive to further their own ends at any cost. Good winter witches are rare, and have often no blood connection to the nobility of Irrisen. Some have their craft passed down to them by wizened mentors, and others hear their calling in the howling winds of a freezing winter’s night. Of those winter witches who live outside Irrisen, many subsist on the fringes of civilization or in the wild, often concealing their powers lest they be seen as Irriseni spies. This is particularly true in the lands of the Linnorm Kings, where memories of the Winter War with Irrisen fuel long-held hatreds, as well as in the Realm of the Mammoth Lords, whose superstitious tribespeople deeply distrust most forms of arcane magic. These witches use their powers of cold, winter, fear, and darkness against the wicked, whereas evil dark moon witches blight those that cross them with ill fortune and plague, heedless of the mortal lives that fall in their wake. These evil witches, the rulers of Irrisen, the Jadwiga, have the bitter blood of Baba Yaga running through their veins. Winter witches call on the winter and the night and...
summon the dead from their icy graves; they conjure objects from nowhere, or imbue them with momentary life.

**Benefit:** You gain the level 1 chill presence encounter power.

When a winter witch casts a spell with the cold keyword, the target gets a -1 penalty on saving throw against ongoing cold effects. A winter witch cannot learn or cast spells with the fire keyword at all.

In addition you gain training in the Intimidate skill. At level 5, you gain a +2 bonus to Intimidate checks and Endurance checks.

### Chill Presence

**Wizard Attack 1**

Winter’s chill spreads around you, covering the ground with frost and filling your enemies’ blood with icy cold.

**Encounter **Arcane, Cold, Implement, Zone

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores 5 points of cold resistance.

### Augury

The winter witch gets the same augury power as a normal witch.

### Level 1: Snowball

You conjure a snowball created from the purest cold elemental. Allowing you to hit your enemies with a snowball that make them even more vulnerable to cold.

### Level 2: Cold Flesh

The icy chill has been the doom of many unwary travelers in the North. For you this is a thing of the past, your patron guards you from winter’s grasp.

### Level 3: Ice Spear

Favored by the spellcasters of Irissen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges.

### Level 5: Evil Eye

People are scared of your evil eye, and with due reason. By just looking at your enemies you may freeze them in place and bring a deadly curse upon them while they are within your control.
Evil Eye  
**Wizard Attack 5**

You stare at your enemy, giving him the evil eye, that roots him in place and brings the chill of the grave to his bones.

**Daily** Arcane, Implement, Necrotic

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Intelligence modifier necrotic damage, and the target is immobilized. As a move action can the immobilized target try to break free from the evil eye and end the effect, by succeeding on a Diplomacy check versus your Will defense.

**Sustain Minor:** The creature is immobilized until the end of your next turn, and takes 1d8 + Intelligence modifier necrotic damage.

---

**LEVEL 6: CAULDRON**

Your mastery of your cauldron is legendary, and much feared, as your powers comes from the innocent victims you put in your cauldron.

**Cauldron  
**Wizard Utility 6**

By cooking your latest victim in your cauldron, you are rewarded with a surge of power.

**Daily** Arcane, Shadow

**Free Action** Personal

**Trigger:** You kill a non-minion creature.

**Effect:** After an extended rest when you cook your victim in your cauldron (which takes one hour), you can choose one of the following effects:

- You can spend a healing surge.
- You gain a +1 power bonus to attack rolls until the end of the encounter.
- You gain a +5 power bonus to Arcana checks, Dungeoneering checks, Nature checks, and Religion checks until the start of your next extended rest.

---

**LEVEL 9: FROST MAMMOTH**

Your power over ice and snow are now strong. You can form them into the epitome of the country you live in. Turning it into a frost mammoth you can ride into battle or command to attack your enemies.

**Frost Mammoth  
**Wizard Attack 9**

A blast of snow suddenly fills an area and the snow immediately forms the shape of a woolly mammoth that seems to be made of snow, with tusks of solid ice.

**Daily** Arcane, Cold, Conjuration, Implement

**Minor Action** Ranged 10

**Effect:** You conjure a large frost mammoth in an unoccupied space within range, and the frost mammoth makes the following melee attack. Once per round as a minor action, you can have the frost mammoth repeat its attack. As a minor action, you can move the frost mammoth 6 squares. The frost mammoth lasts until the end of the encounter or until you dismiss it with a free action.

**Target:** One creature adjacent to the frost mammoth

**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Intelligence modifier cold damage. The target takes a -2 penalty to its next attack roll that targets you.

**Special:** If you choose to mount the frost mammoth, you deal 1d6 extra cold damage with close and area attacks, and each creature that hits you with melee attacks takes 1d6 cold damage. Commanding and guiding the frost mammoth to attack while mounted is a standard action.

---

**LEVEL 13: IMPROVED CHILL PRESENCE**

Cold can be a potent power in any spellcaster’s arsenal. When you unleash the fury of winter upon your enemies, you not only cover them in ice, but the chill goes so deep in their bones that they seem unable to do move normally.
The witch can create fabulous spells by cooking an consumable, typically a delicious cookie, pastry, or other or dead. Using this hex creates one magically enhanced intelligent humanoid creature in her cauldron, either alive Effect: Trigger: Daily

**Cook People**

The witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead. Using this hex creates one magically enhanced consumable, typically a delicious cookie, pastry, or other dessert.

**Improved Chill Presence**

Winter’s deadly chill is your command, covering the ground with frost and filling your enemies’ blood with icy cold.

**Level 19: Hoarfrost**

You put a powerful hex on your enemy, cursing him with ice that slowly, with needles of frost, eats its way to his heart. Once the ice needles reaches the heart the enemy dies, frozen to death.

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 5 + your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores the first 10 points of cold resistance.

**Spell List: 10th Level**

- **Arcane, Cold, Implement, Zone**
- **Arcane, Cold, Evocation, Implement**
- **Arcane, Cold, Conjunction, Transmutation**
- **Arcane, Cold, Evocation, Implement**
- **Arcane, Cold, Evocation, Implement**

**Level 20: Winter’s Hut**

Baba Yaga is famous for her dancing hut. Now your witchcraft has reached such a level that you yourself can animate a normal hut and give it life and an extra-dimensional interior, where you and your friends can stay comfortably.

**Effect:**

**Trigger:** After an extended rest when you cook your victim in your cauldron (which takes one hour), you or one ally gain the use of one of the following powers. You must select the power after the extended rest:

- **Astral Cloak** (PHB 2, page 40)
- **Mind of Endurance** (PHB 3, page 52)
- **Sure Sight** (PHB 3, page 125)
- **Breath of Potency** (AP, page 36)
- **Elemental Protection** (FRPG, page 31)
- **Ironskin** (FRPG, page 31)

**Level 22: Witch’s Hut**

Baba Yaga is famous for her dancing hut. Now your witchcraft has reached such a level that you yourself can animate a normal hut and give it life and an extra-dimensional interior, where you and your friends can stay comfortably.

