

REIGN OF WINTER

CESSEER OF NING

An elite ukara, or “battleflower,” from the Immortal Suzerainty of Ning, Cesseer is consort to the dragon warlord Yrax, though their relationship is a business arrangement, not an expression of her true loyalties or feelings.

CESSEER OF NING**CR 12****XP 19,200**

Female Winterborn Triaxian monk (qinggong monk/weapon adept) 13 (*Pathfinder RPG Ultimate Magic* 51, *Pathfinder RPG Advanced Player's Guide* 114, and see page 86)

LN Medium humanoid (Triaxian)

Init +3; **Senses** low-light vision; Perception +22

DEFENSE

AC 28, touch 23, flat-footed 24 (+2 deflection, +3 Dex, +1 dodge, +3 monk, +4 Wis, +5 natural)

hp 114 (13d8+52)

Fort +11, **Ref** +11, **Will** +14; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease, poison; **SR** 23

OFFENSE

Speed 70 ft.

Melee +2 *shotel*^{NE} +15/+10 (1d8+7/×3) or unarmed strike +12/+7 (2d6+3) or +2 *shotel*^{NE} flurry of blows +17/+17/+12/+12/+7 (1d8+7/×3) or unarmed strike flurry of blows +14/+14/+9/+9/+4 (2d6+3)

Special Attacks flurry of blows, perfect strike (13/day, roll 3 times)

Qinggong Monk Spell-Like Abilities (CL 13th; concentration +17; save DCs are Wisdom-based)
1 ki point—*barkskin* (self only), *feather step*^{APG} (self only)

TACTICS

Before Combat Cesseer activates her *barkskin* ki power before combat or before entering the fighting pit. If in an area of difficult terrain (such as ice), she also activates her *feather step* ki power.

During Combat In a nonlethal or exhibition combat, Cesseer uses Dazzling Display in the first round to demoralize her opponent, allowing her to use Shatter Defenses and make extra attacks with Medusa's Wrath. She uses Stage Combatant to make nonlethal attacks with her *shotel* and Perfect Strike to ensure success, and uses Punishing Kick, Stunning Fist, and trip combat maneuvers to keep her opponent at a disadvantage. In a real (lethal) fight, Cesseer spends a ki point each round to gain an extra attack if she can make a full attack, or to improve her AC (if she can't).

Morale Honor is fundamental to Cesseer, and if fighting in a nonlethal duel, she yields when reduced to 20 hit points or fewer. In a lethal combat against honorable foes, Cesseer

fights to the end. If revived afterward, she surrenders and allows herself be taken prisoner. If the PCs shamefully interrupt or interfere in a one-on-one combat, Cesseer uses her abundant step ability to retreat to Yrax's sanctum (area **D20**) and fights at his side.

STATISTICS

Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 19, **Cha** 8

Base Atk +9; **CMB** +16 (+18 trip); **CMD** 37 (39 vs. trip)

Feats Combat Reflexes, Dazzling Display, Dodge, Improved Trip, Improved Unarmed Strike, Iron Will, Medusa's Wrath, Mobility, Perfect Strike^{APG}, Punishing Kick^{APG}, Shatter Defenses, Skill Focus (Intimidate), Stage Combatant^{UC}, Stunning Fist, Weapon Focus (shotel), Weapon Specialization (shotel)

Skills Acrobatics +18 (+47 when jumping), Intimidate +21, Linguistics +1, Perception +22, Perform (dance) +15

Languages Draconic, Ningese, Triaxian

SQ abundant step, battleflower, diamond body, diamond soul, fast movement, ki pool (10 points, cold iron, lawful, magic, silver), ki power, maneuver training, purity of body, seasoned, way of the weapon master, wholeness of body
Gear +2 *shotel*^{NE}, *belt of physical perfection* +2, *headband of inspired wisdom* +2, *ring of protection* +2, Ningese ukara entertainer's outfit

SPECIAL ABILITIES

Battleflower (Ex) Because of her training as an ukara, Cesseer is proficient with all weapons with the performance weapon quality and treats all such weapons as monk weapons for the purposes of feats and the flurry of blows special ability. This replaces the normal monk weapon proficiencies.

