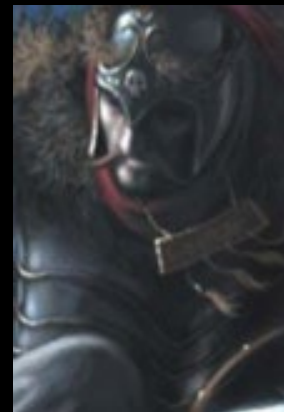


# Age of Chaos Character Record

Name	Crag	Race	Kadarin	Sex	Male	Age	
Class	Warrior/Priest	Origin	Valley of the Horsemen	Hair	Dark Brown	Height	5' 6"
Level	7/5	Skin	Darkly Tanned	Eyes	Ice Blue	Weight	



<b>Strength</b>	<b>16</b>		<b>Intelligence</b>	<b>10</b>	
Muscle	16	+3/+3/+15%	Knowledge	12	+4 PP/+1/+5%
Stamina	16	+3/+15%	Reason	8	-1/-5%
<b>Dexterity</b>	<b>17</b>		<b>Wisdom</b>	<b>16</b>	
Aim	16	+3/+15%	Intuition	14	+2/+10%
Balance	20	+5 DEF/+5/+25%	Willpower	18	+4/+20%
<b>Constitution</b>	<b>18</b>		<b>Charisma</b>	<b>10</b>	
Fitness	18	+4 HP/+4/+20%	Appearance	10	
Health	18	+4/+20%	Leadership	10	
<b>Perception</b>	<b>14</b>	+2/+10%	<b>Luck</b>	<b>10</b>	

**Hit Points** 81 **Damage** W=d12 min 10/P=d8 min 6 (min - max = 78 to 86)

**Normal AC** 28 **Flatfooted AC** 15 **AC Factors** Normal includes +7 from shield; Imp DEF Median

**Armor/AC Notes** Retain DEF 26 w/successful shield punch **HP** 1 **AP** 11

**Character Portrait**

**Saving Throws** **Reflex** +6 **Fortitude** +7 +1 vs Enfeeblement

**Willpower** +7 +1 mental clarity **Save Notes** Divine Grace +2 to all

## Combat Summary

**Combat Move** 10 hexes/15 hexes (bear) **Non-Combat Move** 9 mph/jog (20 mph bear) **Full Day Move** 20 miles/day (32 mi bear)