**Effect:**

**Trigger:** You kill a non-minion creature.

**Enhanced Effect:**

The hut contains furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the hut. The hut remains animated for 24 hours, at which time the hut stops where it is and reverts to its nonmagical state. Any creatures still in the hut when the power ends reappear in unoccupied squares outside the hut.

**Level 27: Supreme Chill Presence**

So strong is your chill presence that your every step bears a mark of frozen ice behind you. Your very gaze brings frost to a surface. However, when you command winter to obey you in your strongest voice, it becomes an implement of the icy cold of the north that you embody.

**Supreme Chill Presence**

Winter’s deadly chill is your command, covering the ground with frost and filling your enemies’ blood with icy cold.

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 10 + your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores the first 15 points of cold resistance.

---

**Improved Chill Presence**

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 5 + your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores the first 10 points of cold resistance.

---

**Wizard Attack 13**

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 5 + your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores the first 10 points of cold resistance.

---

**Wizard Attack 13**

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 5 + your Wisdom modifier.

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**Wizard Attack 13**

**Effect:**

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**Wizard Attack 13**

**Effect:**

**Trigger:** Daily

**Standard Action** Close blast 5

**Target:** Each creature in the blast

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** The blast creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes cold damage equal to 5 + your Wisdom modifier.

**Special:** All damage from this attack and its effect ignores the first 10 points of cold resistance.
WINTER WITCH PATH

“I have the icy blood of Baba Yaga running through my veins, and now you beg me to show mercy. You must be kidding.”

Prerequisite: Wizard (witch)

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

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

**Level 11: Frigid Embrace**

Your hard is as icy cold as the lonely moon over the midnight tundra. You are icy cold to the touch, and even magical frost does not harm you any more.

**Benefit:** You gain cold resistance equal to 5 + one-half your level.

**Level 11: Blizzard’s Action**

Winter's cold always surrounds you. It is one with you. Your enemies soon learn the dangers of an angry winter witch.

**Benefit:** When you spend an action point to take an extra action, each enemy adjacent to you takes 5 cold damage and is slowed until the end of your next turn.

At 21st level, the cold damage increases to 10.

**Level 11: Wall of Winter**

You have learnt to control water and cold to a new level. Allowing you to build marvelous ice sculptures, but most importantly to raise walls of ice to stop your enemies.

<table>
<thead>
<tr>
<th><strong>Wall of Winter</strong></th>
<th>Winter Witch Attack 11</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Issuing words of ice from frost-covered lips, you conjure an unstable wall of elemental ice and wind.</em></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Encounter</strong></th>
<th>Arcane, Cold, Conjuration, Implement</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td><strong>Area</strong> wall 5 within 20 squares</td>
</tr>
</tbody>
</table>

**Effect:** You conjure a wall of contiguous squares filled with frost and raging wind that lasts until the end of your next turn. The wall can be up to 4 squares high. Each creature that starts its turn adjacent to the wall takes 1d8 + your Intelligence modifier cold damage. If a creature moves into the wall’s space or starts its turn there, it takes 2d8 + your Intelligence modifier cold damage, and it is slowed (save ends). A creature can take this damage only once per turn. Entering a square occupied by the wall costs 1 extra square of movement. The squares occupied by the wall are heavily obscured, and the wall blocks line of sight.

**Level 12: Unearthly Cold**

The months of winter without even the sun rising over the horizon bring unearthly cold to a barren icy landscape. You call upon this darkness and coldest winter, making it a part of you that extends out to your brothers and sisters − making them stronger and more lethal in their ice magic.

<table>
<thead>
<tr>
<th><strong>Unearthly Cold</strong></th>
<th>Winter Witch Utility 12</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>You exude the power of the dark winter to aid your nearby allies by enhancing the lethality of their attacks.</em></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Daily</strong></th>
<th>Arcane, Aura, Cold, Necrotic</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor Action</strong></td>
<td><strong>Personal</strong></td>
</tr>
</tbody>
</table>

**Effect:** You activate an aura 1 that lasts until the end of the encounter. While in the aura, you and each ally gain a +3 power bonus to damage rolls that include cold or necrotic.
**Level 16: Blizzard Sight**

The harsh conditions of winter have made you used to sleet, hail and snowstorms. It now longer hinders you. You see through the ice crystal and snow, making you as dangerous as the snowstorm itself.

**Benefit:** A winter witch can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions.

---

**Level 20: Freezing Sphere**

You have mastered your control over winter’s cold. Allowing you to hurl an icy sphere of utter cold against your enemies – pushing through whatever magical barriers they have raised against your ice magic. They icy sphere can also be a terrible weapon against creatures of water, trapping them in the ice, like fishes in a bottom frozen lake.

**Freezing Sphere**

You create a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a burst of ice and cold.

**Daily + Arcane, Cold, Evocation, Implement**

**Standard Action** Area burst 3 within 20 squares

**Target:** Creatures in the burst

**Attack:** Intelligence vs. Reflex

**Hit:** 3d8 + Intelligence modifier cold damage. The attack ignores any resistance to cold. Any creature of the water type, takes 3d10 + Intelligence modifier cold damage.

**Special:** If the freezing sphere strikes a body of water or a liquid that is principally water (not including creatures with the water type), it freezes the liquid to a depth of 6 inches in the burst. This ice lasts until the end of the encounter. Creatures swimming on the surface become restrained by the ice (escape DC 10 + your Arcana skill modifier). The ice can carry the weight of up to Huge sized creatures without breaking.

**Snowcaster Wintersoul Path**

“*I am the winter storm, the screaming blizzard, and the blinding snow.*”

**Source:** Dragon Magazine 384

**Prerequisite:** Eladrin

You belong to the snowcaster nobility, and have eladrin heritage. Nobility to the snowcaster elves is more than status—it is an investiture of power granted by the winter archfey in exchange for binding oaths and devotion. The snowcaster elves refer to their nobles by many titles, and one traveling in their circles is bound to encounter courst, novier, firre, and others. Each title reflects a particular pact and the magical power gained as a result. The snowcaster eladrin nobles who bind themselves to those archfey associated with nature, the seasons, and storms. The power they wield allows them to harness elements and make them their own.

You are a snowcaster noble eladrin, having earned your greater standing through a pact made with the Winter Court. While the Winter Court expects you to serve it, the archfey rarely call in their debts. Thus you are free to pursue your own agenda as long as it is not at odds with your patron or your snowcaster tribe. You can harness winter’s power, weaving its wild magical energy into devastating attacks. Your connection to winter triggers other changes. Your skin becomes cold to the touch, your features assume a blue hue, and the air around you holds winter’s chill.

**Snowcaster Wintersoul Features**

**Winter’s Touch (11th level):** When a cold attack hits you, your melee and ranged attacks deal extra cold damage equal to your Dexterity modifier or your Intelligence modifier until the end of your next turn.

**Wintersoul Flurry Action (11th level):** When you spend an action point to make an attack, you create a zone of flurrying snow in a close burst 5 that lasts until the end of your next turn. Squares in the zone are difficult terrain and lightly obscured for enemies.

**Icy Presence (16th level):** Any enemy that starts its turn in a square adjacent to you is slowed until the end of its turn.