Cesseer is a native of Triaxius's Immortal Suzerainty of Ning, an island nation far to the south of the Drakelands and the Skyfire Mandate across the Sephorian Sea. Born in a remote rural village, Cesseer was chosen from among all the children in her village to attend an elite martial academy in a large, distant city. Renouncing all ties to her former family and social class, Cesseer was inducted into the elite warrior caste called *ukara* (roughly translated as “battleflowers”), highly trained gladiatorial warriors who compete in extravagant bouts of ritualized combat before hordes of adoring spectators. Cesseer spent her childhood constantly honing the martial techniques that

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would turn her body into a weapon, as well training with a wide variety of unusual armaments. At the same time, Cesseer and her caste-siblings were taught to renounce all outward expressions of their genders, in language, dress, even in the way they moved. From that point forward, they were neither male nor female—they were ukara.

Ukara are greatly esteemed in Ning, treated as high-ranking members of the aristocracy, and the most successful ukara are courted by the wealthy and powerful as consorts, regardless of their gender or sexuality. Most often, these arrangements are formal business relationships that are mutually beneficial, markedly increasing the honor of both parties, and acclaimed ukara are widely sought after.

Knowing all of this, Cesseer was very nervous before her first official bout, but her anxiety vanished instantly when she walked out into the arena. Bathed in the noise of the crowd, she knew this was where she was meant to be. Cesseer won that first fight and many more thereafter, becoming a growing celebrity. She even traveled to the capital, where she had the supreme honor of competing before the Immortal Suzerain herself. The whirlwind of meetings, honors, and gifts bestowed on her by important nobles, powerful politicians, and influential guilds all seeking her favor seemed suitably impressive but needlessly confusing to Cesseer, because she knew that she would become the consort of the most honorable suitor who would give her the best opportunities to compete and perfect her martial art.

When Cesseer learned that a powerful dragon from across the sea had requested her as a consort, she was intrigued. The fact that the dragon had sent chests of gold, gems, and jewelry to sweeten his offer barely registered with Cesseer. To her, the chance for travel to distant lands combined with the possibility of learning exotic techniques was too good to pass up. The long voyage to the Drakelands was very exciting, and also dangerous at points, but Cesseer eventually arrived at Ivoryglass to present herself to her new patron Yrax, Lord of the Howling Storm.

Cesseer's excitement slowly faded to disappointment, however. Initially, Yrax treated her well, but as he became obsessed with his upcoming invasion of the Skyfire Mandate, he effectively ignored her unless he wanted to show her off like an exotic trophy to some visiting dignitary or supplicant. After Cesseer refused to fight a malnourished prisoner for Yrax's entertainment, the dragon stopped arranging ritual combats for her, leaving her to her own devices for weeks on end. Cesseer has come to realize that Yrax regards her as little more than another piece of treasure in his hoard, but she feels compelled by honor to fulfill her contract with him.

Cesseer is lithe and athletic, and her body fur is evenly cropped, giving her an epicene look. If competing in an official performance bout, she paints her fur with ritual symbols displaying her formal status as an ukara. When competing, Cesseer wears an elaborate Ningese costume. She speaks in a soft, musical voice with an accent that differs from the Triaxian dialect spoken in the Skyfire Mandate.

CAMPAIGN ROLE

Cesseer is an obstacle the PCs must face to acquire the second of Baba Yaga's keys from Ivoryglass. She has no personal loyalty to Yrax, but she feels she must honor her contract by defending her patron and his palace from intruders and thieves. Currently, however, Cesseer is extremely bored and homesick. She misses her homeland of Ning, with its many intricate yet familiar rituals that make up everyday life. She yearns for conversations with other ukara, or even anyone who understands the disciplined pursuit of martial excellence. As a result, Cesseer might be convinced to break her contract, especially if the means to return to Ning were offered to her. Although unlikely, it might even be possible to secure Cesseer's aid in the fight against Yrax.



REIGN OF WINTER

COMMANDER PHARAMOL

The stalwart leader of the Dragon Legion aerie of Spurhorn, Commander Pharamol will give his life to ensure its walls remain standing.

