

PATHFINDER[®]

PLAYER COMPANION[™]



PEOPLE OF THE NORTH

ESING
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LANDS OF ICE AND SNOW

This book explores the lands, cultures, and peoples of northern Avistan, with a focus on the countries of Irrisen (page 18), the Lands of the Linnorm Kings (page 20), and the Realm of the Mammoth Lords (page 22). More than just cold weather makes these lands distinctive; noted here are just a few of the most significant aspects of these dangerous northland frontiers.



IRRISEN

Irrisen is the Land of Eternal Winter, the country locked in an endless season of cold. Little grows in this realm, forcing the people to subsist on scrawny game and the few strange plants hardy enough to survive despite the cold. Glacier Lake and the slow-moving rivers that branch from it transport goods across the country, but are jealously watched by the nation's rulers, the White Witches, and their monarch, Queen Elvanna. From the capital of Whitethrone the Jadwiga, the country's elite, hoard the nation's riches, leaving the larger Ulfen populace dreaming of revolution in their poor but tightly knit villages. To the north, the Winterwall Glacier intrudes from the harsh arctic lands known as the Crown of the World, a trackless expanse of blizzards and creatures savage enough to survive the soul-chilling frost.

LANDS OF THE LINNORM KINGS

Fierce beasts and fiercer spirits rule the Lands of the Linnorm Kings, the coastal home of the Ulfen. The Linnorm Kings themselves rule distinct realms, trading, fighting, and raiding across their homelands and beyond in an endless search for riches—and immortality in the sagas of their people. Kalsgard, the most populous city in the region, serves as the portal for trade throughout the country and into lands beyond. Numerous islands within the Steaming Sea, such as Aegos (land of King Ingimundr the Unruly) and Battlewall (land of the only female king, White Estrid), stand as miniature nations unto themselves, distant parts of the greater Linnorm King confederacy. To the south, in the frosty depths of the Grungir Forest, dwell many of the land's deadliest inhabitants—the primeval dragons known as linnorms.



REALM OF THE MAMMOTH LORDS

The lands clutched by the northern Tusk Mountains are no place for weaklings. Giants, megafauna, dinosaurs, and worse stride and soar across lands that defy the spread of civilization. Here, Kellid tribes follow herds of mighty mastodons, to hunt them for food and tame them as mounts to ride against the land's other gargantuan menaces. Few settlements survive for long within these lands. The best known is Hillcross, a permanent settlement deep within the largest pass through the Tusk Mountains. There the region's natives come to trade with their own kind and daring merchants from the south. Suspicious but noble, the Kellid tribes fight to defend their lands against all invaders, be they foreign raiders or the demons of the Worldwound.



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ON THE COVER



The cold doesn't always kill slowly, as Jesper Ejsing shows in this face-off between Amiri and the frigid duo of a savage wizard and his ice golem guard.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Bestiary 2</i>	B2	<i>Paths of Prestige</i>	POP
<i>Cities of Golarion</i>	COG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

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 (page 24) 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.

ORACLES

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 (page 7) and Erutaki spirit-talkers (page 12). Their faith in winter's might is reflected in the new winter mystery (page 26).

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 (page 23), mammoth-stalking beast wranglers (page 23), glory-seeking linnorm hunters (page 21), sentries of the Snowcaster elves (page 9), guardians of Irrisen's White Witches (page 25), or by otherwise being at home in the ice and snow.

WITCHES

The White Witches of Irrisen and their snow-conjuring brethren dominate the magical traditions of the North (pages 13 and 19). Learn their greatest magic with the new spells detailed herein (page 26) and those you can reference from other sources (on the inside back cover).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of race and class. The following features work equally well for any character in the Pathfinder Roleplaying 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 in-depth details on the Kellids (page 6), the Ulfen (page 10), and the nations of the North (pages 18–23), 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 (page 30).

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 (page 12), the haughty Jadwiga who rule Irrisen (page 13), and the tribal Varki (page 15). The arctic-dwelling Snowcaster Elves (page 8) 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 (page 28), and tips on facing icy dangers (page 16).

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: People of the North*.

- 1 For our campaign, does it make sense for my character to be from Irrisen, the Lands of the Linnorm Kings, or the Realm of the Mammoth Lords?
- 2 Will our campaign go to any of the northern regions detailed in this Player Companion?
- 3 Are we playing an Adventure Path? If so, can I use the campaign traits from this Player Companion?

ROLES

This Player Companion introduces the following roles. Roles might be considered builds, character templates, or kits to help tie characters to a particular premise. Remember, every aspect of a role is just a suggestion, so you can personalize each in whatever ways most appeal to you.

Role	Page
Beast Wrangler	23
Blackraven Witch-Warden	21
Erutaki Spirit-Talker	12
Giant-Tamer	23
Irriseni Crowhunter	19
Irriseni Feycaller	19
Jadwiga Cryomancer	13
Kellid Bloodspeaker	7
Kellid Huntmaster	7
Linnorm Hunter	21
Skaldic Wayfarer	11
Snowcaster Sentry	9
Snowcaster Twilight Speaker	9
Ulfen Raider	11

DID YOU KNOW?

Paizo Publisher Erik Mona's famed Ulfen barbarian, Ostog the Unslain, has thus far gone 34 sessions and reached 13th level in James Jacobs's ongoing Pathfinder campaign without wearing a scrap of armor—or dying.

RULES INDEX

In addition to the new spells and new oracle mystery (page 26), the following archetypes, magic items, and traits are presented in this Player Companion.

ARCHETYPE	PAGE	RELATED CLASS
Viking	24	Fighter
Witchguard	25	Ranger

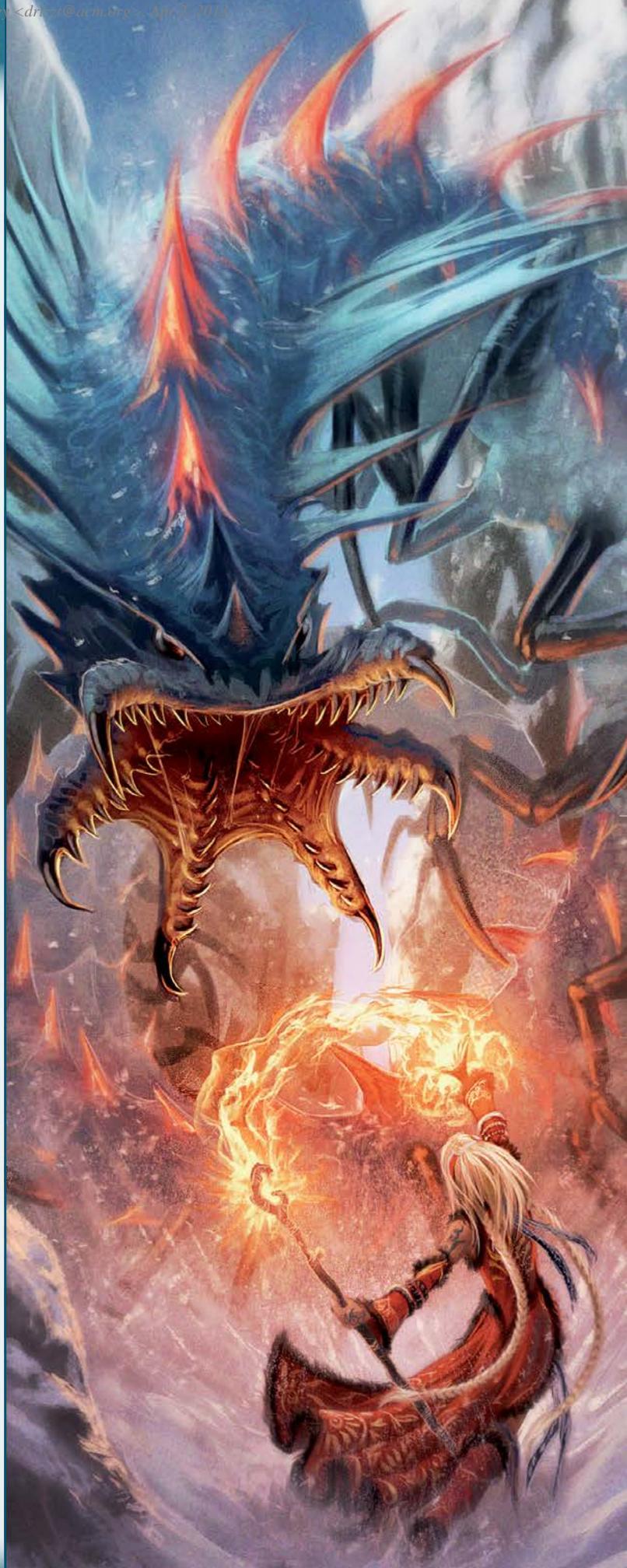
FEAT	PAGE	PREREQUISITES
Cold Celerity	24	Endurance
Tribal Scars	24	Mammoth Lords tribe
Witchbreaker	24	Iron Will

MAGIC ITEM	PAGE
<i>Buoyant harpoon</i>	28
<i>Cloak of the saga keeper</i>	28
<i>Helm of the Mammoth Lord</i>	29
<i>Hex nail</i>	29
<i>Mammoth lance</i>	29
<i>Pelt of primal power</i>	29
<i>Saga of the Linnorm Kings</i>	29
<i>Shard of winter</i>	29

CAMPAIGN TRAIT	PAGE	CAMPAIGN
Adaptive Magic	30	Reign of Winter
Blood of Giants	31	Reign of Winter
Failed Winter Witch Apprentice	31	Reign of Winter
Northern Ancestry	31	Reign of Winter
Restless Wayfarer	31	Reign of Winter
Vigilante Witch Hunter	31	Reign of Winter
Warded Against Witchery	31	Reign of Winter

RACE TRAIT	PAGE	RACE (ETHNICITY)
Child of Two Peoples	15	Half-elf, half-orc, or human
Glint-Tongued	10	Human (Ulfen)
Honor-Driven	11	Human (Ulfen)
Insular	15	Dwarf
Irritable Diplomat	15	Half-orc
Jadwiga Scion	13	Human (Jadwiga)
Obscure Traditions	8	Elf (Snowcaster)
Snowblooded	9	Elf (Snowcaster)
Snowstepper	15	Gnome
Spirit Lodge Dreamer	12	Human (Erutaki)
Storied Scars	6	Human (Kellid)
Varki Landspeaker	15	Human (Varki)
Wary of Danger	6	Human (Kellid)

REGIONAL TRAIT	PAGE	REGION
Big Game Hunter	23	Realm of the Mammoth Lords
Call of the Longships	21	Lands of the Linnorm Kings
Chillblight Emissary	19	Irrisen
Huldra's Luck	21	Lands of the Linnorm Kings
Spirit Animal	23	Realm of the Mammoth Lords
Whitethrone Gourmand	19	Irrisen



WELCOME TO THE NORTH



LANDS OF THE NORTH

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.

The Lands of the Linnorm Kings are a collection of petty kingdoms, each centered on a major settlement and ruled by a king who has claimed his or her throne by virtue of defeating one of the land's fearsome linnorms. The Linnorm Kingdoms encompass vast tracts of cold marshes, taiga, and rocky tundra, and stretch south to where the eaves of the mighty Grungir Forest loom over the foothills of the Kodar Mountains.

The nation of Irrisen is a land frozen in the grip of an eternal winter. Carved off from the eastern Linnorm Kingdoms 1,400 years ago, Irrisen is ruled by the cruel White Witches, daughters and granddaughters of the Witch Queen Baba Yaga. The Winterwall Glacier encroaches upon the ice-bound land from the north, while the permanently snow-covered Hoarwood Forest stretches across the nation's southeastern reaches.

The Realm of the Mammoth Lords is an ancient place where prehistoric beasts still roam the land, and is claimed by no one but the nomadic Kellid people. The Tusk Mountains divide the snowy plains of the west from the vast tundra of the Thunder Steppes, which reach all the way to the demon-tainted Worldwound.

PEOPLE OF THE NORTH

Ulfen and Kellids make up the majority of the North's native people, with the former principally found to the west and the latter more populous in the east. Between them, the Jadwiga, the descendants of Baba Yaga, form a ruling class in the nation of Irrisen. On the northern fringes of these lands, the human Erutaki and Varki ethnicities exist alongside the Snowcaster elves. Tians from far-off Tian Xia have made their way over the Crown of the World to settle these lands as well. Dwarves and gnomes may be found scattered throughout the mountains of the North, and even half-orcs have found places for themselves in the harsh reaches.

The Lands of the Linnorm Kings have long been at odds with Irrisen over the theft of their lands and the enslavement of their people during the brutal Winter War. The two countries are not currently at war, but border skirmishes are common. Many ethnic Ulfen remain in Irrisen, subject to the cruel whims of the Jadwiga nobility.

The Realm of the Mammoth Lords must also defend against Irrisen's predations, but the White Witches are not the only danger threatening that land's Kellid inhabitants. To the east, the demonic hordes of the Worldwound seek to expand their Abyssal territory on Golarion, while the savage orcs of Belkzen to the south jealously eye the powerful warbeasts that travel in great herds across the land.