**Snowcaster Wintersoul Powers**

**Winter’s Kiss** Snowcaster Wintersoul 11

Snow flies and solidifies around your opponent, binding it in a frigid embrace.

**Encounter + Cold**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Your highest ability modifier + 6 vs. Fortitude

**Level 21:** Your highest ability modifier + 9 vs. Fortitude

**Hit:** 1d10 + your highest ability modifier cold damage, and the target is immobilized until the end of your next turn.

**Aftereffect:** The target takes 5 cold damage and is slowed until the end of your next turn.

**Snowfall** Snowcaster Wintersoul 12

The enemy’s attack causes you to fly apart in a cloud of swirling snow.

**Encounter + Zone**

**Immediate Reaction** Close burst 2

**Trigger:** You are damaged by an attack

**Effect:** The burst creates a zone that lasts until the end of your next turn. Squares in the zone are lightly obscured. While you are in the zone, you have concealment and insubstantial.
Blizzard Blast  
Snowcaster Wintersoul 20

Snow and ice explodes from your fingertips to scatter your foes and bind them with ice.

**Daily **Cold

**Standard Action **Close blast 5

**Target:** Each creature in blast

**Attack:** Your highest ability modifier + 9 vs. Fortitude

**Hit:** 3d6 + your highest ability modifier cold damage, and the target is blinded and immobilized (save ends both).

**Miss:** Half damage, and until the end of your turn the target takes a -2 penalty to attack rolls and is slowed.

**Effect:** You teleport to any square within the blast.

---

**FEATS**

In the next chapter you will find the description of a number of Winterkin Heritage feats as well as provide you with options for your winterkin character.

- Chilling Presence
- Icewalk
- Swirling Snow
- Winterkin Heritage [Eladrin Bloodline]
- Winter's Heart
- Winter's Reach

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**WINTER PARAGON PATHS**

Below you will find a list of available 4th Edition paragon paths, which have a tie to ice, winter and snow.

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<tr>
<th>CLASS</th>
<th>PARAGON PATH</th>
<th>SOURCE</th>
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<tbody>
<tr>
<td>Barbarian</td>
<td>Winter Fury</td>
<td>Primal Power, p.31</td>
</tr>
<tr>
<td>Ranger</td>
<td>Snow Tiger</td>
<td>Martial Power 2, p.53</td>
</tr>
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<td>Shaman</td>
<td>Season’s Herald</td>
<td>Primal Power, p.84</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>Blizzard Mage</td>
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<td>Warden</td>
<td>Icewrought Sentinel</td>
<td>Primal Power, p.111</td>
</tr>
<tr>
<td>Warlock</td>
<td>Long Night Scion</td>
<td>Dragon 374, p.64</td>
</tr>
<tr>
<td>Wizard</td>
<td>Rime tongue Caller</td>
<td>Arcane Power, p.119</td>
</tr>
</tbody>
</table>

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**WINTER EPIC DESTINIES**

Below you will find the only 4th Edition epic destiny, which have a tie to ice, winter and snow.

<table>
<thead>
<tr>
<th>CLASS/RACE</th>
<th>EPIC DESTINY</th>
<th>SOURCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fey</td>
<td>Winter Sovereign</td>
<td>Dragon 372, p.44</td>
</tr>
</tbody>
</table>
BATTLE IN THE NORTH

The warriors of northern Avistan are as rugged and unforgiving as the lands of their birth. From Varisian bandits upon frozen steppes to fierce Shoanti warlords, the people of the North practice forms of violence unique to their environment. Within this chapter are new feats, themes and prestige classes to put the fighting spirit of the North into adventures of all types.

HEROIC FEATS

The three new feats below represent the singular combat expertise of warriors from the North.

BODYGUARD
Your swift strikes ward off enemies attacking nearby allies.
Prerequisite: Lightning Reflexes.
Benefit: When an adjacent ally is attacked, you may attempt the aid defense action to improve your ally’s AC as an immediate interrupt action. You may not use the aid another action to improve your ally’s attack roll with this attack.
Normal: Aid another is a standard action.

BEAST’S EYE
You can see through your familiar’s eyes.
Prerequisite: Arcane Familiar.
Benefit: When your familiar is in active mode, as a standard action, you can see through your familiar’s eyes until the end of your next turn. You do not gain the ability to cast spells or attack through the familiar, and you determine if a target has cover and concealment from you as normal, but you might spot an enemy coming around a corner or notice a foe hiding behind a wall.

CHILLING PRESENCE
Prerequisite: Winterkin Heritage
Benefit: When you use winter’s shroud, you can deal 5 cold damage to the triggering enemy instead of teleporting. Increase the damage to 10 at 11th level and 15 at 21st level.

COLD CEREMONY
You are a child of the frozen north, and you draw your strength from the biting cold and unforgiving conditions.
Prerequisite: Trained in Endurance.
Benefit: When you are in conditions of severe cold (below 0°F/-20°C), you gain a +2 feat bonus on initiative checks and a +1 feat bonus to weapon attack rolls. In addition, you gain the same bonuses for 1 round after any round in which you take cold damage.

ICE WALK
Prerequisite: Winterkin Heritage
Benefit: You ignore difficult terrain that is ice or snow.

IN HARM’S WAY
Prerequisite: Bodyguard.
Benefit: You can use the In Harm’s Way feat power.

In Harm’s Way
Feat Power
You put yourself in danger’s path to save your allies.

Encounter • Martial
Immediate Interrupt • Personal
Trigger: You make an aid defense action on an adjacent ally, who is hit by an enemy attack
Effect: The enemy attack target’s you instead of your ally.

SWIRLING SNOW
Prerequisite: Winterkin Heritage
Benefit: Whenever you use winter’s shroud, until the start of your next turn your square and squares adjacent to you are lightly obscured.

TRIBAL SCARS
You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe’s ancestors or totem.
Prerequisite: Member of a Mammoth Lords tribe or following.
Benefit: You gain a benefit, depending on which Mammoth Lords following you belong to.
Bearpelt: You gain a +1 feat bonus to Fortitude and a +1 feat bonus on Nature checks to handle animals.
GREATTUSK: You gain a +2 feat bonus on bull rush and a +2 feat bonus on Nature checks to handle animals.
Ice Chasm: You gain a +1 feat bonus to Reflex and a +2 feat bonus on Athletics checks to climb.

Night Hunt: You gain a +3 feat bonus on Perception checks.

Raptorscale: Your speed increases by +1 square, and you gain a +2 feat bonus on Acrobatics checks.

Slothjaw: You gain a +1 feat bonus to Will and a +2 feat bonus on Nature checks to handle animals.

Winterkin Heritage [Eladrin Bloodline]

Prerequisite: Eladrin

Benefit: You gain the winter’s shroud power. In addition, you gain resist cold equal to 5 + one-half your level.

Winter’s Shroud [Winterkin Racial Power]

When the enemy’s attack falls, snow swirls around you to whisk you to safety.

Encounter + Teleportation
Immediate Reaction Personal

Trigger: An enemy damages you with an attack

Effect: You teleport 3 squares and gain concealment until the start of your next turn.