COMMANDER PHARAMOL

CR 11

XP 12,800

Male Winterborn Triaxian ranger 12 (see page 86)

LN Medium humanoid (Triaxian)

Init +3 (+7 in cold); **Senses** low-light vision; Perception +21 (+25 in cold)

DEFENSE

AC 25, touch 13, flat-footed 22 (+8 armor, +3 Dex, +4 natural)**hp** 118 (12d10+48)**Fort** +13, **Ref** +13, **Will** +10**Defensive Abilities** evasion

OFFENSE

Speed 30 ft.**Melee** +1 *bastard sword* +17/+12/+7 (1d10+4/19-20)**Ranged** +1 *composite longbow* +17/+12/+7 (2d6+4/19-20/x3) or Rapid Shot +1 *composite longbow* +15/+15/+10/+5 (2d6+4/19-20/x3)**Special Attacks** favored enemy (dragons +6, magical beasts +2, Triaxian humanoids +2)**Ranger Spells Prepared** (CL 9th; concentration +11)3rd—*instant enemy*^{APG}2nd—*barkskin*, *eagle eye*^{APG}, *effortless armor*^{UC}1st—*aspect of the falcon*^{APG}, *gravity bow*^{APG}, *resist energy*

TACTICS

Before Combat Commander Pharamol casts *barkskin* and *effortless armor* before any combat, and he casts *aspect of the falcon* and *gravity bow* before engaging foes at range (already included in his stats).

During Combat In a pitched battle, Commander Pharamol uses his hunter's bond to aid his troops as necessary. When fighting dangerous creatures who aren't one of his favored enemies, Pharamol casts *instant enemy* and declares a particular foe as his quarry, then focuses his attacks on that opponent, casting *resist energy* as needed depending on the nature of his foe. Pharamol relies on missile combat, but if necessary, he draws his bastard sword and readies an action to attack while his dragonkin partner Amerenth makes Flyby Attacks.

Morale If fighting against spies or assassins, Commander Pharamol retreats to gather reinforcements if reduced to 50 hit points or fewer. In a battle to defend Spurhorn, however, Pharamol fights to the bitter end.

Base Statistics Without his spells, Commander Pharamol's

statistics are **AC** 21, touch 13, flat-footed 18; **Speed** 20 ft.;**Ranged** +1 *composite longbow* +16/+11/+6 (1d8+4/x3); **Skills** Perception +18 (+22 in cold), Ride +15, Stealth +9 (+13 in cold).

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10**Base Atk** +12; **CMB** +15; **CMD** 28

Feats Endurance, Exotic Weapon Proficiency (bastard sword), Improved Precise Shot, Iron Will, Mounted Archery, Mounted Combat, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (bastard sword)

Skills Knowledge (engineering) +11, Knowledge (geography) +8 (+12 in cold), Knowledge (nature) +8, Linguistics +0, Perception +21 (+25 in cold), Ride +17, Stealth +11 (+15 in cold), Survival +11 (+15 in cold)

Languages Draconic, Triaxian

SQ camouflage, evasion, favored terrain (cold +4, mountain +2), hunter's bond (companions), quarry, rider bond (Amerenth), seasoned, swift tracker, track +6, wild empathy +12, woodland stride

Combat Gear +1 *dragon bane arrows* (3), *snappleaf*^{UE}, **Other**

Gear +2 *breastplate*, +1 *bastard sword*, +1 *composite longbow* (+3 Str) with 60 arrows, *belt of physical might* +2 (Str, Dex), *cloak of resistance* +2, keys to areas **B12** and **B13**

Commander Pharamol has served the Dragon Legion for most of his adult life, but he was born and grew up in a small mining community in the Titan's Mounts. The first time he saw a graceful, gleaming dragonkin soaring high above him through the blue sky over the snow-capped mountains of Triaxus, he knew he could never become a miner like his parents. When he came of age, Pharamol became one of the many hopeful recruits that arrive each year on the doorsteps of the Dragon Legion's border aeries. The punishing initiation designed to weed out those without true conviction was far tougher than he had expected, but his tenacious attitude, determination, and skills saw him graduate as the youngest legionary in his class.

Pharamol grew into a solidly built warrior and obtained a transfer to the front line, but his training was as a scout, not a dragonrider. Nevertheless, he came to see the solemn duty of the Legion as an ideal worthy of laying down his life for,

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and became a respected officer. While not much of a book learner, Pharamol dedicated himself to studying dragonkin and true dragons alike, learning every technique to stop the evil dragons of the Drakelands. Pharamol's dedication and integrity led to several promotions, which he accepted as part of his noble duty.

