

The Winter Witch Tradition



for Swords & Wizardry
by Timothy S. Brannan

DEAN SPENCER

Ice and Snow!

Come to the lands of the Winter Witch and her cohorts the Warden, the Volva and the deadly Winter Warlock.

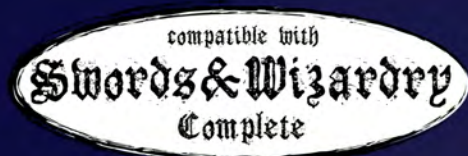
Inside you will find:

- The Winter Witch and Winter Warlock Classes
- The Warden and Volva classes
- 130+ spells for the Winter Witch
 - 100+ spells for the Warlock
 - 14 Cleric spells
 - 40+ Druid and Magic-user spells each
- 16 Warlock Invocations
- 50+ Monsters
- New Treasure, magic items and artifacts

Winter is here, are you ready?

Winter Witch

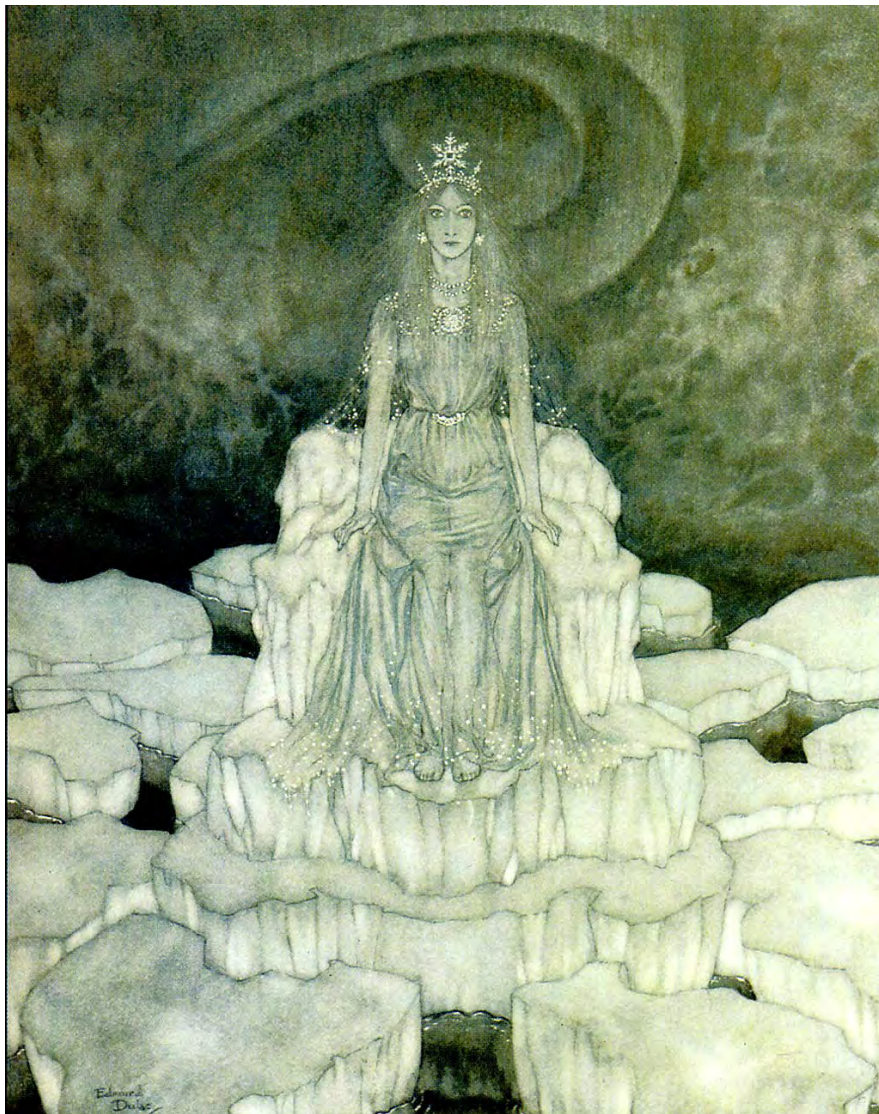
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The Winter Witch Tradition



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Introduction

Come to the Land of Ice and Snow!

This book has been a long time coming. Winters in Chicago can be brutal. Often I come up with my ideas for books while digging out of one snowstorm or another. So really a book about magical winter witches was bound to happen one way or another with me. Plus there is a certain ... magic if you will about winter. The land is transformed in ways that just don't happen with Spring, Summer, or Autumn. Yes, there are transformations, but it's not really the same to me.

Beyond that, the Winter Witch is a solid archetype with a lot of history behind her. Of the top of my head I can think of the Cailleach Bheur, the Crone of Winter, Louhi, Lovitar, the Snow Queen, Jadis the White Witch, Elsa, and of course Baba Yaga. There are also snow and ice witches in the various versions of the Grand Old Game.

For this, I looked into the myths and legends of many people. The power of winter and those that might control it features into the stories of many people back when winter was a time of death and time with humans faced forces beyond their control and still prevailed.

It is a powerful archetype.

So I want to present the Winter Witch and her counterpart the Winter Warlock. Both have the powers of snow, cold and ice, but also that other power of winter; death.

I hope you enjoy this character class. And remember.

Stay warm.

Timothy S. Brannan
Winter Solstice / Yule
December 20, 2018

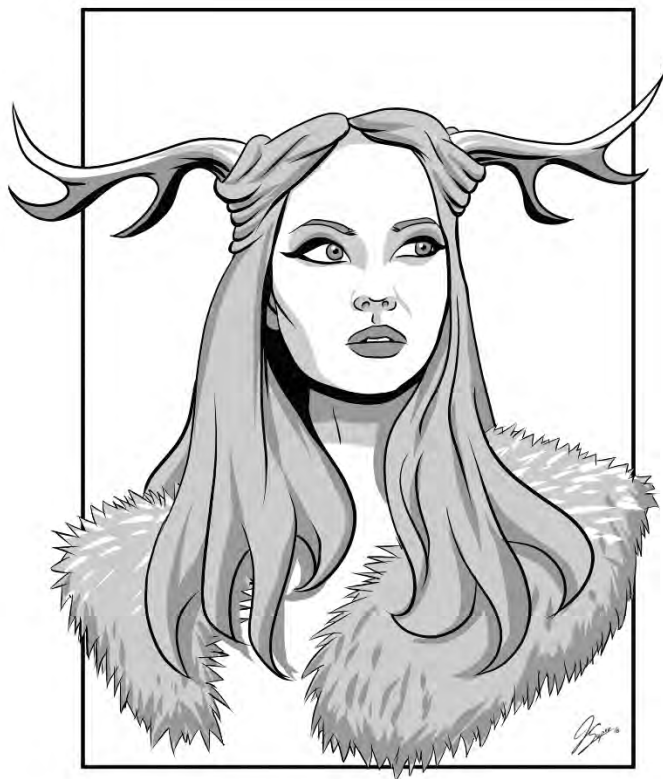
I want to thank my sons Liam and Connor for giving me some ideas for this book. Liam helped with some of the new spells and playtested many versions of the Winter Witch and Winter Warlock. Connor is always up to play a warlock.

The Winter Witch Tradition (2018) Timothy S. Brannan
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The Winter Witch

Witches are practitioners of a magical style known as Witchcraft. Witchcraft is a blending of old occult practices, so-called "pagan" rituals, and followers of ancient gods and religions often referred to as "the old ways."

One of the oldest forms of witchcraft is said to date back to a time when the world was covered in ice and snow. The witches of this time learned to use these ancient powers as their own. These witches became known as the Winter Witches, and the boreal powers of the cold and winter are theirs to command.

The Winter Witches live in lands predominated by ice, snow and cold weather. Not that their environs are always snow covered, but typically they are colder than most populated areas. Winter Witches are often associated with the hyperboreal wastes of the far North, but the polar regions to the far South are equally likely to be the homelands of the winter witch.

Winter Witches often will serve a similar role in their lands as the Green Witch does her own, the most significant difference though lies in how they are perceived. Where the Green Witch lives in the in-betweens and the shadows of their society, the Winter Witch lives in the open. More often than not the Winter Witch is a powerful force in her community, for good or for ill. The families of Winter Witches tend to be strong, powerful families with a long history. They often have power in their worlds, both magical and mundane.

Role: Winter Witches believe they represent the interests of the Crone aspect of the Goddess, the

guardians of and the interpreters of death in this mortal realm. They are the physical and mortal representatives of the Crone's mastery over all living things. The Winter witch believes that her magic and power comes from her connections to the cold and winter weather.

The Winter Witch is often seen as the opposite of the Green Witch. Such comparisons are easy to make, but they are inadequate. The witches of both traditions know that they are opposite sides of the same reality.

Joining this Tradition: Winter Witches join this tradition usually through the family. The Winter Witch tradition is very much tied to the Winters family. Others find their magic by embracing the power of cold and the mysteries of the deep winter.

Like the Green Witch, the highest holy days for the Winter Witches are the Solstices, a period of transition between one season and the other. The Winter Solstice is celebrated as the longest night of the year and coincide with the celebrations of Yule. The Summer Solstice is honored because the days are growing shorter and inevitable slide towards winter has begun. Samhain is also celebrated as the eve of Winter.

Leaving this Tradition: A Winter Witch who ceases to respect her traditions will lose all her occult powers.

On Becoming a Warlock: A winter witch who betrays her sisters but remains true to her patron may opt to become a warlock.

A witch that opts to become a warlock loses two experience levels, and all spells 6th level and above.



Witch

Witch (Winter Witch Tradition)

Prime Attribute: Charisma

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level.

Armor: Cloth, Padded or Leather only, no shields.

Weapons: A witch may only use a sword*, dagger, staff, burning oil, net, thrown rock, sling, and whip as weapons.

Special Abilities: Occult Powers; witch spells, ritual spells.

Races: See Races below

*a specially prepared sword.

Witch Experience Table					Spells / Level*							
Level	XP	Hit Dice (d4)	Saving Throw	Occult Powers	1	2	3	4	5	6	7	8
1	0	1d4	15	Power	1	-	-	-	-	-	-	-
2	2,600	2d4	14		2!	-	-	-	-	-	-	-
3	5,200	3d4	13		2	1	-	-	-	-	-	-
4	10,400	4d4	12		2	2!	-	-	-	-	-	-
5	20,800	5d4	11		2	2	1	-	-	-	-	-
6	40,000	6d4	10		3	2	2!	-	-	-	-	-
7	80,000	7d4	9	Power	3	2	2	1	-	-	-	-
8	160,000	8d4	8		3	3	2	2!	-	-	-	-
9	320,000	9d4	7		3	3	2	2	1	-	-	-
10	440,000	10d4	6		4	3	3	2	2!	-	-	-
11	560,000	10d4+1	5		4	3	3	2	2	1	-	-
12	680,000	10d4+2	4		4	4	3	3	2	2!	-	-
13	800,000	10d4+3	4	Power	4	4	3	3	2	2	1	-
14	920,000	10d4+4	4		5	4	4	3	3	2	2!	-
15	1,040,000	10d4+5	4		5	4	4	3	3	2	2	1
16	1,160,000	10d4+6	4		5	5	4	4	3	3	2	2!
17	1,280,000	10d4+7	4		5	5	4	4	3	3	2	2
18	1,400,000	10d4+8	4		6	5	5	4	3	3	3	2
19	1,520,000	10d4+9	4	Power	6	5	5	4	4	3	3	2
20	1,640,000	10d4+10	4		6	6	5	5	4	4	3	3
21	+120,000	+1 hp/level	4		6	6	6	5	5	4	3	3

* 7th Level spells usable only by Witches with CHA of 16 or greater

** 8th Level spells usable only by Witches with CHA of 17 or greater

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, and 16th levels.

Witch Attack Table		Target Armor Class [or Ascending Armor Class]																
Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
24+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Witch Class Abilities

Saving Throws: The witch gains a +2 bonus to any saves vs. charm or hold spells. They also gain a +1 vs. the paralysis effect of ghouls.

Spell Casting: The witch owns a book of spells called a "Book of Shadows" this is similar to the books used by magic-users, but each book is unique to each witch. A Read Magic spell will not enable another witch or magic-user to learn spells from this book. Witches may cast up to 8th level spells.

Familiar: The witch gains a familiar at 1st level. This is a supernatural creature that often appears to be a normal animal such as a cat, hare or fox.

Occult Power: At first level and every 6 levels hereafter the witch gains an Occult Power. These powers vary from Tradition to Tradition. Described here are the powers of the Green Witch tradition.

Ritual Magic: At 2nd level, the witch may opt to choose a Ritual Magic spell. These spells have special requirements regarding components needs and multiple participants.

Coven: at 13th level, a witch may leave her coven to form her own.

Occult Powers: The Winter Witch lives in a world of ice and snow. Her powers come from these primal elements. Winter is a time of death, and there is power in that. It is also a time of renewal as winter must come before the spring and summer.

Least, 1st Level: Familiar. The Winter Witch gains a familiar. This familiar will be of a creature that is common to the area the Winter Witch lives. It can appear as a mundane animal, but more often they are larger or "dire" varieties of the animal. These animals will be well suited to the cold environment they live in. The variety of familiars available to Winter Witch is usually much less than that of other witches, but they are often more powerful.

3rd Level: Immunity to cold. Not an occult power, but at these level, the Winter Witch is immune to effects of cold. They gain an extra +2 to all cold-based saves for a total of +3.

Lesser, 7th Level: Cool Demeanor. The winter witch is a creature of control of both her body and mind. She gains an additional +1 to cold-based effects and weather (this is on top of her +1 to

cold-based magic). She also gains a +1 to any spell effect that could affect her mind. This includes charm, sleep and hold spells as well as illusions, phantasms, and figments.

Minor, 13th Level: Pass without Trace. The Winter Witch is so connected to her natural home that she cannot be tracked by rangers, Warden or other mundane/non-magical means. She can move across snow and ice as if she were walking on steady, solid terrain. Three times per day she may also hide from magical detection including scrying and spells like ESP.

Greater, 19th Level: Hyperborean Apotheosis. The Winter Witch has spent much time in the lands of ice and snow. She has become utterly immune to the effects of ice, snow and all forms of cold. This includes magical cold such as the touch of lich or the breath of a white dragon. She can step outside in whether 100 degrees below zero and feel no more than a chill. Temperatures lower than this will provide only minor discomfort.

These powers do come with a price; the Witch becomes vulnerable to the effects of heat and fire.

A Winter Witch takes extra damage from fire and fire based attacks by increasing the die type used.

If a flask of flaming oil would do 2d6 hp of damage, it will do 2d8 to the winter witch. A fireball doing 6d6 points of damage will do 6d8 instead. If the damage die is already a d8, then it is increased to a d10 and so on.

The witch saves on fire attacks at -1 of her regular saves.

Special Benefits: Winter Witches may use a sword as one of their weapons. The sword they use must be specially consecrated for their use, and no other sword will suffice.

Special Restrictions: Winter Witches are not limited in their alignment choices.

Equipment: The tool of this tradition is the athamé and the sword.

Preferred/Barred Covens: Winter Witches tend to form covens within family groups. This style of witchcraft is often passed down from mother to daughters. The coven is part of a large extended group of witches linked not just by magic, but by blood.

Relationship to the Goddess/Patron: The Winter Witch honors the aspect of the Goddess

known as the Crone. Also known as the Crone of Winter, the Death Hag, or even the Cailleach.

Source/Views of Magic: Like most witches, the Winter Witch views her magic as a manifestation of the Goddess and nature. The source of her magic is the winter and the frozen lands that she calls home.

Archetypes: Winter witches embody the aspects of the nature of cold and winter that they themselves see. Winter is cold and harsh, but it is also breathtaking and beautiful. Winter tests mortals and beasts alike; culling the sick and weak only to leave the strongest.

Other: Winter Witches are part of an ancient tradition. They know magics unknown even to the powerful witches of the Craft of the Wise. They often belong to ancient families with a history dating back centuries as witches. They do not know the persecution other witches have felt, as they are the ones with the power and they know how to use it.

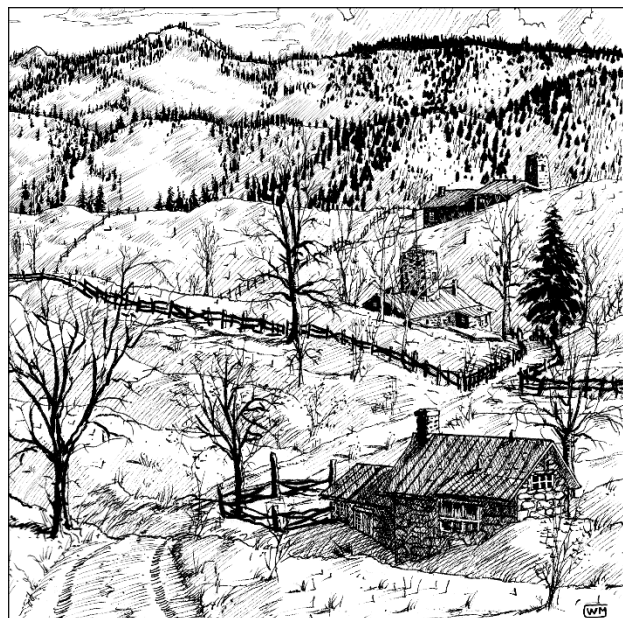
Witch Covens

At 13th level, a witch can form her own coven. Here are some of the most common winter witch covens.

Daughters of Baba Yaga. These witches and warlocks are all trained by the Ancient Crone Baba Yaga herself. They learn many secrets and have access to spells that no other witch or warlock has. As their name implies, they are all female. This is considered to be a Grand Coven.

Winters Family. Headed by an ancient crone of the name of Grandmother Winters. The Winters family is very, very old. So old in fact that many people believe that the season was named for them. As their name implies, their magic comes from the use and application of cold. In this family, only the women can become winter witches. Once a girl in the family turns 13 her hair will turn white, and this is the sign that she must travel north to train with the ancient Grandmother Winters. The girls return to the family a year and a day later with the basic knowledge of their family witchcraft. Once returned they will continue their training with other women in their family. Each year they all congregate at a location determined

by Grandmother Winters, usually one of the larger homes of the family. The family gathers to begin their celebrations on the Winter Solstice, the height of their power.



The family is typical in the northern, colder climates. They own lots of lands, but their homes tend to be more primitive than the local houses. Longhouses are most common. Women are almost exclusively witches, with the occasional priest or even wizard. Men tend to be barbarians, wardens or the rare bard. They are masters of survival in the cold. Winter witches gain the Chill Touch spell for free.

Dark Secrets: The Winters Clan often are associated with darker, colder gods like Chernobog. Their men are often accused of lycanthropy, mostly as werewolves.

Winter Grand Covens

Covens of both winter witches and winter warlock do exist. These 'Grand Covens' will also include Völvas (Priestesses) and magic-users. Their numbers will vary, and there is typically no set requirements, but nine is often seen as being optimal or multiples of three. The leader of this grand coven is usually a winter witch who retains the title of Winter Queen or even White Queen.

The Winter Warlock

Warlocks are spell-casters that share many similarities with the Witch. Their relationship is much like that between the Cleric and the Druid; similar but different enough to make different classes. The Warlock is more of an arcane cast than the witch. The Witch can be considered something of a divine caster, much like a Cleric or Druid, with arcane practices. The Warlock also has arcane and divine practices as well. They learn from a Patron but record their spells and invocations in a Grimoire (q.v.). Together, the methods and practices of Witches and Warlocks can be described as "Occult" or more accurately, "Witchcraft." Also, unless it is specifically noted in the text, anything true for Witches is also true for Warlocks.

To the Warlock, a Patron is less someone deserving of worship because they are divine and more someone or something to be learned from because they are powerful. A Warlock sees their relationship with a deity, arch-fey, demon or some unnameable entity from beyond the stars as one of teacher and student, or even one of quid pro quo. The Warlock acts as an intermediary in a world where the Patron may not have much in the way of physical power. To accomplish their ends, the Patron utilizes the Warlock and teaches him powerful magics. Other warlocks steal power from their Patrons. They learn rituals to take power and hope they not discovered.

Like a Witch, one does not just decide to become a Warlock, but rather the path is something they feel they are born to do. Also, like the Witch, the Warlock will feel some call toward learning magic. Warlocks are often stereotyped as evil, though neutral is the most common, and very few are

good. There are enough evil Warlocks to keep the image alive. Warlocks serve lost gods, demons, devils, sometimes even dragons, the denizens of the Fae, or even abstract ideas made real by will alone; any powerful being that can teach it magic.

Contrary to popular belief, "Warlock" is not the masculine form of Witch. Witches, whether male or female, are referred to as Witches. Warlocks may be either female or male, although there are typically more female Warlocks than there are male Witches.

While the stereotypical evil Warlock in league with foul creatures from the lower planes has its basis in some fact, there are more neutral Warlocks that are merely looking for the answers to various occult questions. There are even some good Warlocks that use their knowledge and power to fight the very creatures most often associated with them.

Warlocks and Witches naturally distrust each other, even when their goals and even Patrons are aligned. Of course, it's difficult to assume anything about Witches or Warlocks; both classes are self-serving in their way, and they will work together and even form powerful alliances when a mutual threat or goal presents itself.

Wizards typically view a Warlock as a dangerous dabbler in the arcane, as with neither the patience nor the skill to learn "proper" magic. Witches see Warlocks as betrayers of the teachings of the Patrons. Priests distrust and dislike them for their views on the divine as mere tools for personal gain. The Warlock cares little for the attitudes of others since he is focused on learning more magic and occult secrets.



Warlock

Warlock (Winter Warlock)

Prime Attribute: Intelligence and Charisma, both 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 10th.)

Armor / Shield Permitted: Leather armor, no shields.

Weapons Permitted: dagger, sword, staff, sling, oil.

Race: See Races below

Warlock Experience Table					Spells Cast by Level				
Level	XP	Hit Dice (d4)	Saving Throw	Powers / Invocations	1	2	3	4	5
1	0	1d4	15	Arcane Blast 1d6, Familiar, Invocations, Pact, Spellcasting	1				
2	2,600	2d4	14	Invocations known 2	2!				
3	5,200	3d4	13	Invocations known 2	2	1			
4	10,400	4d4	12	Invocations known 3	2	2!			
5	20,800	5d4	11	Invocations known 3	3	2	1		
6	40,000	6d4	10	Invocations known 4	3	2	2!		
7	80,000	7d4	9	Invocations known 4	3	3	2	1	
8	160,000	8d4	8	Invocations known 5	4	3	2	2!	
9	320,000	9d4	7	Invocations known 5	4	3	3	2	1
10	440,000	10d4	6	Invocations known 6	4	4	3	2	2!
11	560,000	10d4+1	5	Invocations known 6	5	4	3	3	2
12	680,000	10d4+2	4	Invocations known 7	5	4	4	3	2
13	800,000	10d4+3	4	Invocations known 7	5	5	4	3	3
14	920,000	10d4+4	4	Invocations known 7	6	5	4	4	3
15	1,040,000	10d4+5	4	Invocations known 8	6	5	5	4	3
16	1,160,000	10d4+6	4	Invocations known 8	6	6	5	4	4
17	1,280,000	10d4+7	4	Invocations known 8	7	6	5	5	4
18	1,400,000	10d4+8	4	Invocations known 9	7	6	6	5	4
19	1,520,000	10d4+9	4	Invocations known 9	7	7	6	5	5
20	1,640,000	10d4+10	4	Invocations known 10	7	7	6	6	5
21	+120,000	+1 hp/level	4	Max invocations 10	7	7	6	6	6

Warlocks gain a +2 to saves against charm, hold, paralysis and sleep spells.

! At levels 2, 4, 6, 8, and 10 the warlock can take a Ritual Spell.

Warlock Attack Table		Target Armor Class [or Ascending Armor Class]																	
Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
24+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

Wizards typically view a Warlock as a dangerous dabbler in the arcane, as someone with neither the patience nor the skill to learn "proper" magic. Witches see Warlocks as betrayers of the teachings of the Patrons. Priests distrust and dislike them for their views on the divine as mere tools for personal gain. The Warlock cares little for the attitudes of others since he is focused on learning more magic and occult secrets.

Regarding the Schism

At some time in the distant and unrecorded past, Witches and Warlocks were one and the same. Little is known or spoken of the schism, but this much is repeated. At some point, a group of Witches sought greater power from entities other than the Goddess and God of the Witches. For their betrayal, the remaining Witches branded their former members "Warlock" meaning "oath-breaker" or "betrayer." Warlocks, of course, deny this and claim that they left the narrow path of Witchcraft to follow greater truths.

There is still quite a bit of antipathy between Witches and Warlocks. Most feel it is due to their different outlooks on magic or the constant mixing of the two in the minds of the common people. Though what most Witches and Warlocks will only begrudgingly admit, and rarely to anyone on the outside, is that Witches and Warlocks used to be one and the same. Warlocks betrayed the Witches for higher power, and the schism between them has only grown more extensive in the centuries since it happened.

Warlock Class Abilities

Arcane Blast: At 1st level, a warlock can summon the energies granted to him by his pact and release it as a bolt of energy. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). This is a ranged attack that does 1d6 points of damage at 1st level, and an additional 1d6 damage every four levels after (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, to a maximum of 5d6 at 17th level). This is a spell-like attack and has the same limits as a spell regarding saving throws and protection. The Warlock can add his Charisma modifier to his standard roll to hit for this invocation, not Dexterity.