OTHER NORTHLANDS

Although Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords are bound by geographic proximity, shared cultures, and similar ethnicities, they are not the only nations of the northlands. Several other countries occupy the same latitude, though their themes and dangers set them apart. In brief, the following areas might also be considered part of the northlands, but are detailed elsewhere.

Brevoy: Cold winds blow across the Lake of Mists and Veils into this realm of rival noble houses perched on the brink of warfare. The disappearance of Brevoy's royal family has exacerbated feuds between the rival regions of Issia in the north and Rostland in the south. Beyond the information contained in *The Inner Sea World Guide*, many details on Brevoy appear in *Pathfinder Adventure Path* #31.

The Crown of the World: Beyond the mountains and glaciers that form the northern borders of the continent of Avistan stretches a vast, harsh continent known as the Crown of the World. Although cloaked in arctic ice and snow, this is a land of frigid deserts, slow-moving rivers, scant forests, mind-boggling mountains, and strange ruins. Hardly a dead, empty land, this is the home of the Erutaki, the Snowcaster Elves, and myriad mysterious and unique creatures. The Crown of the World also serves as the most direct route to the distant land of Tian Xia. Daring travelers risk their lives upon the endless icy expanses following a route known as the Path of Aganhei, a deadly and largely unmarked path dubiously linking Avistan with the far east. A detailed gazetteer of the Crown of the World appears in *Pathfinder Adventure Path* #51.

Iobaria: East of Brevoy and the Lake of Mists and Veils stretches the realm of Iobaria, an expanse of rugged wildernesses, dense forests, cyclopean ruins, plague-empty villages, and isolated communities. Centaurs, cyclopes, giants, and other bestial races range across this vast region, often dwelling amid the debris of various fallen empires—crumbling monuments representing all that remains of forgotten kingdoms both humanoid and monstrous. An overview of Iobaria is presented in *Pathfinder Adventure Path* #33.

Mendev: The kingdom of Mendev faces the constant threat of being overwhelmed by the terrible forces of the Worldwound, and acts as the rallying point for the forces that stand against Golarion's demonic invasion. See *The Inner Sea World Guide* for more details on Mendev, as well as the upcoming *Wrath of the Righteous Adventure Path*.

The Worldwound: Sarkoris—a land of powerful druids, wise witches, and mysterious god-calling summoners—was obliterated by a tear in reality that unleashed countless demonic hordes into the world. Although the fiendish tide has been slowed, the Worldwound presents a threat to all of Golarion. More details on Sarkoris and the Worldwound can be found in *Pathfinder Campaign Setting: Lost Kingdoms* and the upcoming *Pathfinder Campaign Setting: The Worldwound*.

COMMON KNOWLEDGE OF THE NORTH

Irrisen is a land claimed by eternal, unnatural winter, ruled by the cold-blooded White Witches.

The Ulfen of the Lands of the Linnorm Kings are a hearty people known for their bravery, sailing skill, and deadly coastal raids.

Barbarian tribes roam the Realm of the Mammoth Lords, surviving among gigantic beasts through tenacity and strength.

There are lands beyond the Stormspear Mountains, a frigid realm of near endless ice called the Crown of the World, where mysterious peoples dwell.

The barriers of the Kodar Mountains, the Hold of Belkzen, and the Worldwound isolate much of the northlands, making the port city of Kalsgard one of the most important in the region.

OTHER SOURCES

The following lists reference a variety of other rules options perfect for characters hailing from the lands of the North.

ARCHETYPES

Pathfinder Campaign Setting: Inner Sea Magic
Winter witch (witch archetype)

FEATS

Pathfinder Campaign Setting: The Inner Sea World Guide
Altitude Affinity
Arcane Vendetta
Fey Foundling
Rugged Northerner

PRESTIGE CLASSES

Pathfinder Campaign Setting: Paths of Prestige
Mammoth rider
Winter witch

TRAITS

Pathfinder Player Companion: Dwarves of Golarion
Frostborn (dwarf, Lands of the Linnorm Kings)
Warrior Poet (dwarf, Lands of the Linnorm Kings)
Pathfinder Player Companion: Humans of Golarion
Animalistic Affliction (Ulfen)
Ice Walker (Kellid)
Shield Bearer (Ulfen)
Superstitious (Kellid)
Pathfinder Player Companion: Inner Sea Primer
Friend of the Fey (Lands of the Linnorm Kings)
Mammoth Master (Realm of the Mammoth Lords)
Superstitious (Realm of the Mammoth Lords)
Viking Blood (Lands of the Linnorm Kings)
Winter Warrior (Irrisen)
Winter's Soul (Irrisen)

KELLIDS

Of all the peoples 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.

Nomadic Kellid tribes wander northern Avistan from the arid steppes of Numeria to the snowy plains west of the Tusk Mountains following game herds, ancestral trails, omens, and the ambitions of charismatic chieftains. These bands must contend with threats from all sides, both natural and supernatural. Between the curses of the winter witches of Irrisen to the west, the savage orc hordes of Belkzen to the south, and the demonic horrors boiling from the Worldwound in the east, the Kellid people have well earned their deep distrust of outsiders, as well as of magic and those who wield it.

At home in an environment where daily survival is the first—and often only—concern, their small tribes are uncomplicated by elaborate codes of etiquette and other luxuries found within city walls. Indeed, Kellid tribes thrive in brutal conditions that would break more rigidly structured societies. As unforgiving as the tundra they wander, Kellids nevertheless

possess a unique code of honor, and would rather offer a hated enemy shelter from an arctic storm than allow another to suffer an undignified and grim death by exposure or starvation.

The few Kellids who abandon nomadic life settle in cities and towns where their skills as warriors and trackers are desired, or put down roots where prey, iron, or other desirable resources are relatively easy to come by year-round. Despite this, urban and settled Kellids continue to observe the practical lifestyle of their roving kin. Even in the best of times, a Kellid owns little more than he can carry or wear. It's not that Kellids disdain physical luxuries and creature comforts, but rather that they rarely have the luxury or good fortune to accumulate such things, and in many cases would not know what to do with them if they did. In the end, a typical Kellid needs nothing more than a mammoth hide across his back, a spear in his hand, and a challenge in his sight.

NAMES

Kellid names often sound brusque and harsh, with guttural sounds and hard consonants. Usually consisting of no more than two syllables, Kellid names are brief by necessity. In the unforgiving and violent wastes of the North, the half-second it takes to bark a Kellid name can often mean the difference between survival and death. Kellids make little use of second names within their own communities, though renowned figures can earn descriptive titles befitting their deeds and accomplishments. Traditionally, Kellid children go unnamed until they survive their first winter.

Female Names: Addit, Bevka, Dejik, Eht, Garra, Jerda, Kagur, Kanat, Larat, Medda, Renka, Serit, Telka, Vehk

Male Names: Anok, Brud, Droguk, Gotor, Jokon, Hrunga, Jod, Korut, Mortok, Nunek, Purat, Torg, Yort

Titles: Beast-Stalker, Giantkin, Long Years, Many Scars, Red Spear, Snow Mane, Trollkill, Tuskbreaker, The Unbroken

TRAITS

Characters of the Kellid ethnicity have access to the following race traits.

Storied Scars: You proudly bear the numerous scars of your life on your body, and each one tells a tale of your experiences. You gain a +1 trait bonus on Diplomacy checks made to interact with other Kellids, and a +1 trait bonus on Intimidate checks when dealing with non-Kellid peoples.

Wary of Danger: Your people are beset on all sides by threats, and you have developed a keen sense for danger. You gain a +2 trait bonus on initiative checks.



KELLID SAYINGS

Although Kellids possess different cultures and customs depending on where they live, several expressions are common among all Kellids, and often reflect the harsh nature of their homelands.

Step first with your spear.

(Literally, test the ice before you put your weight upon it, but also a general caution to look before you leap.)

To taste the marrow, first crack the mammoth's bone.

(Only great effort brings great reward.)

Braiding a mammoth's tail.

(Engaging in a pointless activity.)

Praise winter in the summer. Praise sickness when in health. Praise hunger at the feast.

(Be thankful for the hardships you survive.)

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. Class features marked with a superscript numeral one (¹) appear on pages 26–27 of this book, while feats marked with a superscript numeral two (²) appear on pages 24–25.

KELLID BLOODSPEAKER

Wise Keeper of Tribal Lore

Specialty enthralling storyteller, primitive wonderworker, protector of clan traditions

Race human; **Ethnicity** Kellid

CLASS OPTIONS

Class bard; **Archetypes** animal speaker^{UM}, savage skald^{APG};

Class Features versatile performances (oratory, percussion)

Class druid; **Archetypes** arctic druid^{APG}, pack lord^{UM}, plains druid^{APG}; **Class Features** nature bond (animal companion; aurochs, mastodon, megaloceros^{B2}, or woolly rhinoceros), nature bond (domain; animal, arctic^{UM}, mountain^{UM}, plains^{UM}, or water), nature bond (subdomain^{APG}; fur or ice)

Class oracle; **Archetype** possessed oracle^{UM}; **Class Features** mysteries (ancestor^{UM}, lore, winter¹), revelations (child of winter¹, icy skin¹, lore keeper, storm of souls^{UM}, wisdom of the ancestors^{UM})

PREFERRED OPTIONS

Skills Craft (any), Diplomacy, Handle Animal, Knowledge (history, local, nature, religion), Linguistics, Perform (oratory, percussion, wind), Sense Motive, Survival

Feats Animal Affinity, Divine Interference^{UM}, Persuasive, Skill Focus, Tribal Scars², Wild Speech^{UM}

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

Preferred Equipment mammoth-skin drum, medicine bag, *zoic fetish*^{ISWG}; **Preferred Language** Hallit; **Preferred Religion** Desna

KELLID HUNTMASTER

Indomitable Hunter of Mastodons

Specialty cunning tracker, fearless stalker of prey, tireless hunter

Race human; **Ethnicity** Kellid

CLASS OPTIONS

Class barbarian; **Archetypes** totem warrior^{APG}, scarred rager^{UC}, true primitive^{UC}; **Class Features** rage powers (beast totem^{APG}, powerful blow, scent, spirit totem^{APG}, swift foot)

Class fighter; **Archetypes** polearm master^{APG}, unbreakable^{UC};

Class Features weapon training (spears, thrown)

Class ranger; **Archetypes** trapper^{UM}, wild stalker^{UC}; **Class Features** favored enemy (animal), favored terrains (cold, plains), ranger traps^{UM} (freezing trap, marking trap)

PREFERRED OPTIONS

Skills Craft (weapons), Knowledge (geography, nature), Perception, Profession (butcher, trapper), Stealth, Survival

Feats Bloody Assault^{APG}, Endurance, Fleet, Power Attack, Run, Self-Sufficient, Slayer's Knack^{UC}, Tribal Scars², 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 embraces nature's hardships, lone wolf, pack alpha, quiet respect for nature, stoic

Preferred Equipment knife, spear; **Preferred Language** Hallit; **Preferred Religion** Erastil

SNOWCASTER ELVES

Hidden away in Golarion's remote subarctic regions, the pale Snowcaster elves are the descendants 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 absolutely necessary.

Snowcaster elves have no nations, cities, or large towns of their own, and ill-informed outsiders often believe them to be nomadic, since few have ever seen one of their settlements. This suits the secretive elves just fine, as it serves to protect their greatest treasures—their homes, their families, and their faith.

Snowcaster elves live in small, isolated tribal communities, hidden from the outside world, often dwelling in the remains of the once-grand structures built by their ancestors. These ruins are usually concealed or inaccessible unless one knows the way—

hidden in ravines between blizzard-cloaked mountains, in the depths of snow-carpeted pine forests, or in ice caves formed from the growth of glaciers over millennia. Snowcaster elves have a fierce loyalty to the place where they choose to live, whether it's an ancestral burial ground, the home of a revered leader, or a particularly holy site.

When contact with outsiders is necessary, it is commonly a single Snowcaster called a "twilight speaker" who enters a foreign community, having been trained specifically for the task. Snowcaster elves are usually cautious at best in their dealings with strangers, and have a reputation for blunt speaking. This is not rudeness, however, merely a desire to conclude their business as quickly and efficiently as possible.

NAMES

Snowcaster elves have the utmost respect for family and tradition and choose to honor their ancestors by naming their children for them. However, because they are also intensely private and wary of revealing their secrets to strangers, they choose to hide their true names in single long, multi-syllabic traditional names.

As such, it is generally impossible for anyone outside of a particular Snowcaster elf's tribe to identify just which parts of an individual's name relate to his or her ancestors and which is the given name. In any dealings with non-elves, revealing their names is seen as bad luck, so Snowcaster elves introduce themselves with a sobriquet instead. It is quite an insult to ask a

Snowcaster elf her name without first giving your own.

Female Names: Celaesorea, Elurrabeherra, Koryveretru, Lumivartalvae, Mirrashylora, Parralatea

Male Names: Euroliyern, Iularavern, Kuroredimer, Liiornadin, Nuorufalal, Raelyosradin

Sobriquets: Daughter of Twilight, Son of the Snows, Sunset's Blood, Winterwall Runner

TRAITS

Elven characters of the Snowcaster ethnicity have access to the following two race traits.