Twelve years ago, Pharamol finally bonded with a gold dragonkin named Amerenth. Although Pharamol was not yet a dragonrider, the young dragonkin stubbornly insisted that she was his partner and would be no matter what Pharamol said or did. Eventually, Pharamol stopped trying to convince her that he wasn't cut out to be a dragonrider, and his bond with Amerenth was forged on their very first flight together. While it may seem to outsiders that Pharamol and Amerenth differ in almost every respect, their loyalty to the Skyfire Mandate and to each other is completely unquestioned.

When the previous commander of Spurhorn retired, Pharamol was the top candidate for the position, and upon receiving the unanimous acclaim of the soldiers under his command, he became Spurhorn's new commander. Commander Pharamol has developed a discreet but intense style of leadership. A recurring Legion tale tells that once in a border skirmish, Pharamol's troops broke and fled in spite of having superior strength over the enemy, leaving the commander to face a trio of drakes on his own. Amazingly, Pharamol survived and returned to his troops, his face as red as the blood dripping from his many wounds. The only thing said about the speech he gave after that debacle was that every member of the patrol agreed it would be far better to die in battle than have to ever listen to it again.

Several months ago, a wise woman from a peasant village in Spurhorn's holding came to the aerie with a gift for Commander Pharamol, in thanks for his tireless devotion in defending their lands from the predations of the dragons across the border. The gift was a strange two-headed eagle, the likes of which Pharamol had never seen before. Not wanting to hurt the old woman's feelings, Pharamol accepted the bird and has kept it as a pet ever since—though his partner Amerenth can't get past her feelings that there is something strangely peculiar about the bird that has nothing to do with its two heads. In fact, the old crone was none other than Baba Yaga in disguise, and the two-headed eagle is an ingredient for the cauldron in her *Dancing Hut*.

Commander Pharamol is a rugged and muscular Winterborn Triaxian with a mature and distinguished demeanor. He wears the uniform of a Dragon Legion officer with the ease of one long accustomed to command.

When he speaks, the deep bass of his voice and the firm conviction in his words compel an audience's attention.

CAMPAIGN ROLE

Commander Pharamol holds one of the two keys the PCs need to control the *Dancing Hut* and so can be either an ally to the PCs or an obstacle for them to overcome. If the PCs help defend Spurhorn, Pharamol is likely to become a firm friend, always ready to offer assistance or support to them. If the PCs attack Spurhorn and Pharamol somehow survives, he attempts to regroup and return to retake the fortress with reinforcements from other Dragon Legion holdings. Pharamol's duty is to defend the Skyfire Mandate's border, not to track down alien creatures who aided the enemy, but woe to the PCs should they ever meet him again.



REIGN OF WINTER

GENERAL MALESINDER

The commander of the Drakelands army besieging Spurhorn, General Malesinder is ambitious, cunning, cruel, and utterly self-serving.

GENERAL MALESINDER**CR 12****XP 19,200**

Female advanced silver dragonkin (*Pathfinder Campaign*

Setting: Distant Worlds 61)

CE Large dragon

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 armor, +3 Dex, +12 natural, -1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +12, **Will** +10

Immune cold, dragon traits, paralysis, and sleep

OFFENSE

Speed 40 ft., fly 120 ft. (average)

Melee *rimeblade* +21/+16/+11 (1d8+7/15-20 plus 1d6 cold), bite +17 (1d8+3), claw +17 (1d6+3) or bite +19 (1d8+6), 2 claws +19 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone, 12d6 cold damage, Reflex DC 22 half, usable every 1d4 rounds)

TACTICS

During Combat Malesinder unleashes her breath weapon at the beginning of combat and activates the rimefire ability of her *rimeblade* as soon as she can make full attacks. Against a particularly dangerous opponent, she uses her *rimeblade's* special attack to stagger the foe, followed by another blast of her breath weapon.

Morale Malesinder retreats if reduced to fewer than 50 hit points.

STATISTICS

Str 22, **Dex** 16, **Con** 20, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 34

Feats Combat Reflexes, Flyby Attack, Improved Critical (scimitar), Multiattack, Power Attack, Vital Strike, Weapon Focus (scimitar)

Skills Bluff +20, Fly +18, Intimidate +20, Knowledge (engineering) +11, Perception +18, Sense Motive +18, Survival +10

Languages Draconic, Triaxian

SQ rider bond (no rider currently)

Other Gear *rimeblade* (+1 frost scimitar, see page 63), *bracers of armor* +3, gold necklace (worth 500 gp), silver-chased scabbard (worth 250 gp)

SPECIAL ABILITIES

Rider Bond (Su) See page 16.