Winter’s Reach

Prerequisite: Winterkin Heritage

Benefit: When you use winter’s shroud, increase the distance you teleport by a number of squares equal to your Dexterity modifier or your Intelligence modifier.

Witchbreaker

Your training and skill in combating witches and hags have made you resistant to their magic, and you can disrupt their magical hatred.

Prerequisite: Iron Will feat.

Benefit: You gain a +2 bonus on saving throws against ongoing effects of attacks from witches and hags. In addition, whenever you score a critical hit against such a creature, any allies suffering from an ongoing psychic effect from that creature may attempt a new save against the effect as an immediate reaction.

Paragon Feats

Any feat in this section is available to a character of 11th level or higher who meets the prerequisites.

Winter’s Heart

Prerequisite: 11th level, Winterkin Heritage

Benefit: While you are not bloodied, any enemy that hits you with a melee attack is slowed until the end of its turn.
EQUIPMENT OF THE NORTH

From the storm-tossed islands of the Ironbound Archipelago in the Lands of the Linnorm Kings to the towering Tusk Mountains in the Realm of the Mammoth Lords, the people of the North have created numerous tools and magic items to help them survive in the harsh climate of their home.

ARTIC GEAR

Northerners have developed tools and gear well suited to their cold environment, crafting them from native materials collected from the land or taken from the bodies of local wildlife. A few of the most common pieces of gear utilized by travelers and explorers in the northlands are listed below.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear Trap</td>
<td>10 gp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Blackfire Clay</td>
<td>20 gp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Cleats</td>
<td>5 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>Climber’s kit</td>
<td>80 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Cold-weather outfit</td>
<td>8 gp</td>
<td>7 lbs.</td>
</tr>
<tr>
<td>Dogsled</td>
<td>20 gp</td>
<td>300 lbs.</td>
</tr>
<tr>
<td>Ember pot</td>
<td>5 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Firewood (per day)</td>
<td>1 cp</td>
<td>20 lbs.</td>
</tr>
<tr>
<td>Frost ward gel</td>
<td>150 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Furs</td>
<td>12 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Ice skates</td>
<td>1 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>Mammoth</td>
<td>2,000 gp</td>
<td>8 tons</td>
</tr>
<tr>
<td>Mammoth (combat-trained)</td>
<td>2,250 gp</td>
<td>8 tons</td>
</tr>
<tr>
<td>Mammoth goad</td>
<td>5 gp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Pole</td>
<td>5 cp</td>
<td>8 lbs.</td>
</tr>
<tr>
<td>Reindeer</td>
<td>75 gp</td>
<td>450 lbs.</td>
</tr>
<tr>
<td>Shovel, common</td>
<td>2 gp</td>
<td>8 lbs.</td>
</tr>
<tr>
<td>Shovel, folding</td>
<td>12 gp</td>
<td>12 lbs.</td>
</tr>
<tr>
<td>Skis</td>
<td>5 gp</td>
<td>20 lbs.</td>
</tr>
<tr>
<td>Spyglass</td>
<td>1,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Snow goggles</td>
<td>12 gp</td>
<td>–</td>
</tr>
<tr>
<td>Snow shoes</td>
<td>5 gp</td>
<td>4 lbs.</td>
</tr>
<tr>
<td>Whale oil</td>
<td>2 sp</td>
<td>1 lb.</td>
</tr>
</tbody>
</table>

BEAR TRAP

Although intended for trapping large animals, bear traps work as well for trapping humanoids or monsters. The hinged jaws of the trap are attached to a chain, which in turn is secured to a spike driven into the ground to ensure that the victim cannot simply crawl away.

**TRIGGERED ACTIONS**

- **Attack** ✱ **At-Will**

  Trigger: A creature enters the square of the bear trap.
  
  Attack (Opportunity Action): Melee 1 (triggering creature); +6 vs. AC

  Hit: 2d6 + 6 damage, and creatures speed is halved or creature is immobilized if trap is attached to a solid object.

**COUNTERMEASURE**

- **Escape**: Acrobatics or Athletics DC 19
- **Detach**: Pulling the spike attaching the trap from the ground requires a DC 20 Strength check.
- **Disable**: Thievery DC 19. Success: The bear trap no longer functions.

**Price** 10 gp  
**Weight** 10 lbs.

BLACKFIRE CLAY

This pliant clay is always pleasantly warm to the touch. Working blackfire clay in your hands for a full round causes the clay to grow much warmer, granting you a +2 item bonus on Endurance checks made to resist cold weather. You can combine five blocks of clay over the course of a minute to produce a source of warmth equivalent to a small campfire, allowing you to heat a campsite and cook food.

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

CLEATS

Cleats reduce the penalty for walking over slick surfaces by 50%. For example, walking across ice normally...
costs 2 squares of movement (1 square plus a 1 square penalty) for every square of movement, but with cleats it costs only 1.5 squares for every square. Cleats cause damage to any type of finished flooring. They may supplement another outfit.

**Climber’s Kit**
These crampons, pitons, ropes, and other tools give you a +2 circumstance bonus on Athletics checks to climb in even slippery and icy conditions.

**Cold-Weather Outfit**
This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Endurance checks against exposure to cold weather.

**Dogsled**
This sled is designed to be pulled over snow and ice by a team of trained riding dogs. Most sleds have runners at the back for a musher to stand on. A dog sled can carry up to the capacity of all the dogs that pull it.

**Ember Pot**
Roughly carved from porous stone that litters the base of the Tusk Mountains, these pots allow Kellid nomads to carry burning coals from one day’s camp site to the next, so they can quickly start cook fires wherever they find themselves. Coals placed within an ember pot stay hot for 24 hours, and allow anyone to light a fire in normal conditions without needing to make a Nature check.

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

**Frost Ward Gel**
When you apply this thin gel to your skin, armor, or clothing, it creates a resistant barrier that protects you from cold damage. You gain cold resistance 5. The gel flakes away as it absorbs cold damage; when it absorbs a total of 20 points of cold damage, it is discharged. Applying frost ward gel takes 1 minute, and it lasts for 1 hour before losing its potency. Multiple applications of frost ward gel do not stack; applying more while a dose is active merely resets the potential amount of cold damage absorbed to 20 points.

**Furs**
The most basic of cold-weather gear, animal furs serve to keep their wearers warm. Wearing enough fur to cover the body provides a +2 bonus on Endurance checks to resist cold weather. This does not stack with any bonuses gained from the Survival skill. Furs may supplement another outfit.

**Ice Skates**
Each of these calf-high boots bears a vertical blade on the bottom, allowing you to travel swiftly on ice. Wearing ice skates allows you to move on ice at normal speed with a successful DC 5 Acrobatics check (including running and charging), but your movement is reduced to half speed on all other terrain. Donning or removing an ice skate is a full round of actions. Skating with only one is possible, but the DC of the Acrobatics check rises to 15.