Obscure Traditions: You confound those who think they know about elves. Any creature attempting to make a Knowledge check about your people, a Sense Motive check to determine whether you are lying, or a Survival check to track you takes a -2 penalty on the check. Additionally, any



SNOWCASTER ELF SAYINGS

Many expressions common among the Snowcaster elves derive from their natural distrust of—and disdain for—outsiders.

A friend is simply an enemy who has not yet revealed himself.

(This saying reflects the Snowcaster elves' view of outsiders. They are very slow to trust others, and even when they do, they are always looking for betrayal.)

As solid as the snow.

(A maxim usually used to describe other races, implying that something or someone cannot be relied upon.)

Cling to the hand when the blizzard blinds.

(An extremely common phrase that refers to trusting in one's kin or Findeladlara's guidance when the future is uncertain.)

Snow falls and the daylight dies.

(A phrase that describes inevitability, often the inevitability of the younger races doing something foolish.)

character or creature that normally gains a bonus on attack or damage rolls against elves (such as a ranger's favored enemy ability) has such a bonus reduced by 1 (minimum 0).

Snowblooded: Your family has a long tradition of producing excellent sentries and twilight speakers. You gain a +4 trait bonus on Fortitude saving throws made to avoid nonlethal damage from cold environments, and gain a +1 trait bonus on saving throws against spells with the cold descriptor.

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

Vigilant Warden of the Snows

Specialty fierce guardian, patient watcher, stealthy slayer

Race elf; **Ethnicity** Snowcaster

CLASS OPTIONS

Class ranger; **Archetypes** falconer^{UC}, guide^{APG}, skirmisher^{APG}, warden^{UC}; **Class Features** combat style (archery); favored terrains (cold, forest, mountain)

Class rogue; **Archetypes** scout^{APG}, sniper^{APG}, survivalist^{UC}; **Class Features** rogue talents (camouflage^{APG}, fast stealth, snap shot^{APG}, sniper's eye^{APG}, survivalist^{APG}, terrain mastery^{UC}), advanced talents (hide in plain sight^{UC}, stealthy sniper^{APG})

PREFERRED OPTIONS

Skills Climb, Intimidate, Knowledge (local), Knowledge (nature), Perception, Sense Motive, Stealth, Survival, Swim

Feats Acrobatic Steps, Alertness, Elven Accuracy^{APG}, Elven Battle Training^{ARG}, Far Shot, Light Step^{APG}, Nimble Moves, Point Blank Shot, Stealthy, Weapon Focus, Weapon Specialization

DESCRIPTION

Snowcaster sentries are the stealthy guardians of their tribal territories and are trained from a young age in how to remain hidden in the snows while observing a target, and how to scare a target off or kill it quickly and efficiently. Snowcaster sentries also perform other tasks, such as hunting game or carrying messages between Snowcaster communities.

ROLEPLAYING

Persona determined, fierce, patient, stealthy, vigilant

Preferred Equipment longbow, longsword; **Preferred Language** Elven

SNOWCASTER TWILIGHT SPEAKER

Resolute Envoy to Foreign Lands

Specialty holy envoy, steadfast traditionalist, wary explorer

Race elf; **Ethnicity** Snowcaster

CLASS OPTIONS

Class cleric; **Archetype** theologian^{UM}; **Class Features** domains and subdomains (see below)

Class rogue; **Archetype** sanctified rogue^{UC}; **Class Features** rogue talents (canny observer^{APG}, esoteric scholar^{UC}, guileful polyglot^{APG}, hard to fool^{APG}, major magic, minor magic, survivalist^{APG}), advanced talents (slippery mind, thoughtful reexamining^{APG})

PREFERRED OPTIONS

Skills Craft (any), Diplomacy, Knowledge (history), Knowledge (local), Knowledge (religion), Linguistics, Perception, Sense Motive, Survival

Feats Alertness, Breadth of Experience^{APG}, 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.

Findeladlara's domains are Air, Artifice, Chaos, Community, and Good, and her priests have access to the following subdomains: Azata, Cloud, Family, Home, and Wind. Her favored weapon is the quarterstaff.

ROLEPLAYING

Persona proud, strong-willed, suspicious, traditional

Preferred Language Elven; **Preferred Religion** Findeladlara

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 artists, 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.

In winter, Ulfen spend their time carousing and telling tales through the shrieking dark of weeks-long blizzards, cut off from the rest of the world in their longhouses, ready at any time to defend their holdings from wolves, trolls, or worse. In summer, Ulfen farm the land and hunt game, gathering surplus for the long winter months, or else go raiding, trading the longhouse for the longship.

Even at peace, the Ulfen have a deep competitive streak. Competition can be entirely amicable, but even a friendly competition can turn into a vicious rivalry or outright hostility if one party feels his honor was impugned.

Ulfen compete through feats of strength and stamina. Single combat, as the ultimate test of all these qualities, is quite common. This love of battle and the status Ulfen gain from defeating their foes lead some Ulfen to duel monsters

instead of just their brethren in an effort to win more prestige. Troll wrestling is particularly popular among such folk, and torn-off, cauterized troll limbs are highly valued trophies of such activities. Linnorm-hunting, of course, is the ultimate expression of this tradition.

Ulfen almost always adopt their forebears' professions, laboring alongside parents, siblings, and children. To Ulfen traditionalists, marriage is the only legitimate way to change livelihoods, and leaving the family's occupation is otherwise tantamount to abandoning the family, redeemable only through extraordinary success. Winning glory (and loot) transcends careers, however, and raiding, soldiering, or adventuring are always honorable and acceptable pursuits.

NAMES

Ulfen usually have two names: an individual given name and a byname, based on a notable characteristic. The cadences of Skald make two-syllable given names common, with a solid subset of strong monosyllables. An Ulfen's first byname, acquired at birth, is a simple patronymic or matronymic derived from one parent's name. Later bynames are based on notable deeds or characteristics. The first true byname is considered a key step toward an independent adult identity, though some children acquire individual bynames at very young ages. Ulfen rarely choose these names themselves, and they are not always flattering. Ulfen may acquire several bynames over their lives, but only the most recent is used except in the most formal circumstances, making an unwelcome byname a strong incentive to do something remarkable to earn a new one. Bynames go anywhere in the name that seems to fit.

Female Given Names: Attild, Brid, Einn, Gunilla, Innveig, Maurild, Runveig, Svala, Thingerd, Yngvilda

Male Given Names: Birgun, Eirnar, Gundar, Hamall, Jud, Njal, Sjugun, Tholl, Varmod, Vid

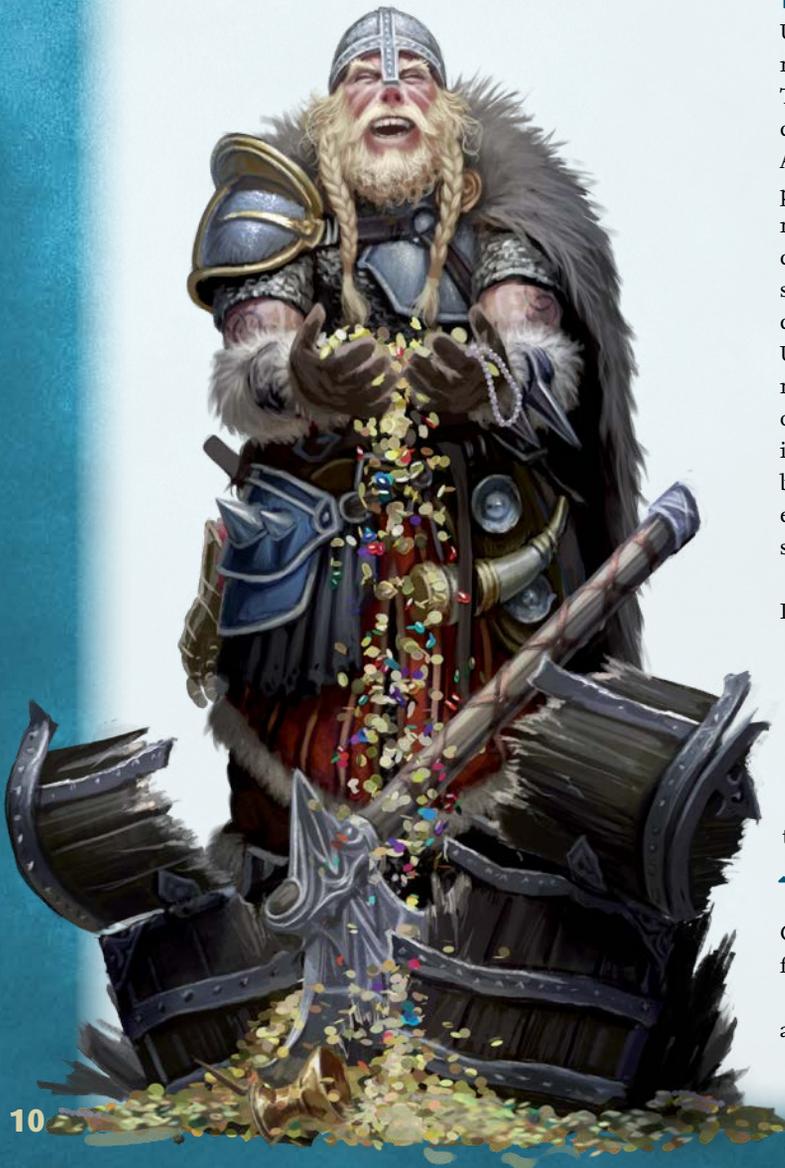
Matronymics and Patronymics: These bynames simply consist of one parent's name and the suffix *-sen* or *-sson* (for boys) or *-datter*, *-dotter*, or *-dottir* (for girls).

Sample Bynames: Beartooth, Firebraid, Horde-Mother, the Tall, Thickskull, Troll-Biter, Six-Ales, Wolfpelt.

TRAITS

Characters of the Ulfen ethnicity may choose from the following race traits.

Glint-Tongued: You have a gift for poetic turns of phrase and vicious streams of insults. You gain a +1 trait bonus on Charisma-based skill checks made to impress or persuade



ULFEN SAYINGS

The Ulfen are frequently blunt in their speech, and a number of their common expressions are similarly forthright.

Any troll's arm comes off.

(Persist long enough, and you will succeed at any task. More cynical Ulfen note that since trolls regenerate lost limbs, this saying also implies that there is always another task to take its place.)

Go sow the whitecaps!

(You're wasting your time, so go elsewhere and stop wasting mine!)

He'd scare the sea away at low tide.

(This saying means that someone is either ugly or fearsome. Both are usually an insult, but not always.)

A pass is best seen from the top of the mountain.

(Do not look for the easy way out. The wise accept a challenge and learn by reflecting upon the experience.)

other Ulfen (or, at the GM's option, other poetically-minded people), and a +2 trait bonus on Intimidate checks.

Honor-Driven: Your honor is such a part of you that you can sense it (or its lack) in others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

ULFEN ROLES

These are just a few of the callings Ulfen adventurers might take up, along with the rules elements common to such roles.

SKALDIC WAYFARER

Wandering Warrior Wordsmith

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

Race human; **Ethnicity** Ulfen

CLASS OPTIONS

Class bard; **Archetypes** court bard^{APG}, savage skald^{APG}, sea singer^{APG}; **Class Features** versatile performances (comedy, oratory, sing)

Class rogue; **Archetype** charlatan^{UC}; **Class Features** rogue talents (canny observer^{APG}, charmer^{APG}, esoteric scholar^{UC}, honeyed words^{APG}), advanced talents (rumormonger^{UC}, thoughtful reexamining^{APG})

PREFERRED OPTIONS

Skills Bluff, Craft (any) Diplomacy, Intimidate, Knowledge (any), Perception, Perform (comedy, oratory, percussion, sing, wind), Profession (any), Sense Motive

Feats Antagonize^{UM}, Persuasive, Skill Focus (Knowledge or Perform), Voice of the Sibyl^{UM}

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; **Archetypes** drunken brute^{APG}, sea reaver^{UC}, totem warrior^{APG}; **Class Features** rage powers (beast totem^{APG}, boasting taunt^{APG}, brawler, good for what ails you^{APG}, liquid courage^{APG}, raging swimmer, roaring drunk^{APG}, strength surge)

Class ranger; **Archetypes** shapeshifter^{APG}, skirmisher^{APG}; **Class Features** favored enemies (dragon, fey, humanoid [giant, human]), favored terrains (cold, water), hunter's bond (companions), hunter's tricks^{APG} (hateful attack, quick swim), shifter's blessing^{APG} (bear, otter)

PREFERRED OPTIONS

Skills Intimidate, Perception, Profession (sailor), Survival, Swim

Feats Death or Glory^{UC}, Diehard, Endurance, Improved Initiative, Intimidating Prowess, Power Attack, Sea Legs^{UC}

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

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 elemental spirits found in natural phenomena such as blizzards or the polar aurora.

Though some Erutaki tribes are completely nomadic, following reindeer or other herd animals, most Erutaki reside in permanent villages for at least part of the year. These settlements are usually small and isolated, located on the coast or near abundant streams and lakes.