Born out of a clutch of eggs abandoned outside a Drakelands military hatchery, the silver dragonkin Malesinder became a soldier in Yrax's army almost as soon as she hatched. Malesinder loathed the constant drudgery and manual labor of her childhood, quickly realizing that the only way to avoid these indignities was to become an officer. She absorbed the official Drakelands propaganda, unquestioningly accepting that true dragons were the rightful rulers of not just the Drakelands but all of Triaxus, but she also realized there was a favored place for her and her kind. Malesinder quickly recognized that if she wished to rise above the common foot soldier in her draconic lord's army, she would need to be as ruthless, greedy, and cunning as the exalted great dragons themselves.

Seeing the truth of how business was done in the Drakelands, Malesinder eagerly took to learning the social arts of deceit, manipulation, blackmail, backstabbing, and betrayal. She quickly ascended through the ranks of Yrax's army, leaving behind several who hated her but who could do nothing to stop her rise. After leading several successful raids against Dragon Legion outposts in the Parapet Mountains—including a raid in which one of Malesinder's few remaining rivals died tragically, Malesinder having arrived "just too late" to save her but in plenty of time to claim both victory and the credit—Malesinder was promoted to the rank of colonel. From there, her path to general was all but assured, thanks to the numerous favors and blackmail information she had already acquired.

Malesinder's first meeting with the Lord of the Howling Storm following her promotion changed her perspective on life radically. Seeing the dragon warlord's raw power up close and actually speaking with him made her realize that the distant figure she had always looked up to as a godlike ruler was also a compelling male creature. Even in her own mind, Malesinder's feelings for Yrax were never love. Rather, they were a lustful notion of desiring a hold over him combined confusingly with wanting to become the most treasured possession in his hoard. Before, Malesinder had always seen her goal as living a life of wealth and power

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as a loyal, impersonal servitor of her ruler, but now she dared to secretly dream of more, of perhaps becoming Yrax's mistress and even siring children with him.

After her promotion, General Malesinder dramatically expanded both her official and unofficial spy rings using the new resources available to her, recruiting agents along the border with the Skyfire Mandate as well keeping her fellow generals under surveillance. After several years of building her political power base and espionage network, Malesinder leapt at the opportunity to lead the vanguard invasion army when Yrax announced his intentions to invade the Skyfire Mandate. Her orders were to take the Dragon Legion aerie of Spurhorn at all costs, both to test the Dragon Legion's defenses and to create a diversion to draw attention away from the larger army driving through the Mandate into the Allied Territories themselves. While Yrax still seems indifferent to her, Malesinder believes that if she can bring down Spurhorn, she is sure to come to his personal attention, and so she's willing to take certain risks to shower herself with glory.

Like many of the Drakelands dragonkin, General Malesinder arrogantly sees non-draconic humanoids as little better than two-legged cattle, and as such, she occasionally underestimates their abilities. She only bothers to conceal her scornful attitude toward them if she can utilize them as tools or if she senses it would be to her advantage. Like most Drakelands generals, Malesinder enforces harsh discipline on her troops, but also rewards effort, loyalty, and bravery, seeing this as a small investment whose rewards will only increase her own stature.

A powerfully built, silver-scaled dragonkin, General Malesinder proudly holds her head high. Her long, mane-like crest sweeps from the crown of her head to the tip of her tail, and her strong, elegant wings glimmer like polished silver. Preferring to present herself as much like a true dragon as possible, Malesinder wears little ornamentation. She'll have plenty of time for gems and jewelry when she sits next to Yrax as his favored consort.

CAMPAIGN ROLE

As one of Yrax's top generals, Malesinder serves as a major opponent of the PCs, though initially she may be seen as a potential ally. She is completely self-serving, however, and any alliance with the cruel dragonkin is destined to be short-term. If Malesinder survives her final confrontation with the PCs, and depending on whether Spurhorn fell to the Drakelands besiegers, she either attempts to retreat back into the Drakelands and to Ivoryglass with whatever forces she can still command or continues to hold the fortress in preparation for the larger invasion of the Skyfire Mandate. Either way, Malesinder tries to send word to Yrax, accurately reporting the situation but painting herself in the best possible light. She expects punishment from Yrax for her failures, but hopes that her record up to this point will save her from death. Whether Malesinder arrives at Ivoryglass before the PCs depends on many factors, but if she does, the PCs may need to battle her again when they enter the fortress.