**Mammoth**
This woollier variety of the mastodon is adapted to cold, and is a larger and more powerfully built cousin to the elephant. A favored beast of burden among Kellid tribes, mammoths are more temperamental than elephants. Combat-trained mammoths are used primarily as mounts by the Kellid tribes of the Realm of the Mammoth Lords. Such beasts might be bought from some tribes, but for a more significant cost. Many Kellids sell mammoths only to those they trust to both respect the animals and not turn the powerful beasts back against their tribe.

**Mammoth Goad**
Used in the Realm of the Mammoth Lords to train and direct domesticated megafauna, this goad is a sturdy wooden pole 10 to 15 feet long with a prod of polished bone, ivory, or soapstone on one end. The goad grants a +2 bonus on all Nature checks made to train or handle mammoths and other megafauna.

**Pole**
This 10-foot length of wood is useful for probing pits, flagstones, and murky liquids from a safe distance. You get a +5 bonus to any Perception checks to discover weak ice with a pole, but you can only walk at half speed and not run.

**Reindeer**
These sturdy and majestic caribou roam the northern tundra in great herds, and provide fur, meat, and other useful products to both Erutaki and Varki herders and hunters. Irrisen’s Jadwiga, Snowcaster elves, and eccentric Linnorm Kings use domesticated reindeer to pull sleighs.

**Shovel, Common**
This common shovel lets you dig a pit at a rate of 2 cubic feet per minute. If a shovel is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

**Shovel, Folding**
A folding shovel is a full-sized shovel with a sturdy sectional handle that folds into pieces no longer than the shovel.
blade, allowing it to fit in a smaller space such as a backpack. Converting the shovel from its folded state to usable (or vice versa) is 2 full rounds of actions.

**SKIS**

Each ski is a flat piece of wood about 5–6 feet long for a Medium wearer, curled up slightly at the front end, with lengthwise grooves along the underside and a wooden or metal bracket with laces on top for holding the wearer's boot in place. Wearing skis allows you to move on snow and ice at normal speed, but your movement is reduced to Speed 1 on all other terrain. You normally use a pair of spiked poles to help you move and maintain balance while skiing, but javelins, shortspears, or even trimmed-down saplings will do if nothing else more suitable is available. Donning or removing a ski is one full round of action, though the laces can be cut as a move action (which requires repairing or replacing the laces if you want to use the skis again).

**SNOW GOGGLES**

These goggles, typically carved from bone or wood with a narrow slit opening and held in place with leather straps. These goggles help protect the wearer's eyes from the blinding glare of bright sunlight reflecting off the snow and ice. You are always treated as averting your gaze when dealing with gaze attacks, and you gain a +4 item bonus on all defenses against gaze attacks (any attack that a blind creature would be immune to). You take a -2 penalty on Perception checks while wearing the goggles, and all opponents are treated as having concealment.

**SNOW SHOES**

These high-tension nets of rope or sinew in wooden frames are lashed to the feet to spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement (1 square plus a 1 square penalty) per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. Snowshoes may supplement another outfit.

**SPYGLASS**

Objects viewed through a spyglass are magnified to twice their size. Characters using a spyglass take a +1 bonus on Perception checks per 50 feet of distance to the target (if the target is visible), to a maximum of +5.

**WHALE OIL**

A common source of illumination in the Lands of the Linnorm Kings, 1 pint of whale oil burns for 10 hours in a lantern or lamp. It otherwise functions as normal oil.
MAGIC ITEMS
Several magic items trace their origins back to the frigid lands of the North. Many get used only rarely outside these rugged lands, but others have been adopted by other peoples, and can be found almost anywhere on Golarion.

**Buoyant Harpoon**
Commonly used by Erutaki hunters and whalers, this harpoon is wrapped in fur, and several small gourds dangle from the weapon and the rope attached to it.

**Cloak of the Saga Keeper**
Not all who board Ulfen long ships or travel the paths of Kellid mammoth hunters are capable warriors, even though they may be just as brave. A cloak of the saga keeper is made from layers of fox fur and leather cut in strips reminiscent of fluttering lengths of scroll. Seven of these strips are dyed vibrant red.

**Buoyant Weapon**
Your weapon strikes out at the enemy, entangling him in the water, forcing him to the surface where your friends can finish him off.

**Hex Nail**
A hex nail is a thick, 6-inch long nail forged from cold iron. Usually carried like charms or concealed within the heels of shoes, these roughly worked nails are the only protection many common citizens of Lirriken have against the White Witches and the cold fey of the North. Most Jadwiga consider possession of a hex nail an act of treason.

**Mammoth Lance**
This lance is made out of white spruce wood with a handle carved from mammoth tusk ivory. Its shaft is decorated with images of charging mammoths or running wolves.
**Pelt of Primal Power**

A prized item among Ulfen berserkers and vikings, a pelt of primal power is a large bearskin worn as a cloak, with the bear’s head sitting atop the wearer’s head.

**Pelt of Primal Power**

You let the fury of the grizzly bear engulf you. You and the pelt becomes one, and where once stood a man, is now primal fury.

**Item Slot:** Neck  
**Price:** 2,600 gp  
**Enhancement:** +2 on Fortitude, Reflex, and Will  
**Property:** You get a +4 item bonus on Nature checks to handle elephants, mammoths, mastodons, and other elephant-like creatures.

**Power (Daily):** Minor Action. You can transform into a grizzly bear for up to 10 minutes.

You take the form of a grizzly bear but doesn’t change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield.

You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

**Special:** You can only make one shift per round. You can not take beast form and change back in the same round.

**Feast of Fury**

You are a flurry of fangs and claws, carving a bloody swath through your foes.

**Encounter + Beast Form, Implement, Primal**

**Standard Action** Melee touch  
**Primary Target:** One creature  
**Primary Attack:** Wisdom vs. Reflex  
**Hit:** 2d8 + Wisdom modifier damage.  
**Effect:** Make a secondary attack.

**Secondary Target:** One creature other than the primary target.  
**Secondary Attack:** Wisdom vs. Reflex  
**Hit:** 1d10 + Wisdom modifier damage. The secondary attack deals 5 extra damage if the primary attack hit.

**Saga of the Linnorm Kings**

This heavy book contains a collection of epic tales of mighty Ulfen heroes and the wondrous deeds they performed — and entwined within the words is a powerful magical effect.

**Saga of the Linnorm Kings**

After having read the Saga of the Linnorm Kings for 48 hours over 6 days, you have received the insights of the old kings of the North, seeing everything from a new perspective and with the eyes of an Ulfen.

**Shard of Winter**

This small knife has a bone handle and a blade that seems to be made of clear blue ice. They are commonly found in the hands of an Irisseni winter witches.

**Shard of Winter**

A thin layer of frost coats the business end of this weapon.

<table>
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<tr>
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<tr>
<td>9</td>
<td>3,400 gp</td>
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**Property:** Gain a +2 item bonus to Diplomacy and Intimidate checks.

**Power (Daily):** Immediate Interrupt.  
**Trigger:** You are hit by an attack with the fear keyword.  
**Effect:** You gain a +4 power bonus to all defenses against the attack.