Familiar: The Warlock gains a familiar spirit. Like the Witch this familiar guides the warlock, but unlike the Witch, the Warlock's Familiar is a true spirit and not a spirit in animal guise. The spirit

can manifest as an animal, a ball of light, a floating skull or even as a voice attached to the Warlock's Grimoire. Since they lack physical form they cannot attack, be attacked or provide any physical benefit to the Warlock. Magic, spells, innovations to weapons specifically designed to target familiars can affect these Warlock familiars. Damage directed at these also affect the warlock. In situations like these, the warlock needs to make two saving throws and always take the lesser roll.

Invocations: An invocation is literally a plea by the Warlock to his patron for power. This power comes without the need for study or preparation, but they are not without cost. Invocations are spell-like powers. They often act as spells and their effects can be detected by Detect Magic and likewise be dispelled by a Dispel Magic. The warlock merely needs to concentrate on activating their power. If an invocation has a prerequisite, then the warlock must meet that first.

All Warlocks start with the Arcane Blast Invocation (see above).

Invocations are detailed in **Invocations**.

Pact: The Warlock forges a Pact with a powerful being from another Realm. These beings can differ significantly, and all have their own reasons for wanting to grant the Warlock power. Some may want mortal agents in this world. Others are looking for slaves. Others still may have reasons unclear to the Warlock; granting a mortal power my please or amuse them. Players should work with their Referee on the nature of their Pact and what it means. Each Pact also gives the warlock specific vulnerabilities.

The most common pacts are:

Demonic: The forces of the demonic realms often desire mortals to do their bidding. Usually, the exchange for power is one of quid-pro-quo, the Warlock gains power and the Demon gains a toehold on the Warlock's world, or at the very least an increase in violence and chaos.

Warlocks with this Pact are at a -1 penalty and take +1 extra damage to items made of silver. The most common Demonic pact for Winter Warlocks is that with the Demon Lord Kostchtchie.

Diabolic: Like the Demonic forces, the Diabolic seek mortals. Often these agreements are very detailed with exact powers spelled out, and terms agreed on. Typically the Warlock signs the Pact in their blood. Diabolic Winter Warlocks are rarer but will serve such creatures as Chernobog.

Warlocks with this Pact are at a -1 penalty and take +1 extra damage to items made of silver.

Fey: A pact with a power creature from the lands of Faerie, in particular, the Winter or

Unseelie court, has much to offer a would-be warlock. This could be a Fey Lord or Lady, or even stranger creatures like the Leader of the Wild Hunt, the Goblin King, the Cailleach Bheur or the Snow Queen.

Warlocks with this Pact are at a -1 penalty and take +1 extra damage to items made of iron (but not steel).

Referees are encouraged to detail their own Pacts with various creatures, concepts or ideas.

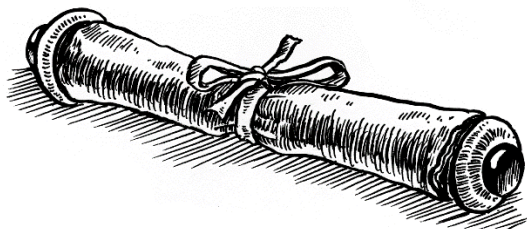
Spell Casting: Like a Cleric a Warlock must beseech a power, known as their Patron, to grant them the knowledge of their spells. These spells are automatically known to the Warlock and can be cast right away. These must be recorded in their Grimoire to keep their pacts sealed. The Warlock can then turn to their Grimoire to re-learn any spell.

Warlock Spells: The Spells a Warlock can learn are listed in the Spells & Magic Chapter. It is noted that the Warlock and the Witch use the same spell lists. So any spell listed as a "Witch" spell can also be learned by a Warlock.

Magic-User Spells: If a Warlock can get ahold of the spellbook of a Magic-user they may attempt to learn these spells as well. If the spell is already on the Warlock's spell list, then the chance is automatic. If this is a new spell, then the Warlock must use the same Chance to Know Spell based on Intelligence as the Magic-User would. The Warlock must learn a spell of the proper level from their own list first before learning a magic-user spell. Magic-User spells can be learned on even levels; so 2nd level for a 1st level magic-user spell, 4th level for a 2nd level spell, and so on. The maximum level is a 5th level magic-user spell at 10th level.

Note: This "spell theft" is highly despised by magic-users of all sorts. Magic-users will go to great lengths to protect their spellbooks from Warlocks. Likewise, the Warlock will also go to great lengths to obtain a spellbook with a rare spell inside.

Spells are detailed in **Spells**.



Warlock Lodge: At 10th level, the Warlock may start a Lodge to attract other Warlocks of like minds and Patrons to study. Evil or Chaotic Warlocks may forego Lodge and instead only attract apprentices/followers. Good, Lawful and Neutral Warlocks see the need to join forces for mutual protection and sharing of knowledge. Though even an evil Warlock sees the benefit in this.

Winter Warlock lodges are grim gatherings. They will meet in a specially designated Longhouse.

The following lodges are most often open to Winter Warlocks.

Dark School of the Scholomance. The Dark School of the Scholomance, or more simply the Scholomance, lies somewhere deep in a nearly impassable, mountainous country, far removed from the civilized areas of the world. Referees should choose an appropriate place within their campaign world. It should be remote and in the mountains.

Wherever it lies, one thing is agreed on: "the Devil," himself, holds classes to teach the best and the brightest the darkest of the dark arts. Thirteen will enter, but only twelve will leave to become the most dangerous Warlocks in the land. What becomes of the thirteenth is a mystery. Some say the unlucky 13th becomes the Devil's personal servant. Others though speculate a far worse fate on the 13th Warlock.

In the case of Winter Warlocks, the "Devil" is the dark god Chernobog.

Daughters of Baba Yaga. These warlocks and witches are all trained by the Ancient Crone Baba Yaga herself. They learn many secrets and have access to spells that no other witch or warlock has. As their name implies, they are all female.

The Deathless. The followers of the Demon Lord Kostchtchie. These warlocks have an irrational hatred for all witches and by extension all women. They are irredeemably evil and are one of the few cults of purely evil warlocks. They grew out of their lord's hatred for Baba Yaga. They will kill any Daughter of Baba Yaga on sight.

All witches will put aside their differences in tradition and alignment to defeat or kill these warlocks.

The Winter Court. These warlocks serve various Faerie Lords and Ladies of the Unseelie Court. Their patron can be any of a number of lords or ladies, but most common are the Goblin King, the Snow Queen, and even the Cailleach Bheur.

Other Classes

There are many other variants of the core classes found in the same lands of the Winter Witch and Winter Warlock.

Vqlva (Cleric)

The role of cleric and priestess is often fulfilled by the vqlva. She is part priestess, part shaman, part seer, and part witch. While the Winter Witch draws her power from the death of winter and power of cold, the vqlva draws her powers from the force of life and rebirth around her and from the power of her patrons.

Vqlva are always female. Only humans, half-elves and half-orcs may become vqlva.

Vqlva use the same experience tables as do clerics. They use the clerical spell list though they may take one winter witch spell each spell level instead of their normal clerical spell. A vqlva may also have access to the spells of the White Witch Tradition.

Warden (Rangers)

The Warden is the protectors and guardians of the polar and subpolar reaches. Similar to the ranger or barbarian the warden deals with threats found in their lands. While often connected to or sponsored by a powerful Winter Witch or Warlock a Warden is a more independent figure. They tend to work alone, but some have been known to work with small bands of adventurers for shared purposes. Sometimes wardens will even form a loose brotherhood of like-minded wardens to better protect an area.

Warden (Ranger)

Prime Attribute: Strength 13+; Wisdom 13+ (+5% experience bonus)

Hit Dice: 1d10 at level 1 (Gains 2 hp/level after 10th.)

Armor: Only natural armor such as padded, leather or studded leather.

Weapons: Any

Races: Humans, Half-Elves and Trollkin may become Warden PCs

Wardens

Alignment: Warden must be, and remain, neutral in alignment, or they will lose all warden abilities and be treated as ordinary Fighters. A warden may serve a high-level Winter Witch or Winter

Warlock, but most often they are allied with nature itself and will protect that.

Ascetic: Wardens follow a harsh lifestyle. Keeping no more than they can carry on their person in most cases. This includes limiting themselves to only the essentials they need to survive. The role of the warden is to protect and defend the lands they serve. This means they tend to move light and live free of the "burdens" of society.

Followers: Wardens do not gather followers until they reach 8th level and begin learning minor magics. This includes working with other wardens. Though in rare situations two wardens will be found working together.

Warden Class Abilities

Outdoor Tracking: Outdoors, the basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a -5% for each day old the tracks are, and adjusted by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

Survival: At 2nd level, the Warden has become accustomed to life in harsh environments. They know how to find food, water, and shelter in the roughest winters and can survive. Any rolls of an environmental nature are improved by +2 or +10% where appropriate. This includes saves.

Magic Items: Wardens can use any magic items that can normally be used by Fighters until 8th level. At and after 8th level they can use any item a witch or druid can also use.

Favored Enemy: Wardens are trained to deal with a particular type of enemy. Giants (the most common), Goblins, and Dragons are a few examples. The gain +1 to hit and damage at first level. Every six levels after this increases by +1. So +2 at 7th level, +3 at 13th level and +4 at 19th level. The warden chooses their favored enemy at 1st level, and it remains the same throughout their life. The choice should be based on threats to the lands they live and hunt in and which creature presents the most significant threat.

Scholar of Natural Magic (8th): The warden has learned so much of the natural world that can perform feats that seem like magic. They can produce effects that are the same of Druid spells.

Scholar of Occult Magic (9th): The warden can at this level reproduce the effects of witch spells. Wardens draw from the winter witch spell list. A note on Druid and Witch magic. The warden is most likely to have access to spells of a “natural” sort.

Wardens of the Northern Star. This group of wardens has joined forces with like-minded rangers, paladins and huntsmen (See, The Green Witch) to defend the northern arctic wastes against

the intrusion of evil creatures. Wardens in the group tend to be more on the Good side of Neutral than others, but not so much as to violate their tenets of duty. All member can be identified by the tattoo of a seven-pointed star on the inside of their right wrist. The minor magic in the ink will cause the star to glow when desired. The glow is not enough light to see by or even read by, but it is enough to see.

Warden Experience Table					Spells / Level*		
Level	XP	Hit Dice (d8)	Saving Throw	Special	1	2	3
1	0	1d8	14	Alertness, Favored Enemy +1, Tracking	-	-	-
2	2,500	2d8	13		-		
3	5,000	3d8	12		-	-	
4	12,000	4d8	11		-	-	
5	25,000	5d8	10		-	-	-
6	50,000	6d8	9	Favored Enemy +2			
7	100,000	7d8	8				
8	175,000	8d8	7	Spell casting	Druid 1		
9	275,000	9d8	6		Druid 1 Witch 1		
10	550,000	10d8	5		Druid 2 Witch 1	Druid 1	
11	825,000	10d8+2	4		Druid 2 Witch 2	Druid 1 Witch 1	
12	1,100,000	10d8+4	4		Druid 3 Witch 2	Druid 2 Witch 1	Druid 1
13	1,375,000	10d8+6	4	Favored Enemy +3	Druid 3 Witch 3	Druid 2 Witch 2	Druid 1 Witch 1
14	1,600,000	10d8+8	4		Druid 4 Witch 3	Druid 3 Witch 2	Druid 2 Witch 1
15	1,800,000	10d8+10	4		Druid 4 Witch 4	Druid 3 Witch 3	Druid 2 Witch 2
16	2,000,000	10d8+12	4		Druid 5 Witch 4	Druid 4 Witch 3	Druid 3 Witch 2
17	2,200,000	10d8+14	4		Druid 5 Witch 5	Druid 4 Witch 4	Druid 3 Witch 3
18	2,400,000	10d8+16	4		Druid 5 Witch 5	Druid 5 Witch 4	Druid 4 Witch 3
19	2,600,000	10d8+18	4	Favored Enemy +4	Druid 5 Witch 5	Druid 5 Witch 5	Druid 4 Witch 4
20	2,800,000	10d8+20	4		Druid 5 Witch 5	Druid 5 Witch 5	Druid 4 Witch 4
21	+200,000	+2 hp/level	4				

New Races

The following race options are available to players playing in the winter witch's lands.

Álfar

Álfar are the elves of the coldest reaches. Also known as "snow elves" they are tall (6' to 6½'), with long straight white or light blond hair. Some though have long black hair. Their skin is pale, and their eyes are so pale that they appear to be completely white.

Álfar may add a +1 to their saves vs. cold.

Álfar are limited to the same classes as an elf. They are limited 12th level of Winter Witch and 10th level of Winter Warlock.

Barbegazi

Barbegazi or Ice Gnomes are related to the common forest gnomes and deep gnomes. They typically stand about 3-1/2 feet tall and have white hair and long flowing whitish-blue beards that appear to be made of icicles. Their skin is pale and glossy-white, and their eyes are deep blue. They have large, flat feet and never wear shoes. Like many cold-adapted races, they may add +1 to all saving throws against cold damage.

Barbegazi are limited to the same classes and levels as gnomes. They are limited to the 10th level of Winter Witch and 8th level winter warlock.

Bysen

Bysen are also known as Arctic Halflings. They are a nomadic race, traveling where the hunting is best.

They are somewhat shorter, max 3' tall, than other halflings. They have white hair, long noses and pointed elf-like ears. The males often have full beards of blond, white or red. Bysen are fond of pointed hats. Unlike other halflings that tend to be more portly in build, Bysen are lean.

They may add a +1 to their saves vs. cold.

Bysen are limited to 3rd level of winter witch or winter warlock classes, they may also become barbarians or wardens of the 4th level. Otherwise, they follow the same class and level restrictions as other halflings.

Dweorg

Ice dwarves, known in their homelands as Dweorg live in lands even the Snow Orcs avoid. Deep in their mountains thanes, these dwarves are rarely seen by humans but are well known to the giants of the land who they war with.

Like many races of these cold lands, Dweorgs may add a +1 to their saves vs. cold.

Dweorgs are limited to the same classes and levels as dwarves. They are limited to 5th level of winter witch and 5th level of winter warlock.



Troll-blooded, Trollkin

Trolls are fecund and breed with everything. Eventually, some human groups will show traces of troll heritage. If the traits are strong enough, the creature can be considered troll-blooded.

Troll-blooded player character has a +2 on saving throws against any magic, and a +3 on saves against any type of cold effect. Troll-blooded can see in the dark (darkvision), to a limit of 60 feet.

Troll-blooded player characters must be Fighters, Fighter-Thieves or winter warlocks. Multi-classed Fighter-Thieves are limited to 7th level as Fighters, and may not advance beyond this point.

A Troll-blooded who is purely a Fighter may advance beyond 7th level only if the warrior has Strength of 17 (maximum 9th level) or 18 (maximum 10th level). Such a Fighter may also take advantage of any XP bonus due to a high Strength score to gain experience more quickly.

Troll-blooded winter warlocks are limited to 6th level.

Race / Class	Warlock	Witch	Warden
Álfar	10	12	5
Barbegazi	8	10	-
Bysen	3	3	-
Dweorg	5	5	-
Trollkin	9	3	7



Spells & Magic

Magic is the lifeblood of all witches. The means by which she manipulates the forces of arcane and divine magic is what sets the Witch apart from other mortals, even other spellcasters. To a witch, magic is everywhere and in everything. To many Witches, magic is often the same word as life. In the Witch's mind, magic is not merely a way of attaining practical ends; it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess or Patron and beliefs. In this respect, magic often merges with religion, and indeed the line between the two is frequently blurred. While a priest and wizard view magic and religion as distinct, the Witch sees no such differences. Without magic, a Witch is no different than the mundane people around her.

LEVEL: This indicates the level the witch needs to be to cast this spell. In the case of other classes, the class and level will also be indicated.

RANGE: Indicates what the range of effect of the spell is. This is either expressed in feet, by self or by touch.

DURATION: This indicates how long the spell will last.

In every case, unless otherwise indicated, each spell will need 1 round to cast. This would be the only action the witch can take that round. In cases where it is noted that concentration is required then the witch must spend the rounds after than concentrating on the spell and she can take no other actions. Many, if not most, witch spells require material spell components. These will be indicated in the spell description. Witches should be required to use the material components listed. Other classes, including warlocks, are not required to use them.

Spells are listed below alphabetically with the level of the caster listed.

Note: A large number of spells are presented for the Witch and Warlock characters. Not all spells may be available to any given Witch/Warlock, area or tradition/lodge. The Referee can decide on which spells are available and which ones are not.

Spell Descriptions

Allure (Reversible)

Level: Witch/Warlock 1

Range: Self

Duration: 1 hour

Allure enhances the caster's persuasiveness with regard to the target creature. Used on an NPC, the target will be 50% more likely to respond positively to the player character's attempt at persuasion, intimidation, bribery or other social manipulation.

For example, the caster attempts to bribe a guard. The GM adjudicates that the bribery attempt would normally have a 50% chance of working, so the Allure spell makes the chance (50% x 50% =) 25% more likely to work, for a final chance of 75%.

This spell makes no difference to an attempt at manipulation which normally has no chance of success.

The spell's reverse, Hideousness, causes the caster to take on a horrifying aspect. Creatures in combat with the caster suffer a penalty of 25% on morale check rolls.

Material Components: For *Allure* a bit of Belladonna, for *Hideousness* a bit of poisonous mushroom.

Animal Growth

Level: Druid 4, Witch/Warlock 4

Range: 120 feet

Duration: 12 turns

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a giant version of the animal, but intelligent animals are unaffected.

Material Components: A small bit of copper and a drop of honey.



Animal Friend

Level: Druid 1, Witch/Warlock 1

Range: 120 feet

Duration: 2 Hours

This spell automatically befriends a nearby small animal like a Charm Person spell. This animal will do tasks for the witch that is within its ability.

Material Components: A drop of honey or a bit of cream.

Animal Messenger

Level: Druid 2, Witch/Warlock 2

Range: 30 feet

Duration: 1 day per level

The witch can compel a small animal to go to a spot they designate. The most common use for this spell is to get an animal to carry a message to witch's allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Material Components: A drop of honey or a bit of cream.

Antipathy / Sympathy

Level: Witch 8

Range: 15 ft.

Duration: 1 hour per level

The witch can cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the witch.

The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

The reverse of this spell, *Sympathy*, compels a creature to come into an area. If they try to leave the area, their Dexterity score is reduced by 4 points.

Material Components: A lodestone.

Antiplant Shell

Level: Druid 5, Witch/Warlock 5

Range: 20 feet sphere about the witch

Duration: 1 turn/level

This spell creates an invisible, mobile barrier (20' sphere) that keeps all creatures within the shell protected from attacks by plant creatures or

animated plants. Although the witch can force the shell against normal, dense plant growth and force a passage for others to follow, forcing the barrier against creatures shatters the shell. The witch cannot use any weapons to attack that contain plant matter (such as axe handles or spear shafts).

Material Components: A drop of vinegar with salt.

Ash Storm

Level: Druid 3, Magic-user 3, Witch/Warlock 3

Range: long (400 ft. + 40 ft./level)

Duration: 1 round/level

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

Material Components: A bit of ash.

Aspect of the Crone (Crone of Winter)

Level: Witch 6

Range: Self

Duration: 1 round/level

The witch knows all the faces of the Goddess. She was a maiden, she can relate to the mother and may even be one. But one mystery remains till the end, the face of the Crone and what lies beyond.

The witch draws on the power of her own death but at a price. The witch transforms into a Winter Hag, a destructive aspect of the Crone.

When transforming, the witch becomes tall, hideous and strong. The Death Hag has 15 HD and twice the normal hit points of the witch. She can only be hit by +2 or better weapons and has an AC of -1 [20]. She can use all the spells she knows and can attack with her claws and bite for 2d8/2d8/2d10 per round.

When the transformation ends, the witch returns to normal but loses 1d8 hp permanently. One can't touch their own death and not be affected by it.

Material Components: The witch makes a plea to the Goddess to see her own death and take power from it. She gives up some of her life now for this power.

Aura of Frost

Level: Magic-user 3, Witch/Warlock 3

Range: Touch

Duration: 1 turn

Casting this spell allows the witch to create a ring of icy blue flames around the recipient's body that moves as he or she does. The flames do not harm the target, or any possessions carried but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone damaged in

melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Material Components: A drop of water.

Bane

Level: Witch/Warlock 1

Range: 50 feet

Duration: 1 minute per level

This spell is the opposite of the Clerical bless spell. Bane fills the witch's enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Material Components: The witch's pentacle, inverted.

Beastform

Level: Witch/Warlock 2

Range: Touch

Duration: 2d6 turns

Beastform enables the witch or warlock to switch bodies with one animal of equal or fewer hit dice than the witch/warlock has levels. While in the witch/warlock's body, the animal becomes catatonic. The witch/warlock is in full control of the beast's body and can use all of its attack forms, senses, and means of locomotion, so if in the form of a bat, the warlock will be able to fly and use a bat's sonar. If either beast or warlock is slain during the spell's duration, both die.

Material Components: A bit of fur.



Bestow Curse

Level: Witch/Warlock 3

Range: Touch

Duration: Permanent

Witches are well known for their curses. This spell is one of their means of laying a variety of curses.

The witch doesn't need to choose the curse they learn, it can be chosen at the time of casting to fit the needs of the situation.

The witch can place a curse on the subject. Choose one of the following three effects:

- -6 decrease to an ability score (minimum 1).
- -3/-15% penalty on attack rolls saves, or ability checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- The target becomes unlucky. Every non-combat role receives a -5 penalty.
- The target is cursed with embarrassing themselves in all social situations. Inappropriate bodily noises, devices fail to work, spill drinks, and/or food.
- The target can't help but shout everything they are trying to say.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -25% enhancement penalty for all Hide and Move Silently checks.
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), nose grows to twice its original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin, or just about any other unpleasant cosmetic features the witch desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interactions).
- The target is inflicted with a form of lycanthropy of the witch's choice. The witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus lawful witches cannot create wererats or werewolves, and chaotic witches cannot create werebears. This lesser form lycanthropy can be cured via a Remove Curse.

- One of the target's descendants suffers the effects of the curse. For example, a caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.
- Most food becomes difficult to digest and tastes horrible. Raw seafood is an exception, preferably regurgitated.
- Verbal articulation becomes very difficult: requiring another speaker of a shared language to make Intelligence checks each round to understand what is said.
- Hands become clubby with the four fingers to the side of the thumbs fusing together into two wide digits that grant an additional +2 circumstance bonus to swim checks but make manipulating most objects difficult (Dexterity check for picking up or grasping anything).
- Toes begin fusing together, and feet become more club-like, increasing in size and making it impossible to wear regular humanoid footwear.
- The curse affects the target's family line instead.
- The curse has a delayed onset or will only begin under certain circumstances.
- The curse can only be removed under special circumstances.

Witches are rather famous (or infamous) for their curses. Witches may also invent their own curses, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Material Component: The witch needs an item of the person she is attempting to curse.

Black Cloud

Level: Druid 3, Magic-User 3, Witch/Warlock 3

Range: 240 feet

Duration: 1 turn

A small raincloud appears 30–60 feet above the intended target area. It releases a torrent of rain that forms a cylinder, showering a 30-foot-diameter area. If this spell is cast in an area of subfreezing temperature, the precipitation instead will be heavy snow; or, if the temperature is just at the freezing point, sleet and freezing rain will result. All attack rolls made while under a black cloud are at –4 penalties. Normal fires will be extinguished; magical flames will be but temporarily snuffed, their dweomers rekindling 1

turn after the spell terminates (unless their durations elapse). A black cloud can also be used as a protective measure, for if a fireball, flaming sphere, or similar effect strikes the deluged area, the fire spell will be extinguished, and the rain vaporized to a cloud of steam.

Material Components: A drop of water.

Blanket of Healing

Level: Cleric 6, Druid 6, Witch 6

Range: 1 creature

Duration: 8 hours or 24 hours

The caster makes a plea to her patron gods or goddesses while preparing a common woolen blanket. The caster then wraps the blanket around a target, or herself, that is damaged, sick or infirm. Once they have rested for 8 hours the blanket delivers the combination of *Heal* and *Cure Disease* spells; all hit points are healed, and all diseases are cures including magical diseases like *Mummy Rot*. This spell can even cure Lycanthropy if it is used before the subject has transformed for the first time.

If the subject is allowed a rest of an entire 23 hour day, that is they take no actions other than to eat at sleep at least 8 of those hours, the afflictions such the energy draining attacks of undead and certain demons are also reversed.

Material Components: A large woolen blanket. The blanket must be burned after use as many believe the afflictions have passed from the victim to the blanket itself.

Blight Growth

Level: Witch/Warlock 1

Range: Touch

Duration: 1 week

This spell can be used in three ways.

Blight Garden - Growth is decreased by 20% during the duration of the spell when used on a natural garden, it will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level.

Blight Body - If cast on a living creature, they will recover one less hit point for each full night of rest.

Blight Mother - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the GM to decide exactly how it's affected.

Material Components: A drop of fetid water.

