

# Helegûr

Female aasimar sorcerer 15 (crossblooded, mythic archmage 6)

CN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +13

**Languages** Common, Celestial, Draconic, Sylvan

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## DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); *mage armor*

**hp** 267 plus *frozen flesh* (15 HD)

**Fort** +21 (roll twice), **Ref** +11, **Will** +13; +4 vs. wind effects

**Defensive Abilities** hard to kill; **DR** 10/epic when below 0 hp; **Immune** aging, extreme cold, inhaled poisons, sleep effects, starvation, suffocation, thirst; **Resist** acid 5, cold 10, electricity 5, fire 30

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## OFFENSE

**Speed** 30 ft. (6 squares); icewalker

**Melee** *icicle dagger* +8 (1d4 plus 1d6+1 cold/19-20)

**Ranged** *icicle dagger* +9 (1d4 plus 1d6+1 cold/19-20)

**Special Attacks** mythic power (15/day, surge +1d8)

**Spell-like Abilities** (CL 15<sup>th</sup>; Concentration +23)

11/day – cold steel

1/day – blizzard, *daylight*

**Sorcerer Spells Known** (CL 15<sup>th</sup>, CL 16<sup>th</sup> with cold spells; Concentration +23)

7<sup>th</sup> (5/day) – *elemental body* IV<sup>B</sup>, *ice body* UM, *simulacrum* M B

6<sup>th</sup> (7/day) – *freezing sphere*, *ice crystal teleport* UM, *transformation* B

5<sup>th</sup> (7/day) – *cone of cold* B, *ice skin* M (as *stoneskin*), *icy prison* UM, *seeming*

4<sup>th</sup> (8/day) – *frozen flesh* (as *greater false life* UM), *ice storm*, *solid fog*, *wall of ice* B

3<sup>rd</sup> (8/day) – *protection from energy* B, *major image*, *sleet storm*, *slow*

2<sup>nd</sup> (8/day) – *frigid ray* B (as *scorching ray* but cold), *frigid touch* UM, *glitterdust*, *ice fractal field* (as *web*), *see invisibility*

1<sup>st</sup> (8/day) – *alarm* B, *blood money* RotR (see below), *feather fall* B, *freezing hands* B (as *burning hands* but cold), *hoarfrost* (as *grease*), *hold portal* B, *icicle dagger* UM, *mage armor* B, *magic missile* B, *obscuring mist* B, *shield* B, *snowball* PotN

0 (at will) – *arcane mark*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

**Bloodline** crossblooded (boreal, elemental water)

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## STATISTICS

**Abilities** Str 10 (+0), Dex 13 (+1), Con 28 (+9), Int 14 (+2), Wis 12 (+1), Cha 26 (+8)

**Base Atk** +7; **CMB** +7; **CMD** 18

**Feats** Craft Wondrous Item, Diehard B, Elemental Focus (cold M), Endurance B, Eschew Materials B, Expanded Arcana, Great Fortitude M, Greater Elemental Focus (cold), Improved Great Fortitude, Rime Spell, Toughness M

**Skills** Diplomacy +10, Disguise +18, Intimidate +21, Knowledge (planes) +15, Perception +13, Spellcraft +15, Survival +14; **Racial Bonuses** +2 Diplomacy, +2 Perception

**SQ** archmage arcana (wild arcana), bloodline arcana (change energy damage spells to cold), force of will, legendary item (3), longevity, mythic saving throws, mythic sustenance, recuperation, sleepless, snow shroud

**Combat Gear** material components (*ice skin* 10), personal clones (3); **Other Gear** *belt of mighty constitution* +6, *boots of the winterlands*, *bottled blizzard* (functionally an *eversmoking bottle*), *cloak of resistance* +5, *crystal crown of vision* (as *storm mask*), *headband of alluring charisma* +6, *Helch Barad* (major artifact, see below), *orb of storms*, *pages of spell knowledge* (*alarm*, *feather fall*, *hold portal*, *mage armor*, *magic missile*, *obscuring mist*, *shield*), *ring of greater fire resistance*, *ring of invisibility*, *rod of*



