





WINTER'S ROAR: VIKMORDERE BESTIARY

Nordic-themed creatures for the Pathfinder Roleplaying Game.

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INTRODUCTION

The harsh environment of the Vikmordere Valley breeds an array of unique denizens, beasts, and monsters. Safely traversing the wintery north is dangerous and deadly even for natives or experienced survivalists. This bestiary contains over 30 new creatures that can be utilized to flesh out your Nordic-themed adventures.

Herein you'll find complete stat blocks for all 30 monsters including many new special abilities, information expanding the knowledge of both the monsters and their origins, and details about the region and Vikmordere culture.

APTRGANGR, LAKE

The missing lower torso of this corpse seems not to hinder its movements as it lifts itself using muscular arms. A myriad of venomous serpents writhe through its flesh as it approaches.

XP 25,600

NE Medium undead

Init +6; Senses blindsense 60 ft., darkvision 60 ft.; Perception +29

DEFENSE

AC 28, touch 12, flat-footed 26 (+2 Dex, +16 natural) hp 180 (19d8+95); fast healing 5

Fort +11, Ref +8, Will +12

Defensive Abilities channel resistance +4; DR 10/ bludgeoning and magic; Immune undead traits; Resist fire 10

OFFENSE

Speed 30 ft.; swim 60 ft.

Melee 2 claws +20 (1d8+5/19-20 plus energy drain and grab)

Special Attacks constrict (1d8+5 plus poison), create spawn, energy drain (2 levels, DC 24)

Spell-Like Abilities (CL 19, concentration +24) At will—*command undead* (DC 17)

STATISTICS

Str 21, Dex 15, Con -, Int 13, Wis 13, Cha 20

Base Atk +14; CMB +19 (+23 grapple); CMD 31

Feats Blind-Fight, Combat Expertise, Critical Focus, Exhausting Critical, Greater Trip, Improved Critical (claw), Improved Initiative, Improved Trip, Lunge, Tiring Critical

Skills Climb +27, Escape Artist +29, Perception +29, Stealth +24, Swim +35; Racial Modifiers +8 Escape Artist Languages Common

ECOLOGY

Environment any aquatic

Organization solitary, pair, or pack (3–4 plus 2d4 wights) Treasure none

SPECIAL ABILITIES

- **Constrict** (Ex) The water serpents inhabiting the lake aptrgangr's rotting visage crawl out to constrict and bite grappled victims with poisoned fangs.
- **Poison (Ex)** Bite—*save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; cure 2 consecutive saves.
- **Create Spawn (Su)** Any humanoid creature that is slain by a lake aptrgangr's energy drain becomes a wight in 1d4 rounds. Spawn so created are under the command of the lake aptrgangr that slew them and remain enslaved until its death. If a humanoid creature with 10 or more Hit Dice is drowned by the lake aptrgangr, they instead become a lake aptrgangr after 1d4 days. The lake aptrgangr has no control over spawn created in this manner. Undead created do not possess any of the abilities they had in life.



- Dark Waters (Ex): Water sources infested by a lake aptrgangr become imbued with negative energy, transforming into unholy water (as the *cursed water* spell). However, the larger the water source, the greater the number of lake aptrgangr are required. A single lake aptrgangr can corrupt a small pool or stream. Six are sufficient to curse a small lake or river tributary. A dozen are required for truly large sources of water, such as an entire river or large lake. No number of lake aptrgangr can corrupt oceans or similarly grand reaches of water, but might curse a smaller section.
- Serpent (Su) The lake aptrgangr can release a corrupted serpent from its flesh. This acts as either a constrictor or venomous snake (chosen when the ability is used). The lake aptrgangr controls the snake (as the *dominate monster* spell), but can see through the snake's senses as if it was the snake, and does not need to concentrate to receive sensory input. The lake aptrgangr can only control one snake in this manner at a time.

The frigid waters of Serpent Lake hold many dangers. Vikmordere legend claims a portal to the underworld lies deep beneath its surface. True warriors fear drowning here above all other deaths, for a warrior touched by the dark abyss is forever beyond the reach of the Ancestor Spirit. These cursed wretches become lake aptrgangr, driven only by a desire to draw others into the deep. Being gifted to the lake's undead is a punishment bestowed only on the worst traitors or vilest enemies. None realize the dark waters feed the wells of surrounding communities. Once the people become sick and begin disappearing, neighbor might turn against neighbor.