Blue Flame

Level: Witch/Warlock 1

Range: One flame

Duration: 10 minutes + 1 minute/level

This spell allows the witch to cause any single source of non-magical flame within 60', such as a candle, torch, bonfire, etc. to burn with a bright

blue flame. While the flame burns thus, all saving throws against witch spells within 120' are made with a -1 penalty, and all effects of spells cast by witches are increased by 1 or 5%, whichever is applicable.

The spell will last for 10 minutes plus 1 minute per level of the witch, and the effect will move with the source of flame, if applicable. Note that the blue flame spell must itself be cast to achieve these effects. If the fire is put out by some means, the effect will disappear.

Material Components: The witch says a brief incantation over a normal flame.

Breathe Frost

Level: Witch/Warlock 5

Range: 10 feet

Duration: special

The witch must purse her lips after speaking the final incantation of this spell, for the next time she opens her mouth, she will release a billowing jet of frost 10 feet long and 5 feet wide at its terminus. Victims in this path sustain 3d8+3 hp damage, though they can attempt magic saving throws for half damage; saving throws are modified by a dexterity adjustment, if applicable. The witch can open her mouth at will to release this spell, so she may move, engage in combat, or perform other like activities, though she may not cast other spells. If, however, *breathe frost* is not released within 1 turn (10 minutes), the witch will suffer internal frostbite, sustaining maximum damage (27 hp) with no saving throw applicable. (This spell can be dangerous if the caster is forgetful and speaks to an ally or another person.)

Material Components: The witch places a mint leaf into her mouth.

Cackle

Level: Witch/Warlock 2

Range: One creature within 50 ft.

Duration: 5 rounds

Fixing the target with a glare, the witch utters a demented cachinnation that causes the target to suffer a penalty of -2 to all saving throws for the spell's duration.

Material Components: The witch must laugh.

Cackle of the Winter Crone

Level: Witch 6

Range: 150 ft.

Duration: One round; see below

This spell allows the witch to let forth a hideous cackling laugh that strikes terror into most creatures. The exact effect, and range depends on the experience level or hit dice of those around the witch.

Level/Hit Dice	Range	Effect
5 or less	less than 150 feet	Flee in panic for 2d6 rounds (50% chance of dropping whatever is in hand)
6-8	100 feet	Save [Spells] or flee in panic for 1d6 rounds (20% chance of dropping whatever is in hand)
9-11	30 feet	Save [Spells] or -3 "to hit" and +3 to initiative penalties for 1d6 rounds
12+	10 feet	Save [Spells] or -1 "to hit" and +1 to initiative penalties for 1d6 rounds

Creatures unable to hear are unaffected by the spell.

Material Components: The witch cackles.

Chill

Level: Witch/Warlock 1

Range: 1 object touched

Duration: 1 hour

The witch can use this spell to lower the temperature of any non-living material up to 1 cubic foot. Typical uses are to cool food or drinks or even to cool the air in a room that is too warm. The temperature cannot be lowered to a degree where it would cause damage. The temperature can be reduced to just above freezing.

Chill Touch

Level: Witch/Warlock 1

Range: Touch

Duration: Instantaneous

The witch's hand glows with cold blue energy. A touch disrupts the life force of living creatures, sending chills throughout their body. Each touch deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Paralysis saving throw.

Material Components: A fingernail of a corpse.

Chilling Mist

Level: Cleric 3, Druid 2, Magic-User 3, Witch/Warlock 3

Range: Cloud spreads in 60-ft. radius, 60-ft. high

Duration: 1 round/level

The caster can cause a stationary cloud of icy vapor to rise all around them. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance, or -4). Creatures farther away have total concealment (50% miss chance (-10), and the attacker cannot use sight to locate

the target). In addition, all creatures take 1d6 points of nonlethal cold damage each round they remain in the mist. Creatures are entitled to a save each round to halve the damage. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

Material Components: An ice cube.

Claws of the Eldest Crone

Level: Witch 6

Range: 150 ft.

Duration: 1 round

For one round, the area of effect is filled with talons that catch and rend. All creatures within the area suffer 1d20 claw attacks.

Each claw uses the witch's chance to hit and inflicts 1d4 hp of damage if a successful hit occurs.

Material Components: The witch makes a claw with her hand.



Cone of Cold

Level: Witch/Warlock 5

Range: cone-shaped burst, 60 ft. from the caster

Duration: Instantaneous

Cone of cold creates an area of extreme cold, originating from the warlock's hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Material Components: A bit of quartz. This can be reused for other spell castings.

Cone of Paralysis

Level: Magic-user 5, Witch/Warlock 5

Range: 60 feet

Duration: instantaneous

This spell produces a 60' long and 30' wide cone of paralysis stretching from the witch's hands. Any creatures within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus Paralysis. This spell is used to create wands of paralysis.

Material Components: A rod of ivory 4 inches long that is consumed in the casting.

Cold Protection

Level: Magic-User 3, Witch/Warlock 3

Range: touch

Duration: special

This spell shelters the caster or other recipient from any damage related to normal cold for one hour per caster level. Against magical cold (e.g., cone of cold, freezing sphere, a winter wolf's breath), the spellcaster gains immunity from a single attack before the spell is broken; a recipient of this spell other than the spellcaster simply gains a +4 saving throw bonus versus magical cold attacks.

Material Components: A bit of fur.

Cold Resistance

Level: Cleric 1, Druid 1, Magic-User 2, Witch/Warlock 1

Range: touch

Duration: 6 turns (1 hour) per caster level

Inures the subject's body to the effects of cold. Even unclothed the recipient can withstand temperatures as low as -15°F without suffering any ill effects. Against magical cold attacks (e.g., cone of cold, freezing sphere, a winter wolf's breath), the recipient enjoys a +2 saving throw bonus.

Material Components: A bit of fur.

Conjuration of Ice Elementals

Level: Magic-User 4, Witch/Warlock 4

Range: 240 feet

Duration: Until dispelled or slain

The caster summons a 16 HD ice elemental from the elemental planes of ice and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

Material Components: A bit of ice.

Control Weather

Level: Cleric 6, Druid 6, Magic-User 6, Witch 6

Range: Referee's discretion (typically 2 miles)

Duration: Referee's discretion (typically 4d12 hours)

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Thus, a hazy day can be made heavily cloudy of very clear, a cool day hot or bitterly cold, and a strong wind turned into a storm or a light breeze. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. To cast this spell, the caster will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Material Components: The witch puts her index finger to her mouth then raises it to the sky.

Control Winds

Level: Witch/Warlock 3

Range: Referee's discretion (typically 2 miles)

Duration: Referee's discretion (usually 2d4 hours)

This spell allows the witch to either increase or decrease the speed of any winds or breezes within 120' per experience level (the area will move with the witch). Wind speeds may be altered by up to 3 miles per hour per level of the witch. The spell will remain in effect for 10 minutes per level of the witch.

Some effects of high winds include:

Speed	Effect
30+ mph	Small flying creatures cannot fly, missile weapons near impossible to use, sailing difficult
45+ mph	Medium flying creatures cannot fly, some ship damage
60+ mph	Nothing can fly, small trees uprooted, destroy roofs, could capsize or sink ships, etc.
75+ mph	Hurricane; destroys all but the most robust stone buildings, ships are sunk

Changes in wind speed are not immediate; every 3 mph change takes one minute to complete; thus changing the winds from 5 mph to 35 would take 10 minutes. The area immediately around the witch (in a 40' radius) will be calm, but if the spell is used underground, this calm "eye" will be proportionately smaller, depending on the

maximum area of effect of the spell compared to the available space underground.

Material Components: The witch uses a fan to create a breeze.

Control Temperature, 10-foot radius

Level: Druid 4, Witch/Warlock 4

Range: Touched sprig of mistletoe (druid), touched a bit of fur (witch)

Duration: 3 turns + 1 turn/level

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the caster.

Material Components: For druids a sprig of mistletoe. For the witch and warlock, a bit of fur.

Cool Metal

Level: Magic-User 2, Witch/Warlock 2

Range: 30 feet

Duration: 9 rounds

Freezes metallic objects to blistering temperatures. For every level of the spellcaster, as much as five square feet of metal can be affected, equivalent to one Small creature per caster level, or one Medium creature per 2 caster levels. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a mail-clad giant may be considered the equivalent of four men). Cool metal is quick to cool, freeze, and then blister; likewise is it quick to warm. The dweomer persists for 9 rounds, with metal treated this way if in contact with skin:

- Round 1: Metal becomes cold, uncomfortable to the touch
- Rounds 2–4: Metal freezes, biting for 1d4 hp damage per round
- Round 5: Metal blisters for 2d4 hp damage
- Rounds 6–8: Metal warms to freezing, biting for 1d4 hp damage per round
- Round 9: Metal warms to cold

Metal affected by blistering cold (round 5 of the spell) is subject to brittleness. If affected armor is struck (which must be deduced by the referee), it is subject to an item saving throw. A failed save could imply the armor's AC is worsened by –1 or –2. This item saving throw also applies to weapons used in melee, or other items as the referee sees fit; e.g., a sword can shatter, an axe blade can snap. Cold protection and cold resistance negate the harmful effects of this spell.

Material Components: A bit of cold-forged iron.

Create Snow

Level: Druid 1, Witch/Warlock 1

Range: 25 ft. + 5 ft./2 levels

Duration: instantaneous, up to 2 gallons of snow/level

This spell generates clean, unpolluted snow. Snow can be created in an area as small as will actually contain the snow, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: Conjunction spells cannot create substances or objects within a creature. Snow weighs about eight pounds per gallon. One cubic foot of snow contains roughly eight gallons and weighs about 60 pounds.

Material Components: A drop of clean water.

Cryonic State

Level: Witch/Warlock 3

Range: Touch

Duration: 1 day + 1 day per caster level

The caster or other willing recipient is cooled to sub-zero temperatures, effectively frozen solid and preserved. The recipient of this spell enters a coma from which it cannot be revived until the spell's duration is met. Furthermore, the recipient appears dead, frozen to death by natural or sorcerous means, with no discernible pulse. Thawing begins about four hours before the spell's termination. When the spell ends, the recipient (if intelligent) requires 1d6 turns before it is able to begin walking and talking as normal.

Cryonic state can be used to preserve one who is about to die of poison, bleeding to death, and so forth. Too, this spell may be cast on an unwilling target that is sleeping. The target is allowed a saving throw to negate the effect and abruptly awaken; otherwise, it suffers the effects described above.

Material Components: A small cage of silver worth 1,500 gp that is consumed in the casting.

Darkest Night of Winter

Level: Witch 8 (Ritual)

Range: personal

Duration: 1 round/level

With this ritual the witch can surround herself with a sphere of darkness and heavy snowfall with a radius of 400 feet plus 40 feet per her level. This heavy snow leaves 4 feet of snow on the ground; movement is reduced to one-quarter in areas covered with the heavy snow. Nonmagical light and magical light from a lower level source does not penetrate this sphere.

The darkness and heavy snow render all creatures, even those using darkvision, subject to the blindness condition (no save). The heavy snow also obscures *true seeing*, *blindsight*, *blindsight* (but not *lifesense*), and *tremorsense* beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss

chance, and the attacker can't use sight to locate the target).

Those subjects within the range of the spell suffer 1d6 points of cold damage per minute (no save). In addition, a subject must make a saving throw or take 1d4 points of nonlethal damage. Those not wearing heavy clothing or wearing any sort of armor suffer a -4 penalty on their saves. In addition, those wearing metal armor are affected as if by a *chill metal* spell (no save).

Darkest Night of Winter can be used to counter or dispel any light spell of equal or lower spell level (including prismatic spells such as prismatic sphere that would not normally be affected).

Material Components: Tongue from an old or older white dragon.

Detect Body Heat

Level: Druid 2, Witch/Warlock 2

Range: 60 feet

Duration: 1 turn

The caster perceives the presence of warm-blooded creatures within 60 feet of her, including their sizes and number. The caster must stand stationary and concentrate; movement disrupts the spell. *Detect body heat* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell. Undead are not detected by this spell, and cold-blooded creatures are detected only if they have recently warmed themselves in the sun or otherwise. Detection of other monster types is at the discretion of the referee, who must decide whether they are warm-blooded.

Material Components: A special grease made from polar bear fat.

Dissipate Gas

Level: Witch/Warlock 3

Range: 90 feet

Duration: instantaneous

Disperses a cloud, gas, mist, smoke, or vapor effect. Creatures of gasiform nature, including air elementals and those that have assumed temporary gaseous forms, must make saving throws or die.

Material Components: The witch purses her lips and blows.

Doom

Level: Magic-user 2, Witch/Warlock 1

Range: 120 feet

Duration: 1 min per level

This spell fills the victim with icy dread if he fails a save. The victim will suffer a -2 on attack rolls, saving throws and ability checks.

Material Components: The witch must be able to see the victim.

Drench

Level: Druid 1, Witch/Warlock 1

Range: one object or creature 25 ft. + 5 ft./level away

Duration: instantaneous

With a gesture upwards, the spellcaster can conjure a sudden freezing cold downpour on the designated target, dealing 1 point of nonlethal damage (no damage if the target makes a save). This spell is usually used to quench small fires and can instantly quench a natural fire that has a diameter of five or fewer feet.

Material Components: The upward motion of the hands or arms while focusing on the object to be drenched.

Elemental Armor

Level: Witch/Warlock 4

Range: Touch

Duration: 1 minute per level

This spell creates a suit of magical body armor that surrounds the target. The armor is made out of elemental matter chosen at the time of casting by the witch. The armor encircles the target and provides an AC bonus of -4. The armor is flexible to the target, and they can act as if they are not wearing armor at all, therefore causing no spell failure. This spell does not help with normal armor.

Even though the armor is made of elemental matter, it will not confer extra damage to the target or others because of its make-up. So, Fire Elemental Armor, while it looks like it's on fire, will not cause any fire damage, but will protect the witch from other fire based attacks.

Material Components: A consecrated pentacle and a bit of the element needed.

Encase in Ice

Level: Magic-User 8, Witch 8

Range: One creature within 100 ft. + 10 ft./level

Duration: Instantaneous

A large block of ice forms around the target creature, trapping the creature inside. The ice is one inch thick per caster level (maximum 20 inches) extending outward from the target. While trapped inside the ice, the victim is helpless (though luckily for her it is difficult to perform a coup de grace); she cannot move or speak but is aware of her surroundings and can engage in purely mental activities. Each round that the creature stays within the block of ice, she takes 1d6 points of cold damage; however, the real danger comes from suffocation. The target can hold her breath for a number of rounds equal to

twice her Constitution score. After this period of time, the target must make a Constitution check every round in order to continue holding her breath. Each round, the save is penalized by 1. If the target fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp). Due to the frigid nature of the spell, the target's body functions slow down and prevent a quick death. Once the victim is unconscious, she takes 1 point of cold damage every round until she is freed or she is dead.

The only easy way to get a creature out of the ice block is to destroy the ice. Ice has three hit points per inch of thickness. Ice takes double damage from fire-based attacks. Attacks against the ice risk harming the creature caught inside. Any damage beyond what is needed to break the ice is transferred to the trapped creature. Rather than hacking at the ice, a character can try to break it in one blow. If one attack does more damage than half the total HP of the ice block. This method is also dangerous to the trapped creature and deals 1d6 points of damage plus the attacker's Strength modifier to the trapped character. The target encased in the ice can attempt a Strength check to break the ice from the inside, but suffers a -10 circumstance penalty due to being immobilized. If she breaks through the ice herself, she does not suffer any additional damage.

At room temperature the block of ice will melt at a rate of one inch per hour. A shatter or similar spell deals double damage to the ice block and normal damage to the occupant.

Material Components: A silver cage with crafted mammoth ivory worth 5,000 gp that is consumed with the casting this spell.

Enchant Item

Level: Magic-User 6, Witch 7 (Witch Ritual 5)

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, or other efforts the Referee may determine are necessary for the task.

In the witch's spell, the witch will collect items that have a sympathetic nature to the enchantment. So, for example, a sword used to hunt demons will have holy sigils lain on it, with fine incense and holy oil to anoint it.

Material Components: The witch will need the item to be enchanted, any materials for the other spells used and a consecrated pentacle.



Endure Elements

Level: Witch/Warlock 1

Range: Touch

Duration: 24 hours

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Material Components: A bit of animal fur.

Famine

Level: Witch/Warlock 4

Range: Close (see text)

Duration: Instantaneous

This spell causes all plants and crops to become rotted and inedible. This spell does not affect currently mature plants, only plants that have been planted and not yet sprouted. The spell can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The necromancer may also designate areas within the spell that are not affected.

Material Components: A maggot, a fly and fresh fruit or vegetable of some kind.

Fang Call

Level: Cleric 3, Druid 2, Magic-User 3, Witch/Warlock 2

Range: touch

Target: one tooth

The caster can enchant the tooth of a creature so that, with the proper command word, it summons a creature of that type into being. The creature summoned can have no more than 2 HD per the caster's level. The creature appears with whatever equipment is standard for its race or class, and this equipment fades away if removed from the creature for more than one minute. The summoned creature serves the speaker of the command word to the best of its ability. The creature remains in existence for 1 day per caster level, at the end of which time it fades away into nothingness.

If slain, it is also dispelled. An enchanted tooth remains usable until it is destroyed, or its command word is spoken.

Material Components: An animal fang.

Feast of Ashes

Level: Druid 2, Witch/Warlock 2

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

Duration: 2 days/level (or until dispelled)

This curse affects the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve (-2 to attacks, -3 to saves). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a Saving throw. The target still experiences the other normal effects of anything consumed (such as poisons or potions). Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means.

Material Components: A bit of ash.

Flurry of Snowballs

Level: Druid 2, Magic-user 2, Witch/Warlock 2

Range: 30 ft.

Duration: instantaneous

The caster can send a flurry of snowballs hurtling at a target. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres.

Material Components: A snowball.

Fogbank

Level: Magic-User 2, Witch/Warlock 2

Range: 10 ft.

Duration: 4 rounds + 1 round/level

This spell creates a growing fog cloud, covering a volume of 40 ft. x 20 ft. x 20 ft. The cloud is heavier than air and moves away from the caster at 10 ft/round. The cloud will be dispersed by heavy wind in one round, lighter wind or very thick vegetation in two rounds.

Material Components: The witch cups water in her hands and blows over it.

Freeze Surface

Level: Witch/Warlock 4

Range: 240 feet

Duration: special

Solidifies water to an eight-inch thickness in a 420 × 420-foot area. The frozen surface can be safely traversed if anchored to land; otherwise it will float. Freeze surface can be enchanted to be rough or mirror smooth, the latter of which can be quite slippery. The witch can end this spell with a flick of her hand, or the ice will melt naturally, as determined by the present climate.

Material Components: A small mirror that may be reused.

Freeze Potion

Level: Cleric 1, Druid 1, Magic-User 1, Witch/Warlock 1

Range: 25 ft. + 5 ft./2 levels, potion vial or flask of small size

Duration: instantaneous

A blue spark flies from the caster's hand into a potion vial, drinking horn, waterskin or similar container, instantly freezing the contents. The contents melt normally and are not otherwise harmed, although it's not possible to consume them in this state.

Material Components: The witch must point to the object she is freezing.

Freezing Cloud

Level: Druid 7, Witch 7

Range: 25 ft. + 5 ft./2 levels

Duration: 1 round/level

You create a 2-feet-diameter, ice-blue cloud that floats in the air. You direct the cloud as a free action to move anywhere within range, making one ranged touch attack each round with your own attack bonus. Those touched by the cloud suffer 3d6 points of cold damage and must make a saving throw. Failing the save freezes the victim solid (rendering the victim helpless). Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the cloud suffers 10 points of fire damage, the spell ends (the cloud has AC 7 [12]).

Material Components: The witch blows air out of her mouth.

Freezing Hands

Level: Witch/Warlock 1

Range: 0'

Duration: instantaneous

This spell produces a cone of freezing wind 40' long and 20' wide stretching from the witch's hands. Any creatures within the cone will suffer 1d4 points of damage per level of the witch (maximum 5d4). A successful saving throw reduces damage to half.

Material Components: The witch spreads her fingers out.

Freezing Sphere

Level: Magic-User 6, Witch 6

Range: special

Duration: 1 round per caster level

This spell requires the sacrifice of a 1,000-gp sapphire. It evokes a two-inch-diameter sphere of blue-white ice in the palm of the caster, which can be implemented in three different manners:

- **Ice Bullet:** The sphere can be hurled or launched from a sling as an ice bullet. Wherever it strikes, the ice bullet bursts, delivering 6d6 hp cold damage to all within a 20-foot radius of the blast. A magic saving throw is permitted for half damage; the save is modified by dexterity adjustment, if applicable.
- **Ice Sheet:** The sphere can be tossed into a body of water such as a lake, pond, or river, effecting an ice sheet on the surface six inches in depth and covering 100 square feet per caster level. The ice sheet persists for as long as logic dictates, based on prevailing weather.
- **Ray of Cold:** The caster can squeeze the sphere, releasing a thin ray of cold that extends 10 feet per caster level. The aimed ray of cold moves in a straight line and passes through all in its path, inflicting 4 hp damage per caster level. All damage is negated if saving throws are made; the saves are modified by dexterity adjustment, if applicable.

The *freezing sphere* can be held by the caster for as many rounds as she has caster levels. If she does not use the sphere before then, it will explode as an ice bullet, but the caster is not allowed a saving throw for half damage.

Material Components: A 1,000-gp sapphire that disappears during the casting.

Frigid Chrysalis

Level: Druid 6, Witch 6

Range: one creature within 100 ft. + 10 ft./level

Duration: 1 min. /level

A casing of ice envelops the subject. While encased, the subject cannot take actions and suffers 1 point of cold damage per round. This casing blocks line of effect to the outside world. The casing reduces AC by 5 points [increase by 5 for AAC] has 150 hit points. A creature can break the ice as a full-round action with a successful Strength check; the subject may automatically succeed at this check due to the structure of the ice.

The casing forms gradually and unwilling subjects may easily evade this spell.

Material Components: A bit of quartz.

Frigid Rain

Level: Witch/Warlock 4

Duration: Instant

Range: 240'

An icy torrent of sleet and hail blasts down upon all creatures within a 20' radius of the chosen target point for this spell. All those in the area take 1d6 cold damage and physical damage per caster level,

up to a maximum of 10d6 damage. Due to the physical component of the rain, immunity to cold will not aid in resisting this spell.

Material Components: A drop of water the witch flings into the air.

Frigid Slowness

Level: Cleric 3, Magic-User 2, Witch/Warlock 2

Range: one creature within 100 ft. + 10 ft. /level

Duration: see below

The witch calls upon the powers of cold, dark and death-dealing an instantaneous 1d4 points of cold damage per caster level (maximum 10d4) and the target is slowed for 1 round/level. Attacks are at -5 and speed is one half. A successful save results in half damage and negates the slowed condition.

Material Components: A bit of ice.

Frostbite

Level: Druid 1, Witch/Warlock 1

Range: touch

Duration: instantaneous

This melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. The witch can use this melee touch attack up to one time per level.

Material Components: A bit of ice.

Frost Fall

Level: Druid 2, Magic-user 2, Witch/Warlock 2

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 round/2 levels

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a saving throw or become stunned for 1 round. The area remains chilled for the spell's duration. Any creature that starts on the witch's turn within the spell's area takes 1d6 points of cold damage (saving throw for half) but does not become stunned even on a failed saving throw.

Material Components: A bit of ice.

Frost Sphere

Level: Witch/Warlock 2

Range: 10 feet

Duration: 1 round per level

A swirling frost globe of six-foot diameter is evoked by the caster. This sphere begins rotating at a rate of 10 MV in the direction the caster points, rolling over barriers and other obstructions up to five feet high. Water is frozen by the frost sphere, small fires are snuffed, and struck creatures suffer 2d4 hp damage unless magic

saving throws are successful, which end the spell. The saving throws are modified by defense adjustment, if applicable. As long as the caster concentrates and points, he can continue to direct the frost sphere for 1 round per caster level; otherwise, it will remain stationary until the duration elapses.

Material Components: A small glass sphere worth 50 gp.

Fury of the Ancestors

Level: Witch/Warlock 1

Range: Touch (1 creature)

Duration: 3 turns

This spell grants the aid of ancestral spirits in battle. The creature touched receives a bonus of +1 on its initiative rolls, +1 "to hit" and +2 to damage for the spell's duration.

Material Components: The witch calls on the aid of her ancestors, whom she must call on by name.



Glacial Slide

Level: Witch 8 (Ritual)

Range: 400 ft. +40 ft. /level

Duration: 10 minutes/level

The witch can create an artificial glacier that slowly moves in any direction that she chooses at the time of casting; however, once set in motion, the glacier continues moving in the designated direction until the spell's duration expires or an intervening barrier prevents it from moving any further. The ice moves at a rate of 5 ft. per round, and slowly crushes any immobile creatures,

objects and structures in its path. When the glacier comes into contact with an immobile object or structure, the glacier deals 25d6 points of damage. If the object or structure withstands the damage, the glacier's progress is halted in that particular location. Creatures unable to escape its path also take 25d6 points of cold and crushing damage (50% each) and are entitled to a saving throw to reduce the damage by half. They are subsequently buried within the glacier and take 1d6 points of nonlethal damage from the glacier's weight and 1d6 points of cold damage per minute within the ice. Targets rendered unconscious must make a Constitution check each minute or suffer 1d6 points of lethal damage each minute thereafter until freed or dead. In addition to the aforementioned physical damage, a buried creature also lacks breathable air and immediately starts suffocating. Small objects are simply swept away and entombed inside of the glacier.