**Legendary Boon**

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As this conversion is aiming at recreating the Pathfinder adventure experience using 4th Edition rules, I am here adding some suggested House Rules which modifies the 4th Edition core rules to better fit into the Pathfinder experience. Note that this rule changes are optional, but I have used them when converting the adventure path.

RESTING
Sooner or later, even the toughest adventurers need to rest. When not in an encounter, characters can take one of two types of rest: a short rest or an extended rest. Unless a monster survives a combat encounter, a DM rarely has to keep track of it resting.

SHORT REST
A short rest allows a creature to regain the use of encounter powers and spend healing surges to regain hit points. Short rests follow these rules.

**SHORT REST**
- **Duration:** A short rest is about 10 minutes long.
- **No Limit per Day:** A creature can take an unlimited number of short rests per day.
- **No Strenuous Activity:** Resting means just that. A short rest is a period of downtime, during which you catch your breath, eat, drink, and clean and bind wounds. The creature can stand guard, sit in place, ride on a wagon or other vehicle, or do other tasks that don’t require much exertion.
- **Regain the Use of Powers:** After a short rest, a creature regains the use of expended encounter powers.
- **Spend Healing Surges:** After a short rest, a creature can spend a healing surge to regain lost hit points (see “Healing”). Certain abilities and items, such as a healer’s kit, allow you to spend more than one of your healing surges during a short rest, up to your maximum number of healing surges. A creature that runs out of healing surges must take an extended rest to regain them.
- **Using Powers during the Rest:** If a creature uses an encounter power (such as a healing power) during a short rest, it needs another short rest to regain the use of that power.
- **Interruptions:** If a creature’s short rest is interrupted, the creature needs to rest for another 10 minutes to get the benefits of a short rest.

EXTENDED REST
Once per day, a creature can gain the benefits of an extended rest.

**EXTENDED REST**
- **Duration:** An extended rest is a period of extended downtime, about 8 hours long.
- **Once per Day:** After a creature finishes an extended rest, it cannot benefit from more than one extended rest in a 24 hour period.
- **No Strenuous Activity:** A creature normally sleeps during an extended rest but doesn’t have to. The creature can engage in light activity that doesn’t require much exertion, such as reading, talking, eating, or standing watch, but for no more than 2 hours of the rest period.
- **Regain Hit Points and Healing Surges:** At the end of an extended rest, a creature regains all lost hit points and one spent healing surge (see “Healing”). Certain abilities, rituals and items, such as a healer’s kit, allow you to regain more than one healing surge during an extended rest, up to your maximum number of healing surges.
- **Regain the Use of Powers:** At the end of an extended rest, a creature regains the use of expended encounter powers and daily powers.
- **Action Points:** At the end of an extended rest, a creature loses any unspent action points, but starts fresh with 1 action point.
- **Interruptions:** If anything interrupts a creature’s extended rest—such as attacking, taking damage, or casting spells—you must start the rest over to gain any benefit from it, unless the battle was over in 2 rounds. If the interruption was due to the creature had to perform a strenuous activity—such as walking, gathering fire wood, or building a shelter—add the time spent dealing with the interruption to the total time the creature needs to spend in the extended rest.

HEALING
Adventurers can apply healing during combat, during a short rest or at an extended rest.
**Healing during Combat**

Even in a heated battle, adventurers can heal. They heal themselves by using second wind, and allies can administer first aid with the Heal skill or use healing powers on them. When a power heals your character, he or she doesn't have to take an action to spend a healing surge. Even if he or she is unconscious, the power uses a healing surge and restores hit points. Some healing powers restore hit points without requiring your character to spend a healing surge.

**Healing during a Short Rest**

After a short rest, you can spend one healing surge to regain lost hit points. If you have training in the Heal skill and you take the time to bind your patient's wounds with a healer's kit you can use two healing surges to regain lost hit points. You can treat up to 5 patients, including yourself, during a short rest. Note that the healer's kit you are using put a limit on the amount of hit points you can regain with a healing surge.

**OPTION: SKILL BASED RECOVERY**

After a short rest, you can roll a Moderate DC Endurance check. If successful you can regain one lost healing surge. If you have training in the Heal skill you can roll a skill check to see how many healing surges your patients recover, and how many you can treat during an extended rest (the result do not stack with the Endurance check results).

- **Easy DC**: Your patient(s) can use one healing surge to regain lost hit points.
- **Moderate DC**: Your patient(s) can use two healing surges to regain lost hit points.
- **Hard DC**: Your patient(s) can use three healing surges to regain lost hit points.
- **Several Patients**: For each patient you are treating beyond the first, apply a -1 penalty on your Heal check.

**Healing during an Extended Rest**

At the end of an extended rest, a creature regains all lost hit points and one spent healing surge. If you have training in the Heal skill and you roll the time to administer your patient's recovery with a healer's kit your patient can regain two healing surges during an extended rest. You can treat up to 5 patients, including yourself, during an extended rest. For your healing skills to have effect the healer's kit have to have the necessary quality to heal the wounds, i.e. a healing surge value equal or greater than the patient's healing surge value you are trying to regain.

**OPTION: SKILL BASED RECOVERY**

After an extended rest, you can roll a Moderate DC Endurance check. If successful you can regain one lost healing surge. If you have training in the Heal skill you can roll a skill check to see how many healing surges your patients recover, and how many you can treat during an extended rest (the result do not stack with the Endurance check results).

- **Easy DC**: Your patient(s) regain one lost healing surge.
- **Moderate DC**: Your patient(s) regain two lost healing surges.
- **Hard DC**: Your patient(s) regain three lost healing surges.
- **Several Patients**: For each patient you are treating beyond the first, apply a -1 penalty on your Heal check.

**Healer's Tools**

**Healer's Kit**

It is the perfect tool for healing, containing bandages, salves, and splints. Using this kit provides a +2 bonus on Heal checks. A healer's kit has ten uses. As an action, you can expend a use from your healer's kit to automatically stabilize a fallen comrade. During a rest, you can spend one use of the healer's kit to allow up to five characters under your care to spend or regain healing surges (depending on if it is used during a short or extended rest. See "Healing").

Healer's Kits varies in quality, reflected in the Healing Surge Value (HSV) it can assist in curing. Severe wounds from epic battles usually require rare healing ointments to be able to cure the wounds.

- **Basic**: Lvl 5, HSV 18 hp; Cost 50 gp; Weight 1 lb.
- **Superior**: Lvl 10, HSV 26 hp; Cost 250 gp; Weight 1 lb.
- **Elven**: Lvl 15, HSV 38 hp; Cost 1,250 gp; Weight ½ lb.
- **Eladrin**: Lvl 20, HSV 45 hp; Cost 6,250 gp; Weight ½ lb.
- **Elysium**: Lvl 25, HSV 54 hp; Cost 31,250 gp; Weight -.5 lbs.
- **Pelor's**: Lvl 30, HSV unlimited hp; Cost 156,250 gp; Weight -.5 lbs.

**Healing Feats**

**Fast Recovery**

**Prerequisite**: Training in Endurance, Swift Recovery or Toughness feat

**Benefit**: You can spend two instead of one healing surge to regain lost hit points at a short rest. You regain two instead of one healing surge after an extended rest.
HEALING RITUALS

Cure Critical Wounds
After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals critical injuries.