**Special Movement/Notes** Bear can sprint 25 mph when not supporting a rider; armor spec = no impact to movement

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Calvary Sabre	M	3/2	d8	+14/+8	x2 damage on Mounted Charge; +3 to hit mounted; 1 free parry
Bear Lance	S	1/1	d8	+12/+6	x2 damage on Mounted Charge; +3 to hit mounted
Javelin	M/R	1/1	d8	+11/+5	R - 6/12/18
Shield Punch	M	+1	d6	+12/+5	Add'l +3 to parry if defending; 4 free parries w/shield spec
Horse Short Bow	R	2/1	d6	+12/+2	R - 8/24/48
Farrier's Hammer	M	1/1	d6	+10/+3	
					* +1 attack 3/day - Quick Reflexes
					Base Attack Bonus = +7 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	63		Modern Lang: Common	39		Intimidation ®	59	
Alertness	51		Gesture/Sign Lang: Mercenary ®	51		Leadership ®	60	
Direction Sense ®	62		Signaling: Visual ®	39		Etiquette: Mercenaries ®	42	
Distance Determination: Javelin ®	31					Politics: Mercenaries ®	35	
Danger Sense ®	66		Literacy: Common	30		Diplomacy: General ®	30	
Sound Analysis: General ®	45					Drinking: Mercenary ®	56	
Detect Noise ®	58					Ambush ®	45	
Navigation ®	20					Camouflage ®	44	
			First Aid: Battlefield ®	39		<b>Tactics: Mounted</b>	<b>13</b>	
Animal Handling: Bear/Horse	52		Veterinary Healing: Bear/Horse ®	42		Tracking: General ®	40	
Animal Noise: Bear/Horse ®	46		Anatomy: Bear/Horse ®	24				
Animal Training: Bear/Horse ®	53		Healing ®	48		Resist Pain: General ®	50	
						Blind Fighting: White Out ®	31	
Fire Building/Control ®	33		Physics: Cold	12		Quickness ®	51	
						Bowing/Fletching ®	46	
Trade Skill: Farrier	48		Lore: Wards/Sigils: Ice & Cold ®	48				
Trade Skill: Leatherworking	54		Lore: Divination ®	43		Class Abilities Bonus Added (+25%)		
Blacksmithing: Shoeing/Tack ®	49		Lore: Undead: General ®	35		Tight Group Prof: Spear/Lance		
Fine Balance	54		Lore: Foci: Weapon & Shield ®	15		Tight Group Prof: Medium Sword		
			Lore: Monster: Dragon ®	37		Prof: HTH Combat (TBD)		
			Lore: Planar: Chaos ®	25		Prof: Farrier's Hammer		
Rope Use/Nets: Animal ®	61		Detect Magic	32		Prof: Hand Axe		
			Meditation ®	63		Spec: Horse Short Bow		
Endurance	50		Chanting ®	41		WOC: Calvary Sabre		
Riding: Land Based: Horse	53		Religion: Aerymoinyen ®	40		Prof: Large Knife		
Riding: Land Based: Bear	65					Improved DEF: Median		
			Heraldry: NW Sunken Sea Region	38		Spec: Heater Shield		
Survival: Arctic Wilderness ®	48		Local History: Valley of the Horsemen	39		Spec: Medium Armor		
Foraging: Survival ®	55		OK: the Snow Piercers	40		SOC: Mounted Style		
Weather Sense ®	39					Spec: Mounted Missile Style		
			AK: Valley of the Horsemen	42		Spec: Weapon & Shield Style		
Swimming	48		AK: Krystallia	37		<b>Unused Pts</b>	<b>2PP 2WP 6IP</b>	



## Crag Items



**Kharga's Stone:** a crystal polar bear figurine that summons one of Kharga's children from the realm of the Cold One. If the mount is killed anywhere except the plane of the Cold One, in most cases (DM) the spirit returns and is reformed within 24 hours returning at full strength and vigor. The stone itself is virtually indestructible and is cool to the touch

**Shield of the Cold One +1:** a calvary heater shield, enchanted with cold energy, the shield provides a base bonus of +4 DEF when employed. Additionally the shield provides an additional +4 DEF when resisting cold or heat based attacks (DM) and a +4 to save in the case where such attacks are magical. Versus projectiles, once per day the shield will instantly freeze the incoming object which will shatter on the shield in a shower of ice (this can be any size item, from a massive boulder to a tiny dart)



**Saddle Bags of Holding:** appearing as just a pair of ornately engraved saddle bags, each of the two bags holds an 8x8x8 room of equipment, food, furnishings or whatever else is desired. Thinking on the item that is hoped to be at the surface allows it to appear in hand as the owner reaches into it. Things automatically remain stored in a fashion that baskets will not spill, ingredients will not mix, etc. (DM)

**Arxeen's Boots of Snow and Ice:** boots with enchantments keeping the wearer's feet both never hot and never cold. Additionally, on snow, ice and similar wintry substances, the wearer always has perfect footing and will never slip. Nor will they leave any manner of tracks on snow or wintry ground (DM). The boots are otherwise nearly indestructible (unless thrown into a pool of magma or the like; DM)



**Arxeen's Healing Locket:** a crystal holding a piece of elemental cold energy and empowered by Arxeen and the power of Aeryamoinyen. The locket has been charged by Arxeen with a maximum capacity of 5 Cure Critical Wounds spells. The locket is indestructible and can be recharged by Arxeen or any priest of Aeryamoinyen with access to the Cure Critical Wounds spell – **1 charge used**

### Cure Critical Wounds

Range	Touch	Duration	Permanent
Casting Time	1 melee	AOE	Creature Touched
Save	None	Sphere	Healing

This spell is a more powerful version of Cure Serious Wounds, but has the same limitations. It cures 12d4 points of damage to the priest himself or 10d4 to any other creature touched