Each 10-foot square of glacier has 90 hp. Creatures can hit the wall automatically. A section of wall reduced to 0 hit points is breached. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the glacier) takes 1d6 points of cold damage + 1 point per caster level (no save). Fire can melt a glacial slide, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a glacial slide creates a great cloud of steamy fog that lasts for 10 minutes.

Material Components: A handful of glacial ice or a handful of ice from the Plane of water.

Gust of Wind

Level: Witch/Warlock 2

Range: 0'

Duration: 1 round

This spell creates a strong blast of air that originates from the witch and affects all creatures in a line 10' wide and 60' long. The effect of the gust depends on the size of the creatures. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures, such as Halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet.

Creatures of ogre size or larger may move normally within a gust of wind. Creatures which

make a successful saving throw versus Blast are not affected by the wind.

Missile attack throws within or through a gust of wind are at a -4 penalty, as are skill or ability checks to hear noise. The force of the gust automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A gust of wind will also do anything that a sudden blast of 50 mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Game Master's discretion).

Material Components: The witch blows air through her mouth.

Harmshield

Level: Witch/Warlock 4

Range: One Creature touched

Duration: 1 turn

The Harmshield absorbs the next 10 hp of damage that the target would otherwise have suffered. Any damage over and above the 10 hp is taken as normal. On each person, only one Harmshield spell may be in effect at a time.

Material Components: A small piece of a thick pelt of fur.

Hold Animal or Plant (Cold)

Level: Witch/Warlock 1

Range: 80 feet

Duration: 1 turn/ caster level

This spell functions like hold person except that it affects a single animal instead of a humanoid. At the witch's option, it can instead affect 1-4 normal or animate plants in a 40' square area. It causes the animal or plant to stop moving, prevents animate plants from attacking or making noise, and can counteract the effects of an entangle spell. Intelligent or animate plants or plant creatures are entitled to a saving throw which they make at +2.

Material Components: The witch makes a witch's cradle with a bit of white thread.

Hold Monster (Cold)

Level: Witch/Warlock 5

Range: 120 ft.

Duration: 1 hour + 10 min. /level

The witch can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make the save at a -2 penalty. This spell is functionally the same and the 5th level Magic-User spell Hold Monster, save in this respect the monster looks like he is frozen.

Material Components: The witch makes a witch's cradle with a bit of white thread.

Hold Person (Cold)

Level: Cleric 2, Witch/Warlock 2

Range: 180 feet

Duration: 9 turns

The caster targets 1d4 persons (according to the same parameters as the Charm Person spell), who are entirely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Material Components: The witch takes a string between her fingers to form a "Witch's Cage."

Hold Portal

Level: Magic-user 1, Witch/Warlock 1

Range: Portal within sight

Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). The portal is essentially frozen in place.

Material Components: The witch makes a witch's cradle with a bit of white thread.

The Howling

Level: Witch/Warlock 5

Range: 25 ft. + 5 ft./level

Duration: 1 round/level

The witch calls out painful words of magic, her voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell.

Even those in range who succeed at their saving throws suffer a -2 penalty to all actions. Creatures who cannot hear, or who are mindless, such as skeletons and zombies, are unaffected.

Material Components: The witch must be able to speak.

Ice Arm

Level: Druid 1, Magic-User 1, Witch/Warlock 1

Range: Self

Duration: instantaneous (see below)

The caster can shroud their hand and forearm in extreme cold which they can use to damage an opponent. A successful melee attack deals 1d8 points of cold damage +1 point per caster level (maximum +20). A successful melee attack discharges the spell. As long as the caster can hold the charge, their hand and forearm absorb fire damage, allowing them to reach into fire unharmed. When the spell has absorbed 1 point of fire damage per caster level (similar to the function of a *protection from elements* spell), it is discharged. While the spell protects the caster's arm in this manner, touching an object does not

discharge the spell unless they want it to. This allows the spellcaster to reach through a *wall of fire* to grasp a gem on the other side, for example. The spell does not protect any other part of the spellcaster's body, so they could not use it to walk across a pool of lava or to stick their head into a campfire.

Material Components: A drop of water.



Ice Armor

Level: Witch/Warlock 2

Range: 0

Duration: 1 turn + 1 turn per caster level

A suit of frozen laminated armor clads the witch. Ice armor is formed of dense blue ice that is cold to the touch. It provides AC 5. Ice armor is so perfectly articulated and lightweight that it does not impinge the witch's spell casting in any way, though the standard movement in armor applies. Ice armor is melted by exposure to magical fire, but a normal fire has minimal impact. When the spell ends, ice armor crumbles to a thousand shards of ice.

Material Components: A bit of ice.

Ice Axe

Level: Witch/Warlock 2

Range: 0

Duration: 1 round per caster level

The witch must grip a 1½-foot haft of wood to cast this spell. Upon incanting the spell, an axe blade composed of steely-blue ice forms at the end of the haft. The ice axe can be wielded as though it were a magical hand axe; it functions as a +2 bonus to attack rolls and delivers 1d6+2 hp damage. If hurled (90-foot range), the ice axe automatically will strike its target for 1d6+4 hp damage, but this attack ends the spell.

Material Components: A small crafted axe made of silver.

Ice Body

Level: Witch 7

Range: the witch

Duration: 1 minute/level

The witch's form transmutes into living ice, granting you several abilities. The witch becomes a creature of cold and gains 25% magic resistance. She becomes immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect her physiology or respiration, because she has no physiology or respiration while this spell is in effect. She cannot drink (and thus can't use potions) or play wind instruments.

The witch's unarmed attack deals damage equal to a club sized for her (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and she is considered armed when making unarmed attacks. She may burrow through nonmagical ice or snow at her base speed as easily as a fish swims through water. She can move through magical ice and snow if she succeeds on a caster check by making a saving throw; she will automatically succeed on caster checks against effects that she herself created. Her passage through snow and ice in this fashion leaves behind no tunnel or hole.

Material Components: The witch rubs a cream made from remorhaz fat on her arms and hands.

Ice Bridge

Level: Witch/Warlock 5

Range: 0

Duration: 1 turn per caster level

A blast of crystalline blue frost explodes from the witch's down-stretched hands, creating a six-inch plane of ice beneath her feet that she continues to animate. The witch "rides" on the ice as it forms a constant slide or viaduct beneath her feet, propelling him forwards at a rate of twice her normal movement for as long as she concentrates. The ice bridge can form in a straight line, up or down at a maximum 45° angle, and/or curved to a 45° angle. The ice bridge need not stay affixed to its point of origin—in fact, it oft breaks or crumbles away behind the witch—but if the witch does not connect to stable ground by the end of the spell, or if her concentration is disrupted, she will fall to her doom.

An ally can hold onto the witch's waist and catch a ride on the ice bridge if the witch is of at least average (9–12) strength; two riders may be conveyed if the witch is of above-average (13+) strength.

Material Components: The witch moves her hands parallel to the ground.

Ice Crystal Teleport

Level: Witch 6

Range: 400 ft. + 40 ft. /level

Duration: 1d4 rounds and instantaneous

This spell functions as *teleport*, except the witch uses it to teleport herself or one other creature to a safe location she can specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). She can only send the target to a location with which she is very familiar. The target is first trapped in ice (3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

Material Component: A small bit of quartz crystal.

Ice Castles

Level: Witch 7

Range: 25 ft. + 5 ft./level

Duration: 2 hours/level

The witch can conjure up an extra-dimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those the witch designates may enter the dwelling, and the portal is shut and made invisible behind the witch when she enters. She may open it again from her own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer made of ice with numerous chambers beyond. Despite being made of ice the atmosphere is clean, fresh, and warm.

The witch can create any floor plan she desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per witch level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the castle.

Since the place can be entered only through its special portal, outside conditions do not affect the castle, nor do conditions inside it pass to the plane beyond.

Material Component: A small bit of quartz crystal.

Ice Dagger

Level: Witch/Warlock 1

Range: 0 ft. one icicle

Duration: 1 minute/level

This spell creates a dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves the witch's hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in the witch's hand just before her next turn.

Material Component: An icicle.

Ice Skin

Level: Druid 2, Witch/Warlock 2

Range: touch

Duration: 1 turn + 1 turn per caster level

Toughens the recipient's skin to the strength of thick ice, providing an armor class equivalent to chain mail (AC 5 [14]), or +1 bonus to AC if other armor is worn. Ice skin does not encumber the recipient in any way.

Material Component: A bit of diamond dust worth 1,000 gp.

Ice Spears

Level: Druid 3, Magic-user 3, Witch/Warlock 3

Range: 25 ft. + 5 ft. /2 levels

Duration: instantaneous

Favored by the winter witches, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges. One or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. The witch may cause a number of ice spears equal to one spear for every 4 caster levels the witch possess to burst from the ground. A creature that occupies a 5-foot square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of damage and 2d6 points of cold damage. Creatures that take up more than 1 square can be hit by multiple spears if the caster level is high enough.

The explosive growth can also trip foes. An unsuccessful save, dexterity bonuses apply, will knock a creature prone. A successful saving throw halves the damage and prevents the trip attempt. If cast upon an area covered with ice or snow, such as a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect take a -2 penalty, and the spell effect gains a +4 bonus per spear. Ice spears created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment.

Material Component: A small bit of quartz crystal.

Ice Storm (reversible)

Level: Druid 4, Magic-user 4, Witch/Warlock 4

Range: 250 ft. + 25 ft. /level

Duration: 1 round / level

This spell causes great magical hailstones to pound down in a 40' diameter area for 1 full round, dealing 3d10 hit points of damage to every creature in the area. For the rest of the round, all land movement within the area is at half speed. At the end of the duration, the hail disappears, leaving no after effects (other than the damage dealt). The reverse of the spell, fiery rain, causes flaming cinders to fall in the area, inflicting 3d10 of fire damage and igniting flammables within the area (which, if ignited, will continue burning even after the cinders have disappeared).

Material Component: Diamond dust worth 2,000 gp.

Iceberg

Level: Witch 6 (Ritual)

Range: 60 feet | **Duration:** 1 day per CA level

The witch conducts a 6-turn (1-hour) ritual that requires the sacrifice of 1,000 gp in gold or gems and the proximity of a significant body of water. She conjures ice to rise from the water, forming a small, pinnacle-shaped iceberg that functions as a three-story shelter with a 30 × 30-foot "ground" floor (below water level), a 20 × 20-foot first floor, and a 10 × 10-foot second floor. The iceberg can be fashioned to have transparent ice windows, a solid gate (usually at the first floor), a chimney, and other simple effects that are composed of ice: a table, chairs, and bunk beds, if so desired. The magic iceberg enjoys other enchantments as well:

- Impervious to normal fire and missiles (arrows and quarrels).
- Can withstand gale-force winds and remain buoyant.
- Its gate has a wizard lock (q.v.), and each window has the strength of iron.
- Contains three unseen servants (one at each story) with the sole functions of maintaining the cleanliness of the place and assisting with cooking, stoking the fire, and so forth.

From the second-floor window, the witch can direct the iceberg to float 60 feet per round, or 24 miles per day. The iceberg will begin to crumble when the spell's duration elapses, so bringing a raft or canoe is always a wise choice. An expiring iceberg can be preserved if the spell is recast and the requisite sacrifice met again.

Material Components: 1,000 gp in gold or gems and the proximity of a significant body of water.

Icy Grip

Level: Warlock 1, Witch 2

Range: 30'

Duration: special

This spell creates an invisible icy grip around the throat of the target creature. Unless the target makes a successful saving throw, it begins choking. A choking creature suffers 1d6 points of damage per round, and cannot take any action (although it can still defend itself). The target of the spell receives a new saving throw each round. The choking grip lasts so long as the witch concentrates upon it, or until the target makes a successful saving throw.

Material Component: A leather glove trimmed with winter wolf fur.



Igloo

Level: Druid 5, Magic-user 4, Witch/Warlock 4

Range: 0

Duration: 12 turns per caster level

An *igloo* is evoked by the caster, surrounding her and providing suitable shelter for as many as six companions. The *igloo* is 15 feet in base diameter, with walls that arch to an apex 7½ feet high. It has a snowy white exterior, but from the inside the walls appear transparent, allowing its inhabitants to see the outdoors with perfect clarity.

The interior temperature is cool but comfortable (about 60°F). This condition is maintained so long

as the temperature without is no warmer than 90°F and no colder than -30°F; for every degree warmer or colder, the interior temperature of the *igloo* will rise or drop accordingly. A lambent light emanates from the interior ceiling upon the command of the caster.

The *igloo* can survive winds of 100 mph, though anything more powerful will destroy it. It will withstand rain, sleet, hail, and snow. If struck, the *igloo* can sustain 36 hp damage before it is destroyed. While the caster's companions are free to enter and exit the *igloo*, once the caster leaves, the spell will terminate.

Material Component: A miniature igloo made from ivory.

Infrared Vision

Level: Druid 3, Magic-user 3, Witch/Warlock 3

Range: Touch

Duration: 2 hours + 1 hour per caster level

The caster or other recipient can perceive light in the infrared spectrum, effectively seeing in the dark to a range of 60 feet. All subtle differences of heat radiation are defined before the eyes of the recipient, so that a warm-blooded creature stands out against the cool walls of a dungeon chamber. Fire or other notable heat in the proximity of the viewer can be a hindrance (e.g., a lantern or torch) or a complete obstruction (e.g., a bonfire, lava). This spell will not reveal invisible objects or creatures.

Material Components: A bit of ruby colored glass that the caster looks through.

Iron Will

Level: Witch/Warlock 2

Range: Self or person touched

Duration: 8 hours + 1 hour per level

With this spell the witch fortifies the willpower of those she touches or herself. The recipient of this spell gains a +2 against any spell or magical effect that could affect the will. These include *charm*, *compulsion*, *suggestion*, and *hold* spells.

Material Components: A small iron rod from 1 inch to 6 inches long.

Layer of Ice

Level: Druid 1, Magic-user 1, Witch/Warlock 1

Range: One creature or object within 25 ft. + 5 ft. per two levels

Duration: Instantaneous and 1 round/level

When the spellcaster casts this spell, the creature or object targeted suffers 1 point of cold damage and is coated in a thin layer of hoarfrost. For the remaining duration of the spell, the subject gains +2 to all fire-related saves.

Material Component: A small bit of glass.

Melt Ice

Level: Druid 2, Magic-user 1, Witch/Warlock 1

Range: 30 feet

Duration: special

Causes ice or hard-packed snow to melt, liquefying a volume equal to 30 cubic feet per caster level. Every 30 cubic feet of ice requires 1 round to melt. If this spell is cast upon light, fluffy snow, the effects are instantaneous. If melt ice is cast under the feet of an opponent, the victim is allowed an avoidance saving throw to elude the melting area.

Material Component: A pinch of salt.

Mirror Talk

Level: Witch/Warlock 4

Range: See text

Duration: 1 minute/level

This spell enables the witch to create a link from her focus mirror to a second focus mirror elsewhere on the same plane/world. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect. The witch can't cast spells through it for example.

Material Components: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

Misty Form

Level: Witch/Warlock 3

Range: Self

Duration: 1 hour per witch Level

The warlock and all of their possessions are converted to a translucent mist. The warlock may move at half normal speed while in Misty Form, and can get through any opening that is not airtight. The effects of this spell may be suspended or resumed by the warlock at will while in effect. Changing from one form to the other requires an entire round.

Material Component: A drop of water.

Move Water

Level: Magic-user 6, Witch 6

Range: 240 ft.

Duration: See below

The witch must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10

feet. Used this way, the spell lasts for 6 turns.

Material Component: A handful of salt.

Obscuring Cloud

Level: Witch/Warlock 1

Range: 0 ft.

Duration: 1 turn per level

When this spell is cast, a misty vapor wafts upward from the ground around the spellcaster, forming a billowing cloud 1ft high and 10 ft. in diameter per level of the caster. The obscuring cloud is harmless, but blocks line of sight for most creatures. The caster, and any creatures able to see invisible, can see dimly through the obscuring cloud but all others within the cloud are effectively blind.

Material Components: A drop of water that the witch blows on.

Polar Midnight

Level: Cleric 7, Druid 7, Witch 8

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 round/level

This spell will plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Saving throw each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a round, the caster may move the area of effect up to 10 feet in any direction.

Material Components: A bit of black cloth.

Power Word Stun

Level: Witch 7

Range: 5 feet / caster level

Duration: instantaneous

The witch utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not (but not in an area affected by a silence 15' radius spell).

The duration of the spell depends on the target's current hit point total. Creatures with less than 30 hit points are stunned for 4d4 rounds. Creatures with 31-60 hit points are affected for 2d4 rounds. Creatures with 61-90 hit points are stunned for 1d4 rounds. Creatures with more than 91 hit points are unaffected. There is no saving throw against this spell.

Material Component: The witch utters a word in the language of magic.

Predict Weather

Level: Witch/Warlock 1

Range: 3 miles from the witch

Duration: Instant

This spell grants the witch perfect knowledge of the future weather in a three-mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the witch, she will be able to know the weather two hours out; thus, a 6th level witch would know the weather in the given area for the next 12 hours.

Material Components: The witch says the incantation and holds a finger up to the air.

Produce Flame/Cold

Level: Druid 2, Witch/Warlock 2

Range: 0 ft.

Duration: 1 min. /level

Flames as bright as a torch appear in the witches open hand. The flames harm neither the witch nor her equipment. Alternatively, a bluish, cold aura may be produced (also produces light bright as torch-light).

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. The witch can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +5).

Alternatively, the witch can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, she can attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. As soon as she hurls the flames or cold aura than a new set appears in the witch's hand. Each attack she makes reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Neither variation of the spell functions underwater.

Material Component: A small bit of flint and stone.

Protection from Fire

Level: Druid 3, Witch/Warlock 3

Range: Touch

Duration: special

If the witch touches herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.

If the spell is cast upon another creature than the witch, protection from fire grants temporary

immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

Material Component: A bit of polar bear fat that has been rendered to a cream.

Raven Spy

Level: Witch/Warlock 2

Range: 20 feet

Duration: Until sunset

Raven spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The caster may specify a target, and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

In areas where corvids are rare, an alternative creature might appear. For example, in some tropical jungles, the caster might conjure a parrot.

Material Components: The raven or other corvid required.



Reflection

Level: Magic-user 1, Witch/Warlock 1

Range: 10 feet;

Duration: 1 hour per Caster level

Invokes an image to appear on any reflective surface. The reflection is still as a picture but can be as vague or detailed as the caster wishes.

Material Component: A small mirror.

Regenerate

Level: Cleric 7, Druid 7, Witch 7

Range: touch

Duration: instantaneous

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage + 1

point per caster level, rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Material Components: A bit of troll blood.

Remove Curse

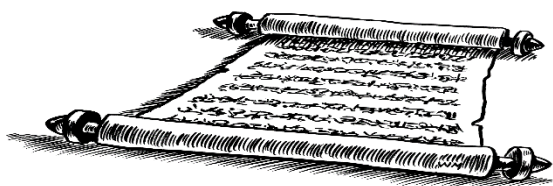
Level: Cleric 5, Magic-user 4, Witch/Warlock 4

Range: Touch

Duration: Instantaneous

This spell can remove any curse cast by another witch or wizard. Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Material Component: A knotted cord the witch must either untie or cut.



Resist Cold

Level: Druid 1, Magic-User 1, Witch/Warlock 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Material Component: A small bit of animal fur.

Rime

Level: Druid 2, Magic-User 2, Witch/Warlock 2

Range: one 5ft square within 25 ft. + 5 ft. /2 levels

Duration: 1 round/level

Rime coats the ground of one 5-foot square within range. Whenever a creature would stop moving in this spell's area, they must succeed at a dexterity based save or slide 5 feet in a direction the caster chooses. Creatures that critically fail or fail by 5 or more also fall prone; are knocked down.

Material Components: A bit of ice.

Shatter

Level: Warlock/Witch 2

Range: 60 ft.

Duration: Instant

This spell causes one small object to be shattered into pieces, as if it sustained a heavy blow. The object in question must be within 60 ft. of the warlock and weigh under 10 lbs. readily breakable objects such as mugs, vials, plates, windows, etc. will automatically shatter. Other objects must make a saving throw vs. crushing blow or be smashed.

Material Component: A small glass rod that the witch breaks.

Simulacrum

Level: Magic-User 7, Witch 7 (Ritual)

Range: Touch

Duration: Permanent

The caster creates a duplicate of herself or some other person. The basic form is created from snow and ice, and must then be animated. (Animate Dead is an acceptable means.) A Limited Wish* (along with the actual Simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30-60% (use a d4) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. Note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a Detect Magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

*Limited Wish is for magic-users only. The witch version only requires this ritual spell. In addition to the body made of snow and ice, the witch must include a bit of hair, fingernail or blood from the person being duplicated.

Material Component: The figure made of snow.

Sleet Storm

Level: Druid 3, Magic-user 3, Witch/Warlock 3

Range: 400 ft. + 40 ft. /level

Duration: 1 round/level

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a Dexterity check. Failure means it can't move in that round, while failure by 5 or more means it falls. The sleet extinguishes torches and small fires.

Material Component: A cup of water the witch tosses into the air.

Slow

Level: Magic-user 3, Warlock/Witch 3

Range: 240 feet

Duration: 3 turns (30 minutes)

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 24 creatures failing a saving throw can move and attack only at half speed.

Material Component: A drop of chilled honey.

Snowball

Level: Druid 1, Magic-user 1, Witch/Warlock 1

Range: 25 ft. + 5 ft. /2 levels

Duration: instantaneous

The caster can conjure a ball of packed ice and snow that she can throw at a single target as a ranged attack. On a successful hit, the snowball deals 1d6 points of cold damage per caster level (maximum 5d6), and the target must make a successful saving throw or be stunned for 1 round, unable to take actions.

Material Component: A handful of snow.

Soul of Frost

Level: Magic-User 3, Witch/Warlock 3

Range: Personal

Duration: 10 min. /level

The caster's body temperature drops 20 degrees and can exist comfortably in environments as cold as -50 degrees Fahrenheit without having to make any saves. The caster gains immunity to cold and vulnerability to fire (double damage). Each time a creature hits the spellcaster with a melee attack, they must succeed a saving throw to avoid becoming entangled. This spell ends once the caster has taken at least 20 points of fire damage.

Material Component: The target drinks a specially blessed drink of distilled alcohol.

Spirit of Hyperborea

Level: Witch/Warlock 3

Range: Touch

Duration: 10 turns / level

The witch may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit will function much the same as an Unseen Servant, carrying things, opening doors, and the like, but also has one additional benefit. Though the spirit of Hyperborea will not normally enter combat, should its master be knocked to the ground, rendered unconscious, or be otherwise incapacitated, the spirit will partially materialize and defend its master. The spirit has an armor class of 1 [17] and 6d8 (32 Hit Points) hit dice, +4 to hit, and deals 1-12 damage with a random weapon. The spirit will not enter the battle at large, only defending its master, and will dissipate should its master be slain.

Material Components: A small piece of rock pushed up by a glacier.

Steal Breath

Level: Druid 2, Magic-user 2, Witch/Warlock 2

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 round (see text)

By means of this spell the caster can pull the breath from a creature's lungs, dealing damage and leaving it unable to speak, use breath weapons, or cast spells with verbal components. If the target fails its saving throw, it takes 2d6 points of damage, and it cannot speak, use breath weapons, or anything else requiring breathing, and a visible line of swirling air leaves the target's mouth and enters their mouth. If, during the duration, the target moves out of range or line of effect to the caster, the spell immediately ends. This spell has no effect on creatures that do not need to breathe air.

Material Components: The fur from a cat.

Summon Berserkers

Level: Witch/Warlock 1

Range: 10'

Duration: 3 turns

The witch summons four berserkers to fight for her (see **Monsters** for details). The berserkers appear anywhere within range and are completely loyal to the witch, seeking only to die gloriously in the witch's service and return to the warrior's afterlife. The berserkers will persist until slain, until dispelled, or until 3 turns have elapsed.

Material Components: The witch blows into a specially crafted ivory horn.



Summon Ice Demon

Level: Witch/Warlock 5 (Ritual)

Range: 240 feet |

Duration: 1 turn per witch level

This ritual conjuration requires 1 turn to cast and may be performed but once per day. The witch summons a Gelugon, a Shedim Demon of the ice (see **Monsters: Shedim, Ice Devil** for details), to serve her. The conjured demon will obey the bidding of the caster, performing any and all actions to the best of its ability, whether it is labor or combat. The witch need not maintain concentration on the demon's activity; she can go about performing other tasks (e.g., fighting or casting other spells) while the ice demon continues to heed her will. Nonetheless, on a 1-in-6 chance per turn, the ice demon will betray its mistress and attack her or her comrades; however, it cannot breach a magic circle.

Material Components: A magic circle made with 2,000 gp worth of crushed sapphires and a live sacrifice of an animal.

Summon Weather

Level: Witch/Warlock 5

Range: 5 miles or more

Duration: 6 turns per level

This spell pulls a nearby weather condition to the spellcaster's location. The witch does not control the weather, he merely summons it. The range of summoning is 5 miles at level 7, adding 1 mile for each level of the witch above 7th. For example, a caster of 11th level could summon weather from 9 miles away.

