

Winter Witch Archetype (Chapter 3)

"The descendents of Baba Yaga rule the frozen realm of Irrisen, and possess a unique power stemming from their otherworldly origin and their ties to cold magic. This power is partly magical, partly political, and partly cultural. All are known as Winter Witches" Below is a combined conversion of the 1e Archetype and Prestige Class, each by the name of Winter Witch, which was re-printed in the Reign of Winter Player's Guide.

Winter Witch

In the minds of the folk of the arctic north, the otherworldly powers of winter witches are inextricably linked with the frozen realm of Irrisen and its cruel aristocracy. These rulers, the Jadwiga, have the bitter blood of Baba Yaga running through their veins, and possess unique abilities that make them unparalleled in their power over ice, snow, and cold.

Not all winter witches have a blood connection to the nobility of Irrisen. Some have their craft passed down to them by wizened mentors, and others hear their calling in the howling winds of a freezing winter's night. Of those winter witches who live outside Irrisen, many subsist on the fringes of civilization or in the wild, often concealing their powers lest they be seen as Irriseni spies. This is particularly true in the lands of the Linnorm Klags, where memories of the Winter War with Irrisen fuel long-held hatreds, as well as in the Realm of the Mammoth Lords, whose superstitious tribespeople deeply distrust most forms of arcane magic.

WINTER MAGIC (1ST)

Known as winter witches, the scions of Baba Yaga have not bothered to hide their secrets from outsiders, for they understand that those who see winter witches not native to Irrisen working their frozen magic will simply assume the witches are agents of Irrisen. By opening up their traditions to those who have no direct blood connection to Baba Yaga or the ruling families of Irrisen, they spread the notoriety and infamy of their wintry magic far beyond what they could accomplish on their own. While winter witches are most commonly encountered in Irrisen, they could be encountered in any part of the Inner Sea region, where their icy magic only serves to increase Irrisen's notoriety, whether intentionally or otherwise. If you choose this class archetype, you must select Winter Witch Dedication as your 2nd-level class feat.

Prerequisites: You must be trained or better in Occult spell DC and have a class that casts spells using spell slots.

Winter Witch Adjustments: You learn spells as normal for your class, but change your spellcasting in the following ways.

Familiar: Winter Witches start with a familiar whose appearance is that of a native to the frozen north, even if the Witch themselves operate in other regions. Example appearances are a cat, fox, hawk, owl, rat, raven, or weasel. If your class does not normally provide a Familiar, the provided Familiar starts with only one Familiar ability. If your class has the option for a Familiar as a second or first level feat. You gain that feat for free at first level, and it gains the normal number of Familiar abilities for its source.

Cantrips: A Winter Witch adds *Ray of Frost* to her spell list if it is not already on their list, but must still choose to learn it per normal for their spellcasting class. This spell, and any others added to list of spells from this Archetype, are Occult spells and use your Occult spellcasting proficiency when determining Attack rolls and DCs.

Ice Magic: Winter Witches gain a +1 circumstance bonus to Spell Attack rolls and Spell DCs on any spell they cast with the Cold trait. A winter witch cannot learn or cast spells with the Fire trait, from any source, unless it also has the Water or Cold trait. If your base class is a Witch, you gain Access to Baba Yaga as a Patron, and can use that access to meet this specialization's Pre-requisites.

WINTER WITCH DEDICATION

FEAT 2

RARE ARCHETYPE CLASS DEDICATION

Archetype Winter Witch

Prerequisites Winter Witch specialization

Your connection to the frozen North increases, and you begin to learn its deepest secrets. When targeting a creature with the Cold trait, you reduce their Cold Resistance, if any, by 1. You also gain Resistance to Cold damage equal to the number of Feats you've taken from the Winter Witch Archetype, including this one.

Special: You can't select another dedication feat until you have gained two other feats from the Winter Witch archetype.

FREEZE AND THAW

FEAT 2

ARCHETYPE DOWNTIME SKILL

Archetype Winter Witch

Prerequisites Winter Witch Dedication; Trained in Crafting

You discover the secrets of the winter cycle. You can freeze water or melt ice and snow with a touch. A winter witch 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% of the snow's volume. Alternatively, a winter witch 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 ability cannot affect water that is within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds. This ability works on fresh water 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 witch can use this ability a number of times per day equal to one-half the number of Feats you've taken from the Winter Witch Archetype, including this one.

HYPERBOREAL WHISPERS

FEAT 4

ARCHETYPE

Archetype Winter Witch

Prerequisites Winter Witch Dedication

You hear the whispers of the Ice Magic that flows from your specialization and have learned to expand on it. Add the spell Snowball to your list of spells known. At 6th level, you add the spell Rime Slick to your list of spells known. At 8th level, you add Chilling Darkness to your list of spells known. If you have a Spell Repertoire, all three spells are treated as bonus Signature Spells that don't count against your normal list of Signature Spells.

WINTER WITCHCRAFT

FEAT 4

ARCHETYPE

Archetype Winter Witch

Prerequisites Winter Witch Dedication

You learn the deeper secrets of Winter Witchcraft. You gain the Hex class feature if you did not already have it, but can only heighten Hexes to two spell levels below your highest spell level. If you already had the Hex class feature, or gain it from another source, you may heighten spells from this feat normally. You also learn the Hex Cantrip, Clinging Ice. If you don't have a Focus Pool, you gain one with one Focus point. At 6th level, you learn the Elemental Betrayal hex. At 10th level you learn the Personal Blizzard hex. At the 12th level you learn the Glacial Heart hex.