Clans that dwell on the icy coasts fish on the open sea in summer and bore holes in the ice to fish in winter. Tribes living farther inland hunt game, farm resilient tubers alongside herds of long-haired goats, and raise dogs to be both pets and beasts of burden to pull sleds across the ice and snow.

While there is little in the way of centralized government in Erutaki lands, some clans work closely for their mutual survival. The most settled Erutaki lands are those along the Path of Aganhei on either side of the Crown of the World. The folk in these regions are more used to travelers, and indulge in significantly more trade than their cousins who live farther from this route.

ERUTAKI CLANS

The Erutaki are not one people, but rather a collection of hundreds of clans spread over thousands of miles of taiga and tundra. These clans often have their own dialects and customs, but they share enough similarities that many outsiders don't see the differences. Most Erutaki find this lazy designation insulting, and instead refer to themselves by the names of their tribes, clans, or villages. Detailed here are a few of the most prominent Erutaki clans.

Iqaavit: The Iqaavit are nomadic herders of musk oxen who roam through the tundra of the Hoarwell March. They are shy folk who mostly avoid travelers.

Khorkii: The Khorkii Clans live along the coast of the Gulf of Khorkii, with Ketskerlet as their chief town. During the winter, they retreat beneath the mountains of the Wall of Heaven, into halls maintained by the significant number of dwarves who live among the clan.

Miusunnit: The Miusunnit are the largest Erutaki clan in the stilt-city of Aaminiut. Their ancestral claim grants them control of the rare ice peppers of the marshes.

Ulaagor: The Ulaagor Clans reside along the shores of the Songil Sea, with Tuvar as their chief village. They hunt seals and whales on and near the many islands of the coast.

Yumyzyl: The Yumyzyl People hunt beluga whales, narwhals, and walrus along the Ivory Sea coast. They gather annually at the town of Kyzuv.



ERUTAKI ROLE

The following is just one role that an Erutaki might choose to adopt. Class features marked with an asterisk (*) appear on pages 26–27 of this book.

ERUTAKI SPIRIT-TALKER

Traditional Seer of the Unseen

Specialty reader of omens, spiritual guide, vision quester

Race human; **Ethnicity** Erutaki

CLASS OPTIONS

Class druid; **Archetypes** arctic druid^{APG}, bear shaman^{APG}; **Class Features** nature bond (animal companion; bear, dog, elk^{B3}, orca, or wolf), nature bond (domain; animal, arctic^{UM}, water, or weather), nature bond (subdomain^{APG}; ice, seasons, or wind)

Class oracle; **Archetypes** possessed oracle^{UM}, seer^{UM}; **Class Features** mysteries (ancestor^{UM}, nature, winter*), revelations (child of winter*, natural divination, nature's whispers, sacred council^{UM}, snow sight*, wisdom of the ancestors^{UM})

PREFERRED OPTIONS

Skills Heal, Knowledge (history), Knowledge (nature), Knowledge (planes), Knowledge (religion), Perception, Spellcraft, Survival

Feats Alertness, Blind-Fight, Ectoplasmic Spell^{APG}, Improved Initiative, Rugged Northerner^{ISWG}

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

TRAIT

Characters of the Erutaki ethnicity may select the following race trait.

Spirit Lodge Dreamer: You have experienced visions of the unseen spirit world, and bear the marks of the spirits upon your flesh. You gain a +1 trait bonus on saves against illusions, and reduce any miss chance you would take from concealment by 10%.

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 Baba Yaga after 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."

The Jadwiga form the ranks of Irrisen's aristocracy. Female Jadwiga winter witches who actually administer the government of Irrisen—equivalent to the landed nobility of other nations—are known as the White Witches. Those children and grandchildren of Irrisen's current queen, Elvanna, are known as the Jadwiga Elvanna, and occupy the highest positions of authority and power within the government and military of Irrisen. Most Jadwiga are descended from earlier queens. They come from very old families, and have more varied lifestyles. These Jadwiga are always lower on the ladder of social status than the Jadwiga Elvanna, but still stand above everyone else in Irriseni society.

Many Jadwiga make their homes in Irrisen's capital city of Whitethrone, where they have the greatest access to the country's finest luxuries. Regardless of where they live, though, they are largely free to do as they please, so long as they never challenge the economy, the authority of the Jadwiga Elvanna, the government's monstrous allies, or Baba Yaga herself.

One group of Jadwiga that veers close to agitating the powers-that-be is the stilyagi ("culture crows" or "culture magpies"). These youths disregard the customs and traditions of their people, preferring to adopt styles of dress, dance, and artistic expression from cultures as far afield as Cheliox, Taldor, and Osirion. Stilyagi frequently form gangs of like-minded Jadwiga, often named for institutions from far-off lands. However, because merchants and outsiders are encouraged not to interact with these youths in any way, many of the beliefs the stilyagi hold about the outside world are out of date or even completely false.

Jadwiga are pale of skin and usually have white, blue-white, or light blonde hair. The closer their relationship to Baba Yaga, the more unusual their physical characteristics. For instance, while the distant descendant of a previous queen might be able to blend seamlessly into other cultures, a daughter of the current queen (and thus the granddaughter of Baba Yaga) might display a blue tinge to her skin, glassy eyes that reflect the light, or chill breath that mists when it hits the air in heated rooms or hot climates. Most Jadwiga (the stilyagi excluded) tend to dress in clothing of cool, pastel colors.

The Jadwiga are naturally drawn to ice magic and roles that allow them to exert control over others. Many become winter witches, and a significant minority are blessed with sorcerous bloodlines of elemental cold and ice.



JADWIGA ROLE

The aristocratic Jadwiga pursue many vocations, and the following is just one possible role that a Jadwiga might choose to adopt. Class features marked with a superscript one (¹) appear on page 26 of this book. Feats marked with a superscript two (²) appear on page 24 of this book.

JADWIGA CRYOMANCER

Aristocratic Master of Ice Magic

Specialty frigid oracle, ice mage, winter witch

Race human; **Ethnicity** Jadwiga

CLASS OPTIONS

Class oracle; **Class Features** mystery (winter¹), revelations (cold aura¹, freezing spells¹)

Class sorcerer; **Archetype** wildblooded^{UM} (rime-blooded); **Class Features** bloodlines (boreal^{APG}, draconic [white], elemental [water])

Class witch; **Archetype** winter witch^{ISM};

Class Features familiars (fox^{UM}, owl, raven, weasel), hexes (blight, evil eye, feral speech^{UM}), major hexes (cook people^{UM}, hoarfrost^{UM}, ice tomb^{UM}), grand hex (witch's hut^{UM}), patrons (ancestors^{UM}, deception, transformation, winter^{UM})

PREFERRED OPTIONS

Skills Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (nobility), Spellcraft, Survival, Use Magic Device

Feats Combat Casting, Cold Celerity², Elemental Focus^{APG}, Elemental Spell^{APG}, Iron Will, Irrisen Icemage^{COG}, Magical Aptitude, Noble Scion^{ISWG}, Rime Spell^{UM}

Prestige Class winter witch^{POP}

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

TRAIT

Characters of the Jadwiga ethnicity may select the following race trait.

Jadwiga Scion: You come from a family that commands respect. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. In addition, you gain a +1 trait bonus on Knowledge (nobility) checks related to the Irrisen aristocracy.

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.

DWARVES

Drawn to the plentiful ores and minerals present in the Kodar, Stormspear, and Tusk mountain ranges, dwarves are a not-uncommon sight in the northlands. From the boisterous, bold, community-minded dwarves of the forward-thinking Ironbound Archipelago to the gruff, isolationist dwarves of Zavaten Gura, the cold climate of the North seems to magnify dwarves' natural tendencies in two opposing ways.

In the eastern region of the Lands of the Linnorm Kingdoms called Hagreach, dwarves share the mystically warm valley of Summerglenn with fey creatures. These dwarves are unusually expressive and emotionally warm, perhaps due to some quality of the valley itself, though their instincts to protect their home and their fey allies remain well honed. More typically clannish—but still friendly—dwarves inhabit the Kodar Mountains, most notably the Kopparberget mine in Southmoor.

In other regions, however, northern dwarves are even more surly and reclusive than their southern cousins. The dwarves of the Tusk Mountains that stretch from the Hold of Belkzen north into the Realm of the Mammoth Lords tend to be isolationist, but are not overtly hostile toward outsiders. Farther north, in the Hellrung, Rimethirst, and Stormspear Mountains, a few remote dwarven trading posts eke out a living, with most of their trade focused underground rather than on their northern neighbors. In the nation of Irrisen, dwarves are few and far between. Some small dwarven settlements exist in the Kodar Mountains that fringe Irrisen's southern border, but the inhabitants of these insular holds can be outright xenophobic.

GNOMES

The Ulfen have an epithet for the gnomes of the North: "the autumn leaf people." With the gnomes' brilliant coloring and free spirits, this image seems obvious enough, but it contains subtle depths. The gnomes' exile from the First World gives them a tinge of melancholy, and they seem to be blown hither and yon like fallen leaves, both individually and collectively.

The Shay Citadels of Irrere in the Ironbound Archipelago are a well-known haven for gnomes, as is the Grungir Forest, where gnomes range from the more fey denizens of the forest's depths to the more mundane (for gnomes) inhabitants of fringe towns like Delmon's Glen. Elsewhere in the North, gnomes are as likely to be found in the Hoarwood Forest in Irrisen as among the peaks of the Lustral Spires or on the glacial plains of the High Ice of the Crown of the World.

In the Lands of the Linnorm Kings, the town of Iceferry, opposite Kalsgard on the Rimeflow River, is a key gnome

settlement, giving them contact with both the Ulfen and travelers from farther afield. The valley of Summerglenn in Hagreach attracts gnomes, and they enjoy friendly relations with the valley's dwarven and fey inhabitants. The town of Chillblight in Irrisen, where the borders between the First World and Golarion are as fragile as an icicle, also draws gnomes like a cold flame, often with equally fatal results, for the fey who rule Chillblight are no kinder to gnomes than to other humanoids.

OTHER RACES AND ETHNICITIES

Human ethnicities make up the remainder of the northern civilizations, with two exceptions: half-elves descended from Snowcaster elves, and the half-orcs of the Ironbound Archipelago and the Realm of the Mammoth Lords.

HALF-ELVES

The reclusive Snowcaster elves seldom form relationships with members of other races, so half-elves are exceedingly rare in the North. Occasionally, however, such liaisons do occur, though the half-elven progeny of such unions are almost never accepted in Snowcaster society. As a result, those few northern half-elves, whether descended from Snowcaster elves or travelers from the south, must usually make their way on the fringes of human society.

HALF-ORCS

Half-orcs are common in the Linnorm Kingdoms' Ironbound Archipelago, and tolerated there to an extent unknown in the south. Concentrated on the island of Flintyreach, but with a noticeable presence in Halgrim and the rest of the islands, many half-orcs (or their ancestors) traveled north from Belkzen to find—or make—a home where their brute power is appreciated, but not regarded as definitive, throwing off much of the cultural baggage that traps their orc forebears in endless squalor and violence. Half-orcs can also be found in the barbaric Realm of the Mammoth Lords, as exiles, traders in search of that land's mighty megafauna, or the products of cross-border raids by the orcs of the Hold of Belkzen. Reflecting their often brutal upbringing and the harsh nature of the land itself, Mammoth Lords half-orcs are often much closer to their orc progenitors in temperament and cruelty.

TIANS

Hailing from the distant Dragon Empires of Tian Xia, many Tians work as guides along the Path of Aganhei, which crosses over the Crown of the World. Most of the settled Tians in the North live in the Linnorm Kingdoms city of Kalsgard, in an area called the Jade

Quarter. The amount of intermarriage—and illegitimate conceptions—between residents of the Jade Quarter and the more populous Ulfen of Kalsgard would be surprising or even shocking back in Tian Xia. The offspring of these relationships are often startlingly beautiful, combining the best features of both Tian and Ulfen parents, and strong-willed enough to negotiate competing claims on their loyalties. Such intermarriage is still not widely accepted by many traditional Tians, however, and those who want the freedom to marry anyone they choose are beginning to migrate to the Ironbound Archipelago as word spreads of the melting pot that Halgrim is becoming under the Linnorm King White Estrid.

VARKI

The seminomadic Varki people inhabit the Icemark region of the Linnorm Kingdoms, where they live as they have for centuries, subsisting as reindeer herders, hunters, and fishers in extended family groups. Descended from Tians, Varisians, and Erutaki, the Varki frequently ignore national borders altogether, and travel freely between the Lands of the Linnorm Kings, Irrisen, and the Realm of the Mammoth Lords. The Varki intently focus on tradition, but the customs of each Varki tribe are unique. As a result, for a generally isolationist culture, the Varki are remarkably open-minded and tolerant.

OTHER TRAVELERS

Nearly any race can be found in the lands of the North. Shoanti sometimes make their way northward from Varisia, as do ethnic Varisians, who ply the trade routes in their caravans. Halflings occasionally visit the North as well, particularly in the ports of the Lands of the Linnorm Kings. More unusual races, such as fey, frost giants, and ice trolls, also commonly inhabit the northlands.

TRAITS

Characters from one of the above ethnicities may be eligible to select one of the following race traits.