Material Component: A cup of tea that the witch stirs widdershins.

Summon Animals

Level: Witch/Warlock 4

Range: 360'

Duration: 3 turns

This spell summons any or all normal animals within range to the aid of the spellcaster. Only normal animals are affected; the spell does not affect fantastic creatures, giant-sized animals, humanoids, or vermin such as insects or oozes. The spellcaster may choose to summon one or more known animals, specific types of animals, or every animal within range. Creatures totaling up to the spellcaster's level in Hit Dice will respond to the summons. Treat normal small creatures (e.g. birds, hares, squirrels) as swarms (per the *Monsters chapter in Swords & Wizardry Complete*). Summoned animals will arrive at their fastest movement rate. For the duration of the spell, the animals will understand the spellcaster's speech, and will befriend and help him as best they can. Summoned animals will generally flee if harmed,

but if the spellcaster is under attack when a summoned animal arrives, the animal will immediately attack his opponent.

Clever spellcasters have learned that hostile wildlife encountered while adventuring can be calmed and befriended with this spell.

The witch effectively "summons" creatures that are already present, which are then immediately befriended and placated by the spell.

Material Component: A bowl of honeyed milk.

Temporal Stasis

Level: Witch 8

Range: Touch

Duration: Permanent

The witch must succeed on an attack roll. The subject is placed into a state of suspended animation and time ceases to pass for that individual creature. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is counteracted (such as by a successful dispel magic spell). No saving throw is permitted.

Material Component: A prepared diamond worth 10,000 gp.

Threefold Aspect

Level: Druid 5, Witch/Warlock 5

Range: personal

Duration: 24 hours

Threefold aspect allows the witch to shift her appearance between their natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, their appearance is their own at the appropriate age, rather than that of a new individual. She may change between these three aspects or their actual age as a standard action. As the young adult, gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties the witch may have from their actual age-the bonuses granted by this spell represent their idealized form in this threefold aspect rather than simply duplicating their ability scores at any one particular age. True seeing reveals their natural appearance overlaid with that their aspect, recognizing both as part of their true self. Individuals who study the witch closely and have interacted with her at another apparent age recognize a resemblance (as though family). Threefold aspect does not alter their clothing or

equipment, and does not heal any deformity or injury unrelated to age.

Material Components: A cord tied into three interlocking loops.

Transform to Winter Wolf

Level: Witch/Warlock 5

Range: 0

Duration: 1 turn per caster level

The caster alters her form into that of a winter wolf. Upon her metamorphosis, the caster is subject to the following benefits and restrictions:

- Physical (AC, Movement) and special abilities of the winter wolf are gained, including frost blast, immunity to cold damage, and fire vulnerability.
- The caster retains her previous hit point total and saving throws.
- Possessions are melded with the new form; the caster no longer realizes their benefits.
- Mental capacity is retained, though she is unable to cast other spells; speech changes to the uncanny language spoken by winter wolves.

The witch can terminate the spell at will, or await its expiration. When the spell ends, the caster will revert to normal form and be healed of 2d6 hp damage (if applicable). If killed while in winter wolf form, the witch's true appearance will be revealed.

Material Components: A bit of fur or the claw of a winter wolf.

Tomb of Ice

Level: Witch/Warlock 3

Range: 240ft

Duration: 2d6 turns

A bead-like missile shoots from the witch's finger to expand, at the targeted location, into a huge ball of ice, entombing anyone within a radius of 20ft. A saving throw is permitted, for a quick person might jump clear of the expanding ice formation. The unnatural ice melts away in 2d6 turns, and – oddly – allows anyone caught within to breathe normally.

The expansion of the ice may damage surrounding architecture, but it is not an unstoppable force.

Material Component: A bit of dirt taken from a grave during the winter.

Torpor

Level: Witch 6

Range: touch

Duration: permanent

The witch puts an undead creature into a pseudo-sleep of indefinite duration. In order to be placed into torpor, the creature must be in its tomb, coffin, sarcophagus, ossuary, or other final resting place. While in torpor, undead creature such as

zombies, mummies, and liches do not suffer physical decay, while hungering undead such as ghouls or vampires do not need to feed. An undead is awakened from torpor if its final resting place is disturbed. The witch may set other conditions; a common condition is a particular alignment of the stars or outer planes. An awakened undead may choose to return to torpor after it has resolved the reason for its awakening, or it may remain awake. Torpor may be cast against an unwilling target, but a successful saving throw allows the undead creature to avoid being placed into torpor.

Material Component: A bit of dirt taken from a grave during the winter.

Triumph of Ice

Level: Cleric 7, Druid 7, Magic-User 7, Witch 7

Range: 100 ft. + 10 ft. /level

Duration: Varies (see below)

You transform one of the five natural elements (air/fog, water, earth, fire, or lava) into ice or snow. The effect varies depending on the element targeted, as listed below. All damage is limited to 20 dice.

Air/Fog. Vapors condense into snow. If cast upon a *fog cloud*, *stinking cloud* or a similar effect this spell either suppresses that effect for 1 round per caster level or adds freezing fog: damage to its other effects (your choice). Creatures with the air subtype take 1d6 hp damage per caster level and, if airborne, must make a Fly check (saving throw) or crash.

Water. Water becomes a sheet of ice up to one inch thick per caster level. Creatures in the targeted area must make a saving throw to avoid being caught and immobilized. Escape requires a successful Strength check. Affected creatures with the water subtype take no damage but are paralyzed for 1 round per level if they fail a saving throw. If successful, they are slowed for 1 round per caster level if they pass.

Earth. You transform earth into permafrost, ending the duration of rock to mud or creating an effect similar to mud to rock. Creatures burrowing through the area do so at half their normal speed until the area thaws. If they can burrow through solid rock, their speed is unaffected. Affected creatures with the earth subtype take 1d4 hp damage per caster level because this spell generates stress fractures that riddle their bodies.

Fire. Fire is transformed into shards of ice, which function as caltrops if walked over. The ice melts normally and does not reignite unless it is part of the area of effect of an ongoing spell or similar effect. If that is the case, the flames return after 1 round per caster level. Affected creatures

with the fire subtype take 1d8 hp damage per caster level.

They also are stunned for 1d3 rounds unless they make a successful saving throw.

Lava. Lava is cooled and forms a stone crust up to one inch thick per every 2 caster levels. Exceptionally heavy weights may cause the crust to break. Affected elemental creatures suffer damage or other negative effects depending on their subtype. Treat a creature with the water subtype as if the lava were water, a creature with the earth subtype as if the lava were earth, and so on. Creatures may be entitled to a save for half damage or to limit or negate other effects, as listed above.

Material Component: A handful of ice.

Troll's Blood (reversible)

Level: Witch/Warlock 4

Range: Touch

Duration: See below

This spell causes the target creature to be healed by 1d4hp per round for 1 round plus one round for every two caster levels (so for a 7th or 8th level witch it lasts 4 rounds, 9th or 10th level it lasts 5 rounds, and so on). The reverse of the spell, Decrepitude, requires a successful "to hit" roll in combat and also grants the target a saving throw to avoid the effects. If successful it causes progressive hp loss just as Troll's blood heals. Those creatures that would be unaffected by a Regenerate spell are also unaffected by Troll's blood.

Material Components: A drop of troll's blood.



Unshakable Chill

Level: Druid 2, Magic-user 2, Witch/Warlock 2

Range: 25 ft. + 5 ft. /2 levels

Duration: 10 minutes/level; see text

The target is filled with an unshakable chill for the duration of the spell and suffers from the effects of severe cold. Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes or take additional damage.

Material Component: The witch rubs her upper arms with her hands.

Wall of Ice

Level: Witch/Warlock 4

Range: 60 ft.

Duration: Concentration

With the Wall of Ice spell, the witch conjures up a 6-foot thick wall of ice. The witch may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Material Component: A handful of ice and stones tossed where the witch wants the wall.

Ward of Frost (Reversible)

Level: Witch/Warlock 1

Range: Touch, 1 creature

Duration: 6 turns

For the spell's duration, Ward of Frost protects the target creature from injury due to icy or cold. The ward absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from the cold.

The spell's reverse, Ward of Flame, absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from flame, heat or fire.

Material Components: A bit of clay worked with the fingers.

Ward of the Season

Level: Cleric 4, Druid 3, Witch/Warlock 3

Range: touch

Duration: 1 hour/level

This spell harnesses the power of the seasons to protect the target and grant a number of bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

Spring: The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.

Summer: The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base speed increases 6'. The target may instead increase its base speed by 18' for 1 round by reducing the spell's total remaining duration by 1 hour.

Fall: A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 bonus on Saving throws. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour.

Winter: A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Dexterity ability checks made to avoid falling while moving across slick or narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally.

Material Components: The witch must draw the ward in the air in the secret language of magic.

Warm

Level: Witch/Warlock 1

Range: 1 object touched

Duration: 1 hour

This spell will warm 1 cubic foot of material a few degrees. Typical uses are to warm food or drinks or even to warm the air in a room that is too cool. The temperature cannot be raised to a degree where it would cause any damage.

Weather the Storm

Level: Witch/Warlock 3

Range: 150 yards from the witch

Duration: 1 hour per witch level

When cast the witch creates a bubble around herself and others to protect them from the worse effects of any natural or magically caused storm. This can include the effects of rain, wind, and snow. If the temperatures are low enough to cause damage or there is sufficient hail to cause damage, the witch and all within range are immune. If the storm is magical and a saving throw is required for half damage, then the damage in this considered

to be half damage and the witch and her allies can make saves for one quarter ($\frac{1}{4}$) damage.

Material Components: The witch wraps a scarf around her head. If she is wearing a hat, she secures that down with the scarf.

Wind Blades

Level: Druid 5, Magic-user 5, Witch/Warlock 5

Range: touch

Duration: 1 round/level

This spell will harden the air around the target into jagged invisible blades that deal damage based on how fast the target moves. On its turn, the target takes 1d6 points of slashing damage if it moves at least 5 feet, plus 1d6 points of slashing damage for each additional 10 feet of movement. Movement that doesn't pass through air (such as burrowing, swimming, or teleportation) doesn't cause this damage. In areas of strong wind (Core Rulebook 439), the target takes damage on its turn, even if it doesn't move. The wind deals 1d8 points of slashing damage for strong wind, plus 1d8 for every wind category above strong. This extra damage does not occur from instantaneous wind effects (such as *gust of wind*), only from wind effects that last at least 1 round.

Material Components: A small knife that is consumed in the casting of this spell.

Wind Walk

Level: Cleric 7, Witch 7

Range: self

Duration: 6 turns per caster level

The witch alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed.

The witch can take up to two other creatures with him, 1 per 8 levels of experience. A wind walker can fly at a speed of double her normal speed per level, per turn, to a maximum of 20x her base speed per turn.

Wind walkers are not invisible but rather appear misty and translucent, appearing to most onlookers as fast-moving clouds or fog or mist (if near to the ground).

Material Component: The scale of a white dragon, the feather of a giant roc or a bit of fur from a Wendigo.

Winter's Grasp

Level: Druid 2, Witch/Warlock 2

Range: 100 ft. + 10 ft. /level

Duration: 1 round/level

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 10 feet of movement to enter an icy square and penalizing

Dexterity 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 cold-based spells for 1 round.

Material Component: The witch makes a fist.

Winter's Teeth

Level: Druid 7, Magic-User 7, Witch 7

Range: 120 ft.

Duration: Instantaneous

A blast of arctic wind erupts from your hand, dealing 1d6 points of damage per caster level (maximum 20d6) to all creatures within its area (half bludgeoning damage, half cold damage, Save for half). Also, the blast chills their equipment, dealing an additional 1d6 points of cold damage per two caster levels (max 10d6) the following round to any creatures that fail their saves. Any fire effects operating in the area that are intense enough to deal damage negate the extra cold damage from the spell (and vice versa) on a point-for-point basis. Creatures in the area may be knocked down or pushed back if they fail their saves. Medium or smaller creatures are knocked down and rolled to the end of the blast plus 1d4 x 10 feet if standing on the ground or are blown back to the end of the blast plus 2d6 x 10 feet if flying. If flying, Medium or smaller creatures are knocked down and rolled to the end of the area plus 1d3 x 10 feet by the force of the wind or are blown to the end of the effect plus 2d4 x 10 feet. Large creatures are knocked prone by the force of the wind or, if flying, are blown to the end of the area plus 1d4 x 10 feet. Huge creatures are knocked prone if standing or are blown to the end of the area plus 1d3 x 10 feet if flying. Gargantuan or larger creatures aren't moved or knocked down by the spell.

Material Components: A branch broken by the winter wind.

Witch Box

Level: Witch/Warlock 5

Range: One 10 cubic foot box

Duration: Permanent

The spell links a small box to a 10 cubic foot area in the ethereal plane where the witch can keep goods, items and some perishable items like food and water. She simply reaches into the box and thinks of the item she wants. Living things can't be stored here, but a dead body can be and it will not corrupt. This is useful when a proper burial or resurrection is not possible.

Material Components: A well-crafted box made of fine materials. The box can be gold, rare wood,

ivory or even extra fine silk. Costs will 100 gp in materials and 300 gp in production costs.

Withering Touch

Level: Witch/Warlock 4

Range: Touch

Duration: 1 hour

Upon casting the spell, the target takes 2d8 points of temporary ability damage from Strength and Constitution. The witch may distribute the damage however she sees fit. So if the witch rolled the maximum sixteen, she could subtract 16 total Constitution points, 16 Strength or any combination that adds up to the number rolled.

The affected creature takes the appropriate loss in hit points and causes less damage due to reduced strength. After the duration, the victim returns to normal.

Material Components: A bit of hair from a very old or ancient creature.

Wolf Guardian

Level: Witch/Warlock 3

Range: Personal

Duration: 1 round/level

The witch draws upon the life force of her natural surroundings and coalesces it into a semi-transparent wolf-like form, roughly 3 feet in height. The wolf guardian is not living, nor is it a spirit, ghost, or any other form of undead, just a magically molded force.

The wolf guardian constantly circles the witch, staying within 5 feet at all times. Any enemy that makes a melee attack against the witch will be immediately attacked by the wolf guardian. It can make one attack like this per round, plus one attack per 5 additional caster levels (2 attacks per round at 10th level). The wolf guardian attacks as a wolf using the witch's to hit modifiers, and gains an extra +1 to damage at 10th level.

The wolf guardian makes no other attacks other than the attacks it is presented with.

Material Components: The witch cuts herself and takes 1d4 hp damage in blood loss.

Word of Hibernation (Reversible)

Level: Witch/Warlock 2

Range: 3d6 hit dice worth of animals within 1 mile

Duration: 2d6 turns

With a Word of hibernation, the witch causes up to 3d6 hit dice worth of animals to fall into a deep sleep for 2d6 turns. The sleep is identical to that caused by the 1st level spell Sleep.

Material Components: a bit of fur from a bear.

Invocations

Invocations are the lure of power for the Warlock. The ability to perform great magical deeds without the need of study or training is what lures so many to the power of the Warlock. An invocation, however, is a plea, a plea to the Warlock's patron for power.

This power comes without the need for study or preparation, but they are not without cost.

Invocations are spell-like powers. They often act as spells and their effects can be detected by *Detect Magic* and likewise be dispelled by a *Dispel Magic*. The warlock merely needs to concentrate to activate their power. If an invocation has a prerequisite, then the warlock must meet that first.

All Warlocks start with the Arcane Blast Invocation (see below) at first level.

Unless otherwise noted an Invocation is an act of will and requires no verbal or somatic component. Often the Warlock will need to aim or otherwise indicate where their invocation is supposed to take effect, but a bound and gagged Warlock still summon up terrible power.

Invocations, Hexes and Occult Powers

If you have purchased other books about witches written by me, you will notice that Invocations share a number of similarities with Occult Powers or from other authors, Hexes. This is intentional and shows the relationship the Warlock and the Witch share. The Warlock gets more of these powers at the cost of their spell casting. Witches gain more spell-casting and fewer special powers.

The logical extension of this the cleric, who also has spells and minor powers and wizard/magic-user that has the most spellcasting ability, but no special powers.

Agonizing Blast

Prerequisite: arcane blast invocation

When the warlock casts arcane blast, he adds his Charisma modifier to the damage it deals on a hit

Arcane Blast: At 1st level, a warlock can summon the energies granted to him by his pact and release it as a bolt of energy. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). This is a ranged attack that does 1d6 points of damage at 1st level, and an additional 1d6 damage every four levels after (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, to a maximum of 5d6 at 17th level). This is a spell-

like attack and has the same limits as a spell in terms of saving throws and protection.

The Warlock can add his Charisma modifier to his normal roll to hit for this invocation, not Dexterity.

Arcane Mastery

Prerequisite: 13th level

The warlock can choose one Magic-User or Witch spell of 6th level to cast once per day. The spell is recorded in their Grimoire as any other spell.

Each time this invocation is taken the warlock can take an additional spell.

Armor of Ice

Prerequisite: Winter Warlock

The warlock can cast *mage armor* on himself at will. The armor manifests as an icy covering over the warlock.

Blizzard Sight

Prerequisite: 6th level, Winter Warlock

At 6th level, a winter warlock can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions. Once taken this is a continuous, ongoing effect.

Cold Mastery

Prerequisite: 12th level, Winter Warlock

The winter warlock may cast any 6th level spell that deals cold damage or affects the cold. This spell can be from the Cleric, Druid, Magic-user or Witch lists. The warlock must see the spell cast before they can use it. The spell is recorded in their Grimoire as any other spell.

Each time this invocation is taken the warlock can take an additional spell.

Referee's Note: The warlock can observe the spell and take Cold Mastery at a later date to gain the spell.

Cold Mastery, Greater

Prerequisite: 14th level, *Cold Mastery*, Winter Warlock

This invocation is the same as Cold Mastery only now the winter warlock can learn one 7th level cold-based spell.

Each time this invocation is taken the warlock can take an additional spell.

Cold Mastery, Superior

Prerequisite: 15th level, *Cold Mastery*, Winter Warlock

This invocation is the same as Cold Mastery only now the winter warlock can learn one 8th level magic-user or witch cold-based spell. Each time this invocation is taken the warlock can take an additional spell.

Cold Mastery, Supreme

Prerequisite: 17th level, *Cold Mastery*, Winter Warlock

This invocation is the same as Cold Mastery only now the winter warlock can learn one 9th level magic-user cold-based spell. Each time this invocation is taken the warlock can take an additional spell.

Freeze and Thaw

Prerequisite: 2nd level, Winter Warlock

At 2nd level, a winter warlock can freeze water or melt ice and snow with a touch. Once per turn, a winter warlock can melt an adjacent 5-foot cube of ice or a 10-foot cube of snow. Melting snow produces a volume of water equal to 10% the snow's volume. Alternatively, a winter warlock can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 round, making it almost impossible to trap a creature unless it's helpless. This cannot affect water within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds. This ability works on freshwater and saltwater, but has no effect on water creatures; on liquids (frozen or otherwise) other than water; or on magical water, ice, or snow. A winter warlock can use this ability a number of times per day equal to 1/2 her class level.

Iceglide

Prerequisite: 10th level, Winter Warlock

The winter warlock can move effortlessly at her base land speed through ice or snow. This leaves behind no tunnel or hole and doesn't create any ripple or other sign of passage. While icegliding, a winter warlock can breathe normally. A control water spell cast on an area containing an icegliding winter warlock flings her back 30 feet in a random direction, stunning her for 1 round unless she succeeds at a saving throw. A winter warlock can use this ability for 10 minutes per day. This time need not be consecutive, but must be spent in 1-minute increments.

Inexorable Cold

Prerequisite: Winter Warlock, 10th level

A winter warlock can cast a cold based spell that is harder to resist. Saves on these spells are at a -1 penalty to the victim's saves. In addition, she gains the ability to reduce magic resistance of a victim by 5% per level after 10th; so a 20th level

winter warlock can reduce a target's magic resistance on a cold-based spell by 50%.

Numbing Chill

Prerequisite: Winter Warlock

Whenever the winter warlock casts a spell that deals cold damage, she can imbue the spell with a debilitating eldritch chill in the same round. She chooses one of the spell's targets or a creature within the spell effect. If that creature takes cold damage from the spell, it must also succeed at a save or take a -2 penalty to all dexterity based roll. Thieves would be at a -10% on all thief skill attempts. The creature need only make this saving throw once per spell, even if the spell deals damage multiple times. If the target saves successfully, it is immune to this invocation for 1 day.

Sculpt Ice and Snow

Prerequisite: 4th level, Winter Warlock

The winter warlock can sculpt ice and snow into any shape that suits her purpose (as stone shape, except that it works with ice). This ability also works on snow, doubling the volume affected. At 7th level, this ability functions on ice or snow like the fabricate spell, increasing the volume manipulated and allowing a higher degree of craftsmanship. The winter warlock must succeed at appropriate checks to form complex items or ones with fine detail. Items created by the fabricate version of this ability solidify into ultra-hard ice (AC 5 [14], 10 hit points per inch of thickness) that resists normal melting but takes double damage from fire. The ice remains in this ultra-hard state for 1 hour per class level before returning to normal ice. A winter warlock can use this ability a number of times per day equal to 1/2 her class level.

Unearthly Cold

Prerequisite: 8th level, *Unnatural Cold*, Winter Warlock

At 8th level, a winter warlock's spells, spell-like abilities, and supernatural abilities that deal cold damage become horrendously cold. Half the cold damage caused by these effects comes from an otherworldly power and is not subject to being reduced by resistance or immunity to cold-based attacks. Creatures immune to cold-based attacks take full damage or half with an appropriate save.

Unnatural Cold

Prerequisite: 3rd level, Winter Warlock

At 3rd level, whenever a winter warlock's spell, spell-like ability, or supernatural ability deals cold damage it can affect even those creatures immune to cold. These creatures will take half damage, no damage with an appropriate save.

Monsters

The Witches of Winter do not inhabit their lands alone. Indeed many have a wide variety of creatures to do their bidding or act as their servants. Still some creatures share the powers of the Winter Witches and Warlocks. The following is not a comprehensive list of all creatures found in cold and arctic climes, but these are the ones most often associated with witches.

Reading the Monster Descriptions

The following is a quick reference guide for how to read monster descriptions:

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8, and then add one more hit point.

Armor Class is explained in the rules for combat (S&W Complete Rules). If you are using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you are using the ascending system (where a high AC is better) use the numbers in brackets.

Attacks includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. See *Monster Attack Table* in *Swords & Wizardry Complete*.

Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monsters hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

Saving Throw means the target number (on a d20) the monster needs to meet or exceed in order to make a successful saving throw.

Special is usually just a "flag" for the Referee, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description.

Move is the monster's movement rate, and it is handled just as movement rates are handled for characters.

Alignment gives the monster's typical alignment, though there can be exceptional cases.

Number Encountered: The number of monsters typically encountered.

Challenge Level is used to separate the monsters into "difficulty levels," so when you are creating an adventure you have some guidelines

about what the characters can handle and what they cannot. XP tells how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it. Circumventing a monster by creative means, or capturing it to bring home, are two examples of when such an award might be made.

Álfar (Snow Elf)

Hit Die: 2

AC: 7 [12]

Attack: by weapon or spell

Saving Throw: 15

Special: Cold resistance, protected vision, snow movement

Move: 18

Alignment: Neutral

Number Encountered: 1d4 (family) or 2d8 (group)

Challenge Level/XP: 3/60

Álfar are the elves of the coldest reaches.

Also known as "snow elves" they are tall (6' to 6½'), with long straight white or light blond hair. Some though have long black hair. Their skin is pale and their eyes are so pale that they appear to be completely white. This is due to a protective membrane over the eye that allows them to see even in the coldest of temperatures or the blowing of snow.

Like all elves, the Álfar are fleet of foot and can travel over snow and ice with no restrictions. Álfar may add a +1 to their saves vs. cold and are not affected by any weather conditions that limit vision.

Askafroa (Ash Dryad)

Hit Die: 4

AC: 5 [14] (natural armor)

Attack: 1 claw (long nails) (1d6)

Saving Throw: 13

Special: Charm person (-2 save), use witch spells*

Move: 12

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 5/240

The Askafroa, also known as an Ash Wife, is the spirit of an ash tree much in the same way a Dryad is the spirit of an oak. There is a rumor that these creatures were made by the gods themselves to protect the sacred ash trees.

Askafroa appear to be slightly smaller elfish humanoids. Their dark hair is intertwined with ash leaves and twigs but otherwise, they seem to be mortal. They are faerie and thus beautiful to behold, with long brown or black hair and piercing green eyes. Some though have been reported to grow hideous in countenance when their ash trees are threatened. This gives them their other name, Ash Hags.

Askafroa do not attack unless their ash trees are threatened, then they can attack with their wooden nails which act like claws. They can also cast spells as a 4th level Winter Witch. Askafroa are very liberal in what they determine is a threat. Walking into their forest with an axe or even a torch might be considered a threat.

If a human or elf makes appeasement and the proper sacrifices in front of an ash tree then the Askafroa can be made friendlier and even talkative to the human or elf. Other races they do not trust or are unaware of.