**Arrows of Drider Slaying:** these black arrows are enchanted and gain a +4 to hit vs Drider opponents. If they hit in any fashion, they score an instant kill with no saving throw possible (DM). If struck by a natural 20, the Drider must also save vs Fort DC25 or be also unresurrectable, disintegrating into dust which vaporizes in moments. Otherwise, resurrection, reincarnation and other means of restoring life are possible (DM)



**Necklace of Non-Detection:** a simple chain necklace that can be hidden away on one's person that protects the wearer as a permanent Non-Detection spell – Cloaks the target from detection by scrying and other divination means. If a divination attempt is made, the caster of the Non-Detection spell must save and if successful, the divination attempt fails

# Crag Priest Info

House: Gods of the Northern Waste

God: Aeryamoinyen

## the Frigid Guard (Aeryamoinyen, Primary Order)

**Ability Score Requirements:** CON 14, will 14

**Race/Gender Restrictions:** Races with at least some Northern ancestry, no gender requirements

**Class Restrictions/Combinations:** Warrior and Battle Priest are most common

**Armor/Weapon Restrictions:** Heavy armor preferred, no weapon restrictions

**Domains:** All, *Featured* – Water (Ice), Strength, War; *Additional domains* – Air (Cold), Construct (Ice), Healing, Law, Vengeance

**Spells:** (list spell choices below, actual number of spells a priest can get is based on their intuition stat; “all domain” spells are listed)

**1<sup>st</sup>** – Bane, Battlefate, Blessed Weapon: Lesser, Call Upon Faith, Cause Fear, Cure Light Wounds, Dispel Fatigue, Frigid Grip, Leadership, Morale, Restore Strength: Lesser, Strength of Ice

**2<sup>nd</sup>** – Chant, Chill Metal, Draw Upon Holy Might, Emotion Perception, Hand of the Cold One, Ice Mist, Iron Vigil, One Mind: Lesser, Rally, Resist Cold, Straighten Wood, Zone of Truth

**3<sup>rd</sup>** – Adaptation, Create Tissue from Snow, Fortification, Glacial Aura, Ice Blade, Ice Caltrops, Ice Vestment, Icy Strike, Lead from the Front, Prayer, Strength of the Bear, Summon Ice Block

## Crag Priest Spells

### Minor Sphere Magic

#### 1<sup>st</sup> Level Spells (12 of 12)

##### Bane

Range	10 yards/level	Duration	1 round/level
Casting Time	1 melee	AOE	5 foot/level radius
Save	None	Sphere	All

Lowers all enemy creature's morale, giving them a -1 to hit, proficiency checks and saving throws. This spell counters Bless

##### Battlefate

Range	5 yards/level	Duration	1 melee/level
Casting Time	1	AOE	One creature
Save	None	Sphere	War/Luck

Allows the caster to summon the forces of fate to favor an ally in battle. The benefits manifest themselves randomly for the duration (i.e. - bonus to hit one round, bonus to AC the next, nothing the following, etc.) but range up to a +1/+5% bonus per 4 levels of the casting priest

##### Blessed Weapon: Lesser

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	One Weapon
Save	None	Domain	War

Allows the priest to empower any one of his weapons, causing it to operate as a +1 weapon, capable of striking creatures of an extra-dimensional origin or otherwise being resistant to normal weaponry. Additionally, it is empowered by the Cold One to cause an extra d6 of cold damage on each hit (and causes the weapon to cause double damage versus creatures susceptible to cold damage; DM)

##### Call Upon Faith

Range	0	Duration	Special
Casting Time	1 melee	AOE	Priest only
Save	None	Sphere	All

If the priest has been true to her god in the recent past (DM's decision), the priest will gain a +3 (or +15%) to any attack, proficiency check, saving throw, ability check, etc. for the action in question (i.e. – instant for an attack, but could last several rounds for a skill application such as cryptography)

##### Cause Fear

Range	10 yards	Duration	1d4 rounds
Casting Time	1	AOE	1 creature/4 levels
Save	Negates (Will)	Sphere	Domination/Vengeance

Causes the affected creatures to flee from the caster at their maximum movement rate for 1d4 rounds, dropping any hand held equipment in the escape