Child of Two Peoples (half-elf, half-orc, or human): 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. You receive a +2 trait bonus on Will saves against charm and compulsion effects, and you automatically know the racial or ethnic languages of both your parents.

Insular (dwarf): 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. You gain a +2 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you, but you take a -1 penalty on Diplomacy checks with non-dwarves.

Irritable Diplomat (half-orc): 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. Once per day, you may choose to gain a +5 trait bonus on any Diplomacy check, but if it fails, you take a -2 penalty on all Charisma-based checks for the next 10 minutes.

Snowstepper (gnome): As a native of the North, you have acquired the ability to tread lightly on snow. 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 not carrying a medium or heavier load.

Varki Landspeaker (Varki): You are deeply attuned to the lands your people call home and the spirits that live there. You gain a +1 trait bonus on Survival 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 trait bonus on a single skill check to follow tracks, forage, or find shelter.



TRAVEL IN THE NORTH

Horses tend not to fare well in the arctic cold, but hearty animals like yaks, mastodons, mammoths (see page 28), and sled dog teams can speed arctic travelers across the ice and snow. Although some of these creatures move more slowly than common steeds, they handle the hazards of snowy plains far better than most humanoid.



ROOKIE MISTAKES

Many newcomers to cold climates die from easily preventable causes. Here are some common errors.

Eating Snow: Thirsty? Melt snow first over a fire or by holding it near your body—eating unmelted snow can dangerously lower your body temperature.

Going Alone: Most wilderness tragedies can be avoided by having a partner to lend a hand or go for help.

Not Roping Up: Tying yourself to your companions can prevent disaster in everything from crevasse falls to uncontrolled slides to white-out blizzards.

One Set of Clothes: If the fall into the river didn't kill you, the cold might. Damp clothes steal your body's heat at an alarming rate, and dripping wet clothes do so quickest of all.



SURVIVING THE NORTH

Those who venture into the North face environmental dangers far different from those commonly dealt with in warmer climes.

Extreme Cold: Intense cold (below 40° F) can deal non-lethal damage to characters and cause hypothermia (represented as fatigue). Typically such damage occurs hourly, but more intense cold can cause it to occur every 10 minutes or even every minute. Those venturing into cold climes should at least equip themselves with cold weather outfits and furs, and *endure elements* or *communal endure elements*^{UC} help stave off all but the worst environmental effects.

Ice Hazards: Ice reduces a character's movement and imposes penalties on Acrobatics checks. Few magic effects can protect a character from slipping and sliding, and even *freedom of movement* doesn't guard

against icy ground. Cleats and skis help reduce these penalties (whereas snowshoes only provide aid in

heavy snow). Characters particularly concerned about venturing into icy territory should consider investing in *boots of the winterlands*.

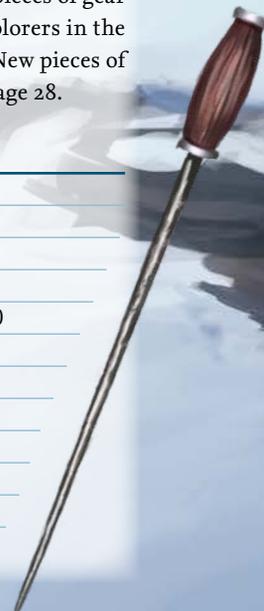
Other Hazards: Arctic lands are not a single environment. Slow-moving rivers, icy mountains, freezing deserts, chilling marshes, and hidden oceans all lie under the veil of white. Crushing avalanches, starvation, drowning, snow blindness, sunburn, and all manner of other environmental dangers threaten travelers in the North. Don't forget to prepare for the threats such terrain can pose, both by bringing gear and by learning the tricks locals use (such as peering through slitted goggles to avoid snow blindness, roping up for stability, and using a pole to test whether deep snow hides crevasses in glacial ice).



ARCTIC GEAR

A few of the most common pieces of gear utilized by travelers and explorers in the northlands are listed below. New pieces of mundane equipment appear on page 28.

Item	Cost	Weight	Source
Cleats	5 gp	2 lbs.	<i>Ultimate Equipment</i> 88
Climber's kit	80 gp	5 lbs.	<i>Ultimate Equipment</i> 76
Cold-weather outfit	8 gp	7 lbs.	<i>Ultimate Equipment</i> 88
Dog sled	20 gp	300 lbs.	<i>Ultimate Equipment</i> 86
Frost ward gel	150 gp	1 lb.	<i>Ultimate Equipment</i> 100
Furs	12 gp	5 lbs.	<i>Ultimate Equipment</i> 89
Ice skates	1 gp	2 lbs.	<i>Ultimate Equipment</i> 89
Pole	5 cp	8 lbs.	<i>Ultimate Equipment</i> 69
Shovel, common	2 gp	8 lbs.	<i>Ultimate Equipment</i> 71
Shovel, folding	12 gp	12 lbs.	<i>Ultimate Equipment</i> 71
Skis	5 gp	20 lbs.	<i>Ultimate Equipment</i> 91
Snowshoes	5 gp	4 lbs.	<i>Ultimate Equipment</i> 91



IRRISEN

“In Irrisen, the precious treasure of warm sunlight is rarer than gold. Unnatural beasts stride among us like lords, and we bow and scrape to them, but they, too, serve the vile conquerors—the White Witches. 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.”

—Whispers of Raknarr Oakan, druid and Herald of Summer’s Return

IRRISEN

Land of Eternal Winter

Alignment: NE

Capital: Whitethrone (24,900)

Notable Settlements: Algidheart (6,720), Chillblight (12,400),
Hoarwood (8,970), Redtooth (3,500)

Ruler: Queen Elvanna, Fourteenth Daughter of Baba Yaga

Government: Monarchy

Major Races: Frost giants, humans (Jadwiga, Ulfen), winter wolves

Major Religions: Lamashtu, Zon-Kuthon

Languages: Hallit, Skald

Irrisen is a land of bleak forests and frozen rivers, locked in the heart of an endless winter by the Queen of Witches, Baba Yaga. Here, frost giants, ice trolls, and winter wolves are esteemed citizens and the descendants of the land’s original Ulfen inhabitants, conquered nearly 1,400 years ago, live as slaves. A succession of Baba Yaga’s cruel daughters rule the nation, each reigning for 100 years before their crone mother returns to reclaim her child and install a new daughter on the throne to rule for the next century. The descendants of Baba Yaga, the Jadwiga, are the aristocracy of Irrisen, with the children and grandchildren of the current queen, Elvanna, accorded the highest status. The White Witches—female Jadwiga winter witches—administer and govern the country, while other Jadwiga act as the nation’s aristocracy, running businesses and leading the queen’s fighting forces of ice trolls and winter wolves. While the Jadwiga pay lip service to cruel gods, power in Irrisen stems from potent witchcraft, otherworldly powers, and ruthless wickedness.

At the geographic center of Irrisen lies Glacier Lake, a huge expanse of ice well over 100 miles wide. The capital city of Whitethrone sits on the cliffs of the lake’s northeastern shore, with Queen Elvanna’s Royal Palace situated atop a 200-foot-tall ice spire rising up from the lake itself. The snow-shrouded Hoarwood Forest covers much of southeastern Irrisen, its tall coniferous trees and other plants locked in hibernation by the perpetual winter. Countless dangers and mysteries lurk within the eerie wood, anything from an accursed glade that steals years from any traveler who passes through, to a deserted village haunted by ghostly black crows. Alongside the river known as the Frozen Road rests the otherworldly town of Chillblight, its exquisite buildings formed entirely from shimmering ice. The barrier to the First World is thin here, and the multitudes of capricious and twisted cold fey that dwell in Chillblight are liable to enslave any mortal not on official business from Whitethrone.

The deepest uncertainty currently facing the nation is the impending return of Baba Yaga. The Jadwiga Elvanna, scions of Irrisen’s current queen, work furiously to leave their mark on Irrisen, erecting massive statues and siring many children to carry on their name, while Elvanna herself has recently levied the harshest taxes ever known in the history of the country. Meanwhile, the underground resistance group called the Heralds of Summer’s Return works tirelessly behind the scenes to overthrow the White Witches and end the perpetual winter that has shrouded the land for centuries.

More details on Irrisen can be found in *Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter*.



IRRISENI ROLES

Of the many possible roles available to a native of Irrisen, two are detailed below.

IRRISENI CROWHUNTER

Dedicated Slayer of Flying Creatures

Specialty avian killer, ranged combatant, wintry hunter

Race human; **Ethnicity** Jadwiga, Ulfen

CLASS OPTIONS

Class fighter; **Archetypes** archer^{APG}, crossbowman^{APG}; **Class Features** weapon training (bows, crossbows)

Class ranger; **Archetypes** falconer^{UC}, skirmisher^{APG}; **Class Features** combat styles (archery, crossbow^{APG}), favored enemies (animal, dragon, magical beast), favored terrain (cold), hunter's tricks^{APG} (defensive bow stance, rattling strike, tangling attack, trick shot)

PREFERRED OPTIONS

Skills Knowledge (geography), Knowledge (nature), Perception, Stealth, Survival

Feats Crossbow Mastery^{APG}, Deadly Aim, Far Shot, Improved Precise Shot, Point-Blank Shot, Point-Blank Master^{APG}, Precise Shot, Rapid Shot, Rapid Reload, Slayer's Knack^{UC}

DESCRIPTION

The people of Irrisen see crows as bad luck and kill them on sight. Irriseni crowhunters are specialists in shooting down flying creatures, and while they often eliminate crows and other such avian vermin, they also well equipped to deal with more serious flying threats. Crowhunters are popular with the common folk of Irrisen, often providing additional sources of meat to a community.

ROLEPLAYING

Persona focused on goals and targets, terse, watchful

Preferred Languages Hallit, Skald

IRRISENI FEYCALLER

Petitioner and Manipulator of the Cold Fey

Specialty fey pact binder, First World negotiator, icy controller

Race human; **Ethnicity** Jadwiga

CLASS OPTIONS

Class sorcerer; **Archetypes** crossblooded^{UM}, wildblooded^{UM} (rime-blooded, sylvan); **Class Features** bloodlines (fey, boreal^{APG})

Class summoner; **Archetype** first worlder^{ISM}; **Class Features** eidolon (fey model^{UM}), evolutions (damage reduction [lawful], dimension door^{UM}, spell resistance, unnatural aura^{UM})

Class witch; **Archetypes** beast-bonded^{UM}, winter witch^{ISM}; **Class Features** familiars (brownie^{B2}, fox^{UM}, nuglub^{B2}, raven, sprite^{B3}), hexes (beast of ill omen^{UM}, charm, disguise), major hexes (beast eye^{UM}, hoarfrost^{UM}, ice tomb^{UM}), patrons (animals, deception, enchantment^{UM}, trickery, winter^{UM})

PREFERRED OPTIONS

Skills Bluff, Diplomacy, Intimidate, Knowledge (arcana), Knowledge (nature), Sense Motive, Spellcraft

Feats Augment Summoning, Evolved Familiar^{UM}, Fey Foundling^{ISWG}, Improved Familiar, Rime Spell^{UM}, Spell Focus (conjunction), Starlight Summons^{UM}

DESCRIPTION

Irriseni feycallers strive to increase their magical powers through deals and liaisons with the cold fey of the North. Rarely taken in by the wiles of the capricious beings they bargain with, Irriseni feycallers are exceedingly prudent, only entering into a binding covenant if it truly serves their goals. Feycallers often coerce or trick fey into serving their purposes.

ROLEPLAYING

Persona eccentric, fascinated by the unearthly, intense manner

Preferred Equipment cold iron weapons; **Preferred**

Languages Hallit, Skald, Sylvan

TRAITS

The following are regional traits for characters who hail from Irrisen.

Chillblight Emissary: You have spent considerable time at Chillblight, but have escaped this unearthly fey outpost. You gain DR 1/cold iron but become sickened for 1 round if damaged by a cold iron weapon.

Whitethrone Gourmand: You grew up privileged in the city of Whitethrone, and indulged in many exotic and unnerving pleasures. You gain a +1 trait bonus on saves against any effect causing the nauseated or sickened condition and against all ingested poisons.



LANDS OF THE LINNORM KINGS

“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

LANDS OF THE LINNORM KINGS

Frigid Viking Homeland

Alignment: CN

Capital: Kalsgard (72,080)

Notable Settlements: Bildt (6,730), Halgrim (26,340), Jol (9,500), Losthome (4,320), Trollheim (12,120)

Rulers: Ingimundr the Unruly, Opir Eightfingers, Sveinn Blood-Eagle, White Estrid

Government: Loose confederation of tribal monarchies

Major Races: Dwarves, fey, giants, gnomes, humans (Ulfen, Varki)

Major Religions: Desna, Erastil, Gorum, Torag

Languages: Skald

The harsh Lands of the Linnorm Kings have not been one unified nation for thousands of years. Legends speak of the coming of a High King who will unite the kingdoms and take back the lands of Irrisen, stolen from them by Baba Yaga generations before. Until that time, the populace must survive in a dangerous land bedeviled by fey, giants, and trolls, to say nothing of the terrible linnorms that each king must slay before he can claim his throne.