REIGN OF WINTER

REIGN OF WINTER TREASURES

The following unique treasures can be found in “The Frozen Stars.” Player-appropriate handouts appear in the *Pathfinder Cards: Reign of Winter Item Cards*.

ALPINE ICE AXE		PRICE 8,000 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint transmutation		



This sturdy tool has a wooden haft topped with a curved pick head backed with a sharp adze blade at one end and capped with an iron spike on the other. When used as a climbing aid, an *alpine ice axe* grants a +2 circumstance bonus on Climb checks to scale rock or ice walls. In addition,

an *alpine ice axe* negates any Climb DC modifiers for climbing a slippery surface. Three times per day as a standard action, the wielder can strike an area of ice or snow with the ice axe to instantly create a series of sturdy handholds in the ice covering a distance of up to 40 feet. An ice wall with these handholds has a Climb DC of 15.

An *alpine ice axe* is a tool, not a weapon, but it may be used as an improvised weapon with the usual -4 penalty on attack rolls made with it. An *alpine ice axe* wielded as a weapon functions either as a +1 *light pick* when striking with the pick spike or as a +1 *hand axe* when striking with the adze blade. The ice axe uses the standard threat range and critical modifier for those weapons. An *alpine ice axe* deals double damage against inanimate ice or snow, and if used as a weapon against a creature made mostly of ice (such as an ice elemental or ice golem), an *alpine ice axe* bypasses that creature's damage reduction.

CONSTRUCTION REQUIREMENTS	COST 4,176 GP
Craft Wondrous Item, <i>shatter, snow shape</i> ^{HOG} , creator must have 5 ranks in the Climb skill	

AMULET OF DRAGON'S BREATH		PRICE 4,800 GP
SLOT neck	CL 8th	WEIGHT —
AURA moderate evocation		



This amulet is crafted from a dragon scale hung on a thin wire of twisted mithral. There are 10 different types of *amulet of dragon's breath*, each corresponding to one of the 10 dragon types. As a standard

action, the wearer of an *amulet of dragon's breath* can breathe out a blast of energy similar to a dragon's breath weapon. This breath weapon deals 8d6 points of energy damage (Reflex DC 16 for half). The breath weapon's shape and energy type depend on the type of dragon scale used to craft the amulet (see page 75 of the *Pathfinder RPG Core Rulebook* for a list of dragon types, energy types, and breath shapes). A new *amulet of dragon's breath* can be used three times before the dragon scale cracks and the amulet becomes useless.

CONSTRUCTION REQUIREMENTS	COST 2,400 GP
Craft Wondrous Item, <i>dragon's breath</i> ^{APG}	

HABIT OF THE WINTER EXPLORER		PRICE 13,380 GP
SLOT body	CL 3rd	WEIGHT 7 lbs.
AURA faint abjuration and transmutation		



This warm outfit consists of a woolen coat and pants, boots, gloves, and a heavy fur cloak with a leather hood. The *habit of the winter explorer* provides a constant *endure elements* effect in cold weather (it has no effect in warm weather), and the wearer gains a +2 bonus on saving throws against magic cold effects and spells with the cold descriptor.

When the hood of the habit is drawn up around the head, the wearer's eyes turn a piercing sky blue color. The wearer becomes immune to snow blindness and gains the ability to see through natural or magical fog, sleet, snow, and other similar weather conditions with a range of 60 feet.

The *habit of the winter explorer* also grants its wearer a +4 competence bonus on Stealth checks made in cold weather (temperatures below 40° F). In addition, once per day in cold weather, the wearer may turn invisible for 3 rounds as the *vanish* spell (*Pathfinder RPG Advanced Player's Guide* 253).

All pieces of the *habit of the winter explorer* must be worn for the item to function.

