

Helegûr

Female aasimar sorcerer 15 (crossblooded)

CN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +13

Languages Common, Celestial, Draconic, Sylvan

DEFENSE

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

hp 189 plus *frozen flesh* (15 HD)

Fort +18 (reroll 1/day), **Ref** +11, **Will** +13; +4 vs. wind effects

Immune drowning (60 min./day), extreme cold; **Resist** acid 5, cold 10, electricity 5, fire 30

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)

Spell-like Abilities (CL 15th; Concentration +23)

11/day – cold steel

1/day – blizzard, *daylight*

Sorcerer Spells Known (CL 15th, CL 16th with cold spells; Concentration +23)

7th (5/day) – *elemental body IV*^B, *ice body*^{UM}, *simulacrum*^{M B}

6th (7/day) – *freezing sphere*, *ice crystal teleport*^{UM}, *transformation*^B

5th (7/day) – *cone of cold*^B, *ice skin*^M (as *stoneskin*), *icy prison*^{UM}, *seeming*

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

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

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

1st (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)

STATISTICS

Abilities Str 10 (+0), Dex 13 (+1), Con 22 (+6), 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), Endurance^B, Eschew Materials^B, Expanded Arcana, Great Fortitude, Greater Elemental Focus (cold), Improved Great Fortitude, Rime Spell, Toughness

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

SQ bloodline arcana (change energy damage spells to cold), 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* (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*, *rod of ice*, *shirt of immolation*, *tender* (440gp), troll fighter simulacrum bodyguards (20, see below), simulacrum doubles (9, see below), *voidfrost robe*

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

SPECIAL ABILITIES



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.

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*.

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.

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

Female aasimar sorcerer 7

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

DEFENSE

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

OFFENSE

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 7th; Concentration +11)

7/day – cold steel

1/day – *daylight*

Sorcerer Spells Known (CL 7th; Concentration +11)

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

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

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

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

STATISTICS

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^B, Eschew Materials^B, 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

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

DEFENSE

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

Defensive Abilities bravery +1

OFFENSE

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)

STATISTICS

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^B, Combat Reflexes^B (5 AoO's/round), In Harm's Way^B, Lunge, Power Attack, Pushing Assault, Stand Still

Skills Perception +7

SQ armor training 1

Gear hide armor, javelins (4), longspear

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



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.

Helch Barad, the Cold Fortress

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 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. Helch Barad possesses double the normal hit points and hardness of a normal *instant fortress* due to magical treatments to its walls.