The most populated region of the Lands of the Linnorm Kings is in the very heart of the Thanelands, where fortified steadings hug the banks of the Rimeflow River, and villagers farm the fertile ground, fish the abundant rivers, and engage in commerce in the great walled city of Kalsgard. These folk fight to survive harsh winters and the dangerous beasts that share their lands, such as dire wolves, polar bears, and ice trolls. But the frozen bogs and moors of the Thanelands are relatively safe compared to the lands to

the east, which are even more dangerous and inhospitable. Hagreach to the east forms the Linnorm Kingdoms’ border with Irrisen—itsself perhaps the greatest enemy of the Linnorm Kingdoms—and is a grim land of frozen tundra where the elite border guards called the Blackravens stand watch against the forces of the White Witches.

To the south lies the vast and mysterious Grungir Forest. The forest is best avoided on account of the fey who rule there, but it is also home to a wide range of other dangers, not least of which are the fearsome linnorms. The oldest and mightiest of their kind, Fafnheir, is said to make his lair somewhere beneath the forest’s branches.

Farther south, the Ironbound Archipelago extends into the Steaming Sea. These islands are the domain White Estrid, the only female Linnorm King and the only one to claim her throne with a living linnorm beside her, rather than one dead at her feet. The Ironbound Archipelago is perhaps the most progressive of the Linnorm Kingdoms, and even half-orcs are welcome citizens among the unconventional islands.

The Linnorm Kings and their subjects have a reputation for being fearsome warriors who sail forth in their dragon-headed longships to pillage. While this is true of some, the majority of the land’s Ulfen inhabitants are simple, hardworking folk whose very existence is threatened from all sides. Despite the harsh realities of life, the folk of the Linnorm Kingdoms manage to make time for feasting and celebrations. A death is as much a time to drink and sing songs as a wedding, the first day of spring, or any number of less important occasions.

More details on this nation can be found in *Pathfinder Campaign Setting: Lands of the Linnorm Kings*.



LINNORM KINGDOMS ROLES

Of the many roles available to a native of the Lands of the Linnorm Kings, two are detailed below. The Witchbreaker feat (marked with an asterisk [*]) appears on page 24.

BLACKRAVEN WITCH-WARDEN

Watchful Defender Against Eternal Winter

Specialty dauntless guardian, grim sentry, stalwart witch-hunter
Race dwarf, gnome, or human; **Ethnicity** Ulfen

CLASS OPTIONS

Class barbarian; **Archetype** superstitious^{APG}; **Class Features** rage powers (clear mind, disruptive^{APG}, eater of magic^{UC}, energy resistance^{APG}, spell sunder^{UC}, spellbreaker^{APG}, superstition, witch hunter^{APG})

Class inquisitor; **Archetypes** spellbreaker^{UC}, witch hunter^{UC};
Class Features domains (glory, liberation, strength, war), subdomains^{APG} (freedom, resolve, tactics)

PREFERRED OPTIONS

Skills Knowledge (arcana), Perception, Sense Motive, Spellcraft,

Feats Alertness, Improved Counterspell, Iron Will, Rugged Northerner^{ISWG}, Toughness, Warrior Priest^{UM}, Witchbreaker*

DESCRIPTION

Identified by their magnificent cloaks of raven feathers, Blackraven witch-wardens are trained to defend the Linnorm Kingdoms' eastern border against the threat of the White Witches of Irrisen. They may hunt down threats or protect folk traveling through the wilderness. When they can be spared from those duties, they often seek out artifacts and secrets to help them in the defense of their lands and to ultimately defeat the threat from Baba Yaga's realm.

ROLEPLAYING

Persona alert, brave when faced with supernatural forces, grim, stoic, uncomfortable around allies with magical powers

Preferred Equipment greatsword, spear, cold weather gear, raven-feather cloak; **Preferred Language** Skald

LINNORM HUNTER

Courageous Monster-Slayer

Specialty determined killer, hero of legend, treasure hunter

Race dwarf or human; **Ethnicity** Ulfen

CLASS OPTIONS

Class barbarian; **Archetypes** invulnerable rager^{APG}, titan mauler^{UC}; **Class Features** rage powers (come and get me^{APG}, energy resistance^{APG}, increased damage reduction, mighty swing, powerful blow, strength surge)

Class ranger; **Archetype** skirmisher^{APG}; **Class Features** combat style (two-handed weapon^{APG}), favored enemy (dragon), favored terrain (cold), hunter's tricks^{APG} (chameleon step, hateful attack, rattling strike, vengeance strike)

PREFERRED OPTIONS

Skills Intimidate, Knowledge (arcana), Stealth, Survival

Feats Death or Glory^{UC}, Favored Defense^{APG}, Heroic Recovery^{APG}, Improved Critical, Lightning Reflexes, Power Attack, Slayer's Knack^{UC}

DESCRIPTION

Whether they seek gold, glory, vengeance, or simply to protect nearby communities, linnorm hunters rely on cunning and strength to bring down the primeval dragons of their homeland. While they may engage in other activities, these hunters are always alert for tales that might lead them to confront the terrible linnorms who haunt their dreams and are the targets of their obsessive hatred.

ROLEPLAYING

Persona determined, driven, plagued by nightmares, proud
Preferred Equipment cold iron greataxe, cold iron longspear;
Preferred Language Skald

TRAITS

The following are regional traits for characters who hail from the Lands of the Linnorm Kings.

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. You gain a +1 trait bonus on Profession (sailor) checks and a +1 trait bonus on attack rolls made onboard ships.

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. Once per day, you may choose to gain a +1 luck bonus on a single saving throw, attack roll, or skill check.



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

REALM OF THE MAMMOTH LORDS

Lost Land of the Distant North

Alignment: N

Capital: None

Notable Settlements: Hillcross (8,400), Icestair (11,300), Tolguth (3,900)

Ruler: Mighty Kuldor, Herdsman of the Bearpelt Following

Government: Loose alliance of mostly human tribes

Major Races: Giants, half-orcs, humans (Kellids)

Major Religions: Desna, Gorum, Rovagug

Languages: Giant, Hallit

The Realm of the Mammoth Lords is a savage, windswept wilderness renowned for the primeval beasts that inhabit it. Aurochs, cave lions, glyptodons, smilodons, woolly rhinos, and several varieties of mammoths and mastodons are just some of the massive creatures found here.

Native Kellid tribespeople hunt the various herds of great beasts that roam the land. These groups live a nomadic existence, moving on when prey grows scarce. Family units combine together to form tribes, which in turn combine to form “followings” under the leadership of powerful and daring warriors. Upon a leader’s death, followings often break apart into smaller tribes again.

The rugged, snow-topped Tusk Mountains split the Mammoth Lords’ realm. The largest pass through the mountain range shelters the small Kellid trading settlement of Hillcross, while the mountain heights are the domain of hostile frost giants. Mammoth Lord followings frequently raid giant tribes, capturing and enslaving young giants to raise them as foundlings and teach them the ways of the great open plains.

On the realm’s northeastern border, at the foot of the Crown of the World, lies a series of deep craggy valleys warmed by hot springs and volcanic vents. Here among tropical plants dwell dinosaurs and prehistoric animals, and nestled deep within the mountains is a cavernous pit known as the Earthnavel. This passage leads to a primordial lost world far underground called Deep Tolguth, an underworld with its own false sun, inhabited by great saurian beasts from another age. Far to the east of the Tusk Mountains lie the Thunder Steppes, a vast tundra once inhabited by a multitude of Mammoth Lord followings and tribes, but now home to abnormally aggressive megafauna and other creatures contaminated by the demonic taint of the Worldwound.

In a realm where aggressive strength is key to survival, numerous Kellid tribes venerate Gorum, while a few renegade followings even pay tribute to Rovagug for his destructive might. Most also revere Desna as the goddess of travelers, depicting her as a gallant woman astride a powerful elk. The folk of the Realm of the Mammoth Lords are suspicious of the foreign magics of outsiders, and shun them in preference for the traditional rituals of their bloodspeakers and elder shamans. These superstitions stem in part from the hostile lands that border their realm—the icy witch-held lands of Irrisen to the west, and the malignant demonic cancer of the Worldwound to the east. These expansionistic domains encroach on the realm’s borders, and held at bay only by the raw barbaric ferocity of the Mammoth Lords and the unforgiving, desolate nature of the realm itself.

More details on the Realm of the Mammoth Lords can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*.



MAMMOTH LORDS ROLES

Of the many possible roles available to a native of the Realm of the Mammoth Lords, two are detailed below. Feats marked with an asterisk (*) appear on page 24.

BEAST WRANGLER

Megafauna Tamer

Specialty beast rider, dinosaur tamer, primeval animal trainer

Race half-orc or human; **Ethnicity** Kellid

CLASS OPTIONS

Class druid; **Archetypes** plains druid^{APG}, saurian shaman^{UM};

Class Features nature bond (domain; animal, arctic^{UM}, plains^{UM}, or strength), nature bond (subdomain^{APG}; fur)

Class cavalier; **Archetype** beast rider^{UC}; **Class Features** order (cockatrice, dragon)

Class ranger; **Archetypes** beast master^{APG}, horse lord^{APG}; **Class Features** favored enemy (animal), favored terrains (cold, plains), hunter's bond (animal companion)

PREFERRED OPTIONS

Skills Handle Animal, Intimidate, Knowledge (nature), Ride

Feats Animal Affinity, Aspect of the Beast^{APG}, Great Fortitude, Mounted Combat, Spirited Charge, Trample, Tribal Scars*

Animal Companions or Mounts ankylosaurus, glyptodon^{B2}, mastodon, megaloceros^{B2}, triceratops, woolly rhinoceros

Prestige Class mammoth rider^{POP}

DESCRIPTION

Beast wranglers are masters of the savage primeval beasts that roam the plains of the Realm of the Mammoth Lords. They excel at using magic, skill, or sheer force of will to bring these mighty creatures to heel. A beast wrangler might specialize in hunting mammoths, taming smilodons, or slaying dinosaurs, or he might claim such beasts as his own, training them to fight in battle or riding them in wars against neighboring tribes or other enemies.

ROLEPLAYING

Persona patient, prefers the company of animals, smelly, strong-willed, untamed

Preferred Equipment animal harness^{APG}, exotic saddle, *zoic fetish*^{ISWG}

GIANT-TAMER

Frost Giant Slayer and Snatcher

Specialty giant killer, indoctrinator of giants, mountain warrior

Race human; **Ethnicity** Kellid

CLASS OPTIONS

Class barbarian; **Archetypes** savage barbarian^{APG}, titan Mauler^{UC}; **Class Features** rage powers (bestial climber^{UC}, knockdown^{APG}, raging climber, strength surge)

Class ranger; **Archetype** infiltrator^{APG}; **Class Features** favored enemy (humanoid [giant]), favored terrains (cold, mountain)

PREFERRED OPTIONS

Skills Climb, Intimidate, Knowledge (local), Stealth, Survival

Feats Altitude Affinity^{ISWG}, Favored Defense^{APG}, Death or Glory^{UC}, Leadership, Power Attack, Toughness, Tribal Scars*

DESCRIPTION

Giant-tamers specialize in fighting the giants of the high mountains, but they also take in orphaned giant young as their own. Giant-tamers see enlightening these foundling giants as a mystical duty. A giant-tamer regards a captured giant orphan as an honored sibling, and in time, the giant comes to bond with and even revere its captor, treating the giant-tamer and her tribe as its family.

ROLEPLAYING

Persona brave, love/hate relationship with giants, stalwart, stern instructor; consider taking a giant as a cohort

Preferred Equipment thick rope, Large and Huge masterwork manacles; **Preferred Languages** Giant, Hallit

TRAITS

The following are regional traits for characters who hail from the Realm of the Mammoth Lords.

Big Game Hunter: You have spent long hours hunting giant creatures and have become skilled at bringing them down quickly. You gain a +1 trait bonus on weapon damage rolls against Large or larger creatures of the animal type.

Spirit Animal: A spirit animal watches over you. 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 trait bonus on Fortitude saves.

Smilodon: You gain a +1 trait bonus on Reflex saves.

Woolly Rhinoceros: You gain a +1 trait bonus on Will saves.



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, archetypes, and harsh lessons to put the fighting spirit of the North into adventurers of all types.

FEATS

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

COLD CELERITY

You are a child of the frozen north, and you draw your strength from the biting cold and unforgiving conditions.

Prerequisite: Endurance.

Benefit: When you are in conditions of severe cold (below 0° F), you gain a +2 bonus on initiative checks and a +1 bonus on attack rolls. In addition, you gain the same bonuses for 1 round after any round in which you take cold damage.

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 6 hit points. In addition, you gain another benefit, depending on which Mammoth Lords following you belong to.

Bearpelt: You gain a +1 bonus on Fortitude saves and a +2 bonus on Intimidate checks.

Greattusk: You gain a +2 bonus on combat maneuver checks to make bull rush or overrun maneuvers and a +2 bonus on Ride checks.

Ice Chasm: You gain a +1 bonus on Reflex saves and a +2 bonus on Climb checks.

Night Hunt: You gain a +2 bonus on Perception and Survival checks.

