Icemaiden of Auril

Icemaidens are Auril's most trusted mortal servants. They further her aims upon Faerun, and possibly beyond. Icemaidens are cold, unfeeling creatures, savage and blunt. They live in cold wilderness, where they oft hatch plots to bring snow early to the south... They are often clerics or druids, and occasionally rangers or barbarians. No arcane spellcaster has ever belonged to this group; this is by decree of Auril herself.

Hit Die: d8.

Requirements

To become an icemaiden, a character must fulfill all the following requirements:

Alignment: Neutral evil, chaotic neutral, or lawful neutral.
Skills: Concentration 9 ranks, knowledge(religion) 9 ranks.
Feats: Iron Will, Weapon Focus(battleaxe),Weapon Proficiency(battleaxe)
Spells: Ability to cast 3rd level divine spells.
Patron: Auril
Special: Must not possess the ability to cast arcane spells.

Class Skills

The icemaiden's class skills are: Climb(Str), Concentration(Con), Craft(Int) Heal(Wis), Intuit Direction(Wis), Knowledge(nature)(Int), Knowledge(planes)(Int), Knowledge(religion)(Int), Spellcraft(Int), Swim(Str), Wilderness Lore(Wis)
Skill Points at Each Level: 2+Int modifier

Class Features

The following are the class features of the icemaiden prestige class.

Weapon and Armor Proficiency: An icemaiden gains no weapon or armor proficiency.
Spells per Day/Spells Known: At each icemaiden level indicated on the chart, the icemaiden gains new spells per day(and new spells known, if applicable) as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class level. She does not, however, gain any other benefit a member of that class would have gained. If she possesed more than one divine spellcasting class before gaining a level, she must choose what class to apply this to.
Energy Focus: At first level, the icemaiden gains Energy Focus(cold) as a bonus feat.
Prestige Domain: At first level, the icemaiden gains access to the Frost prestige domain(detailed below). A cleric adds this domain to her list of domains, and chooses spells from it like any other domain. A druid, paladin, or ranger does not gain this benefit.
Lesser resistances(Ex): At second level, an icemaiden gains cold and fire resistance 10.
***Summon Ice Paralemental*(Sp):** At third level, an icemaiden gains the ability to summon an ice paraelemental a limited amount of times per day. The ice paraelemental may have a maximum amount of Hit Dice equal to the icemaiden's character level. The statistics for an ice paraelemental can be found on pages 180-185 of *Manual of the Planes*.
Greater Energy Focus: At 4th level, an icemaiden gains Greater Energy Focus(cold) as a bonus feat.
***Auril's Touch*(Sp):** At 5th level, an icemaiden can use a touch attack fortified by Auril's divine cold. She needs to make a succesful touch attack to use this ability. If she hits, the target takes damage equal to 1d6 times her icemaiden class level in both unholy and cold damage, and is paralyzed for a number of rounds equal to her icemaiden class levels. A successful Fortitude save(DC=10+1/2 icemaiden class levels+icemaiden's Con

modifier) halves the damage and negates the paralyzation.
Greater resistances(Ex): An icemaiden's resistance to cold and fire increases to 30.
One with the Storm(Ex): At 10th level, an icemaiden becomes an outsider(cold), with all the benefits and disadvantages that incurs. The icemaiden is considered to be a native outsider to Toril.

The Icemaiden						
Class Level	**Base Attack Bonus**	**Fort Save**	**Ref Save**	**Will Save**	**Special**	**Spells per Day**
1st	0	0	0	2	Energy focus, prestige domain	-
2nd	1	0	0	3	Lesser resistances	+1 level of existing class
3rd	2	1	1	3	*Summon ice paraelemental 1/day*	+1 level of existing class
4th	3	1	1	4	Greater energy focus	+1 level of existing class
5th	3	1	1	4	*Auril's touch 1/day*	+1 level of existing class
6th	4	2	2	5	*Summon ice paraelemental 2/day*	+1 level of existing class
7th	5	2	2	5	*Auril's touch 2/day*	+1 level of existing class
8th	6	2	2	6	Greater resistances	+1 level of existing class
9th	6	3	3	6	*Summon ice paraelemental 3/day, Auril's touch 3/day*	-
10th	7	3	3	7	*One with the storm*	+1 level of existing class

Prestige Domain: Frost
Granted Power: Damage-dealing spells you cast with the cold descriptor deal an additional point of cold damage.
1-Lesser Cold Orb
2-Snilloc's Snowball Swarm
3-Ice Burst
4-Ice Storm
5-Cone of Cold
6-Otluke's Freezing Sphere
7-Zajimarn's Ice Claw Prison
8-Zajimarn's Field of Icy Razors
9-Zajimarn's Avalanche

Lesser cold orb and ice burst appear in *Tome and Blood*. Lesser cold orb also appears in *Miniatures* Handbook. Snilloc's snowball swarm appears in the FRCS. All the Zajimarn's... spells appear in *Magic of Faerun*.

Feats

Energy Focus[General]

Your character excels at casting spells involving a particular force of magic.

Prerequisites: Ability to cast at least one spell with the acid, cold, electricity, fire or sonic descriptors.

Benefit: Choose one energy subtype: acid, cold, electricity, fire, or sonic. Add +2 to the Difficulty Class for all saving throws against spells with that subtype that you cast.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different energy subtype.
Energy Substitution: If your campaign uses the Energy Substitution metamagic feat(found in *Magic of Faerun & Tome & Blood*), this feat replaces the “any other metamagic feat" prerequisite for the feat.(This feat also appears in *Miniatures Handbook* named as Energy Affinity. The same applies to that feat.)

Greater Energy Focus[General]

You become even more focused upon an energy type.

Prerequisites: Ability to cast at least one spell with the acid, cold, electricity, fire or sonic descriptors, Energy Focus.

Benefit: Choose one energy subtype: acid, cold, electricity, fire, or sonic that you already have the Energy Focus feat for. The save DC bonus from Energy Focus increases to +4 for that energy type.
Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different energy subtype that you have Energy Focus for.

Conversions

This section deals with what to do if you don't have some of the books listed.

Tome and Blood: Replace *lesser cold orb* with *chill touch,* and replace *ice burst* with *sleet storm*.
Magic of Faerun: Replace *Zajimarn's ice claw prison* with *control weather*. Replace *Zajimarn's field of icy razors* with *frost storm*(As *fire storm*, but deals cold damage.)(Alternatively, if you have access to the 3.5 PHB, you could replace this with *polar ray*.). Replace *Zajimarn's Avalanche* with *elemental swarm*(ice paraelementals only).
Manual of the Planes: Instead of summoning ice paraelementals, have an icemaiden choose between summoning air or water elementals. This choice is permanent and cannot be reversed once chosen. Any elementals summoned gain the cold subtype.
3.5: If you're running a 3.5 campaign, there isn't that much converting to do. Just cut the bonus from Energy Focus down to +1, and the bonus from Greater Energy Focus down to +2.

Versions

1.2-Added conversion notes, some polishing, and converted into final file types. Changed prestige domain name for ease of use with *Player's Guide to Faerun*.
1.1-Incorporated changes suggested on forums.
1.0-First draft.

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