Level: 20
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 6,250 gp
Market Price: 25,000 gp
Key Skill: Heal or Nature

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 or lower</td>
<td>One</td>
</tr>
<tr>
<td>18-24</td>
<td>Two</td>
</tr>
<tr>
<td>25-33</td>
<td>Three</td>
</tr>
<tr>
<td>34 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

Heal or Nature Check Result
9 or lower
10-14
15-21
22 or higher

The ritual is limited in power and can only heal up to 54 hit points per healing surge.
You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual's effect, and you suffer a -1 penalty on the skill check per extra target as well.

Cure Minor Wounds
After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals minor injuries.

Level: 1
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Heal or Nature

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 or lower</td>
<td>One</td>
</tr>
<tr>
<td>8-11</td>
<td>Two</td>
</tr>
<tr>
<td>12-18</td>
<td>Three</td>
</tr>
<tr>
<td>19 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

The ritual is limited in power and can only heal up to 18 hit points per healing surge.

Cure Light Wounds
After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals light injuries.

Level: 5
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 50 gp
Market Price: 250 gp
Key Skill: Heal or Nature

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 or lower</td>
<td>One</td>
</tr>
<tr>
<td>8-11</td>
<td>Two</td>
</tr>
<tr>
<td>12-18</td>
<td>Three</td>
</tr>
<tr>
<td>19 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

The ritual is limited in power and can only heal up to 26 hit points per healing surge.
You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual's effect, and you suffer a -1 penalty on the skill check per extra target as well.

Cure Critical Wounds
After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals critical injuries.

Level: 20
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 6,250 gp
Market Price: 25,000 gp
Key Skill: Heal or Nature

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 or lower</td>
<td>One</td>
</tr>
<tr>
<td>18-24</td>
<td>Two</td>
</tr>
<tr>
<td>25-33</td>
<td>Three</td>
</tr>
<tr>
<td>34 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

The ritual is limited in power and can only heal up to 54 hit points per healing surge.
You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual's effect, and you suffer a -1 penalty on the skill check per extra target as well.
You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual’s effect, and you suffer a -1 penalty on the skill check per extra target as well.

**Cure Moderate Wounds**

After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals moderate injuries.

**Level:** 10  
**Category:** Restoration  
**Market Price:** 1,000 gp  
**Time:** 10 minutes  
**Key Skill:** Heal or Nature  
**Duration:** Instantaneous

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 or lower</td>
<td>One</td>
</tr>
<tr>
<td>13–17</td>
<td>Two</td>
</tr>
<tr>
<td>18–25</td>
<td>Three</td>
</tr>
<tr>
<td>26 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

The ritual is limited in power and can only heal up to 38 hit points per healing surge. You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual’s effect, and you suffer a -1 penalty on the skill check per extra target as well.

**Cure Severe Wounds**

After completing the ritual, your touch momentarily suffuses you or a wounded creature with a dim silver light that heals severe injuries.

**Level:** 15  
**Category:** Restoration  
**Market Price:** 5,000 gp  
**Time:** 10 minutes  
**Key Skill:** Heal or Nature  
**Duration:** Instantaneous

You touch one creature or yourself, which can use a number of healing surges to regain lost hit points, based on the result of your skill check.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 or lower</td>
<td>One</td>
</tr>
<tr>
<td>15–21</td>
<td>Two</td>
</tr>
<tr>
<td>22–29</td>
<td>Three</td>
</tr>
<tr>
<td>30 or higher</td>
<td>Four</td>
</tr>
</tbody>
</table>

The ritual is limited in power and can only heal up to 45 hit points per healing surge. You may also try to heal more than one creature, but you then have to pay the component cost for each additional target of the ritual’s effect, and you suffer a -1 penalty on the skill check per extra target as well.

**Full Restoration**

Motes of green energy suffuse the creature you touched, letting him or her draw strength from the essence of the world.

**Level:** 24  
**Category:** Restoration  
**Market Price:** 105,000 gp  
**Key Skill:** Heal or Nature  
**Duration:** Special

You touch one creature or yourself, which can regain a number of healing surges after an extended rest, based on the result of your skill check. Any fatigue or exhaustion effect also ends after the extended rest.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>19 or lower</td>
<td>7</td>
</tr>
<tr>
<td>20–23</td>
<td>8</td>
</tr>
<tr>
<td>24–26</td>
<td>9</td>
</tr>
<tr>
<td>27–31</td>
<td>10</td>
</tr>
<tr>
<td>32–36</td>
<td>11</td>
</tr>
<tr>
<td>37 or higher</td>
<td>All</td>
</tr>
</tbody>
</table>

The ritual can heal an unlimited amount of hit points per healing surge. You may also try to restore more than one creature, but you then have to pay the component cost for each additional target of the ritual’s effect, and you suffer a -1 penalty on the skill check per extra target as well.

**Greater Restoration**

Motes of green energy suffuse the creature you touched, letting him or her draw strength from the essence of the world.

**Level:** 17  
**Category:** Restoration  
**Market Price:** 13,000 gp  
**Key Skill:** Heal or Nature  
**Duration:** Special

You touch one creature or yourself, which can regain a number of healing surges after an extended rest, based on the result of your skill check. Any fatigue or exhaustion effect also ends after the extended rest.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>19 or lower</td>
<td>7</td>
</tr>
<tr>
<td>20–23</td>
<td>8</td>
</tr>
<tr>
<td>24–26</td>
<td>9</td>
</tr>
<tr>
<td>27–31</td>
<td>10</td>
</tr>
<tr>
<td>32–36</td>
<td>11</td>
</tr>
<tr>
<td>37 or higher</td>
<td>All</td>
</tr>
</tbody>
</table>
Heal or Nature Check Result | Healing Surges
---|---
13 or lower | 5
14-19 | 6
20-24 | 7
25-28 | 8
29 or higher | 9

The ritual is limited in power and can only regain healing surge with a hit point value of 25 or lower. You may also try to restore more than one creature, but you then have to pay the component cost for each additional target of the ritual's effect, and you suffer a -1 penalty on the skill check per extra target as well.

**LESSER RESTORATION**
*Motes of green energy suffuse the creature you touched, letting him or her draw strength from the essence of the world.*

**Level:** 3  
**Category:** Restoration  
**Time:** 10 minutes plus an extended rest  
**Duration:** Special

You touch one creature or yourself, which can regain a number of healing surges after an extended rest, based on the result of your skill check. Any fatigue or exhaustion effect also ends after the extended rest.