*ice, shirt of immolation*, tender (440gp), troll fighter simulacrum bodyguards (20, see below), simulacrum doubles (9, see below), tender (440gp), *voidfrost robe*

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 18 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Amazing Initiative (Ex)** You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

**Blizzard (Sp)** You can create a savage winter storm centered on you. This power acts as *control winds*, but in addition the entire area (not including the "eye" at the center of the storm) is affected as a *sleet storm* and all in the area are exposed to extreme cold. You may use this ability once per day.

**Bloodline Arcana** Whenever you cast a spell that deals energy damage, you can change the type of damage to cold. This also changes the spell's type to cold. Additionally, whenever you cast a spell with the cold descriptor, increase the spell's save DC by 1.

**Cold Steel (Sp)** You can touch a weapon or up to 50 pieces of ammunition as a standard action, giving it the *frost* property for a number of rounds equal to ½ your sorcerer level (minimum 1). You can confer the *icy burst* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Force of Will (Ex)** You can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

**Hard to Kill (Ex)** Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Icewalker (Ex)** You gain resist cold 10 and can move across snow and icy surfaces without penalty and without leaving tracks. You can also climb icy surfaces as if using *spider climb*.

**Longevity (Su)** You can no longer die from old age. If you have penalties to your physical ability scores due to aging, you no longer take those penalties. You still continue to age, and you gain all the benefits to your mental ability scores.

**Mythic Saving Throws (Ex)** Whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

**Mythic Sustenance (Su)** Your mythic power is enough to sustain you. You no longer need to eat, drink, or breathe to live. You're immune to inhaled poisons and any spell or effect that requires breathing, though you are still affected by any food or drink you intake.

**Recuperation (Ex)** You are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

**Sleepless (Su)** You no longer require sleep, don't become fatigued or exhausted from lack of sleep, and are immune to sleep effects. If you have abilities or class features that require rest before they can be regained, you can choose to regain them once per day by spending 1 hour in uninterrupted meditation.

**Snow Shroud (Su)** You ignore concealment and Perception penalties in natural or magical snow, ice, fog, and similar weather conditions. In addition, you can surround yourself with a cloak of swirling snow for a

number of rounds per day equal to your sorcerer level. This power acts and deals damage as a *fire shield* (chill shield) that sheds no light. It provides a 20% miss chance on attacks made against you and grants a bonus on Stealth checks equal to ½ your sorcerer level in snowy or icy areas. You can use this ability once per day.

**Surge (Su)** You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d8 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

**Wild Arcana (Su)** As a standard action, you can expend one use of mythic power to cast any one arcane spell without expending a prepared spell or spell slot. The spell must be on one of your arcane class spell lists, must be of a level that you can cast with that arcane spellcasting class, and must have a casting time of “1 standard action” (or less). You don’t need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can’t be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

## **Helegûr simulacrum double** (as above, except as follows...)

Female aasimar sorcerer 7 (non-mythic)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +10

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### **DEFENSE**

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**AC** 12, touch 12, flat-footed 10 (+1 dodge, +1 Dex)

**hp** 68 (7 HD)

**Fort** +3, **Ref** +5, **Will** +6

**Resist** acid 5, cold 5, electricity 5

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### **OFFENSE**

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**Melee** *icicle dagger* +4 (1d4 plus 1d6+1 cold damage/19-20)

**Ranged** *icicle dagger* +5 (1d4 plus 1d6+1 cold damage/19-20)

**Spell-like Abilities** (CL 7<sup>th</sup>; Concentration +11)

7/day – cold steel

1/day – *daylight*

**Sorcerer Spells Known** (CL 7<sup>th</sup>; Concentration +11)

3<sup>rd</sup>-level (5/day) – *major image*, *protection from energy*

2<sup>nd</sup>-level (7/day) – *frigid ray* (as *scorching ray* but cold), *frigid touch*<sup>UM</sup>, *ice crystal field* (as *web*)