NUMBING CHILL

FEAT 6

ARCHETYPE BLEED METAMAGIC

Archetype Winter Witch

Prerequisites Winter Witch Dedication

You imbue your Cold spells with such unearthly power they start to freeze the very life-force in your targets. If the next action you use is to Cast a Spell with the Cold trait, the target must also make a Fortitude save against your Occult Spell DC. (This applies even if they would take no damage from the spell normally, but not if they are Immune to Bleed.)

Critical Success The target is unaffected, and immune to Numbing Chill for 1 day

Success The target is temporarily overcome with shivers. They are Slowed 1. They are then immune to Numbing Chill for 1 minute.

Failure The target feels their blood turn to ice. They are Stunned 1, and take 1d4 bonus Bludgeoning damage per every spell level. This bonus is halved if the spell didn't use a spell slot (such as a cantrip, focus spell, or innate spell).

Critical Failure The target's body begins to shut-down from the extreme cold, as their body attempts to replace its destroyed life-force. They take 2d6 persistent Bleed damage, and are Stunned until they lose the Bleeding condition.

SCULPT ICE AND SNOW

FEAT 6

ARCHETYPE SKILL

Archetype Winter Witch

Prerequisites Freeze and Thaw, Expert in crafting

Your mastery over the natural cycle of winter has expanded tremendously. You can sculpt ice and snow into a rough shape that suit your purpose. Once per day, you can cast Shape Ice as an innate Occult spell. (Shape Ice functions as per the spell Shape Stone, except it only effects ice or snow.) At 8th level, you learn Wall of Ice as an innate Occult spell that you can cast once per day. You can cast these spells twice per day when you reach Legendary Crafting.

UNNATURAL COLD

FEAT 6

ARCHETYPE

Archetype Winter Witch

Prerequisites Winter Witch Dedication

You have learned to channel Cold from the Elemental Planes, that seems to defy the laws of the Material Plane. When targeting a creature with the Cold trait, you reduce their Cold Resistance, if any, by half your level. If the target is immune to cold, you ignore their immunity, but instead treat your Spell Attack rolls with the Cold trait as one stage worse (Critical Success becomes a Success, Success becomes Failure, etc.), and any saving throws they make against your spells with the Cold trait as one stage better. (Critical Failure becomes Failure, Failure becomes Success, etc.)

BLIZZARD SIGHT

FEAT 7

ARCHETYPE SKILL

Archetype Winter Witch

Prerequisites Expert in Survival

You have learned to see embrace nature's wrath as your own. You can see normally in natural rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions, as well as magical versions created by spells or effects equal to or less than your level. Against higher level effects, you reduce the flat-check DCs for concealment and greater concealment created by these effects by 2.

ICEGLIDE

FEAT 7

ARCHETYPE SKILL

Archetype Winter Witch

Prerequisites Sculpt Ice and Snow

You have learned to move effortlessly through ice and snow. You gain a Burrow speed equal to your normal movement speed, but only through Ice or Snow. While icegliding you are able to hold your breath for up to 1 minute without having to make checks. A control water spell cast on an area containing an icegliding winter witch, makes her have to make a DC 20 basic Fortitude save.

Critical Success The Winter Witch moves 30 ft in any direction of her Choice, and is Quicken for one round, that can only be used to Stride.

Success The Winter Witch unaffected.

Failure The Winter Witch is moved 30 ft in a random direction, and Slowed 1 for one round.

Critical Failure The Winter Witch is moved 60 ft in a random direction, and is Stunned for one round.

HYPERBOREAL MUTTERINGS FEAT 10

ARCHETYPE

Archetype Winter Witch

Prerequisites Hyperboreal Whispers

You have focused on the whispers until they've become almost audible mutterings from your Ice Magic and have learned to expand on it further. Add the spell Ice Storm to your list of spells known. At 12th level, you add both Cone of Cold and Mantle of the Frozen Heart to your list of spells known. If you have a Spell Repertoire, all three spells are treated as bonus Signature Spells that don't count against your normal list of Signature Spells.

UNEARTHLY COLD FEAT 10

ARCHETYPE

Archetype Winter Witch

Prerequisites Unnatural Cold

Your connection to unnatural cold goes far beyond the common planes, and to planes unknown, to draw out temperatures so cold they crush the soul. Your spells that deal cold damage become horrendously cold and comes from an otherworldly power not subject to the normal rules of the Material plane. When targeting a creature with the Cold trait, you reduce their Cold Resistance, if any, by your level. Targets with immunity to Cold no longer treat your attack rolls and saves as one level further in their favor. Instead, they take damage from your spells equal to half the normal amount if they weren't immune, plus one half your level.

INEXORABLE COLD FEAT 14

ARCHETYPE

Archetype Winter Witch

Prerequisites Unearthly Cold

Your connection to unnatural cold infuses your magic on a level beyond normal comprehension. Increase your circumstance bonus to Spell Attack rolls and Spell DCs on any spell you cast with the Cold trait to +2, or +3 if you are Master in Occult spell-casting.

HYPERBOREAL MASTERY FEAT 14

ARCHETYPE

Archetype Winter Witch

Prerequisites Hyperboreal Whispers

You have fully embraced the secrets of your Ice Magic and learned the hidden depths few have managed to reach. Add the spell Dragon Form to your list of spells known, but you may only take the form of a White Dragon. At 16th level, you add either Frigid Flurry or Eclipse Burst to your list of spells known. At 18th level add the spell Polar Ray to your list of spells known. If you have a Spell Repertoire, all three spells are treated as bonus Signature Spells that don't count against your normal list of Signature Spells.