CONSTRUCTION REQUIREMENTS	COST 6,690 GP
Craft Wondrous Item, <i>darkvision, endure elements, resist energy, vanish</i> ^{APG}	

HIDE OF THE DRAGONRIDER		PRICE 18,480 GP
SLOT armor	CL 8th	WEIGHT 25 lbs.
AURA moderate abjuration and enchantment		



Crafted from the scaled hide of a black dragon and lined with wollipped fur for warmth, this suit of +1 *bolstering* (*Ultimate Equipment*) *black dragonhide armor* was designed to protect and aid dragonriders of the Dragon Legion in their battles against the evil dragons of the Drakelands. *Hide of the dragonrider*

grants its wearer a +5 competence bonus on Ride checks, and the wearer does not take an armor penalty from the armor on Ride checks. In addition, when mounted, the wearer can transfer some or all of the armor's armor bonus (including its enhancement bonus) to his mount as a bonus that stacks with all others. As a free action at the start of his turn, the wearer chooses how to allocate the armor's armor bonus, and that allocation lasts until the wearer's next turn. Once per day, the wearer can imbue *hide of the dragonrider* with resistance against one type of energy, as the *energy resistance* armor special ability. This resistance lasts for 10 minutes. *Hide of the dragonrider* functions as a cold weather outfit, granting its wearer a +5 circumstance bonus on Fortitude saves against the effects of cold weather.

CONSTRUCTION REQUIREMENTS	COST 9,405 GP
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Craft Magic Arms and Armor, *heroism*, *resist energy*, *shield* or *shield of faith*, creator must have 5 ranks in the Ride skill

OBSIDIAN RAVEN		PRICE 15,000 GP
SLOT none	CL 11th	WEIGHT 1 lb.
AURA moderate conjuration and transmutation		



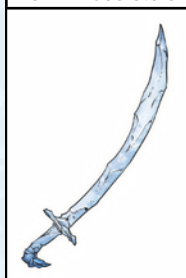
This *figurine of wondrous power* is similar to a *silver raven*, but it can be used to send messages across the planes. On command, the figurine turns into a raven (retaining its stone-like consistency, which gives

it hardness 8). Another command sends it off into the air, bearing a message as the *sending* spell (with no chance of the message not arriving). The recipient of the message can then use the *obsidian raven* to plane shift (self only) to the plane from which the message was sent. The figurine can be used in this way once per day. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special abilities, and it can maintain its non-figurine status for 24 hours per week (the duration need not be continuous).

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, *animate objects*, *plane shift*, *sending*

RIMEBLADE		PRICE 16,955 GP
SLOT none	CL 8th	WEIGHT 4 lbs.
AURA moderate evocation [cold]		



This +1 *frost scimitar* has been forged from a single piece of razor-sharp, super-hardened ice. A *rimeblade* automatically resizes itself to match the size of its wielder, and if a *rimeblade* is damaged, the wielder can cause the blade to melt away and reform with full hit points as a full-round action. This ability cannot be used if the weapon is destroyed.

Once per day on command, the wielder can transform a *rimeblade* into a beam of ice-cold flame called *rimefire*. The weapon is still wielded as scimitar, and attacks with the blade-like beam are melee touch attacks that deal 1d8+3 points of cold damage (regardless of the wielder's size). Because the beam is immaterial, the wielder's Strength modifier doesn't apply to damage. In addition, a creature that takes cold damage from the *rimefire* beam is covered in clinging frost and is entangled for 1 round. The *rimefire* beam lasts for 1 minute, after which the weapon returns to its normal form.

In addition, once per day as a swift action before an attack, a *rimeblade's* wielder can cause the blade to glow with a pale blue radiance. On a successful attack, the *rimeblade* deals an additional 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. This effect ends after a single attack, regardless of whether the attack is successful or not.

CONSTRUCTION REQUIREMENTS	COST 8,635 GP
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Craft Magic Arms and Armor, Elemental Spell^{APG}, Rime Spell^{UM}, *chill metal* or *ice storm*, *flame blade*, *frigid touch^{UM}*

TRUEFROST ELIXIR		PRICE 1,500 GP
SLOT none	CL 17th	WEIGHT —
AURA strong transmutation		



This glowing violet liquid is ice-cold regardless of the surrounding temperature. This elixir allows a character to bypass the cold immunity or cold resistance of creatures she attacks with her magic. For 6 rounds after drinking a *truefrost elixir*, a character's spells, spell-like

abilities, and supernatural abilities that deal cold damage become supernaturally cold, and the damage caused by these effects is not subject to being reduced by a creature's cold resistance. Creatures with cold immunity take half damage from such attacks. *Truefrost elixir* has no effect on cold damage from weapons, on non-cold-based effects, or against creatures without immunity to cold or cold resistance.

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Craft Wondrous Item, *polar midnight^{UM}*