Raptorscale: Your base land speed increases by 5 feet, and you gain a +2 bonus on Acrobatics checks.

Slothjaw: You gain a +1 bonus on Will saves and a +2 bonus on Handle Animal checks

WITCHBREAKER (COMBAT)

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.

Benefit: You gain a +2 bonus on saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of witches and hags. In addition, whenever you score a critical hit against such a creature, any allies under the effects of a mind-affecting effect from that creature may attempt a new save against the effect as an immediate action.



ARCHETYPES

These two new martial archetypes are adept at enduring and thriving in the unforgiving conditions of the North.

VIKING (FIGHTER ARCHETYPE)

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 these 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. Vikings do not wear heavy armor, but are skilled at fighting with an ax or spear in conjunction with a shield.

UNWRITTEN LAWS OF FIGHTING IN THE NORTH

The northlands can be deadly, and many would-be warriors have fallen prey to the dangers of the land before ever facing a foe in combat. Those who do battle in these harsh lands and survive are well-versed in the following unspoken rules.

Always fight with the sun at your side. If the sun is at your back, its reflection on the snow and ice can be as blinding as the sun itself.

Be careful where you sound the horns of war, lest your own army be defeated by an avalanche.

In a harsh northern winter, warm mittens and good boots will serve you better than a masterwork sword. A warrior with numb hands cannot wield a sword, and one with frostbitten feet can neither stand and fight nor run and hide.

The carcass of a slain beast is both food and shelter in the harshest winter.

Taking an Ulfen hostage in battle can be profitable, while killing one is costly. Do not slay an Ulfen, particularly a rich one, unless you are prepared to pay wergild for his corpse.

A sword forged from cold iron might be twice as expensive as one of steel, but surviving a battle against a linnorm or the wild fey of the North will more than pay for its cost.

Never leave an enemy to die alone in the cold. Warriors should die with hot blood on their hands, not with ice in their veins.

Weapon and Armor Proficiency: A viking is not proficient with heavy armor or tower shields.

Fearsome (Ex): At 2nd level, a viking can make an Intimidate check to demoralize an opponent as a move action. At 10th level, she can do so as a swift action. At 18th level, she can demoralize a foe as a free action once per round. This ability replaces bravery.

Shield Defense (Ex): Starting at 3rd level, a viking learns the art of fighting with a shield. Whenever she is wearing medium, light, or no armor and wielding a shield, the viking's shield bonus to AC increases by 1. Every 4 levels thereafter (7th, 11th, and 15th), this bonus increases by 1. This ability replaces armor training.

Berserker (Ex): At 4th level, a viking gains the rage ability as the barbarian class feature, but her barbarian level is considered to be her fighter level -3. This ability replaces weapon training 1, 2, 3, and 4.

Rage Powers (Ex): Starting at 6th level, whenever a viking gains a fighter bonus feat, she can instead choose to gain a single rage power, as the barbarian class feature, in place of the bonus feat. Once selected, these rage powers cannot be changed.

WITCHGUARD (RANGER ARCHETYPE)

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 gain some arcane knowledge in return. They are trained to work closely with witches and defend their charges from harm. Witchguards learn magical abilities from the same patrons that grant witches their powers, though they can use their abilities to protect any kind of spellcaster, not just a witch. A witchguard

is ready to face any foe that might threaten his charge, and he is ever prepared to lay down his life to protect the life of the person he is sworn to defend.

Class Skills: A witchguard adds Knowledge (nobility) and Sense Motive to his list of class skills, and removes Handle Animal and Knowledge (dungeoneering) from his list of class skills.

Defend Charge (Ex): At 4th level, a witchguard forms a bond with a spellcaster he has sworn to defend. Once per day, this bond allows the witchguard to spend a move action to grant an adjacent spellcaster a +2 dodge bonus to AC and a +2 circumstance bonus on concentration checks. At 5th level and every 5 levels thereafter, these bonuses increase by 2. The bonuses last for a number of rounds equal to the witchguard's Wisdom modifier (minimum 1).

At 4th level and every 3 levels thereafter, the witchguard can use this ability one additional time per day. This ability replaces hunter's bond.

Bodyguard (Ex): At 3rd level, a witchguard gains Bodyguard^{APG} as a bonus feat, even if he doesn't meet the prerequisite. This ability replaces endurance.

Patron (Su): A witchguard learns something of arcane magic from the witches he defends. At 4th level, when a witchguard gains the ability to cast spells, he must also select a patron, as the witch class feature (*Pathfinder RPG Advanced Player's Guide* 70). This patron is usually the same as the patron of the witch he is sworn to protect, but the witchguard may choose any patron. The witchguard adds the first four spells from his patron's spell list to his ranger spell list. The witchguard cannot cast patron spells of a level he is unable to cast.

Sworn Defender (Ex): At 7th level, a witchguard gains In Harm's Way^{APG} as a bonus feat. This ability replaces woodland stride.

MAGIC OF THE NORTH

The spellcasters of the North command powerful magic that is almost unknown in the warm lands of the south. The following section presents four new spells for northern spellcasters as well as a new oracle mystery.

FLURRY OF SNOWBALLS

School evocation [cold, water]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres.

FROST MAMMOTH

School conjuration (creation) [cold]; **Level** cleric 7, druid 7, sorcerer/wizard 7, summoner 6

Casting Time 1 round

Components V, S, M (a fragment of mammoth tusk)

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

Effect one frost mammoth

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

A blast of snow suddenly fills an area with a space of 15 feet—this snow immediately forms the shape of a woolly mammoth that seems to be made of snow, with tusks of solid ice. The mammoth has statistics identical to those of a mastodon (*Pathfinder RPG Bestiary* 128), save that it also has the cold subtype (and thus gains immunity to cold and vulnerability to fire). The frost mammoth obeys your telepathic commands. It allows you or anyone you designate to ride it, and is treated as if combat trained. At 17th level, a frost mammoth you conjure deals an additional 1d6 points of cold damage with each physical attack.

SNOWBALL

School conjuration (creation) [cold, water]; **Level** druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

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

Effect one ball of ice and snow

Duration instantaneous

Saving Throw Fortitude partial (see text); **Spell Resistance** no

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

WINTER'S GRASP

School conjuration (creation) [cold]; **Level** druid 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (ground glass)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Ice encrusts the ground, radiating supernatural cold and making it difficult for creatures to maintain their balance. This icy ground is treated as normal ice, forcing creatures to spend 2 squares of movement to enter an icy square and increasing the DC of Acrobatics checks attempted in the area by 5. A creature that begins its turn in the affected area takes 1d6 points of cold damage, and takes a –2 penalty on saving throws against all spells with the cold descriptor for 1 round.

ORACLE MYSTERY

The following is a new mystery for oracles. An oracle must choose one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Further rules on oracle mysteries can be found in the *Pathfinder RPG Advanced Player's Guide*.

WINTER

Oracles of the winter mystery embrace the howling winds, biting cold, and wind-driven snows of the far north. Most oracles of winter find their callings in the frigid realms of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords.

Deities: Gorum, Gozreh, Kostchtchie, Ng, Rovagug.

Class Skills: An oracle with the winter mystery adds Intimidate, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *endure elements* (2nd), *frost fall*^{UC} (4th), *sleet storm* (6th), *ice storm* (8th), *icy prison*^{UM} (10th), *cone of cold* (12th), *ice body*^{UM} (14th), *polar ray* (16th), *mass icy prison*^{UM} (18th).

Revelations: An oracle with the winter mystery can choose from any of the following revelations.

Blizzard (Su): As a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of this storm per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another, and at least one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per oracle level, with a successful Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. You must be 11th level to select this revelation.

Child of Winter (Ex): You gain the constant benefit of *endure elements*, but only against cold temperatures. You can move across regular snow without penalty, and heavy snow costs you only 2 squares of movement instead of 4. You can move across icy surfaces without penalty, and never need to make Acrobatics checks to run or charge on ice. You leave no trail in ice or snow, and cannot be tracked (you may choose to leave a trail if you so desire). During winter months, you gain a +2 insight bonus on Initiative checks and Reflex saving throws.

Cold Aura (Su): As a swift action, you can cause waves of cold to radiate from your body. This cold deals 1d6 points of cold damage per 2 oracle levels to all creatures within 10 feet. A successful Fortitude save halves the damage. In addition, a flurry of snow momentarily surrounds you, granting you concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every 5 levels thereafter.

Freezing Spells (Su): Whenever a creature fails a saving throw and takes cold damage from one of your spells, it is slowed (as the *slow* spell) for 1 round. Spells that do not allow saves do not slow creatures. At 11th level, the *slow* duration increases to 1d4 rounds.

Ice Armor (Su): You can conjure armor of ice that grants you a +4 armor bonus to AC. At 7th level and every 4 levels thereafter, this bonus increases by 2. At 13th level, this icy armor grants you DR 5/piercing. In cold conditions, the armor bonus and DR bonus increase by 2; in very hot conditions, however, they decrease by 2. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but must be spent in 1-hour increments.

Ice Shape (Su): You are able to sculpt ice and snow into almost any shape. This ability functions like *stone shape*, but targeting only ice and snow, not stone. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Servant of Winter (Sp): As a full-round action, you can summon a single ice elemental (*Pathfinder RPG Bestiary* 2 114) to serve you. At 7th level, you can summon a Medium ice elemental, as *summon monster IV*. At 11th level, you can summon a Huge ice elemental, as *summon monster VI*. At 15th level, you can summon an elder ice elemental, as *summon monster VIII*. You can use this ability once per day, plus one additional time per day at

15th level. You must be at least 7th level before selecting this revelation.

Snow Sight (Su): You can see through falling snow and sleet without taking any penalties on Perception checks as long as there is enough light to allow you to see normally. At 11th level, in cold conditions or in icy or snowy terrain, you can learn about your surroundings as if using the *commune with nature* spell. You can use the *commune with nature* ability once per day at 11th level, and twice per day at 15th level.

Wintry Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every 2 oracle levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *frost* weapon.

Final Revelation: Upon reaching 20th level, you become an avatar of winter and the North. Your body permanently transforms into living ice, as the *ice body*^{UM} spell. In addition, your mastery of winter magic is such that any of your attacks that deal cold damage bypass cold immunity or cold resistance.



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.

ADVENTURING 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.

ITEM	PRICE	WEIGHT
Ember pot	5 sp	1 lb.
Mammoth	2,000 gp	8 tons
Mammoth (combat-trained)	2,250 gp	8 tons
Mammoth goad	5 gp	10 lbs.
Reindeer	75 gp	450 lbs.
Whale oil	2 sp	1 lb.

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 campsite 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 Survival check.

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. For more information, see the *Bestiary*.

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 Handle Animal checks made against mammoths and other megafauna.

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. Reindeer use the same statistics as elk (see *Bestiary* 3, page 147).

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		PRICE 8,305 GP
SLOT none	CL 5th	WEIGHT 16 lbs.
AURA faint transmutation		



Commonly used by Erutaki hunters and whalers, this +1 *harpoon^{uc}* is wrapped in fur, and several small gourds dangle from the weapon and the rope attached to it. If the wielder uses the harpoon to successfully grapple a creature, he can, as a swift action, command the harpoon to hinder the creature's movement. The grappled creature must succeed at a DC 14 Will save or be slowed (as the *slow* spell) and forced to surface if underwater, remaining unable to submerge for the duration of the effect. The *slow* effect lasts until the grappled condition ends. Hunters often decorate their harpoons in colorful baubles to help them stand out in icy waters, but these adornments don't impact the weapon's buoyancy.

CONSTRUCTION REQUIREMENTS	COST 4,305 GP
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Craft Magic Arms and Armor, *levitate*, *slow*

CLOAK OF THE SAGA KEEPER		PRICE 13,800 GP
SLOT shoulders	CL 6th	WEIGHT 1 lb.
AURA moderate abjuration		

Not all who board Ulfen longships 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. The wearer of the cloak constantly benefits from the effects of *endure elements* while in cold conditions, and gains resist energy 2 against cold damage. Additionally, the wearer of the cloak can, as an immediate action, pluck one of the cloak's seven dyed strips to gain a +6 bonus to a Climb, Handle Animal, Ride, Survival, or Swim check made that round. These strips dissolve immediately upon being plucked. Once all seven of the cloak's strips have been torn off, the wearer can no longer make use of the cloak's skill-improving effects, but continues to benefit from the *endure elements* and resistance abilities.

CONSTRUCTION REQUIREMENTS	COST 6,900 GP
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Craft Wondrous Item, *guidance*, *resist energy*

HELM OF THE MAMMOTH LORD		PRICE 8,500 GP
SLOT head	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		

This hide helm is set with plates of ivory carved with primitive runes, with a pair of tusks curving down on either side of the wearer's face for cheek guards. The tusks of the helm provide a gore attack dealing 1d6 points of damage for a Medium wearer (or 1d4 points of damage for a Small wearer) and count as a magic weapon for the purposes of overcoming damage reduction.

The *helm of the Mammoth Lord* also protects the wearer from cold environments as the *endure elements* spell. Furthermore, it provides a +5 competence bonus on Handle Animal, Ride, and wild empathy checks with elephants, mammoths, mastodons, and other elephant-like creatures.