##### Cure Light Wounds

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing

Heals 1d8 +1 point/2 levels (maximum +5) of damage on a creature or ones self. Does not affect undead, non-corporeal creatures or creatures of an extra-planar origin (note -- this spell does not set bones, re-attach torn ligaments or tendons, etc. Sometimes some first aid or natural healing is necessary before this spell is effective) Healing more than 20% of any creatures' hit points puts them to sleep for a minimum of 1 hour (DM)

## Dispel Fatigue

Range	Touch	Duration	Instant
Casting Time	1 round	AOE	One creature
Save	None	Sphere	Strength/Travel/Time

Removes all fatigue and exhaustion from the target creature, multiple consecutive uses may have side effects (DM)

## Frigid Grip

Range	Touch	Duration	Instant/Special
Casting Time	1	AOE	Creature Touched
Save	½ Effect (Fort)	Domain	Water (Ice)

Allows the priest to touch an opponent causing 2d6 cold damage, save for half damage. If the save is failed, they will also experience fits of shivering and discomfort due to persisting cold for a d6 melees which effectively halves their speed and attacks for that duration

## Leadership

Range	0	Duration	1 round/level
Casting Time	1	AOE	100 foot/level radius
Save	None	Sphere	War/Domination/Charm

Enhances the priestess' leadership skills giving a +25% on any leadership related skill and a temporary +4 on the leadership stat for the duration. Willing creatures within the AOE will easily be influenced beneficially while unwilling creatures receive a will save

## Morale

Range	20 yards/level	Duration	Special
Casting Time	1 round	AOE	Up to 20 creatures/level
Save	None	Sphere	War/Strength/Charm

Allows the priestess to either increase the morale of a friendly group (affects NPCs only) by +3 for the duration or decrease the morale of an enemy group by 1 for the duration (see morale chart) Negative effects can be negated by superior leadership (DM)

## Restore Strength: Lesser

Range	Self	Duration	1 turn/level
Casting Time	1	AOE	Priest
Save	None	Domain	Strength

Allows the priest to immediately nullify the effects of any magic that diminishes strength, causes fatigue, etc. and be immune to such effects for the duration (DM). Additionally, this enhances the priest's muscle score for the purposes of lifting, pushing, bending bars and other feats of strength as if the priest were +4 Muscle for the full duration (this stacks with other strength boosting spells/powers). Beyond this the priest simply feels very strong, hale and hearty for the entire duration

## Strength of Ice

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Strength/Water (Ice)

Increases the base Strength, Muscle and Stamina of the recipient creature by a d4 (20 maximum) for the duration. In order to keep the spell benefits, the recipient must remain on snow, ice or frozen tundra (DM) (the spell fails if the creature boards a mount, is lifted from the ground, flies, etc)

## 2<sup>nd</sup> Level Spells (12 of 12 maximum)

### Chant

Range	0	Duration	As long as chant continues
Casting Time	2	AOE	10 foot/level radius
Save	None	Sphere	War

While the priest chants, all of his allies gain a +1 to hit, damage and save, while his enemies receive a -1 to hit, damage and save. This is cumulative with bless and prayer if used

### Chill Metal

Range	5 yards/level	Duration	7 melees
Casting Time	2	AOE	One metal object
Save	Special	Sphere	Earth/Arcane

Causes the affected metal to become cold in one melee, then icy the next (causing d2 pts of damage) The metal then becomes freezing cold for the next three rounds causing d4 damage in each. The metal then warms back up through the same cycle. Magic metals gain a saving throw. Creatures may only escape damage by dropping or removing the affected item

### Draw Upon Holy Might

Range	0	Duration	1 round/level
Casting Time	2	AOE	Priest
Save	None	Sphere	Strength/Vengeance

If the priest has been true to his god (DM's decision), he may invoke the power of the god to raise his Strength, Dexterity, Constitution or Charisma by 1 per 3 levels of the priest. Only one attribute may be increased and the spell is not cumulative. At the end of the spell, the power of the god leaves abruptly sending the priest into sleep for the next 4d6 turns (half this time if a successful Fort save is made)

## Emotion Perception

Range	100 yards/level	Duration	Instant
Casting Time	1 turn	AOE	One unit/5 levels
Save	None	Sphere	Knowledge/War

Allows the priest to sense the general emotional and state of morale of one or more military units, provided they have a line of sight that encompasses the bulk of the unit. The DM will communicate the nature of the morale, confidence and pride of the unit in meta game terms to the player