1<sup>st</sup>-level (7/day) – *blood money*<sup>RotR</sup> (see below), *freezing hands* (as *burning hands* but cold), *hoarfrost* (as *grease*), *icicle dagger*<sup>UM</sup>

0-level (at will) – *detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*

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### **STATISTICS**

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**Abilities** Str 10 (+0), Dex 13 (+1), Con 16 (+3), Int 14 (+2), Wis 12 (+1), Cha 18 (+4)

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Craft Wondrous Item, Elemental Focus (cold), Endurance<sup>B</sup>, Eschew Materials<sup>B</sup>, Greater Elemental Focus (cold), Toughness

**Skills** Diplomacy +6, Intimidate +11, Knowledge (planes) +8, Perception +10, Spellcraft +12, Survival +11;

**Racial Bonuses** +2 Diplomacy, +2 Perception

**SQ** bloodline arcana (change energy damage spells to cold)

**Gear** nonfunctional facsimile gear

## Helegûr's simulacrum bodyguards

Troll simulacrum (3 HD), fighter 4

N Large humanoid (giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

**Languages** Giant

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### DEFENSE

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**AC** 22, touch 13, flat-footed 18 (+4 armor, +4 Dex, +5 natural, -1 size)

**hp** 84 (7 HD); regeneration 5 (acid, fire)

**Fort** +14, **Ref** +6, **Will** +4; +1 vs. fear

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### OFFENSE

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**Speed** 20 ft. (4 squares), 30 ft. when unarmored

**Melee** bite +12 (1d8+7) and

2 claws +12/+12 (1d6+7 plus rend) or  
bite +10 (1d8+11) and

2 claws +10/+10 (1d6+11 plus rend) with Power Attack, or

longspear +12/+7 (2d6+10/×3) or

longspear +10/+5 (2d6+16/×3) with Power Attack

**Ranged** javelin +10 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with longspear)

**Special Attacks** rend (2 claws, 1d6+10)

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### STATISTICS

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**Abilities** Str 25 (+7), Dex 19 (+4), Con 25 (+7), Int 6 (-2), Wis 11 (+0), Cha 4 (-3)

**Base Atk** +6; **CMB** +14; **CMD** 28

**Feats** Bodyguard<sup>B</sup>, Combat Reflexes<sup>B</sup> (5 AoO's/round), In Harm's Way<sup>B</sup>, Lunge, Power Attack, Pushing Assault, Stand Still

**Skills** Perception +7

**SQ** armor training 1, bravery +1

**Gear** hide armor, javelins (4), longspear

**Encumbrance** light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 84 lb.





## Helch Barad, the Cold Fortress (major artifact)

Created by Helegûr to serve as a terrifying mobile base of operations, Helch Barad is an impenetrable intelligent *instant fortress* made of unmelting ice that turns into a large diamond, rather than a metal cube. By themselves, Helch Barad's walls are as hard and durable as adamantine, but they have also been further reinforced to near indestructability by Helegûr's magical treatments with troll's blood. The crystal tower has the ability to fly her and her simulacrum minions wherever she pleases, though she most often stays far to the north, where it is said her powers are at their strongest. The tower's crystalline walls also serve as a magical scrying device, allowing her to spy upon the outside world from time to time.

Helch Barad was originally a powerful troll mercenary that once served as Helegûr's personal bodyguard. When he betrayed her to a higher paying client, she slew him and bound his spirit into her newly made fortress—forever ensuring that he would serve as her protector. Helegûr continues to keep much of Helch's regenerative flesh on ice within the tower (one of her most prized possessions), using it to create numerous simulacrum troll bodyguards which can never betray her. In this way, she keeps both Helch's body and mind enslaved to her will as punishment for his treachery.