<table>
<thead>
<tr>
<th>Heal or Nature Check Result</th>
<th>Healing Surges</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 or lower</td>
<td>3</td>
</tr>
<tr>
<td>13-17</td>
<td>4</td>
</tr>
<tr>
<td>18-21</td>
<td>5</td>
</tr>
<tr>
<td>22-25</td>
<td>6</td>
</tr>
<tr>
<td>26 or higher</td>
<td>7</td>
</tr>
</tbody>
</table>

HEALING MAGIC ITEMS

**POTION OF CURE WOUNDS**
*After drinking the potion you are momentarily suffused with a dim silver light that heals injuries of various severities.*

**Potion of Cure Wounds**  
**Level 1+: Common**  
**This potion magically allows you to regain strength and heal wounds during a short rest.**

| Lvl 1 Minor | 10 gp | Lvl 15 Severe | 1,250 gp |
| Lvl 5 Light | 50 gp | Lvl 20 Critical | 6,250 gp |
| Lvl 10 Moderate | 250 gp | Lvl 25 Fatal | 31,250 gp |

**Consumable:** Potion  
**Power (Consumable):** Minor Action. Drink this potion and after 10 minutes you can use up to three healing surges to regain lost hit points during a short rest. You can only heal up to 18 hit points per healing surge.  
- Level 5: up to 26 hit points per healing surge.  
- Level 10: up to 38 hit points per healing surge.  
- Level 15: up to 45 hit points per healing surge.  
- Level 20: up to 54 hit points per healing surge.  
- Level 25: unlimited hit points per healing surge.

**POTION OF RESTORATION**
*After drinking the potion you are momentarily suffused with a dim green energy that strengthens your natural healing powers.*

**Potion of Restoration**  
**Level 1+: Common**  
**This potion magically allows you to regain strength and heal wounds during a short rest.**

| Lvl 3 Lesser | 30 gp | Lvl 17 Greater | 3,250 gp |
| Lvl 10 | 250 gp | Lvl 24 Full | 26,000 gp |

**Consumable:** Potion  
**Power (Consumable):** Minor Action. Drink this potion and after an extended rest you regain up to three healing surges.
Level 10: regain five healing surges.
Level 17: regain seven healing surges.
Level 24: regain all healing surges.

**CHARACTER AGE**

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class, see below. Alternatively, roll the dice indicated for your class on the table below and add the result to the minimum age of adulthood for your race to determine how old your character is.

**RANDOM STARTING AGE**

<table>
<thead>
<tr>
<th>Race</th>
<th>Adulthood</th>
<th>T1*</th>
<th>T2*</th>
<th>T3*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deva</td>
<td>150 years</td>
<td>+5d6</td>
<td>+8d6</td>
<td>+12d6</td>
</tr>
<tr>
<td>Dragonborn</td>
<td>20 years</td>
<td>+1d6</td>
<td>+2d6</td>
<td>+3d6</td>
</tr>
<tr>
<td>Dwarf</td>
<td>40 years</td>
<td>+3d6</td>
<td>+5d6</td>
<td>+7d6</td>
</tr>
<tr>
<td>Eladrin</td>
<td>150 years</td>
<td>+5d6</td>
<td>+8d6</td>
<td>+12d6</td>
</tr>
<tr>
<td>Elf</td>
<td>110 years</td>
<td>+4d6</td>
<td>+6d6</td>
<td>+10d6</td>
</tr>
<tr>
<td>Gnome</td>
<td>40 years</td>
<td>+4d6</td>
<td>+6d6</td>
<td>+9d6</td>
</tr>
<tr>
<td>Goliath</td>
<td>40 years</td>
<td>+3d6</td>
<td>+5d6</td>
<td>+7d6</td>
</tr>
<tr>
<td>Half-Elf</td>
<td>20 years</td>
<td>+1d6</td>
<td>+2d6</td>
<td>+3d6</td>
</tr>
<tr>
<td>Half-Orc</td>
<td>14 years</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
<tr>
<td>Halfling</td>
<td>20 years</td>
<td>+2d4</td>
<td>+3d6</td>
<td>+4d6</td>
</tr>
<tr>
<td>Human</td>
<td>15 years</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
<tr>
<td>Shifter</td>
<td>15 years</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
<tr>
<td>Tiefling</td>
<td>20 years</td>
<td>+1d6</td>
<td>+2d6</td>
<td>+3d6</td>
</tr>
</tbody>
</table>

**Training 1:** Barbarian, Invoker, Rogue, Sorcerer, Warlock

**Training 2:** Bard, Fighter, Paladin, Ranger, Warden, Warlord

**Training 3:** Avenger, Cleric, Druid, Shaman, Wizard

With age, a character’s physical ability scores decrease and his mental ability scores increase. The effects of each aging step are cumulative. However, none of a character’s ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his maximum age and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

**AGING EFFECTS**

<table>
<thead>
<tr>
<th>Race</th>
<th>Middle Age</th>
<th>Old Age</th>
<th>Venerable Age</th>
<th>Maximum Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deva</td>
<td>300 years</td>
<td>500 years</td>
<td>750 years</td>
<td>750 + 5d10 years</td>
</tr>
<tr>
<td>Dragonborn</td>
<td>62 years</td>
<td>93 years</td>
<td>125 years</td>
<td>125 + 3d20 years</td>
</tr>
<tr>
<td>Dwarf</td>
<td>125 years</td>
<td>188 years</td>
<td>250 years</td>
<td>250 + 2d100 years</td>
</tr>
<tr>
<td>Eladrin</td>
<td>175 years</td>
<td>263 years</td>
<td>350 years</td>
<td>350 + 4d100 years</td>
</tr>
<tr>
<td>Elf</td>
<td>100 years</td>
<td>150 years</td>
<td>200 years</td>
<td>200 + 3d100 years</td>
</tr>
<tr>
<td>Gnome</td>
<td>100 years</td>
<td>150 years</td>
<td>200 years</td>
<td>200 + 3d100 years</td>
</tr>
<tr>
<td>Goliath</td>
<td>125 years</td>
<td>188 years</td>
<td>250 years</td>
<td>250 + 2d100 years</td>
</tr>
<tr>
<td>Half-Elf</td>
<td>62 years</td>
<td>93 years</td>
<td>125 years</td>
<td>125 + 3d20 years</td>
</tr>
<tr>
<td>Half-Orc</td>
<td>30 years</td>
<td>45 years</td>
<td>60 years</td>
<td>60 + 2d10 years</td>
</tr>
<tr>
<td>Halfling</td>
<td>50 years</td>
<td>75 years</td>
<td>100 years</td>
<td>100 + 5d20 years</td>
</tr>
<tr>
<td>Human</td>
<td>35 years</td>
<td>53 years</td>
<td>70 years</td>
<td>70 + 2d20 years</td>
</tr>
<tr>
<td>Shifter</td>
<td>35 years</td>
<td>53 years</td>
<td>70 years</td>
<td>70 + 2d20 years</td>
</tr>
<tr>
<td>Tiefling</td>
<td>62 years</td>
<td>93 years</td>
<td>125 years</td>
<td>125 + 3d20 years</td>
</tr>
</tbody>
</table>

**Middle Age Effects:** -1 to Strength, Dexterity and Constitution; +1 to Intelligence, Wisdom and Charisma.

**Old Age Effects:** -2 to Strength, Dexterity and Constitution; +1 to Intelligence, Wisdom and Charisma.

**Venerable Age Effects:** -3 to Strength, Dexterity and Constitution; +1 to Intelligence, Wisdom and Charisma.