## Hand of the Cold One

Range	0	Duration	1 round/level
Casting Time	2	AOE	Priest
Save	None	Sphere	Ice/War

Allows the priest to emanate supernatural cold from one of his hands, producing a small radius of effect much like liquid nitrogen which will damage flesh, freeze liquids, etc. (DM) The priest's touch causes a 1d4+1 damage to any creature touched, per touch and will freeze most things 1 foot in diameter or smaller in about 1 melee of exposure (DM)

## Ice Mist

Range	10 yards/level	Duration	4 melees/level
Casting Time	2	AOE	5 ft/level square area
Save	None	Sphere	Air/Water

Summons an icy vapor in the target area which coats everything in a thin layer of ice. Surfaces coated become very slippery as do items not being held or otherwise protected. The ice is very easy to break and melts quickly once exposed even to the heat of a human hand. The height of the vapor is approximately 10 ft and it may be dispelled by high winds, high heat and similar spells

## Iron Vigil

Range	0	Duration	3 days/level
Casting Time	1 turn	AOE	Priest
Save	None	Sphere	Strength/Protection

Allows the priest to ignore the effects of sleep, hunger, thirst and extreme climate for an extended period of time (DM). At the end of the vigil, the priest must have food and drink available to consume. If there is none, he must save vs Health every 4 hours at a cumulative -1. Once failed, the caster will fall into a coma and perish within 1d3 days unless aid is found

## One Mind: Lesser

Range	0	Duration	1 hour/level
Casting Time	1 round	AOE	1 mount and rider/level
Save	None	Sphere	War/Charm

Allows the priest to empower riders and their mounts to be of one mind when preparing and entering battle. This mental connection allows the mount to know what the rider wishes to do as he thinks it and allows the rider to know if something he wishes to do is beyond the capabilities of his mount. In general, this means the rider and his mount are able to act and adapt combining the perception, knowledge and skills of both (DM). For any action that is not related directly to attacks or defense, this provides a +4/+20% improvement to any skill or ability checks and related rolls. Additionally provides a +2 DEF to the mount and a general +2 to hit on any mounted attacks or attacks by the mount (DM)

## Rally

Range	100 yards/level	Duration	Instant
Casting Time	1 round	AOE	Up to 50 individuals/level
Save	None	Sphere	War

Allows the priestess to rally troops affected by loss of morale, minor sphere fear spells and similar effects which have routed them (DM.) Affected troops gain a new morale check with a +2 bonus and if successful, rally and return to the attack. The spell only affects NPCs

## Resist Cold

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Protection/Fire

Makes the recipient completely immune to non-magical cold for the duration of the spell. Versus magical cold and breath weapons, the saving throws are at +3 and all damage is reduced by half (quartered in the case of a successful saving throw)

## Straighten Wood

Range	10 yards/level	Duration	Permanent
Casting Time	2	AOE	10 foot/level cube of wood
Save	None	Sphere	Plant/Law

Allows the priestess to both straighten and strengthen large quantities of wood. Such wood is excellent for making spears, arrows and stakes, as well as, building materials for building, siege equipment, etc. All such wood will function more effectively than normal and as a rule gains a +2 to all saves and +/- 25% on all checks and effectiveness (DM)

## Zone of Truth

Range	30 yards	Duration	1 round/level
Casting Time	2	AOE	30 ft square
Save	Special (Will)	Sphere	Law/Good

Wards an area to prevent creatures within it from telling any deliberate or knowing lies. Creatures are allowed a saving throw to notice that they are in a zone of truth (and thus alter their answers accordingly)

### 3<sup>rd</sup> Level Spells (12 of 12 maximum)

#### Adaptation

Range	100 yards/level	Duration	1 turn/level
Casting Time	3	AOE	Up to 50 individuals/level
Save	None	School	War/Strength

Allows the priest to specify a type of terrain and empower the affected troops to fight in it as if it were their favored terrain (i.e. - takes a group of snow barbarians and allows them to fight as native forest fighters, etc.) While in such terrain all actions are made at a +2/+10% and such bonuses are cumulative with other bonuses (DM)