Like her dryad cousins, the Askafroa is bound to an ash tree. If she strays too far from the tree (more than a day's walk) she will begin to weaken losing 1d6 hp per day. If her tree is cut down or burned she will die.



Barbegazi (Ice Gnome)

Hit Dice: 2

Armor Class: 8 [11]

Attacks: 1 weapon (1d4)

Saving Throw: 16

Special: Spell-like abilities, snow move, immune to cold, fire vulnerability

Move: 9

Alignment: Neutral

Number Encountered: 1d6

Challenge Level/XP: 3/60

Barbegazis – also known as ice gnomes – stand about 3-1/2 feet tall and have white hair and long flowing whitish-blue beards that appear to be made of icicles. Their skin is pale and glossy-white and their eyes are deep blue. They have large, flat feet and never wear shoes. They are perfectly adapted to live in the coldest regions, and can walk on deep snow without being slowed. Once per day, a barbegazi can cause metal to freeze using a variation of heat metal. They are also able to shoot shards of ice from their hands (cold variation of burning hands, 1/day) to stop attackers.

Barbegazi are on friendly, if somewhat strained, terms with the Bysen (Arctic Halflings).

Bear, Polar

Hit Dice: 7

Armor Class: 6 [13]

Attacks: 2 claws (1d6+1), 1 bite (1d10+1)

Saving Throw: 9

Special: Bearhug (3d6)

Move: 12

Alignment: Neutral

Number Encountered: 1 or 1d4 (if more than 2, the rest are cubs with 1d6HD)

Challenge Level/XP: 7/600

Polar bears are even larger than a grizzly bear. When hitting with both claws, they hug for 3d6 points of damage. Polar bears are kept as pets by frost giants and powerful winter witches and warlocks.

Berserker (Human)

Hit Dice: 1

Armor Class: 7 [12]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: Berserking

Move: 12

Alignment: Neutral or Chaotic

Number Encountered: 1d8

Challenge Level/XP: 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor. Berserkers will attack at the sight of blood and generally do not stop until all foes are dead or they are.

Bysen (Arctic Halfling)

Hit Dice: 2

Armor Class: 8 [11]

Attacks: 1 weapon (1d4)

Saving Throw: 16

Special: immune to cold, fire vulnerability

Move: 9

Alignment: Neutral

Number Encountered: 1d4 (family unit) or 2d6 (tribe)

Challenge Level / XP: 3/60

Bysen are also known as Arctic Halflings. They are a nomadic race, traveling where the hunting is best. They are somewhat shorter, max 3' tall, than other Halflings. They have white hair, long noses and pointed elf-like ears. The males often have full beards of blond, white or red. Bysen are fond of pointed hats. Unlike other Halflings that tend to be more portly in build, Bysen are lean.

Typically they know or hear about everything happening in their lands thus are excellent sources of news. However, life for the Bysen is hard and they expect trade for their knowledge. They have no real use for gold, save for the food it can buy, and would rather deal in meat, furs or other supplies.

They may add a +1 to their saves vs. cold.

Bysen are on friendly, if somewhat strained, terms with the Barbegazi. A long-ago dispute over land have left the Bysen without a home to call their own.

Cailleach Bheur

AKA: The Blue Hag, The Crow of Winter

Hit Dice: 10+5

Armor Class: 2 [17]

Attacks: 3, claw (1d6+4)/claw (1d6+4)/bite (1d4) + cold, fear

Saving Throw: 5

Special Attacks: Cold 6d6 (breath), once per day. Cause Fear once per day.

Special Defenses: Immune to cold-based attacks, Magic Resistance 25%

Move: 12/18

Alignment: Chaotic

Number Encountered: 1 (Unique)

Challenge Level / XP: 13/2,300

Known as the Crow of Winter, The Cailleach Bheur is a very deadly, and unique, hag. She appears only after Samhain/All Hallow's Eve and stays till Beltane eve. While as evil as other hags, Cailleach Bheur is more interested in eating sheep and deer than children. In many lands, she is the personification of Winter. During the summer months, Cailleach Bheur turns to stone and is indistinguishable from the other standing stones of the area.

The Cailleach Bheur was cursed into her existence back in a time before writing came to Scotland. One tale, disturbing as it sounds, describes the Cailleach as the ancient Protector of Alba, maybe even a faerie queen or goddess.

In her previous life, the Cailleach Bheur was a lone protector of animals (likely a ranger or warden) and a follower of the Great Goddess. One

night he fell asleep by a well. The well overflowed with the thaw and she nearly drown. She invoked powerful magics to move the water away, but in the process created Loch Awe (in Scotland) and drowning several villagers and cattle. As repentance, she is to walk the snowy earth until she can feel the mid-summer sun on her face, something that can't ever happen since she is cursed to be stone from Beltane to Samhain.

The Cailleach Bheur still protects her lands as she did before, ignoring humans unless they tread on her domain, then she kills them with glee by freezing them solid. She blames humans for her current state.

The Cailleach Bheur is believed to be at least 400 years old.

Staff of Winter: Possibly a remnant of her former life the Cailleach Bheur carries a magical staff. The Staff of Winter is made up of holly and gorse branches intertwined to form a 7' long staff of solid wood. It acts as a magical focus tool providing the Cailleach Bheur +2 magic to all magic related rolls, attacks, saves and checks.

Anyone in possession of this staff can command Cailleach Bheur to leave the area by holding the staff and saying "*Bì falbh buitseach!*" (begone (get out) witch!). Both Cailleach Bheur and her staff will disappear after the command is uttered. This would require research into Cailleach Bheur specifically or local lore.

Child Spirit, Navky

Hit Dice: 1

Armor Class: 0 [19]

Attacks: None (see below)

Saving Throw: 16

Special: Cause despair, +1 or silver weapon required to hit; magic resistance 50%

Move: 12 (flying)

Alignment: Neutral

Number Encountered: 1

Challenge Level / XP: 1/15

The navky is the ghost of a child that has died due to starvation or hunger.

The navky does not harm anyone, at least not intentionally, but does radiate an aura of utter despair around it. This despair is similar to Cause Fear, on a failed save affected victims are unable to take any action due to the profound sadness.

The only way to grant the spirit babe rest is to disinter the body and have a Cleric perform a blessing and last rites. This is the only way to fully destroy this creature and any other means, including exorcisms, and turning, will only displace the spirit.

Child Spirit, Utburd

Hit Dice: 3

Armor Class: 0 [19]

Attacks: Claws (1d6)

Saving Throw: 14

Special: Possession, +1 weapon required to hit; magic resistance 50%

Move: 12 (flying)

Alignment: Chaotic

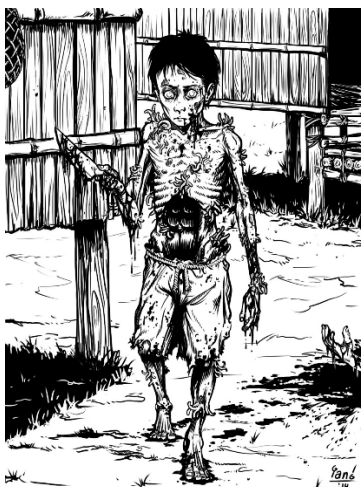
Number Encountered: 1

Challenge Level/XP: 4/120

Where the navy is pitiful, the utburd (OOT-bird) is reviled, but still not removed from our pity. The utburd is locked to this realm to perform a task. The task is to get revenge on the mother who killed it. The name comes from an old Scandinavian word meaning the child who was carried outside, meaning many were originated from children left out to die from exposure. The utburd appears as it did at the time of death, so if the child was drowned, then it appears to be bloated and water-logged.

Its only goal is to get justice on their mother and murderer. So killing the mother is not their goal, but rather to have her arrested and convicted on charges of the murder. The utburd will work through human agents when it can via possession, but once they no longer have a use for them they will cast them aside or get them killed in order to move to another body. An exorcism will force them out, but they will only possess another body. When so possessed the person is capable of great feats of strength.

If the mother is killed after the utburd comes back, but before she can be charged with this crime they will go on a killing rampage till the first light of dawn, then their souls are released to the realms of the dead. If the mother is arrested and charged with the crime the utburd will simply and peacefully pass on.



Deasic (Ice Creeper)

Hit Dice: 9

Armor Class: 3 [16]

Attacks: 1 smother (2d6) or 3 ice daggers (1d4)

Saving Throw: 6

Special: Smothers, explosion of shards, immunities

Move: 6

Alignment: Neutral

Number Encountered: 1 or 4d6+4

Challenge Level/XP: 11/1,700

The Deasic, or Ice Creeper, is a creature of living ice, resembling a long, branching, crystal-like structure. The deasic attacks by stealth, creeping up to living creatures in their sleep, smothering their air passages and draining their life heat. Anyone slain in this manner becomes frozen solid, as the warmth of life is sucked out of them. If discovered before it can complete its attack, the deasic will defend itself with dagger-like shafts of ice. It is immune to fire and cold based attacks, and can cause a burst of icy shards to erupt from its body, three times per day, causing 6d6 damage to all within 20ft. Deasic apparently have a rudimentary intelligence and society, as they have occasionally been observed gathering in large numbers to form gigantic snowflake-shaped structures under the aurora of polar skies in winter.

Deer Woman

Hit Dice: 2

Armor Class: 0 [19]

Attacks: Gore (1d6), trample (1d8)

Saving Throw: 16

Special: +1 or silver weapon required to hit; magic resistance 50%

Move: 18

Alignment: Neutral (Lawful)

Number Encountered: 1

Challenge Level/XP: 1/15

The deer woman is a benign spirit found in colder climes. These creatures often appear during times of transition; seeing one means a profound change is due to the observer. Often this change is related to fertility or childbirth, or worse, the death of a child.

The deer woman will not attack unless there are no other options to her. If provoked she can rush and gore an opponent or trample them. She will attempt to flee at first chance.

She appears of a beautiful woman from the waist up. Her skin tone is a light brown or reddish with large brown eyes and dark straight hair. Her lower section is that of a deer, complete with hooves. Deer women typically do not speak.

Demon Lord, Kostchtchie

Hit Dice: 15 (100 hp)

Armor Class: -4 [23]

Attack: +3 warhammer (3d6)

Saving Throw: 3

Special: Spells, +1 or better weapon to hit, immune to cold, electricity and poison, magic resistance (60%), telepathy 100 ft.

Move: 9

Alignment: Chaotic

Number Encountered: 1 (Unique)

Challenge Level/XP: 23/5300

Kostchtchie is the demon lord of cold and is the epitome of hatred and evil. If there is a demon lord more ruthless and malevolent than he, that lord has never made his presence known. Kostchtchie is hated by all (including other demon lords and princes). He moves across his Abyssal landscape with a shuffling gait, and is rarely, if ever, encountered alone. He appears as a 10 foot tall, ogrimish creature, with yellowish skin and hairless save for it bushy eyebrows. He has two twisted, stumpy legs and a thick torso. His head is flat and oval and sports two large, sunken, crystal blue eyes of immeasurable beauty. Kostchtchie's Abyssal home is a frigid and mountainous realm of ice, rock, snow, and subfreezing temperatures. Unprotected travelers and those vulnerable to cold do not last long here.

Kostchtchie wields a cold-wrought +3 warhammer that must be wielded with two hands. It creates a cacophonous roar like thunder upon striking with a successful critical hit, deafening those who fail a saving throw. When Kostchtchie's attack roll is a natural '20', the hammer leaves a thick layer of frost and ice on whatever it strikes, causing an additional 1d6 points of freezing damage.

Kostchtchie can cast spells as a 12th level magic-user. He can cast *cause serious wounds* (reverse of *cure serious wounds*), *charm monster*, *darkness* and *dispel magic* at will. Three times per day he can summon 1d4 frost giants or 1 large, adult white dragon.

Servants of Kostchtchie

Followers of Kostchtchie are usually berserkers, frost giants and ogres. Clerics of Kostchtchie are called Ice Lords and must sign a pact of evil with Kostchtchie. Ice Lords cast receive spells up to 3rd level from Kostchtchie.

Warlocks of Kostchtchie

Jealous of Baba Yaga and her witches Kostchtchie, the Deathless, the Lord of Rage, has invested his own warlocks with power. These warlocks, known as the Deathless, have an irrational hatred for all witches and by extension all women. They are evil and are one of the few cults of warlocks that all witches will put aside their differences in tradition and alignment to defeat or kill.

These warlocks can take invocations mentioned in the chapter on **Invocations**.



Draugr

Hit Dice: 9

Armor Class: 3 [17]

Attack: 1 weapon (1d10+3), breath weapon

Saving Throw: 7

Special: Undead, immune to sleep, charm and hold spells, breath weapon

Move: 12'

Alignment: Chaotic

Number Encountered: 1d4

Challenge Level/XP: 11/1,700

A Draugr is the undead remains of an ancient warrior, generally found only in its ancient crypt. It appears as a bloated corpse wearing antique armor. A draugr usually wields a two-handed sword in combat. It can see invisible opponents.

Once per turn, a draugr can breathe a cone of ice out to 10 feet in front of it. Anyone caught in this cloud of frozen mist must save vs. Spells or be stunned (-2 to AC, in addition to losing any Dexterity and shield bonuses) and unable to act for one round. Spellcasters in the midst of casting a spell who fail their save lose the spell they were attempting to cast.

As with all undead, a draugr can be Turned by a Cleric (as a vampire, CL 10), and is immune to sleep, charm or hold spells.

Draugr, Greater

Hit Dice: 11

Armor Class: 1 [19]

Attack: 1 weapon (1d10+4 to +7), breath weapon

Saving Throw: 5

Special: Undead, immune to sleep, charm and hold spells, breath weapon, growth, blight

Move: 12'

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 13/2,300

The greater draugr is a true horror. The greater draugr are undead warriors who often are cursed into being so by a wizard or god or have made a pact to protect their loot or personal possessions into death itself. These draugr are feared by all. In addition to the powers of the draugr (above) these creatures can grow 1d4 feet in size and proportional strength (18 +1d4).

The greater draugr also have an aura of corruption that surrounds them in a 15-foot radius that resembles the spell Blight Growth. This is a continuous effect.

Like the draugr, a greater draugr can be Turned by a Cleric (as a lich, CL 13), and is immune to sleep, charm or hold spells.



Dweorg (Ice Dwarves)

Hit Dice: 2

Armor Class: 8 [11]

Attacks: 1 weapon (1d4)

Saving Throw: 16

Special: immune to cold, fire vulnerability

Move: 9

Alignment: Neutral

Number Encountered: 1d4 (family unit) or 2d8 (tribe)

Challenge Level/XP: 3/60

Ice dwarves, known in their homelands as Dweorg live in lands even the Snow Orcs avoid. Deep in their mountains thanes these dwarves are

rarely seen by humans but are well known to the giants of the land who they war with.

These dwarves are smaller than their more temperate climed cousins, both in height and in overall size. Their skin tends towards shades of pale pink or pale blue. Their eyes are a milky white due to a protective membrane over their pupils. The hair tends to be white and their beards appear to be frozen.

They are on good terms with Barbegazi, and the relationship between the dwarf and gnome races is strongly evident in the Dweorg and Barbegazi who have more similarities in look than differences.

Elemental, Cold

Hit Dice: 8, 12 or 16

Armor Class: 2 [18], 0 [20] or -2 [22]

Attack: 1 punch or stomp (1d12, 2d8, or 3d6) + special

Saving Throw: 8, 5 or 3

Special: Cold damage 1d6, immune to cold, double damage from fire attacks.

Move: 18 Fly 12

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 10/1,400, 14/2,600, 18/3,700

A Cold Elemental resembles a crude, headless ice statue with long, sharp icicles in place of hands. A cold elemental takes double damage from fire attacks. It deals an additional 1d8 points of damage against creatures that are hot or flaming in nature, as well as creatures made of liquids or oozes. A cold elemental's body is so bitterly cold that creatures within 5 feet take 1d6 points of damage automatically unless they are immune to the effects of cold. Any liquids the cold elemental touches immediately freezes solid. A cold elemental cannot enter places where the temperature is above 50 degrees Fahrenheit.

Frost Maiden

Hit Dice: 10

Armor Class: 3 [17]

Attack: Spell abilities or two fists (2d8x2) (giant size)

Saving Throw: 8

Special: Spell-like abilities, growth, immune to all cold.

Movement: 18 (can run without impediment over snow and ice)

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 12/2,000

Frost Maidens are related to both Frost Giants and Snow Elves. It is believed that the first Frost Maiden was the offspring of a snow elf

princess who was abducted by a Frost Giant Jarl. The Princess was a powerful winter witch and she cursed her abductor and his family. Now once every 100 or so births among frost giants will result in a frost maiden. Due to the curse, the frost giants cannot abandon their frost maiden daughters and they usually rise to levels of importance and power.

These creatures stand some 5' tall under normal conditions. Her skin is an unhealthy white or pale blue with white or platinum blonde hair. Their eyes are a piercing ice blue. They appear as a snow elf, but something is different about them. They are unearthly beautiful with melodious voices and a coquettish smile. They often will appear wearing only the barest minimum to support modesty, but little else. They are often barefoot.

Frost Maiden are all irredeemably evil. Their favorite game is to tease human males to point they are maddened with lust then they lead them to their deaths. Usually in a blind canyon where they will bury them in an avalanche or trap them in a deep bit of ice. They are also not above leading them into ambushes of winter wolves, worgs, or their frost giant brothers. Some males they trick into acts of passion. The resulting children are the same race as the father. Children of these unions have an additional +1 to saves against cold-based attacks.

The frost maiden can cast spells as a 7th level winter witch and can also once per day grow to three times her size (15') to the size of a frost giant once per day. She will revert to her normal size at sunrise.

Some sages say that the "snow elf princess" was actually the Snow Queen, the Faerie Lady of Ice and Snow and the "frost giant jarl" was no less a personage than Thrym, lord of the Frost Giants. This is unconfirmed and both the Snow Queen and Thrym are loathe to discuss it. But it is known that many frost maidens serve the Snow Queen in her court.

Frost Man

Hit Dice: 4

Armor Class: 4 [15]

Attack: Weapon (1d8)

Saving Throw: 13

Special: Ice blast, immunity to cold, double damage from fire

Move: 12

Alignment: Chaotic

Number Encountered: 2d6

Challenge Level/XP: 6/400

Frost men are hunters that make their home in the cold regions of the world. They appear to be brutish humans dressed in animal skins and

furs and wearing a patch over one eye. Each carries his personal belongings in small sacks and takes them wherever he goes. A frost man's body radiates cold out to 30 feet, though not enough to deal damage. Frost men are only ever encountered as lone males. Perhaps there are villages somewhere with women and children, perhaps frost men are spawned from the freezing waste itself. Tribes that are aware of frost men fear them greatly for their deadly talent and refer to them as "ice demons. Frost men speak their own language and the common tongue. Three times per day, a frost man can release a blast of freezing mist in a 30-foot cone from the eye underneath its eye patch. A creature in the area takes 3d6 points of cold damage (saving throw for half).

Giant, Frost Giant, Undead

Hit Dice: 12

Armor Class: 2 [18]

Attack: 2 fist (2d8), weapon (3d8), frost breath 4d6, Constitution Drain

Saving Throw: 3

Special: Undead; Energy Drain, Frost breath, Immune to cold

Movement: 12

Alignment: Chaotic

Number Encountered: 1d3

Challenge Level/XP: 14/2,600

The horrible undead frost giant appears much as a giant wight or draugr. Indeed they are the wights among the Frost Giants. Horrible as they are powerful, these giant creatures appear as frozen skeletons with bits of armor still frozen to their frames.

In their frozen existence they forget much about what they were so they tend to attack with fists or by whatever weapons they had when they died. They do have two special attacks they can use. First is a breath weapon of cold air that can do 4d6 points of damage. That is the only attack they can perform that round and they can only do it every other round. They also have a level draining attack that drains 1 level Constitution per a successful fist attack. These creatures do not hurl rocks like their living counterparts.

These giants are usually found in great wastes and usually on the spot where they died. They typically do not have treasure, save what they may have been carrying at the time of their death.

Undead Frost Giants are turned as Vampires (12 HD).

Giant, Jötun

Hit Dice: 9

Armor Class: 3 [17]

Attack: 2 fist (2d8), weapon (3d8), or rock throwing

Saving Throw: 7

Special: Rock throwing, twilight vision

Movement: 18

Alignment: Chaotic

Number Encountered: 1d10

Challenge Level/XP: 10/1,400

The Jötnar are the giants that populate the cold wastelands. All descendants of the giant Ymir and appear similar to Hill and Frost giants, though the basic Jötun can vary in appearance and behavior, showing a diverse range. Many of the giants are as beautiful as the gods and even good company among other races, but many are foul, bitter and hideous. They can be mainly found in Jötunheimr, a rugged and savage world where Óðin placed them to keep them away from other peoples. Most giants are deformed with claws and wretched abnormalities.

The Jötun can attack with their massive fists or by a large weapon. Like all giants they can throw rocks.

One phobia of the giant-kind is lightning and storms. Even though there are Storm Giants, they are still afraid of it, thinking it to be none other than the mighty Thor himself. The giants assume that he is close by and will slay them with his dreadful hammer, Mjölnir.

Jötun stand 12 to 14 feet tall.

Giant, Rime

Hit Dice: 12 + 2-7 (1d6+1)

Armor Class: 0 [20]

Attack: 1 axe (5d6)

Saving Throw: 7

Special: Immune to cold, Rock throwing

Movement: 24

Alignment: Chaotic

Number Encountered: 1d4

Challenge Level/XP: 10/1,400

Rime giants consider themselves to be the earthly servants of certain grim and evil deities of the ice and snow. They are utterly opposed to the gods of the humans and other creatures from the warm lands, regarding slaying such folk—and, if possible, their gods—as a sacred duty. The more the rime giants can spread both their foul doctrines and the physical presence of the vast glaciers they inhabit, the more their gods will favor them.

Most rime giants are heavily armed but only lightly armored. Normally wearing little more than tunics or robes, they rely upon their iron-like skin to turn the blades of their enemies as they carry out their gods' wishes. When they are

armored, it is usually in very thick hauberks of riveted iron mail so close-set that the links appear to stand out almost perpendicular to the wearer's body, making him very nearly impregnable to attack from human blades and arrows (AC 0 [20]).

They bear massive axes that look to be capable of slicing through several foes at one stroke. For long-range combat, they hurl rocks causing 2-20 hit points of damage at ranges of 10 to 200 ft. They can catch rocks tossed at them with a 50% probability.

The weapons of rime giants are terribly cold. When hit by one, jagged, stabbing icicles spread throughout the victim's wound, dealing 1 hit point of damage per round for 5 rounds. The only way to stop these icicles from forming is the application of some type of fire magic, such as burning hands. This will destroy all icicle formation and not harm the targeted individual.

Rime giants have an astonishing degree of control over fallen snow and ice, including the capability to melt, re-freeze, and shape it selectively and more or less at will. This is very much like the effects of either transmute rock to mud or stone shape, depending on the rime giant's intent, but targeting ice and snow rather than stone or earth. For example, the rime giant could soften ice into near-freezing water or slush, causing anyone standing on it to sink in; or he could use ice shape to seal off or create an icy tunnel. In the right place, this ability could also be used to start an avalanche of great icy boulders, doing 6-36 hit points of damage to any creatures in a 30-foot-wide area. Used gradually, over many months and even years, rime giants can extend the boundaries of tundra or even glaciers over more human-friendly terrain, slowly covering the world with ice just as the rime giants wish.

Rime giants speak frost giant, although they refer to it as rime giant, of course. They also know the language of cloud giants.

Rime giants closely resemble their smaller cousins the frost giants, with snow-white skin and icy blue hair and eyes. Rime giants, though, are an older and mightier race. They typically have many different weapons at their disposal, but favor the axe and spear over others. Adult males stand fully 18 feet tall, weigh upwards of 7,000 pounds, and are strongly built. They can live to be up to 700 years old.

Golem, Ice

Hit Dice: 7 (30 hp)

Armor Class: 5 [14]

Attack: 2 slams (2d6 plus 1d6 cold)

Saving Throw: 9

Special: Breath weapon, cold, immunity to cold, immunity to magic, double damage from fire

Move: 9

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 10/1400

The ice golem is a humanoid formed of roughly chiseled ice, standing 10 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such. An ice golem usually opens combat with its breath weapon, a blast of cold air in the shape of a cone 20-feet long with a 10-foot wide base. The breath weapon inflicts 3d6 points of cold damage (save for half damage) and can be used 3 times per day. An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. An ice golem is immune to all spells except as follows: Lightning-based effects slow an ice golem (as the spell) for 2d6 rounds. Cold-based effects heal all of its lost hit points. An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

Golem, Snow

Hit Dice: 5

Armor Class: 7 [12]

Attack: 1 body slam (1d8 plus 1d6 cold)

Saving Throw: 11

Special: Breath weapon, cold, immunity to cold, immunity to magic, double damage from fire

Move: 12 / 24 over ice

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 8/800

Snow Golems are amongst the simplest of golems that can be made by a witch. The material to make them, snow, is easily available to them and easily molded into a humanoid shape. All that is required in the casting of the spell is some magical fetish to focus the energy. This can be nearly anything, but it is often a hat or a scarf.

Once animated the golem can perform routine duties can be ordered in a dozen words or less. Such orders would include "let no one pass but Me," or "guard this treasure and let no one take it."