APTRGANGR, LAND

<r 10

This skeletal rotting corpse wears rusted scale jerkin that grinds against its bones as it drags a massive greatsword behind it.

XP 9,600

CE Medium undead

Init +2; Senses blindsense 60 ft., darkvision 60 ft.; Perception +22

DEFENSE

AC 24, touch 12, flat-footed 22 (+6 armor, +2 Dex, +6 natural)

hp 127 (15d8+60)

Fort +11; Ref +7; Will +13

Defensive Abilities channel resistance +4, undead traits

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk greatsword +16/+11/+6 (2d6+6/19-20 plus bleed and energy drain) or 2 claws +17 (1d4+4)

Special Attacks brutal, create spawn, dark blade, dishonor, energy drain (1 level, DC 21)

Spell-Like Abilities (CL 15, concentration +19) At will-dominate animal (DC 17), magic jar (DC 19)

STATISTICS

Str 18, Dex 14, Con -, Int 13, Wis 19, Cha 19 Base Atk +11; CMB +17; CMD 29

- Feats Cleave, Combat Expertise, Great Cleave, Greater Dirty Trick, Greater Disarm, Improved Dirty Trick, Improved Disarm, Power Attack
- Skills Intimidate +22, Perception +22, Profession (soldier) +19, Sense Motive +22, Spellcraft +19 Languages Common, Vikmordere SQ familiar (rat), rejuvenation

ECOLOGY

Environment any

Organization solitary, pair, or party (3-4 plus 2d4 wights)

Treasure standard (masterwork greatsword)

SPECIAL ABILITIES

Brutal (Ex) The land aptrgangr can perform a coup de grace as a standard action. The land aptrgangr does not draw attacks of opportunity when delivering a coup de grace.

slain by a land aptrgangr's energy drain becomes a wight in 1d4 rounds. Spawn so created are under the command of the land aptrgangr that created them and remain enslaved until its death. If a lawful humanoid creature with 10 or more Hit Dice is killed by the land aptrgangr, they instead become a land aptrgangr after 1d4 days if the body is left for scavengers to feast upon. The land aptrgangr has no control over spawn created in this manner. Undead created do not possess any of the abilities they had in life.

Dark Blade (Su) Any weapon wielded by the land aptrgangr inflicts energy drain and causes 2 points of bleed damage. This ability affects any weapon wielded by the land aptrgangr when possessing another creature's body with magic jar.



- Familiar (Su) Every land aptrgangr possesses a familiar (as the wizard arcane bond class feature) as a wizard of its Hit Dice. The familiar is typically a vulture (treat as a hawk), rat, raven, or other scavenger. When the land aptrgangr uses its magic jar spell-like ability to possess a creature, its soul is stored within the land aptrgangr's familiar and the land aptrgangr becomes a helpless corpse. The victim controls the familiar while the land aptrgangr controls the victim's body. The land aptrgangr dies if its familiar is destroyed. A victim whose soul is trapped within the familiar likewise dies if the familiar is killed.
- Rejuvenation (Su) A land aptrgangr cannot be permanently destroyed while its familiar lives. If the land aptrgangr is destroyed, the familiar can seek out another humanoid corpse to transform into a land aptrgangr by consuming it over the course of 2d4 days.

Vikmordere warriors loathe the dishonorable. Cruel leaders sentence cowards and traitors to torturous ritual deaths, before leaving the body for scavengers. If the restless spirit is sufficiently strong, it can permanently possess one of the creatures devouring its corpse. The foul beast becomes the receptacle for the soul, gaining the ability to reanimate the half-eaten body, crush the wills of lesser beasts, and even usurp control over the bodies of others. However, the true spirit and will of the undead lies forever within the familiar.

A land aptrgangr possesses all its memories, though its soul is driven mad by its condition and connection to the Negative Energy Plane. These undead are driven to give others the same dishonorable end they suffered, often beginning with revenge, but Create Spawn (Su) Any humanoid creature that is eventually touching anyone the undead knew in life.