On command, the wearer may use *detect animals or plants* or *speak with animals*, but only to detect or communicate with elephant-like creatures. This helm originally appeared in *Pathfinder RPG Ultimate Equipment*.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP
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Craft Wondrous Item, *beast shape I*, *charm animal*, *detect animals or plants*, *endure elements*, *speak with animals*, creator must have 5 ranks in Handle Animal and Ride

HEX NAIL		PRICE 20 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint abjuration		



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 Irrisen

have against the White Witches and the cold fey of the North. Carrying a *hex nail* grants its possessor a +2 resistance bonus on all saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of fey, hags, and witches. A *hex nail* automatically grants its bonus when its possessor is targeted by such an effect. Once a *hex nail* has granted its bonus on a single saving throw, it becomes a nonmagical nail. Most Jadwiga consider possession of a *hex nail* an act of treason.

CONSTRUCTION REQUIREMENTS	COST 10 GP
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Craft Wondrous Item, *resistance*

MAMMOTH LANCE		PRICE 32,310 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate enchantment		



This +2 *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. When wielded while mounted on a creature with the animal type, a *mammoth lance* uses the mount's Strength modifier on damage rolls rather than the wielder's Strength modifier.

When its wielder is not mounted, or is mounted on a creature without the animal type, a *mammoth lance* functions as a normal +2 *lance*.

CONSTRUCTION REQUIREMENTS	COST 16,310 GP
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Craft Magic Arms and Armor, *animal growth*, *bull's strength*

PELT OF PRIMAL POWER		PRICE 26,000 GP
SLOT shoulders	CL 7th	WEIGHT 10 lbs.
AURA moderate transmutation		

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. When donned, a *pelt of primal power* grants its wearer a +4 armor bonus to AC. In addition, once per day the wearer can transform into a grizzly bear (as *beast shape II*) for up to 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 13,000 GP
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Craft Wondrous Item, *beast shape II*, *mage armor*

SAGA OF THE LINNORM KINGS		PRICE 26,000 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA faint transmutation		

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. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains a +5 competence bonus on Diplomacy and Intimidate checks and a +4 morale bonus on saves against fear. This is a permanent magical effect that can be dispelled as normal. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS	COST 13,000 GP
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Craft Wondrous Item, *eagle's splendor*, *remove fear*, creator must be a bard

SHARD OF WINTER		PRICE 26,302 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate enchantment		

This small knife has a bone handle and a blade that seems to be made of clear blue ice. Commonly found in the hands of an Irriseni winter witch, a *shard of winter* is a +1 *frost dagger*. Once per day, a witch can use a *shard of winter* to cast any one spell with the cold descriptor that the witch has stored in her familiar and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the witch, including casting time, duration, and other effects dependent on the witch's level. This spell can't be modified by metamagic feats or other abilities.

CONSTRUCTION REQUIREMENTS	COST 13,302 GP
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Craft Magic Arms and Armor, *ice storm*, *telepathic bond*, creator must be a winter witch

REIGN OF WINTER

PLAYER'S GUIDE

The Reign of Winter Adventure Path is on its way, and unseasonable pockets of winter are appearing all over Golarion. It's surely no coincidence that this is the time when the Queen of Witches, Baba Yaga, is scheduled to return to the frozen land of Irrisen. Will the PCs discover the sinister plot behind these winter pockets and stop them from spreading, or will Golarion be locked in an eternal ice age?



While all of the options in this book help tie characters to the people and lands of the North, the following considerations and campaign traits are customized for the Reign of Winter Adventure Path. These hints, suggestions, and character options are designed to help players create characters perfectly suited to jumping right into and excelling over the course of this deadly campaign.

CHARACTER TIPS

How should you prepare for the dangers that await you in the Reign of Winter Adventure Path? Just keep the following in mind while creating characters.

Frozen Foes: Reign of Winter's adventures contain a variety of monsters, many of which are native to icy climes. You'll face animals, fey, and humans at lower levels, then giants and magical beasts. At higher levels, expect evil outsiders, undead, and possibly even a few dragons.

Ice Magic: Irrisen's White Witches are masters of icy magic, but your character can be interested in cold magic as well. The winter witch archetype in *Inner Sea Magic* is perfect for a witch character, as is the winter witch prestige class from *Paths of Prestige*, while an oracle can choose the winter mystery presented on page 26 of this book. A druid with the arctic druid archetype or sorcerer with the boreal bloodline from the *Advanced Player's Guide* would also be a good fit. Likewise, an inquisitor with the witch hunter archetype from *Ultimate Combat* or a magus with the hexcrafter archetype from *Ultimate Magic* suits many of the campaign's themes.

Lands of Winter: Winter is a major theme in the campaign, so you should be prepared to face cold temperatures and harsh conditions. Survival would be a very good skill to have, as would Stealth and Use Magic Device. Characters will also be traveling to new lands during the campaign, so Diplomacy, Linguistics, and Knowledge (local) may be useful in dealing with natives and new surroundings. Being able to survive in cold terrain is a must, but the adventures will also take characters into forest, mountain, and urban environments as well.

CAMPAIGN TRAITS

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.

Adaptive 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 fey 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 for activating magic items. You've always been intrigued by the cold magic of the winter witches and ice mages of the North, and would love to get your hands

on some of their magic items. You gain a +1 trait bonus on Knowledge (arcana) and Use Magic Device checks, and Use Magic Device is a class skill for you.

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. You gain a +1 trait bonus on combat maneuver checks to sunder, and a +1 trait bonus to your CMD against bull rush and overrun combat maneuvers.

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. You gain a +1 trait bonus on Knowledge (arcana) and Spellcraft checks to identify spells or magical effects with the cold descriptor, and one of these skills (your choice) 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. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

Restless Wayfarer: You have led a nomadic life—your parents were travelers (perhaps roaming Varisian caravaners, 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. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, 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. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive 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. You gain a +1 trait bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters, and a +1 trait bonus on Spellcraft checks to identify spells cast by evil arcane spellcasters.



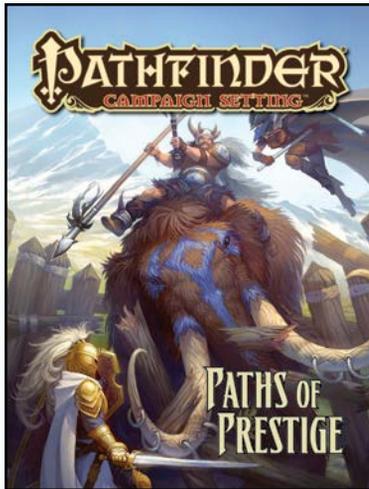
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WOULD YOU LIKE TO KNOW MORE?

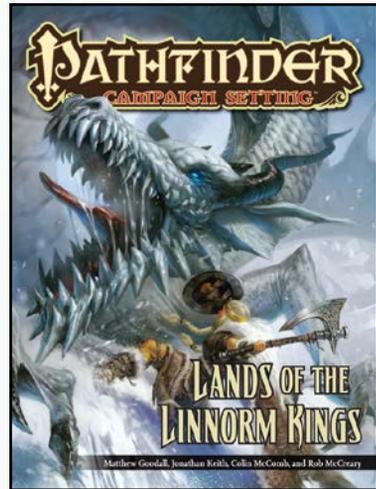
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SPELLS OF ICE AND SNOW

In the freezing reaches of the North, spellcasters draw on the land's pervasive ice and snow to add frigid lethality to their magic. Presented here is a collection of spells with the cold descriptor, as well as their sources—perfect for use by winter witches, worshippers of cold-hearted deities, or any other spellcasters with ice in their veins.

CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Ice armor Pathfinder #38

5TH-LEVEL CLERIC SPELLS

Holy ice Ultimate Magic

Unholy ice Ultimate Magic

6TH-LEVEL CLERIC SPELLS

Cold ice strike Ultimate Magic

7TH-LEVEL CLERIC SPELLS

Frost mammoth See page 26

9TH-LEVEL CLERIC SPELLS

Polar midnight Ultimate Magic

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Frostbite Ultimate Magic

Ice armor Pathfinder #38

Snowball See page 26

2ND-LEVEL DRUID SPELLS

Chill metal Core Rulebook

Flurry of snowballs See page 26

Frigid touch Ultimate Magic

Unshakable chill Ultimate Magic

Winter's grasp See page 26

3RD-LEVEL DRUID SPELLS

Ice spears Inner Sea Magic

Sleet storm Core Rulebook

Vengeful comets Inner Sea Magic

4TH-LEVEL DRUID SPELLS

Ice storm Core Rulebook

7TH-LEVEL DRUID SPELLS

Frost mammoth See page 26

9TH-LEVEL DRUID SPELLS

Polar midnight Ultimate Magic

MAGUS SPELLS

0-LEVEL MAGUS SPELLS

Ray of frost Core Rulebook

1ST-LEVEL MAGUS SPELLS

Frostbite Ultimate Magic

Snowball See page 26

2ND-LEVEL MAGUS SPELLS

Flurry of snowballs See page 26

Frigid touch Ultimate Magic

3RD-LEVEL MAGUS SPELLS

Sleet storm Core Rulebook

4TH-LEVEL MAGUS SPELLS

Ice storm Core Rulebook

Wall of ice Core Rulebook

5TH-LEVEL MAGUS SPELLS

Cone of cold Core Rulebook

6TH-LEVEL MAGUS SPELLS

Freezing sphere Core Rulebook

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS

Ray of frost Core Rulebook

1ST-LEVEL SORCERER/WIZARD SPELLS

Icicle dagger Ultimate Magic

Snowball See page 26

2ND-LEVEL SORCERER/WIZARD SPELLS

Flurry of snowballs See page 26

Frigid touch Ultimate Magic

Unshakable chill Ultimate Magic

3RD-LEVEL SORCERER/WIZARD SPELLS

Ice spears Inner Sea Magic

Sleet storm Core Rulebook

Vengeful comets Inner Sea Magic

4TH-LEVEL SORCERER/WIZARD SPELLS

Ice storm Core Rulebook

Wall of ice Core Rulebook

5TH-LEVEL SORCERER/WIZARD SPELLS

Cone of cold Core Rulebook

Icy prison Ultimate Magic

6TH-LEVEL SORCERER/WIZARD SPELLS

Cold ice strike Ultimate Magic

Freezing sphere Core Rulebook

Ice crystal teleport Ultimate Magic

7TH-LEVEL SORCERER/WIZARD SPELLS

Frost mammoth See page 26

Ice body Ultimate Magic

8TH-LEVEL SORCERER/WIZARD SPELLS

Polar ray Core Rulebook

9TH-LEVEL SORCERER/WIZARD SPELLS

Icy prison, mass Ultimate Magic

SUMMONER SPELLS

1ST-LEVEL SUMMONER SPELLS

Icicle dagger Ultimate Magic

Snowball See page 26

3RD-LEVEL SUMMONER SPELLS

Wall of ice Core Rulebook

5TH-LEVEL SUMMONER SPELLS

Ice crystal teleport Ultimate Magic

6TH-LEVEL SUMMONER SPELLS

Frost mammoth see page 26

WITCH SPELLS

1ST-LEVEL WITCH SPELLS

Frostbite Ultimate Magic

Snowball See page 26

2ND-LEVEL WITCH SPELLS

Flurry of snowballs See page 26

Unshakable chill Ultimate Magic

Winter's grasp See page 26

3RD-LEVEL WITCH SPELLS

Sleet storm Core Rulebook

Ice spears Inner Sea Magic

4TH-LEVEL WITCH SPELLS

Ice storm Core Rulebook

6TH-LEVEL WITCH SPELLS

Cone of cold Core Rulebook

Ice crystal teleport Ultimate Magic

7TH-LEVEL WITCH SPELLS

Ice body Ultimate Magic

9TH-LEVEL WITCH SPELLS

Polar midnight Ultimate Magic





COLD BLOOD

Far beyond the reach of the soft southlander lords lie the frozen forests and icy tundra of the Inner Sea region's northernmost nations. Here dragon-headed longships ply the arctic seas, nomadic tribes hunt and ride mighty mammoths, and the descendents of the Witch Queen Baba Yaga rule a nation where spring has been forgotten. Whether they're hardened natives or arctic adventurers, everyone in the northern lands walks a fine line between finding wealth and glory and filling a shallow grave in the bloody snow.

People of the North presents a player-focused, in-depth discussion of the northern nations of the Inner Sea region. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find:

- ▶ Thorough explorations of the different races and cultures that call the frozen north home, from notorious Ulfen raiders to secretive Snowcaster elves to barbaric Kellids.
- ▶ Overviews of the three major nations of the North—the viking Lands of the Linnorm Kings, the savage Realms of the Mammoth Lords, and the evil queenship of Irrisen.
- ▶ New traits and roles to customize characters of every northern ethnicity and nationality.
- ▶ New feats and archetypes for northern warriors, such as the viking and the witchbreaker, plus new icy spells and the winter oracle mystery.
- ▶ Cold-weather adventuring gear and magic items, advice on northern fighting styles, campaign traits, cultural sayings, and much more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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