Snow golems are susceptible to weather conditions. If the temperature rises above 32 degrees their movement is halved and their attacks are at half damage.

Snow Golem, Awakened

Among the awakened golems (Flesh, Clay, and Druthers) snow golems seem the least likely to have an awakened form, but because they are so

easy to make young witches will often put more of their own energy or their own life force into their golems and they will spontaneously awaken.

The golems are often Lawful in alignment and have a child-like nature to them. This is particularly true for snow golems brought to life by young, but very powerful Winter Witches.

Hag, Blue

See *Cailleach Bheur*



Hag, Ice

Hit Dice: 6

Armor Class: -1 [21]

Attack: Claw (2d6) and bite (1d8) and breath weapon (paralyze or 1d6 damage)

Saving Throw: 11

Special: Breath Weapon, Immune to cold, magic resistance 5%, witch spells

Move: 12

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 6/400

In cold frozen tundra where ice and snow dominate the world, one can find the Ice Hag. Looking like they were formed of pure ice, this hag is one of the cruelest.

While many hags will adopt a guise of a human or demi-human, the ice hag has no interest in such glamour's. Her attacks are swift, fierce and brutal. It is said that an ice hag can smell prey from a mile away and feel the heat of a living heart from half that. In truth, the ice hag can detect the smell of prey and have a good idea of what it is from as far away as 120'. They have darkvision up to 90'.

The ice hag will attempt to smash prey into submission, breaking bones and paralyzing victims.

She prefers to eat them, bit by bit while they still live.

The ice hag can emit a breath weapon of frozen wind that can paralyze a person (saving throw allowed) or cause damage (1d6) depending on her mood.

Additionally, ice hags can cast spells as a 6th level witch.

Hag, Storm

Hit Dice: 8

Armor Class: 0 [20]

Attack: Claw (2d6) and bite (1d8) and breath weapon (paralyze or 1d6 damage)

Saving Throw: 11

Special: Breath Weapon, Immune to cold, magic resistance 5%, witch spells

Move: 15 / 30 fly

Alignment: Chaotic

Number Encountered: 1

Challenge Level / XP: 8/800

Storm hags can be found riding the great storms and lighting escaping their fingers.

Their wild hair reminds one of wispy clouds, and their storm gray eyes seem almost human. In fact, the storm hags are the most "human" of the hag races. Storm hags are typically large and round where other hags are thin all angles. Storm hags fly and most prefer to do so rather than allow their feet to touch the ground. Storm hags ride the storms that are their namesake. Their laughs sound like the cracks of lightning and thunder. They delight in whipping up storms and causing destruction where they go.

Storm hags are more interested in causing chaos and destruction than actually dealing with other races. Storm hags most often deal with storm and cloud giants where they can be found trading lightning bolts in battles.

Storm Hags may also cast spells as 8th level witches.

Hag, Troll

See *Trollwife*



Hag, Winter

Hit Dice: 10

Armor Class: 0 [20]

Attack: Quarterstaff (1d6+6) + cold (1d6) or claws (1d8+6 x2) and breath weapon (4d6 cold and blinded for 1d6 rounds)

Saving Throw: 5

Special: Breath Weapon, Immune to cold, magic resistance 10%, witch spells

Move: 18

Alignment: Chaotic

Number Encountered: 1

Challenge Level / XP: 12/2,000

Winter hags are sadistic crones who haunt winter-blasted plains and rime-covered forests. They're exceptionally arrogant and often use their magic to subjugate entire tribes of evil humanoids so they can rule over them as queens. These arrangements rarely last more than a few seasons, because no creature is truly safe from a winter hag's irrepressible appetite for warm, raw flesh. An ambitious winter hag might extort a village by causing constant snowfall until they give her children to eat or adults to become her slaves.

A typical winter hag stands between 5 and 6 feet tall and weighs 100 pounds.

A winter hag can cast spells as a 10th level Winter Witch.

Winter Hag Covey

If an ice, storm and winter hags work together they can form a hag covey. They can form a *Hag Eye* from a snowball. This is treated as a *Crystal Ball with ESP*. If any two of the above are joined by a Cailleach Bheur then they have the use of a Crystal Ball with ESP and Clairaudience.

Huldra

Hit Dice: 3

Armor Class: 7 [13]

Attack: Slam (1d8+3), knife (1d6+3)

Saving Throw: 14

Special: Glamour, Luck, Strength, Shapeshifting

Move: 18

Alignment: Neutral

Number Encountered: 1 or 1d4

Challenge Level / XP: 4/120

Huldra women are extremely beautiful faeries that are imperfect because of their fox tails and tree bark covered backs. They are ravenously lustful and will seduce and lure men deep into the forest to make love with them. If they are pleased, they will spare the man, if not, they will kill him. Huldra do not like to be told about their strange, animal-like tails and unusual backs, and if so, they

will focus their anger and attention on the person who mentioned it. A Huldra can make someone's life a living hell by her magical influences, if they choose.

They are native to the forests and never prefer to wander into largely populated towns or cities if they can help it. Occasionally, they marry and try to live as humans as other races do, but it won't last long due to the Huldra's unusual nature. These beings are the dark denizens of the forest that will act harsh to those thoughtless people that harm their home. Huldra do not gather in large numbers and choose to live solitary. It is extremely rare that more than one Huldra will come together, but it is told that when the Great Winter comes, the Huldra will amass into a sylvan army and march on the enemies of the woods.

The Huldra will use their great strength (18) to pin down and hold their enemy before killing them with a knife or by bashing with a heavy object.

Magical faerie glamour is used to hide the animal tail and tree bark backs when around beings that are not Huldra. This glamour can be used to disguise and change the appearance of other things around the Huldra, if so wished. It takes a save (adjusted by Wisdom) to not be deceived by the glamour. Once the save is made, the illusion fades, and its reality is plain to see.

Huldre Folk

Hit Dice: 4+4, 5+5, 6+6, 7+7

Armor Class: 2 [18]

Attack: 1 (1d8+2)

Saving Throw: 13 to 9

Special: see below

Move: 12

Alignment: Neutral (Good)

Number Encountered: 2d4

Challenge Level/XP: 6/400, 7/600, 8/800, 9/1,100

Huldre folk live reclusive lives inside forests, avoiding human presence and protecting all plants and vegetable life. They are nature's allies.

Though they resemble humans in size and appearance, they are protected by an armor of corky skin. From that cork, small branches with leaves could grow, but it does not cover the entire body of the huldre. Their heads are completely unprotected, and look just like human heads. Thus, the huldre folk are able to cover their bodies with clothes to pass for humans.

Huldre folk are peaceful and only enter combat when their forests are threatened. In danger, they use themselves as shields to protect helpless beings. When a huldre strikes an object or structure, the damage it deals is doubled. They

suffer double damage from fire attacks. However, they have immunities to animal/people affecting magic, but can benefit from plant-based magic. In forest areas, huldre people have a 90% chance to move stealthily, hide in shadows, or track (as a ranger with a wisdom of 18.) This includes a +4 surprise modifier. Huldres are usually found alone or in a small company of 2-5 individuals.

Ice Glare Snake

Hit Dice: 10

Armor Class: 3 [17]

Attack: 1 bite (1d10)

Saving Throw: 6

Special: Gaze freezes

Move: 18

Alignment: Neutral

Number Encountered: 2d10

Challenge Level/XP: 8/800

Ice glare snakes are fearless hunters, and they generally attack anything of medium-size or smaller. The ice glare snake's dread gaze makes it one of the most feared predators of the Arctic. The serpent lies in wait for prey and then attempts to lock eyes to freeze its opponent. Those failing a save against petrification are slowed for one round and are then frozen in place as ice forms around them. The victim suffers 1-6 hit points of cold damage per round for the next 6 turns. The ice glare snake will generally swallow the prey whole long before then, however.

Ice glare snakes take half damage from cold. They can be affected by their own gaze, but are only slowed for 1 round in the process.

Ice glare snakes are arctic reptiles distantly related to the basilisk. They average 40 feet long, although it is difficult to tell given how it coils upon itself over and over. Four pairs of vestigial legs can be seen upon its sinuous length, and a low fin extends along its spine. An ice glare snake weighs about 1,100 pounds.

Linnorm

Hit Dice: 7

Armor Class: 3 [17]

Attack: 1 bite (2d8 + poison), 2 claws (1d10), or constrict, or breath weapon

Saving Throw: 8

Special: poison gas

Movement: 12/24 swimming

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 8/800

A Linnorm, like a wyvern, is distantly related to a dragon.

Linnorms look like massive serpents with draconic heads. Linnorms never speak, nor do they have spell-casting ability. Linnorms attack with

their bite which deals grievous damage and injects a deadly poison into their opponents (save or die). A linnorm may also constrict an opponent for 3d4 points of damage per round. If a linnorm attacks with its bite and 4 or more than the number needed in rolled on its attack dice, the victim is swallowed whole. Swallowed victims suffer 2d4 hit points of damage per round and may only strike back at the linnorm with short weapons.

The inside of a linnorm is considered armor class 8[11]. Linnorms share the size categories and age categories of dragons. They are deaf, detecting heat and vibration, and are therefore unaffected by silence and invisibility. Thrice per day, linnorms may breathe a cloud of poisonous gas 30ft long, 20ft wide, and 10ft high, which deals damage equal to the linnorm's full hit points (save for half damage). Linnorms may not be subdued and are immune to poison. They are excellent swimmers and sometimes lair in or near large bodies of water.

Mammoth

Hit Dice: 12

Armor Class: 5 [14]

Attacks: 1 trunk (1d10), 2 gore (1d10+4), and 2 trample (2d6+4)

Saving Throw: 3

Special: None

Move: 12

Alignment: Neutral

Number Encountered: 1 or 2d6

Challenge Level / XP: 13/2300

Mammoths are huge, shaggy precursors to elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow barbarians. If a lone mammoth is encountered, there is a 50% chance that it is sick or old (no more than 4hp per HD) and a 50% chance that it is a young bull (no fewer than 4hp per HD).

Mammoth, Jotun

Hit Dice: 14

Armor Class: 4 [16]

Attack: 2 tusks (2d6)

Move: 12

Save: 3

Alignment: Neutral

Number Encountered: 1 or 1d4

Challenge Level / XP: 14/2,600

Jotun mammoths are usually found in herds of adults (2d6) with young (2d4). While some brave the dangers of hunting these beasts, it is a very hazardous undertaking. Hunters target these beasts for their ivory, fur, and meat. The Jotun mammoth is aware of the dangers of man and avoids them whenever possible.

Those not overly interested in the ivory and meat, do prize these mammoths as beasts of burden, mounts and instruments of war. From ogres to giants, larger humanoids make use of Jotun Mammoths in their day to day life. In a strange irony, these creatures are less afraid of giants and goblinoids than they are of man. Orc hordes are known to use the Jotun Mammoth to move their instruments of war and to outfit them with howdahs to act as mobile siege towers.

Stampeding Mammoths are extremely dangerous. Anyone caught in the path of a stampeding herd will suffer 10d10 damage (save against breath weapon for half damage.) Stampedes can result from fleeing predators or fire. In times of war, they are sometimes started on purpose. Depending on condition and quality, each tusk from an adult mammoth can be worth 1d10x100 gold.

Naaldlooshii

Aka, Skin-walker

Hit Dice: 13

Armor Class: 2 (18)

Attacks: 2 claws (2d8), 1 bite (1d10)

Save: 3

Special: Immune to cold, shape-change, +1 or better weapons to hit

Move: 24

Alignment: Chaotic

Number Encountered: 1

Challenge Level / XP: 15/2,900

The Yee Naaldlooshii, also known as Naaldlooshii or a "Skin Walker" is an evil witch that can turn into other animals. These creatures renounce all that is held sacred to their tribe or community. This renunciation gives them the ability to change into large carnivorous animals.

Typical animals include dire bears, dire wolves, or even dire wolverines. They are also capable of a transitional form between human and animal.

These creatures are also capable of casting winter witch (or green witch) spells as a 4th level witch. They do not cast spells of a healing or benevolent nature.

Orc, Snow

Hit Dice: 1

Armor Class: 14 (11)

Attacks: 1 punch (1d8) or weapon

Save: 17 (but see below)

Special: Immune to cold

Move: 18

Alignment: Chaotic

Number Encountered: 2d4

Challenge Level / XP: 2/30

A Snow Orc is a white-haired relative of the normal orc, well-suited to cold mountain lairs.

It appears even more bestial than its normal orcish brethren. Its feet are very wide and allows it to traverse snow with ease. A snow orc is so hairy that it can walk in a blizzard without additional clothes, though it prefers to wear armor and long capes.

A snow orc is never affected by cold weather, and treats snowy or icy terrain as road terrain for the sake of movement. While cold-based magic does affect it, it saves against it as a 10th-level Fighter rather than 1st-level. Like other orcs it has Darkvision to a range of 60 feet. It speaks the orcish tongue, but may also speak Common, Goblin, or even Giant.

Reindeer, Flying

Hit Dice: 3

Armor Class: 7 [12]

Attack: Butt (1d6) or 2 hooves (1d4x2)

Save: 14

Special: None

Move: 12 / 24 flying

Alignment: Neutral

Number Encountered: 2d4

Challenge Level/XP: 4/120

Flying reindeer are magical creatures that look like normal reindeer in every respect except they can fly. These creatures are often used as steeds by some of the races that live in these cold regions, especially the elves and gnomes. Orcs of these regions hunt them for their meat.

Flying reindeer typically do not attack unless provoked and even then they will attempt to fly away.

Remorhaz

Hit Dice: 8-13

Armor Class: 0 [19]

Attacks: 1 bite (5d6)

Saving Throw: By hit die

Special: Melt weapons, swallow whole (10HD+ only), heat

Move: 12

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 8HD: 9/1,100; 9HD: 10/1,400; 10HD: 12/2,000; 11HD: 13/2,300; 12HD: 14/2,600; 13HD: 15/2,900

Remorhaz live in arctic regions, burrowing tunnels into the snow and ice. A Remorhaz is a light blue in color but pulses with a reddish glow from the heat its body produces. They resemble massive centipedes (30ft long), with fan-like rudimentary wings. They generate intense internal heat. Remorhaz with 10 or more hit dice can swallow man-sized prey whole (natural 20 required), and the monster's internal temperature instantly kills anyone swallowed. The top of a

remorhaz glows red with heat, and will melt non-magical weapons (also dealing tremendous damage to anyone touching it).

An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not. This heat can melt or char weapons; any non-magical weapon is destroyed. Magical weapons are allowed a save to avoid destruction. Any treasure recovered will likely be heat resistant.

Remorhaz (8HD): HD 8; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 8; AL N; CL/XP 9/1100; Special: melt weapons.

Remorhaz (9HD): HD 9; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 6; AL N; CL/XP 10/1400; Special: melt weapons.

Remorhaz (10HD): HD 10; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 5; AL N; CL/XP 12/2000; Special: swallow whole on natural 20, melt weapons.

Remorhaz (11HD): HD 11; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 4; AL N; CL/XP 13/2300; Special: swallow whole on natural 20, melt weapons.

Remorhaz (12HD): HD 12; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 3; AL N; CL/XP 14/2600; Special: swallow whole on natural 20, melt weapons.

Remorhaz (13HD): HD 13; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 3; AL N; CL/XP 15/2900; Special: swallow whole on natural 20, melt weapons.

Rhinoceros, Wooly

Hit Dice: 10

Armor Class: 5 [14]

Attacks: 1 horn (2d6)

Saving Throw: 5

Special: Double damage on a charge

Move: 12

Alignment: Neutral

Number Encountered: 1d6

Challenge Level/XP: 10/1400

Wooly rhinoceros are Pleistocene beasts, found in the ice ages of strange worlds, and in the cold wastes of the far north. They have extremely long horns and a shaggy coat of hair.

Salamander, Frost

Hit Dice: 12

Armor Class: 3 [16]

Attack: 2 claws (1d6x2), 1 bite (2d6)

Saving Throw: 3

Special: Extreme cold damage 1d6

Move: 12

Alignment: Chaotic

Number Encountered: 1

Challenge Level / XP: 15/2,900

Frost Salamanders, sometimes called Polar Worms, are a breed of elemental salamanders that live in the coldest regions. They appear to be bright blue and white salamanders of enormous size at least 20' long. They are voracious hunters and will eat anything they can get into their mouths but prefer the taste of warm-blooded creatures.

These creatures will attack with their claws and a powerful bite. They are so cold that being near them (within 10') will cause 1d6 hp of cold damage. They are completely immune to cold, both magical and mundane.

Frost salamanders are often confused with the Remorhaz and it does seem the two creatures have similarities. Both creatures will attack each other on sight, even to the point of ignoring other prey and food.



Shedim, Ice Devil ("Gelugon")

Hit Dice: 11

Armor Class: -3 [22]

Attacks: 2 claws (1d4)/1 mandible (2d4)/1 tail or spear (3d4 or 2d6) + freezing

Saving Throw: 4

Special: Magic resistance (55%), immune to fire, magical abilities, and +2 magic weapons to hit

Move: 12

Alignment: Chaotic

Number Encountered: 1

Challenge Level / XP: 15/2,900

These devils stand about 12 feet tall and weigh about 700 pounds; their bodies are hard chitin that gives them the appearance of large bipedal insects made of ice. Called Ice Devils by mortals, these devils can cast any cold-based spell as if it were a wizard of 7th level. They also have a constant aura of Fear about them at a 10' radius as per the spell.

In combat, these devils will usually rely on their claws, mandibles, and tails. Occasionally (25%), they wield long, magical spears which they can use to impale and freeze their victims (2d6 damage plus the victim must save or be reduced to half their normal move).

Ice devils exude fear (as the 4th level magic-user spell) in a 10 ft. radius. They also have infravision (60 ft.) which is useful in their frigid lairs. If injured, they will regenerate 1 hp per round. In addition, ice devils have these special abilities which they can use one at a time, at will: detect invisibility (as the 2nd level magic-user spell), detect magic (as the 1st level magic-user spell), fly (as the 3rd level magic-user spell), polymorph self (as the 4th level magic-user spell), wall of ice (as the 4th level magic-user spell), or gate in 2 bone devils (70%) or another ice devil (30%) with a 60% chance of success in either case. Once per day, an ice devil can call forth an ice storm (as the 4th level magic-user spell).

Snow Queen

Hit Dice: 19 + 15 (100 hp)

Armor Class: 2 [17]

Attacks: 2 claws (2d6+4) and ice crown (2d8+4)

Saving Throw: 3

Special: Magic resistance (45%), immune to poison, charm, and fear; bludgeoning, slashing, and piercing from nonmagical weapons that aren't made of cold iron, half damage to cold

Move: 15

Alignment: Chaotic

Number Encountered: 1 (Unique)

Challenge Level / XP: 26/6,200

This severe Faerie Lady has pale, almost white skin and tightly braided blond hair. Her gown is exquisite, fashioned of luminous blue fabric that catches the light and shines from within. Lacy ice crystals accent the gown, and a snow-white mantle cascades from her shoulders. Icicles radiate in a crownlike halo behind her head, drifting gracefully through the air.

The Snow Queen rules a northern kingdom and is perpetually shrouded in snow and ice; her domain is inhospitable to outsiders. She rules from a castle

of delicate spires carved entirely out of ice. The dwelling catches and reflects even the faintest glimmer of light, shining like a beacon and enticing travelers to risk the dangerous winter realm.

Queen of Giants

The Snow Queen is proud and cruel to any who cross her. Her daughters, the frost maidens, roam her kingdom with ease. Travelers who can't give a good reason to be moving through the Queen's territory meet a quick end in their chilly embrace. She commands the loyalty of winter-born tribes of ogres, frost giants, and trollkin. She is said to have mocked both Thor and Loki, and too often lead their priests astray into winter storms.

Tatzelworm

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: 1 bite (1d3hp + lethal poison)

Saving Throw: 18

Special: Lethal poison, leap (+1 to hit), partial resistance to cold.

Move: 12

Alignment: Neutral

Number Encountered: 1d10

Challenge Level/XP: 2/30

These curious creatures inhabit cold alpine peaks. In appearance, they look like silvery fat-bodied lizards lacking hind legs. They can move surprisingly fast, slithering on their stomachs, and can leap up to 10ft. They are notoriously aggressive and will not hesitate to attack larger creatures that intrude upon their territory. When leaping to the attack, they gain a +1 bonus to hit. The bite of a tatzelworm is deadly, and a victim must successfully save versus poison or die.

These cold-loving reptiles save at +1 against cold-based attacks, and such damage against them is reduced by 1 hit point per die. They save versus fire normally.

Tiger, Sabre-Tooth

Hit Dice: 7

Armor Class: 6 [13]

Attacks: 2 claws (1d4+1), 1 bite (2d6)

Saving Throw: 10

Special: Rear claws

Move: 12/6 (swimming)

Alignment: Neutral

Number Encountered: 1d2

Challenge Level/XP: 8/800

Sabre-tooth tigers are larger than normal tigers and have huge, curving, front fangs. Like normal tigers, if they hit with both foreclaws, they can pull up to rake with their rear claws (2

additional attacks). These Pleistocene era beasts can still be found in areas of deep cold and ice.

Toad, Giant Ice

Hit Dice: 5

Armor Class: 5 [14]

Attacks: 1 bite (1d10+2)

Saving Throw: 12

Special: Radiates cold

Move: 9 (hop 10ft)

Alignment: Neutral (occasionally Chaotic)

Number Encountered: 1d8 or 4d100

Challenge Level/XP: 6/400

These bizarre creatures are as intelligent as men (perhaps more so), and use their long, unwebbed fore-toes to carve structures and tunnels in the ice. They use tools, but do not bother with weapons, for their toothy mouths are quite deadly. An ice toad can radiate intense, damaging cold (10ft) once every second melee round, causing 2d6 points of damage. They can also hop to attack, as giant toads do. In the wilds of the arctic regions, in the deserts of snow and ice, there may be entire cities of these unusual beings, perhaps even civilizations remaining from times before known history.

Troll, Ice

Hit Dice: 2

Armor Class: 7 [12]

Attack: 2 claws (2d6)

Saving Throw: 16

Special: +1 or better weapon to hit, immunity to old, double damage from fire, regenerate 2 hp/round, vulnerability to slashing weapons

Move: 12

Alignment: Chaotic

Number Encountered: 1d4

Challenge Level/XP: 4/120

Ice trolls are relatives of normal trolls, but are decidedly more cunning, ruthless, evil, and despicable. They make their homes in very cold climates, always near a pool of water (either natural or troll-made). The strongest (and sometimes most intelligent) member of a band is usually the leader. They have semi-transparent flesh of light blue and cold, stark white eyes.

Ice trolls savor the taste of human flesh and construct their lairs near civilized areas where humans are plentiful. Ice trolls often set traps for humans and either devours them immediately or captures them and carries them back to their lair. Captured humans are caged and fattened up before they are eaten.

An ice troll stands about 8 feet tall and weighs 450 pounds. Ice trolls do not possess any body hair. They speak the language of trolls.

If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh for an additional 2d6 points of damage. If an opponent rolls a natural 20 with a slashing weapon against an ice troll, the ice troll must succeed on a saving throw or lose a limb (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left). An ice troll that loses a leg falls to the ground, but can continue moving at one-half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the nearest source of water or ice.

Fire and acid deal normal damage to an ice troll. If an ice troll loses a limb or body part, the lost portion grows back in 2d6 minutes so long as both the ice troll and lost body part are within 30 feet of each other and are both in contact with ice or water. The creature can reattach the severed member instantly by holding it to the stump, but only if the severed member has been in contact with ice or water for at least 1 round.



Trollwife

Hit Dice: 5

Armor Class: 5 [14]

Attack: 2 claws (2d6) or magic

Saving Throw: 13

Special: +1 or better weapon to hit, immunity to cold, double damage from fire, regenerate 2 hp/round, vulnerability to slashing weapons, spell use

Move: 12

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 6/400

The Trollwife or *Trollkärningar*, are hideously ugly female trolls that could be related to the Hag. There many similarities between these two creatures, but the offspring of a trollwife is always a troll regardless of what species the father is.

Trollwives stand some 9' tall, but are hunched over so much with bandied legs and stooped posture they appear to be only 6' tall.

They exhibit the worst characteristics of both troll and hag including a taste for humanoid creatures, in particular human babies.

In addition to her formidable physical combat skills a trollwife can cast spells as a 3rd level winter witch. Some trollwives (25% chance) can also shape-shift once per month into a large black dragon that breathes fire.

One out of ten (10%) of all Trollwives encountered will actually be as beautiful as a nymph, save for an odd bluish or greening tone to her skin. Looks are deceiving since these creatures are every bit as vile and monstrous as their hideous sisters.

Mother Trollwife

Legends tell of a great troll-hag called Mother Trollwife. She is a 9 HD Trollwife with the ability to cast spells as an 8th level winter witch. She can always take the form of a dragon once per day.

Wendigo

Hit Dice: 8+4

Armor Class: 3 [16]

Attacks: 2 claws (2d6)/ 1 bite (1d6+3) / breath weapon (1d8+5, cold)

Saving Throw: 8

Special: breath weapon, fear, infravision (120'), scent, immunity to cold

Move: 12

Alignment: Chaotic

Number Encountered: 1d6

Challenge Level/XP: 10/1,400

This creature possesses humans under conditions of extreme cold and hunger and gets them to become cannibals. People that engaged in

cannibalism were also at greater risk of possession.