BRUNNMIGI

<r 10

The skittering creature moves on four disjointed legs, while its dark translucent flesh flows like water.

XP 9,600

NE Medium fey (aquatic)

Init +9; Senses darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural) hp 127 (17d6+68) Fort +9, Ref +15, Will +13 Defensive Abilities amorphous

OFFENSE

Speed 30 ft., burrow 15 ft., climb 30 ft., swim 30 ft. Melee 4 claws +13 (1d4+5 plus grab and poison) Special Attacks rake (2 claws +13, 1d4+5) Spell-Like Abilities (CL 17th; concentration +18)

Constant—jump

At will—water walk

1/day—control water (DC 17)

STATISTICS

Str 21, Dex 21, Con 18, Int 9, Wis 16, Cha 12

- Base Atk +8; CMB +13 (+17 grapple); CMD 28 (32 vs. trip)
- Feats Acrobatic Steps, Combat Reflexes, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Step Up, Wind Stance
- Skills Acrobatics +25 (+55 when jumping), Climb +13, Escape Artist +25, Knowledge (geography) +19, Perception +23, Stealth +25, Swim +13

Languages Sylvan SQ amphibious, mimicry

ECOLOGY

Environment any underground or water **Organization** solitary, pair, or plague (3-12) **Treasure** standard

SPECIAL ABILITIES

Drown (Su) A brunnmigi forces poisonous water into the throats and lungs of creatures it grapples. When the brunnmigi succeeds on a combat maneuver check to maintain a grapple, the grappled victim must succeed on a DC 22 Fortitude save. On a failed save, the creature is affected by the brunnmigi's poison and begins suffocating (see *Pathfinder Roleplaying Game*: *Core Rulebook* for details). A creature exposed to the brunnmigi's poison in this manner does not receive an additional save to resist the initial exposure. The creature can hold its breath for 2 rounds per point of Constitution before it begins making Constitution checks. However, the brunnmigi can force more fluid into the creature's lungs with additional successful grapple checks. The creature is permitted another DC 22 Fortitude save, but on a failed save the creature is exposed to a dose of the brunnmigi's poison and its remaining rounds of air are reduced by 1d6. The save DC is Constitution-based.

Mimicry (Ex) A brunnmigi can imitate the sounds of almost any creature.

Poison (Ex) Claw or drown—contact, injury, or ingested; *save* Fort DC 22, *frequency* 1/minute for 4 minutes if contact or injury, 1/round for 4 rounds if ingested, *effect* 1d4 Dex, *cure* 2 consecutive saves.

The brunnmigi are sadistic fey who kill for pleasure rather than food. The spider-like predator does not even truly require sustenance as a mortal creature, and simply allows the bodies of rotting victims to poison its watery home. It cultivates this foulness, like a disturbing soup, to use as a weapon. They prefer to draw humanoids close by playing to emotions, tricking them into approaching a dark lake or old well with pleading sounds. The ambush predator then springs from concealment, using its control over water to force its poisonous sludge into a victim's mouth.









ELDERFEY

<r 13

The bent and shuffling creature looks like a frail elderly man with thick gnarled bark for skin and iridescent moss for hair.

XP 25,600

NE Medium fey Init -2; Senses low-light vision; Perception +29 Aura entangling aura (40 ft, DC 22)

DEFENSE

AC 28, touch 8, flat-footed 29 (-2 Dex, +20 natural) hp 187 (22d6+110); fast healing 10 Fort +12, Ref +11, Will +16 Defensive Abilities rejuvenation; DR 10/slashing; Immune plant traits Weaknesses heartree

DEFENSE

Speed 20 ft.