#### Create Tissue from Snow

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	One creature
Save	None	Sphere	Creation/Healing/Water (Ice)

This spell summons snow into the hands of the priest that can be pressed into wounds or other damage to become tissue, muscle, bone, ligament and other physiological materials to replace damaged or destroyed tissues on injured creatures far beyond the capability of any healing magic. Artfully used in conjunction with healing skills and magic, this spell can save victims from permanent damage, scarring and other things. This spell is not complex enough to allow the restoration of missing limbs or exceedingly complex body parts (DM)

#### Fortification

Range	0	Duration	Permanent
Casting Time	1 turn	AOE	20 yard/level square area
Save	None	Sphere	Earth/War

Prepares the AOE terrain for defense on a large scale, raising embankments, digging trenches, providing cover. The spell does not grandly change the area and will work with the natural terrain (does not summon new terrain) to provide a secure defensive position. The actual effects of this vary based on location, but will provide cover and defensive aid (DM)

#### Glacial Aura

Range	0	Duration	1 round/level
Casting Time	3	AOE	10 foot radius
Save	None	Sphere	Air (Ice)

Surrounds the priest with a frigid aura that immediately freezes most liquids and causes cold damage to allies and enemies alike in the radius. Each melee the aura causes 1hp damage to all creatures not immune to cold in the AOE. If used against a creature otherwise immobilized they will eventually be frozen solid (DM)

#### Ice Blade

Range	Touch	Duration	1 melee/level
Casting Time	3	AOE	One bladed or sharp weapon
Save	None	Sphere	War/Water (Ice)/Air (Cold)

Allows the priest to coat his weapon with ice and an aura of cold, causing an additional 2d4 cold damage to creatures struck (x2 damage vs creatures weak against cold). This enhances every attack with the weapon affected for the full duration (DM)

#### Ice Caltrops

Range	20 yards/level	Duration	1 turn/level
Casting Time	3	AOE	Special
Save	None	Sphere	War/Plant

Allows the priest to summon into existence damaging ice caltrops which harm either footmen or mounted foes. Foot caltrops may cover an area up to a 10 yard square in area and cause 4d4 points of damage to all creatures entering the area. Mounted caltrops are large and footmen can easily navigate around them and are thus only effective against mounted foes. They may cover an area up to 90 sq yds in area and cause 6d4 damage to all creatures entering the area (includes thrown riders). In addition, any group charging through such a field take double damage

#### Ice Vestment

Range	0	Duration	2 turns/level
Casting Time	1 round	AOE	Priest
Save	None	Sphere	Protection

Allows the priest to enchant his normal raiment into armor equivalent to chain mail (AC 5) that also empowers him with temporary immunity to non-magical cold. The armor class gains a +1 enchantment for every 2 levels after 5th to a maximum of AC 0

#### Icy Strike

Range	0	Duration	1 melee/level
Casting Time	3	AOE	Priest
Save	Negates (Fort)	Sphere	Water (Ice)/Vengeance

Allows the priest to empower his attacks to do more freezing pain and numbing effects than damage. On each successful strike, damage is halved, but any target successfully hit must make a Fort save or be caused shockingly cold pain which also numbs, making them operate at -2 for all attacks, saves, etc (the resist pain skill will give a save bonus to this and immunity to cold with negate such effects.) Each additional strike this pain and numbness accumulates as do the minuses and can eventually result in the target simply crumpling from the pain and numb feelings (DM)

## Lead from the Front

Range	100 yards/level	Duration	1 round/level
Casting Time	3	AOE	Priest
Save	None	Sphere	War/Strength

Allows the priest in any battle to charge to the front and inspire his allies. Once in place, the priest must move to the front of the battle and engage. If at least one of his attacks are successful, all of his allies in range gain a +1/+5% to all attacks, saves and skills used. In the second melee, another successful attack boosts the bonus to +2/+10% and this can continue to a maximum of +4/+20% for all allies for the duration. If an attack misses or fails, the bonus is held at +1/+5% and can no longer advance

## Prayer

Range	0	Duration	1 round/level
Casting Time	3	AOE	100 foot/level radius
Save	None	Sphere	War