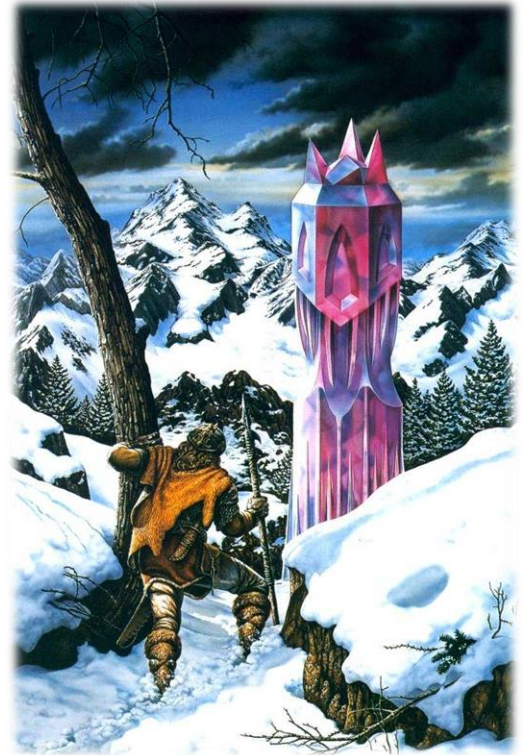
Those who oppose Helegûr and the might of her Helch Barad soon find themselves trapped in the midst of a great and terrible storm, as the Cold Fortress and its inhabitants rain ice and fire from on high. Victims of such wrath are often replaced with simulacrum clones that work endlessly towards Helegûr's goals abroad.

The *instant fortress*, Helch Barad, possesses the following stats:

AL CN; Int 10, Wis 10, Cha 10; Telepathy; 120 ft. blindsense; Can *fly*, as the spell, at a speed of 30 feet (Fly +12 modifier); Can cast *scry* 3/day and can *teleport* itself and occupants 1/day; Possesses 10 ranks in the fly skill; Ego score 14.

**Legendary Powers:** eternal bond, legendary surge 1d8+2 (8/day), perfect surge, powerful (3), rejuvenating

**Destruction:** The Cold Fortress cannot be destroyed unless Helch Barad is brought back to life and personally allowed to obtain his revenge against Helegûr (which must result in her death by his hands). So long as his frozen heart (a solid block of unmelting ice) remains within the tower under Helegûr's watchful eye, however, nothing short of deific intervention can bring him back to life. The heart must first be removed from the tower and thawed within an immense source of magical heat (such as in the depths of one of the plane of fire's largest volcanoes) before any form of resurrection can take place. Upon Helegûr's death under those specific conditions, the tower slowly crumbles in on itself, imploding and causing great harm to all those still trapped within.



## Blood Money

**School** transmutation; **Level** magus 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 swift action

**Components** V, S

**Range** 0 ft.

**Effect** 1 material component

**Duration** Instantaneous

You cast *blood money* just before casting another spell. As part of this spell's casting, you must cut one of your hands, releasing a stream of blood that causes you to take 1d6 points of damage. When you cast another spell in that same round, your blood transforms into one material component of your choice required by that second spell. Even valuable components worth more than 1 gp can be created, but creating such material components requires an additional cost of 1 point of Strength damage, plus a further point of damage for every full 500 gp of the component's value (so a component worth 500–999 gp costs a total of 2 points, 1,000–1,500 costs 3, etc.). You cannot create magic items with blood money.

For example, a sorcerer with the spell *stoneskin* prepared could cast blood money to create the 250 gp worth of diamond dust required by that spell, taking 1d6 points of damage and 1 point of Strength damage in the process.

Material components created by *blood money* transform back into blood at the end of the round if they have not been used as a material component. Spellcasters who do not have blood cannot cast *blood money*, and those who are immune to Strength damage (such as undead spellcasters) cannot use *blood money* to create valuable material components.

This spell initially appears in Paizo's *Rise of the Runelords Anniversary Edition* adventure path and is reprinted here for ease of reference.