

Themed Templates

(Chapter 1)

All creatures of Irrisen, and the lands beyond, are influenced by the chill of the Winter Witches.

WINTER-TOUCHED (CR +0)

Chief among the allies of Baba Yaga and the White Witches of Irrisen are the winter-touched, a special breed of fey immune to the harsh weather and low temperatures of the frozen north. Willingly pledging themselves to a wholly evil life, these creatures undergo a complex ritual called the Winter Rite, in which they accept a sliver of ice into their hearts that infuses their bodies with the same supernatural winter perpetuated by the White Witches of Irrisen. The resulting transformation gives the fey's skin a sickly bluish cast marked with spidery white veins like hoarfrost on glass.

These evil fey can channel the power of winter into their attacks, slowing their victims with numbing cold. The winter-touched universally delight in spreading the influence of the White Witches, carrying out the wills of the witches who performed their Winter Rites. The winter-touched display a chilling loyalty that borders on fanaticism—a devotion all but guaranteed given the White Witches' ability to fatally pierce the hearts of those who fail them with the same slivers of ice the fey so willingly accepted.

Restrictions: The winter-touched template can be applied to any creature with the Fey trait. This template cannot be applied to a creature with the Fire trait.

All Creatures: Change the creature's alignment to Evil, if it isn't already. Add the Cold trait. The creature gains resistance to Cold equal to half its level, minimum 1.

1st Level or Higher: At 1st level or Higher, all Winter-Touched gain the following Ability. *Numbing Cold:* Any creature hit by a winter-touched creature's attacks (natural or weapon) must succeed at a DC 12 Basic Fortitude save or become Slowed 1, Slowed 2 on a Critical Failure. On a critical success the target is immune to the effects Numbing Cold for 1 minute.

4th Level or Higher: The save DC for *Numbing Cold* increases to 17.

7th Level or Higher: *Numbing Cold* now Stuns instead of Slows, and the DC increases to 21.

12th Level or Higher: *Numbing Cold* now inflicts Clumsy 1 for the duration the target is Stunned, and the DC increases to 28.

17th Level or Higher: *Numbing Cold* now inflicts Slowed 1 on a Successful save, and the DC increases to 34.

BOREAL (CR +1)

In realms where the icy hand of winter seldom (or never) releases its frigid grasp, some particularly hardy creatures have evolved to better survive in these harsh environments, becoming stronger and much more dangerous. These boreal creatures mostly resemble members of their kind that dwell in more temperate climates, but their fur and skin are much paler, and it is not uncommon for parts of these creatures to be cloaked in frost.

Restrictions: The Boreal template that can be added to any Huge or smaller corporeal creature. This template cannot be applied to a creature with the Fire trait.

All Creatures: If this template is applied to a creature with the Animal or Vermin trait, the creature gains the Magical Beast trait as well. Add the Cold trait. The creature gains Immunity: Cold. It also gains Weakness: Fire 5. A Boreal creature does not leave a trail in snow and cannot be tracked. It can choose to leave a trail, if it so desires. This special quality does not apply to aquatic Boreal creatures.

1st Level or Higher: At 1st level or Higher, all Boreal Creature's Natural Attacks deal 1 bonus Cold damage. They also gain an additional +1 to all of their Attack and Damage stats. Increase their HP by an amount equal to their level (after applying the level bump for the Template.)

4th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d4. The creature receives a +2 circumstance bonus on Stealth and Survival checks in snow. An aquatic Boreal creature receives a +2 circumstance bonus on Stealth and Survival checks at all times in frigid waters instead of in snow.

7th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d6 for every two damage dice on the base attack, minimum 1d6.

12th Level or Higher: Increase the bonus to all Attack and Damage stats to +2.

17th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d6 for every damage dice on the base attack, minimum 1d6.

WINTER FEY (CR +1)

When winter strikes, these malevolent creatures sometimes migrate south with the snowstorms, then return to the north as quickly as they came, at the first sign of the spring thaw.

Being able to craft an original and depraved trick upon a creature and share the tale of that trick is how a winter fey gains respect and ultimately a greater status among its peers. Once a winter fey plays a trick upon a creature, that creature is considered marked. Although it is not forbidden to trick a creature marked by another winter fey, young winter fey caught doing so are looked on as sloppy and unoriginal. As such, young winter fey are constantly looking for new creatures upon whom to let their wicked imaginations run wild, while their elders poach their marked targets. Sometimes winter fey work together to pull off a truly heinous yet epic trick. One of the best known times that a group of winter fey worked together like this involved a bloody carnival of torture and death.

A winter fey's characteristic icy claws are frequently stained with blood. Winter fey love nothing more than to feel the suffering they cause with their own frosty hands. Blood and gore from warm-bodied creatures are among the few sources of warmth winter fey willingly touch, and they often display a prize of their most recent murderous delight — usually a body part of one of their victims — until a new target is marked for death.

Restrictions: The Winter Fey template can be applied to any Evil creature with the Fey trait. This template cannot be applied to a creature with the Fire trait.

All Creatures: Add the Cold trait to the creature. The creature gains Fast healing 3 when in contact with ice or snow. A winter fey takes no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions, and can walk across snow crusts or thin ice without breaking through.

1st Level or Higher: At 1st level or Higher, all Winter Fey increase their AC, as well as their Attack and Damage stats by 1. Increase their HP by an amount equal to their level (after applying the level bump for the Template.) A Winter Fey's natural attacks, as well as any weapons it wields, deal an additional 1 point of Cold damage.

4th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d4. The creature receives a +2 circumstance bonus on Survival checks in Cold environments. The Winter Fey gain use of *Frigid Touch*. Once per day, a winter fey may attempt a melee Strike against a foe; if successful, the target makes a DC 18 Basic Fortitude save. On a Success the Target becomes Clumsy 1 for one round. On a Failure, the Target becomes Clumsy 1 for one minute. On a Critical Failure they become Fatigued, and Clumsy 1 until they take a 10 minute rest while warming themselves.

7th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d6. Their *Frigid Touch* now also applies Drained 1 on a failure, and Drained 2 on a Critical Failure. Increase the DC to 20.

12th Level or Higher: Increase the bonus to all Attack and Damage stats to +2. They can use their *Frigid Touch* twice per day now, increase the DC to 27.

17th Level or Higher: Increase their bonus Cold damage on Natural Attacks to 1d6 for every damage dice on the base attack, minimum 1d6. They can use their *Frigid Touch* three times per day now, increase the DC to 36.