Causes the power of the priest's deity to flow out from him in a radius affecting all allied creature within affording them all with a +1 to hit and damage for the duration, this effect stacks with Bless and Chant

## Strength of the Bear

Range	10 feet/level	Duration	1 melee/level
Casting Time	1 melee	AOE	Priest
Save	None	Sphere	Strength/Animal

Allows the priest to acquire benefits from his bear mount, gaining a STR value of 22 for the duration and a +2 to damage beyond the strength bonus as long as the mount is within range of the priest. If the mount is slain, is not present or moves out of range, the spell fails

## Summon Ice Block

Range	10 feet/level	Duration	Permanent
Casting Time	3	AOE	10ft cube of ice
Save	Negates (Reflex +4)	Sphere	Water (Ice)

Allows the priest to summon a ten foot block of ice anywhere in range (including in the air) which will cause the roughly 20,000 lb block to fall and land, crushing anything in its path. Additionally, the ice can be summoned where it can be shaped by the priest using other spells or powers. Generally creatures or items unable to avoid a massive, falling block of ice are simply killed (DM)

## Crag Priest Powers

### 2<sup>nd</sup> Level Powers

#### Rime Touch at will

Range	Touch	Duration	Instant
Casting Time	0	AOE	1 foot/level cube
Save	None	Domain	Water (Ice)

Allows the priest to touch any object and immediately chill it and coat it in a light rime frost. This will not freeze water or similar liquids, but will chill them to the equivalent of an ice cold drink. It cannot cause damage except to creatures weak against cold/ice who will take a single point of damage (DM) but can be used for a myriad of purposes

#### Frost Armor: Lesser 1/day

Range	0	Duration	2 melees/level
Casting Time	0	AOE	Priest's Armor
Save	None	Domain	Water (Ice)/War

Allows the priest to coat his armor with additional ice protection which improves the priest's armor class (DEF) by +1 and will absorb 1d4 points of damage

### 4<sup>th</sup> Level Powers

#### Ice Shackles 3/day

Range	10 yards/level	Duration	1 round/level
Casting Time	0	AOE	One Creature
Save	Reflex (Negates)	Domain	Water (Ice)

Allows the priest to summon shackles of supernatural ice on a target to restrict arms, legs or similar appendages. A reflex save at -4 allows the victim to avoid being restricted, but will still have half the "cuffs" on them which need to be broken off as if normal ice (relatively heavy and cumbersome; DM). Those who fail their save have their hands cuffed, feet shackled, etc. and the ice becomes supernaturally hard for the duration (effectively as steel). Effects vary depending on the type of creature affected

#### Ice Sculptor at will

Range	Touch	Duration	At will
Casting Time	0	AOE	Any non-magical ice
Save	Fort (Negates)	Domain	Water (Ice)

Allows the priest to shape ice to a desired shape with his hands at will. This can be used to create traps, craft artwork, make footholds in an ice wall, etc. Anything the priest can think of (but are clearly better when related skills are possessed). The sculpting can also work on creatures made of ice (i.e. - ice elementals), but if an ice creature wishes to resist, they are afforded a Fort to resist the effects



## Crag Warrior Abilities

- *Increased Hit Die*: The warrior gains d12 hit points each level rather than d10; Prerequisites: None
- *Combat Reflexes*: You are quick and act before others, you gain a -4 initia adjustment and may roll your own initiative even in party initia situations and choose the better of the two; Prerequisites: DEX 12+
- *Shield Mastery*: You expertly trained in the use of a shield and gain +2 DEF above and beyond normal shield bonuses. Prerequisites: Shield Specialization
- *Surprise Accuracy Minor*: The warrior may add his warrior level as a to hit bonus on one attack roll per combat. Prerequisites: None
- *Deft Shield*: You are skilled at striking your foes with your shield while still protecting yourself. You do not lose your shield bonus to your AC if you hit with a shield bash. You lose your shield bonus to AC if your shield attack misses (you normally lose your shield bonus if you use your shield to attack.) Prerequisites: Shield Proficiency, Weapon and Shield Style Specialization, Two-Weapon Fighting
- *Improved Disarm*: the warrior gains +4 to disarm attempts. Prerequisites: L5
- *Maneuver Training*: the warrior may add half his level to offset penalties for special combat maneuvers. Prerequisites: L5
- *Quick Reflexes*: 3/day the warrior can make an additional attack above their normal limit per round. Prerequisites: L7; Quickness Proficiency