The Wendigo is a spirit most times, unable to physically manifest in the world or interact with it. That is until someone in a cold part of the world begins to despair and go hungry. There are plenty of places in the world that are cold and these have hungry people, the Wendigo though chooses someone though that has or will resort to cannibalism to stay alive. Once this is done the Wendigo has access to the victim's heart.

With their heart frozen the victim becomes the physical Wendigo. They appear lean and gaunt, but taller; as if stretched out. Their hands become claws with vile blue talons. Their entire appearance becomes more feral. They appear to be something akin to a ghoul or even a starving werewolf mid transformation. There are constantly hungry, eating all the flesh they can though they never eat their fill. Eventually, the wendigo strains the host body too much and they die completely in a number of weeks. Though there are rumors of a giant wendigo, whose head reaches the clouds that are thousands of years old.

The Wendigo is completely immune to all cold-based attacks. It attacks with its claws and bite and can emit a blast of freezing cold air up 4 times per day (save for half).

This demon shares many characteristics with were-creatures and undead. A cleric can turn one as a CL 12 Undead. Once a person is infected with a wendigo they cannot be cured.

Wendigo Matron

Hit Dice: 10+5

Armor Class: 2 [17]

Attack: 2 claws / 1 bite / breath weapon / spell use 1d6 / 1d6 / 1d6+3 / 1d8+5 (cold)

Saving Throw: 6

Special: breath weapon, fear, low-light vision (240'), scent, immunity to cold

Move: 9/18' (fly)

Alignment: Chaotic

Number Encountered: 1

Challenge Level/XP: 12/2,000

A wendigo matron is if anything, more evil than the common wendigo. This creature is the de facto leader of any band of Wendigo and she has powers above and beyond the already formidable powers of these foul creatures.

In addition to the physical attacks, breath weapons, and fear of a normal wendigo, the wendigo matron can also use the following spell-like powers 3 times per day:

- *Wind Walk*
- *Fly*
- *Invisibility*
- *Shape change*

A common tactic of a wendigo matron is to shape change into a normal human woman and lead victims to the lairs of the Wendigo. She will often pose as a rescued victim, or as someone seeking vengeance against the Wendigo that killed her "family". There may be truth in both guises as the Wendigo may in fact, have been her family.

The wendigo matron is also different in her origin. While humans can become wendigo when confronted with the prospect of starvation and freezing to death, a wendigo matron chooses to become what she now is.

It is believed that there is a dark ritual where prospective wendigo matron cuts out her own heart with a flint dagger. What is known that a wendigo matron cannot be truly destroyed until she is reduced to 0 hp and her heart is burnt. Otherwise, she will rise again when the next snowfall occurs.

Like the lich and his phylactery, the wendigo matron keeps her heart in a safe place.

A cleric can turn one as a CL 13 Undead. Once a person is infected with a wendigo they cannot be cured

Vargr

Hit Dice: 4

Armor Class: 5 [14]

Attacks: 1 bite (2d4)

Saving Throw: 13

Special: Darkvision (60 ft.), Twilight Vision, Scent, Track

Move: 18

Alignment: Chaotic

Number Encountered: 1d4

Challenge Level/XP:

Vargr are demonic wolves, kin to Fenrir, that live, hunt and feed in the mortal worlds. They are dark colored with glowing red eyes and drooling toothy mouths.

Vargr use their mouths full of terrible teeth and fangs to the greatest extent, hoping to rip out arteries and mangle their enemy. Several will gang up on one target at one time to tear them into pieces.

These hellish wolves function as mounts for many beings and gods, like horses, and are forever ravenous, seeking food.

Vargr are unpleasant beasts, quickly dominating all lesser breeds of wolf and dog if not outright lashing at them to eat them. They serve Fenrir obediently and can sense the hidden trails and pathways between the worlds. What they do for the great evil wolf is unknown, but it is assumed to be malicious and devious in nature.

Wolf, Goblin

Hit Dice: 8

Armor Class: 4 [15]

Attacks: 1 bite (1d6+3), 2 claws (1d4x2)

Saving Throw: 10

Special: death curse

Move: 24

Alignment: Chaotic

Number Encountered: 1d6

Challenge Level / XP: 10/1,400

Goblin wolves are found living amongst goblins of all types. They are believed to be a mixed species of worgs, hell hounds or Vargr, and faerie hounds such as the Cù Sith. Their coats are thick and black with the oldest adults graying around the ears and muzzle. Their faces are flatter than that of wolves, which somewhat lessens their sense of smell. Their eyesight is superior and makes up for this loss.

They are intelligent and can speak in humanoid voices. They typically know common, goblin and at least one infernal language.

On their deaths (when they are at 0 hp) they can utter a death curse to their killers. This curse is like the 3rd level witch spell Bestow Curse, but it must be something that can be said in a sentence or less. Common curses are "Bleed" which will cause blood to pour out of the victim's mouth, nose, eyes and ears doing 4d6 hp of damage (save for half) or "Die!" which causes 5d6 hp damage (save for half). The bleed curse is popular since any bleeding character becomes the focus of any living goblin wolf still attacking.

Wolf, Winter

Hit Dice: 5

Armor Class: 5 [14]

Attacks: 1 bite (1d6+1)

Saving Throw: 12

Special: Breathe frost

Move: 18

Alignment: Neutral

Number Encountered: 2d4

Challenge Level / XP: 6/400

Winter wolves are as intelligent as humans, and many packs or their leaders are not friendly to humankind. Some, indeed, are actively malevolent and hostile, hunting humans as prey and stalking arctic villages for lone victims. Winter wolves can breathe frost at a range of 10ft, blasting anything in front of them in a wide area for 4d6 points of damage (save for half). This ability can only be used once per turn (10 rounds). Winter wolf pelts are very valuable (1d4+2 x1000gp).



Yeti, Abominable Snowmen

Hit Dice: 5

Armor Class: 6 [13]

Attacks: 2 fists (1d6)

Saving Throw: 12

Special: Hug, fear, immune to cold

Move: 14

Alignment: Neutral or Chaotic

Number Encountered: 1d6 or 2d12

Challenge Level / XP: 7/600

Yetis are the "Bigfoot" of the Arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d6 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds (during which time the yeti hits automatically). Yetis are very intelligent, and can be quite malevolent. They are immune to normal and magical cold.

Yeti, Almas

Hit Dice: 3

Armor Class: 7 [12]

Attacks: 2 fists (1d6) or by weapon type

Saving Throw: 13

Special: Fly, immune to cold, spells

Move: 12 / 24 fly

Alignment: Neutral

Number Encountered: 1d8

Challenge Level / XP: 6/400

Almas are the smaller, more intelligent cousins of the Yeti. Due to their smaller size they do not have the yeti's hug attack. For every group of six Almas one will be a shaman who has the spellcasting ability of a 2nd level winter witch. With the aid of the shaman an Almas can fly on the boreal winds, but only after the sun has gone down.

They are immune to normal and magical cold. Almas speak their own language and that of giants.

Treasures

The lure of treasure is what drives many adventures and the witches and warlocks of winter are no exception.

Blanket of Healing: This functions much like the spell of the same name. The afflicted must sleep wrapped in this blanket for 8 hours to have the effects of a *Heal* and *Cure Disease* spells cast on them.

Blanket of Healing, Greater: This blanket functions as a *Blanket of Healing* as described above but will also restore the lost life-energy levels lost by the attacks of undead or demons.

Bracers of Protection: These ornate bracers are often sought after by spellcasters of all sorts. They improve their armor class by +1 (50%) +2 (35%) or +3 (15%). They can be worn with other devices of protection and they do not impede spell casting. Rare sets (5% of all) will also provide the same bonus to saving throws.

Charm Bracelet: This silver chain is worn on the wrist and has some metal charms attached. The number of charms, 1 to 4, indicates the level of protection the bracelet will provide. So 1 charm is +1 to AC and Saves, 2 charms are +2 to AC and Saves and so on.

Cold Iron: While not magical per se, weapons made from cold iron, or iron not forged into steel, are effective against all creatures of faerie and even some witches. A weapon made of cold iron provides no bonus to hit, but can hit faeries that would otherwise only be hit by magical weapons. The weapon also gains a +1 to damage. Cold Iron will not show up as magic via a *Detect Magic* spell, unless it has been enchanted separately. Cold Iron has a slight magnetic field about it and is most often used in compasses rather than as a weapon.

Weapons made from cold iron cost twice that of their steel counterparts and have 50% chance of breaking on any critical miss/fumble (a natural roll of "1" on a d20).

Dagger +1/+3, Mind's Eye: Also known as an empathic dagger, this weapon can be used by any class that can use daggers. The dagger begins combat as a +1 magical dagger. But after one round of combat the dagger imbues an empathic understanding of the opponent. The next round the dagger is +2 to hit and damage and adds a +2

bonus to the wielder's Armor Class. The next round and every round hereafter the dagger confers a +3 to hit, damage and Armor Class.

Hat of Focus: This hat aids the warlock, wizard or witch when they are performing spell research, learning new spells or otherwise engaged in any work requiring their focus.

This hat when worn will treat the wearer as if they had an Intelligence or Charisma score as one greater (+1) than they currently have. This does not change the number of spells they can learn or memorize based on their ability scores, but it does aid them with learning or creating the new spell.



Hat of Focus, Spellslinger: This hat is similar to the Hat of Focus save that it adds +1 or +5% (where appropriate) to anyone spellcasting roll. So this hat could add +1 per die in a Fireball's damage or -1 in a Saving Throw, but not both.

Helm of the Mammoth Lord: 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 attacking magical creatures.

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

Hexblade: These swords are sought after by many warlocks. They come in +1, +2, and +3 varieties and in addition to the bonuses to hit and damage, they act as a Rod of Spell Focusing. Warlocks with the Pact Blade Invocation can use these blades for added benefits.

Lucky Hat: These wide-brimmed, floppy hats are blessed by Loki, and they convey his favor when worn by thieves (or any class with progressive thief abilities). The lucky hat increases by one (+1) the wearer's chance-in-twelve to hide, move silently, open locks, or pick-pockets; it grants a +1 bonus to saving throws that occur in a thieving context (such as to avoid the poisoned needle in a lock). It also confers a +1 bonus on reaction rolls in like situations (such as attempting to talk one's way past a suspicious guard).

Further, the base chance for an assassin's disguise to be penetrated is reduced to 1-in-8 if he wears this hat.

Other situations where the bonus might apply are at the discretion of the referee.

Oil of Ice Armor: Created and used by powerful winter witches and warlocks. This oil is rubbed onto the user's body. Anyone touching the user with bare skin must save or take 2d4 points of cold damage (save negates). This spell lasts 2d6 rounds.

Rime Pelt: These magical pelts allow the wearing to transform once per day into a winter wolf. The wearing has all the physical attributes of a winter wolf including speech and frost breath.

Rime Pelt, Greater: This pelt is that of a large polar bear with the abilities of a winter wolf such as speech and frost breath.

Ring of Spell Storing, Witchcraft: Similar to the normal *Ring of Spell Storing*, but only effective for witches and warlocks.

Rod of the Winter Warlock: These metal rods were crafted years ago by the legendary warlocks from the top of the Broken Mountains. When used in the casting of a cold damaging spell they increase the die type used. So a spell that would use a d6 now will use a d8. A d8 is stepped up to a d10 and so on. The total number of dice rolled remain the same.

Rod of Spell Focus: This metal rod is usually made of wood, but others made of ivory or steel are also known. When used by a warlock during spell casting the target of the spell saves at a -1

penalty to their saving throw rolls. More powerful rods grant a -2 and -3 penalties.

Rod of Witch Detection: This item is favored by witch hunters of all sorts. This rod will determine if someone is a witch. The rod of witch detection will grow warm in the presence of a witch or warlock. The rod will be able to identify 3d6 witches, regardless of alignment.

Note: GM's should limit this to the witch and warlock classes presented here though there may be some imperfect rods that also identify wizards, clerics, oracles or others as "witches."

Sky Clad Oil: This oil is rubbed on the body to protect the witch from the elements while sky-clad (nude). The oil is only effective on bare skin. A witch can survive temperatures of -60 degrees Fahrenheit to +200 degrees, but only when uncovered. Any part of her body covered by clothes will not receive the magical protection. This oil can be used by any other class, but witches are very secretive about its nature. This oil can also safely used with any other type of body lotion or oil, in particular Flying Ointment.

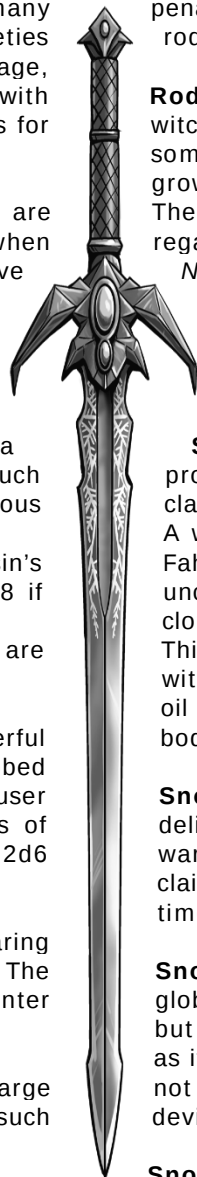
Snow Ball of Viewing: These snowballs are delicate to use but in the hands of a winter warlock they act as a crystal ball with clairaudience. Typically they can only be used 2d6 times before they crumble or melt.

Snow Globe of Remote Viewing: These snow globes are usually associated with a single place but they allow the use to view and scry the area as if they were using a crystal ball. The user does not need to be a witch or magic-user to use this device.

Snowshoes of Striding: These magical snowshoes allow the user to move at their normal movement rate over snow and ice that would otherwise hamper the traveler.

Staff of the Warlock: Similar to the legendary Staff of Wizardry, but only effective in the hands of warlocks. Some of its powers drain charges, while others do not. The following powers can be used draining one charge per use.

- Produce Flame
- Detect Magic
- Light/Darkness
- Cone of Cold (2 charges, 15d6, DC 15)
- Fireball or Lightning Bolt (one or the other, 2 charges, 10th level, 10d6, DC 17)
- Hold Monster (2 charges, DC 14)
- Invisibility (2 charges)



The staff adds +2 to the warlock's saving throws against spell based attacks. The staff cannot absorb wizard spell energy and must be recharged by the warlock himself. The staff is also capable of acting as a Quarterstaff +2.

Sword +2, +4 vs. Lycanthropes: The blade of this sword is composed of silver, the pommel of its copper hilt set with a moonstone. In the presence of lycanthropes (120-foot range), its moonstone glows. The weapon provides a base +2 attack and damage bonus; this bonus is +4 versus lycanthropes. Other shapeshifters such as boo hags, naaldlooshii, skin-changers and wolfweres are attacked at +3.

Talismans

Talismans are small items that can have any spell of third level or lower. The talisman can be made of paper, wood, clay or even metal. Often they are worn and kept till evoked. To evoke a talisman takes only an instant and the effects are instant. The command word or gesture to evoke the talisman is often inscribed on the talisman itself. Unless otherwise noted a talisman can only be used once.

Talisman of Protection: This talisman confers a +1 protection bonus to saves and AC. Effects last as per level of the creator (1d6+3). This talisman is usually in the form of a finely crafted gold ankh. These talismans may only be used once per day.

Artifacts

These items are unique and more powerful than standard magic items. They will not typically be found in some random treasure horde, but instead will be in the use of powerful NPCs (usually their owner) or protected by powerful creatures.

Baba Yaga's Mortar and Pestle

Baba Yaga can travel about the land in a large mortar and pestle. She sits in the mortar, steers with the pestle and sweeps up her tracks with her broom behind her. This way she can travel over any surface, including water, but not air. She can travel at a speed of 36" under most conditions.

If discovered the mortar and pestle will appear to be abandoned. Indeed the Ancient Crone often leaves it for others to find it.

La Befana's Broom

La Befana was a great and powerful witch. Legend says that she once helped three great and powerful Magic-users find their way when they

were lost searching for a young king. They had asked La Befana to go with them, but she declined, telling them she had cleaning to do. In reality she did not want to go because she had lost her own child and seeing this new one would have been too sad for her.

The Magic-users upon their return brought La Befana a gift, a magical broom that would clean her home for her if she uttered the proper word. It would also render her invisible and allow her to enter the home of anyone unnoticed as long as her intentions were good and pure. La Befana used this magic to go into people's homes on the eve of the Magic-users' return to her each year to clean the homes of the good people in her village and leave a small present, usually a bit of candy for the good children or a bit coal for the bad ones.

She has let the broom go now so it may continue to do good in the world where she can't go.

In the hands of a Lawful witch this broom will manifest the following powers:

- Act as a Broom of Flying
- Act as a Broom of Protection, Threshold
- When held it will render the witch Invisible
- When used to knock on a door the door will open as if a Knock spell was cast on it. Inhabitants will not be able to hear the knock.

Neutral witches can also use these powers, but only if their intent is pure and good. If they attempt to do anything that is considered harmful or against those pure intentions then the Broom treats them as if they were Evil.

Chaotic witches cannot use the Broom at all. Once they touch the broom it becomes a Broom of Animated Attack. The broom will attack for 1 round (it gets the initiative due to surprise) then it disappears.

Typically the Broom will remain with any given witch only for one year then it will disappear to find another worthy witch.

Wand of the Ice Queen

This near-mythical item appears as a wand of blue crystal with a snowflake design on top. In the hands of a winter witch it can cast the following spells.

0 charges: Blue Flame, Chill Touch, Create Snow, Frostbite

1 charge: Flurry of Snowballs, Ice Armor, Icy Grip, Sleet Storm, Winter's Grasp

2 charges: Chilling Mist, Tomb of Ice, Frigid Rain, Ice Storm, Freezing Sphere, Triumph of Ice.

The wand typically has 6d6 charges.

Witch Spells by Level

1st Level Spells

Allure
Animal Friend
Bane
Blight Growth
Blue Flame
Chill
Chill Touch
Cold Resistance
Create Snow
Doom
Drench
Endure Elements
Freeze Potion
Freezing Hands
Frostbite
Fury of the Ancestors
Hold Animal or Plant (Cold)
Hold Portal
Ice Arm
Ice Dagger
Layer of Ice
Melt Ice
Obscuring Cloud
Predict Weather
Reflection
Resist Cold
Snowball
Summon Berserkers
Summon Ice Demon (Ritual)
Wall of Frost
Warm

2nd Level Spells

Animal Messenger
Beastform
Bestow Curse
Cackle
Cool Metal
Detect Body Heat
Fang Call
Feast of Ashes
Flurry of Snowballs
Fogbank
Frigid Slowness
Frost Fall
Frost Sphere
Gust of Wind
Hold Person (Cold)
Ice Armor
Ice Axe
Ice Skin
Icy Grip
Iron will
Produce Flame/Cold

Raven Spy
Rime
Shatter
Steal Breath
Unshakable Chill
Winter's Grasp
Word of Hibernation

3rd Level Spells

Ash Storm
Aura of Frost
Black Cloud
Chilling Mist
Cold Protection
Control Winds
Cryonic State
Dissipate Gas
Ice Spears
Infrared Vision
Misty Form
Protection from Fire
Sleet Storm
Slow
Soul of Frost
Spirit of Hyperborea
Tomb of Ice
Ward of the Season
Weather the Storm
Wolf Guardian

4th Level Spells

Animal Growth
Conjuration of Ice Elementals
Control Temperature, 10-foot radius
Elemental Armor
Famine
Freeze Surface
Frigid Rain
Harmshield
Ice Storm
Igloo
Mirror Talk
Remove Curse
Summon Animals
Troll's Blood
Wall of Ice
Withering Touch

5th Level Spells

Antiplant Shell
Breathe Frost
Cone of Cold
Cone of Paralysis
Hold Monster (Cold)
Howling, The
Ice Bridge
Summon Weather

Threefold Aspect
Transform to Winter Wolf
Wind Blades
Witch Box

6th Level Spells

Aspect of the Crone (Crone of Winter)
Blanket of Healing
Cackle of the Winter Crone
Claws of the Eldest Crone
Control Weather
Freezing Sphere
Frigid Chrysalis
Ice Crystal Teleport
Iceberg (Ritual)
Move Water
Torpor

7th Level Spells

Enchant Item
Freezing Cloud
Ice Body
Ice Castles
Power Word Stun
Regenerate
Simulacrum (Ritual)
Triumph of Ice
Wind Walk
Winter's Teeth

8th Level Spells

Antipathy/Sympathy
Darkest Night of Winter (Ritual)
Encase in Ice
Glacial Slide (Ritual)
Polar Midnight
Temporal Stasis



Warlock Spells by Level

1st Level Spells

Allure
Animal Friend
Bane
Blight Growth
Blue Flame
Chill
Chill Touch
Cold Resistance
Create Snow
Doom
Drench
Endure Elements
Freeze Potion
Freezing Hands
Frostbite
Fury of the Ancestors
Hold Animal or Plant (Cold)
Hold Portal
Ice Arm
Ice Dagger
Icy Grip
Layer of Ice
Melt Ice
Obscuring Cloud
Predict Weather
Reflection
Resist Cold
Snowball
Summon Berserkers
Summon Ice Demon (Ritual)
Wall of Frost
Warm

2nd Level Spells

Animal Messenger
Beastform
Bestow Curse
Cackle
Cool Metal
Detect Body Heat
Fang Call
Feast of Ashes
Flurry of Snowballs
Fogbank
Frigid Slowness
Frost Fall
Frost Sphere
Gust of Wind
Hold Person (Cold)
Ice Armor
Ice Axe
Ice Skin
Iron will
Produce Flame/Cold
Raven Spy

Rime
Shatter
Steal Breath
Unshakable Chill
Winter's Grasp
Word of Hibernation

3rd Level Spells

Ash Storm
Aura of Frost
Black Cloud
Chilling Mist
Cold Protection
Control Winds
Cryonic State
Dissipate Gas
Ice Spears
Infrared Vision
Misty Form
Protection from Fire
Sleet Storm
Slow
Soul of Frost
Spirit of Hyperborea
Tomb of Ice
Ward of the Season
Weather the Storm
Wolf Guardian

4th Level Spells

Animal Growth
Conjuration of Ice Elementals
Control Temperature, 10-foot radius
Elemental Armor
Famine
Freeze Surface
Frigid Rain
Harmshield
Ice Storm
Igloo
Mirror Talk
Remove Curse
Summon Animals
Troll's Blood
Wall of Ice
Withering Touch

5th Level Spells

Antiplant Shell
Breathe Frost
Cone of Cold
Cone of Paralysis
Hold Monster (Cold)
Howling, The
Ice Bridge
Summon Weather
Threefold Aspect
Transform to Winter Wolf

Wind Blades
Witch Box

New Cleric Spells by Level

1st Level Spells

Cold Resistance
Freeze Potion

2nd Level Spells

Hold Person (Cold)

3rd Level Spells

Chilling Mist
Fang Call
Frigid Slowness

4th Level Spells

Ward of the Season

5th Level Spells

Remove Curse

6th Level Spells

Blanket of Healing
Control Weather

7th Level Spells

Polar Midnight
Regenerate
Triumph of Ice
Wind Walk

New Druid Spells by Level

1st Level Spells

Animal Friend
Cold Resistance
Create Snow
Drench
Freeze Potion
Frostbite
Ice Arm
Layer of Ice
Resist Cold
Snowball

2nd Level Spells

Animal Messenger
Chilling Mist
Detect Body Heat
Fang Call
Feast of Ashes
Flurry of Snowballs
Frost Fall
Ice Skin
Melt Ice
Produce Flame/Cold

Rime
Steal Breath
Unshakable Chill
Winter's Grasp

3rd Level Spells

Ash Storm
Black Cloud
Ice Spears
Infrared Vision
Protection from Fire
Sleet Storm
Ward of the Season

4th Level Spells

Animal Growth
Control Temperature, 10-foot
radius
Ice Storm

5th Level Spells

Antiplant Shell
Igloo
Wind Blades

6th Level Spells

Blanket of Healing
Control Weather
Frigid Chrysalis

7th Level Spells

Freezing Cloud
Polar Midnight
Regenerate
Triumph of Ice

Winter's Teeth

New Magic-User Spells by Level

1st Level Spells

Freeze Potion
Hold Portal
Ice Arm
Layer of Ice
Melt Ice
Reflection
Resist Cold
Snowball

2nd Level Spells

Cold Resistance
Cool Metal
Doom
Flurry of Snowballs
Fogbank
Frigid Slowness
Frost Fall
Rime
Steal Breath
Unshakable Chill

3rd Level Spells

Ash Storm
Aura of Frost
Black Cloud
Chilling Mist
Cold Protection
Fang Call

Ice Spears
Infrared Vision
Sleet Storm
Slow
Soul of Frost

4th Level Spells

Conjuration of Ice Elementals
Ice Storm
Igloo
Remove Curse

5th Level Spells

Cone of Paralysis
Threefold Aspect
Wind Blades

6th Level Spells

Control Weather
Enchant Item
Freezing Sphere
Move Water

7th Level Spells

Simulacrum (Ritual)
Triumph of Ice
Winter's Teeth

8th Level Spells

Encase in Ice



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Correspondence can be made via my website at <http://theotherside.timsbrannan.com/> or at timothy.brannan@gmail.com.