## Crag Priest Abilities

- *Divine Grace*: A priest gains a +2 bonus on all saving throws
- *Detect Supernatural*: The priest can detect supernatural creatures within a 60ft radius by concentration
- *Aura of Clarity*: your inner calmness exudes to those around you. All allies within 30ft gain +2 vs all charm and possession effects. Prerequisites: Charm Resistance, L3 (Crag exudes a frosty aura that snaps minds back into focus with a brisk chill in the air)
- *Imbued Healing*: your healing spells are attuned with another of your domains and confer an additional minor, related bonus (DM) for 1 turn/level (i.e. – Travel domain grants +2 mph travel speed; Fire domain grants +2 saves vs fire/heat; Knowledge domain grants +10% knowledge skill bonus; etc.) Prerequisites: Primary priest domains other than healing (Ice, Strength, War)
  - Ice grants +2 sv vs Cold and comfort in cold environments for 1 turn/priest level
  - Strength grants +2/+10% to strength related activities for 1 turn/priest level
  - War grants +2/+10% to tactics, coordination and other battle related actions for 1 turn/priest level

## Crag Rogue Abilities

- *Self-Sufficient*: You are skilled at living off the land and being a survivor. You get a +25% bonus on all related skill checks (survival, foraging, hunting, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Alert*: You are highly alert and perceptive and get a +25% bonus on all related skill checks (alertness, light sleeping, observation, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: PER 13
- *On Guard*: You are never caught off guard or surprised and always retain your DEX bonus to DEF even if flatfooted, attacked by an invisible opponent or shot by a sniper or sneak attack. Prerequisites: Alertness Proficiency or Danger Sense Proficiency

## Crag General Abilities

- *Charm Resistance*: Gain +4 vs all charm and mind affecting magic and skills



### Crag Mount

**Khanda** – Battle Bear Mount – 10+HD/122h<sup>pp</sup>; Armored DEF 20; a massive polar bear trained for combat, use as a mount and in concert with cold magic; 14 hex combat speed (max sprint 27mph); an exceptional swimmer when not armored, excellent traction on snow and ice, when armored Khanda generally provides mass behind mounted strikes and some attacks of his own (plus any additional training given); +15BAB; 3 att/rnd (claw/claw/bite – d12+10 claws/2d8+15 bite.) If not mounted, a hit with both claws engages a bear hug enabling a x2 damage bite strike

## Crag Contacts (3)

**Arxeen**: The half-elven high priestess of Aeryamoinyen, an accomplished warrior priest with amazing powers over cold and ice. She is also a polar bear rider with a legendary mount Kharga who sacrificed his life to save her but lives on in eternity in the realm of the Cold One. She is now able to summon the spirit of Kharga at any time to transform herself into an empowered, battle ready war bear among other things. She was given a vision by Aeryamoinyen about the power of the Winter Paladin and his plight against the white dragon, as Scaathra has returned, she has aligned herself with a future dragon fighter with similar designs on retribution

**Military Contact**: TBD – likely another of the Snow Piercers

**TBD Contact**: TBD

## **Crag Enemies (4)**

**Kashtarhak, the Voice of Chaos** – a preeminent Rakshasa Demon Lord, effectively a demi-god. Crag and the team worked to disrupt and undo a powerful ritual magic that allowed the Voice of Chaos and his rakshasa followers to transit between the Abyss, realm of Chaos and the Prime Material Plane at will. This demon lord now marks Crag and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Crag's demise

**Ahmarantha:** a draconian female, servant of Scaathra, who witnessed Crag's slaying of the young white dragon. She is also of the white line and a priest of the white dragon demi-god. She has lost track of Crag, but her goal is to destroy him

**Peasant Enemy:** unknown enemy from the Horselords, in killing the dragon and saving some, one peasant took it as favoritism in saving his own family and not his, while not correct, he holds a blood feud vengeance against Crag

**Underworld Enemy:** unknown enemy from Krystallia rooted in the underworld of the city and not happy to see a new ally to Arxeen in town