Melee 2 slams +22 (1d4+11 plus sapling)

Spell-Like Abilities (CL 12th; concentration +14) Constant—speak with plants At will-command plants (DC 16), commune via nature, transport via plants

STATISTICS

Str 32, Dex 6, Con 20, Int 15, Wis 19, Cha 15 Base Atk +11; CMB +22; CMD 31

- Feats Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Great Fortitude, Intimidating Prowess, Power Attack, Stand Still, Vital Strike
- Skills Bluff +27, Craft (carpentry) +27, Diplomacy +27, Knowledge (nature) +27, Perception +29, Sense Motive +29, Stealth +23, Use Magic Device +27
- Languages Common, Sylvan, Treant; speak with plants

ECOLOGY

Environment any forest **Organization** solitary Treasure standard

SPECIAL ABILITIES

Entangling Aura (Su) Plants within 40 feet of the elderfey grasp and grab creatures at its command. This acts as the entangle spell (CL 20), except the elderfey can choose which creatures are affected or unaffected. The elderfey may cease or resume this ability as a free action.

Heartree (Su) If an elderfey's heartree (usually an oak) is destroyed, the elderfey immediately dies and cannot rejuvenate. An elderfey can designate a tree grown from the sapling ability as its heartree, but only at the moment of it killing a living humanoid creature and only if the elderfey is adjacent at the moment of death.

Treespeech (Ex) An elderfey has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

Rejuvenation (Su) When an elderfey is killed, its heartree immediately begins to regrow the fey's body. This process takes 2d4 days-if the body is destroyed before that time passes, the heartree merely starts the process anew. After this time passes, the elderfey wakens fully healed (albeit without any items it left behind on its old body). Sapling (Su) The elderfey can infect living creatures it damages with a swift growing tree. Each round thereafter at the start of the creature's turn they must succeed on a DC 26 Fortitude save or take 1 point of Constitution and Dexterity damage as the roots begin to spread through its body. If a creature fails two consecutive saves, its movement speed is halved. If a creature fails three consecutive saves, its movement speed is reduced to 0. When a creature is killed by this effect, a large oak tree grows from the location (as a feather token [tree]). This effect can be ended with a DC 26 Heal check, or by any spell or

effect that specifically targets or deals additional damage to plants (such as the *blight* spell). The save DC is Constitution-based.

Some druids refuse to accept the natural cycles of life and death. A lifetime spent commanding the forces of nature teaches some to tie their souls to a tree, in a fashion analogous to how a lich stores their soul within a phylactery. This can extend their existence for centuries, but even the longest-lived tree eventually passes. These one-time druids find that their lust for life doesn't fade over time, but that they must plant a new seed within a humanoid creature and watch it consume them. In that moment of death, the elderfey moves its soul to the new tree.









DRAGON, FAFNIR

This tall draconic creature's powerful wings stretch out behind its slender upright standing body. Dull green and brown scales cover its entire torso from its long, slender neck to the tail which trails behind it. The creature bears a fanged maw, a horned brow, and razor sharp claws.

Fafnir Dragon

NE dragon (cold)

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12 Speed 60 ft., burrow 30 ft. Natural Armor +3; Breath Weapon cone, 2d6 cold Str 11, Dex 16, Con 13, Int 13, Wis 11, Cha 12

ECOLOGY

Environment any **Organization** solitary Treasure special (see below)

SPECIAL ABILITIES

- Appraising Sight (Su) An ancient or older fafnir dragon is affected by a constant greater arcane sight spell, except it affects only objects. The dragon automatically determines the properties of magic items without a Spellcraft check.
- Aura of Avarice (Su) A great wyrm fafnir exudes an aura of greed, allowing it to force lesser beings to collect wealth for it. Any creature within the fafnir's frightful presence radius must succeed on a Will save or be stricken with greed. The creature must seek to gather wealth through Hybrid Shape (Su) A fafnir dragon can assume the any reasonable means within the bounds of its personality and alignment. The creature does not ignore threats to its person, but the collection of wealth becomes its primary motivation. This compulsion isn't satisfied until the creature gathers 1,000 gp per Hit Dice it possesses or until 24 hours pass. Whether or not the save is ability again for 24 hours. This is a mind-affecting compulsion effect. The save DC is Charismabased.
- Blood Knowledge (Su) A juvenile or older fafnir dragon can make any Knowledge skill check untrained and gains a cumulative +1 competence bonus to all Knowledge skill checks per age category. A creature drinking from the fafnir dragon's blood gains this ability for 24 hours, and

may retry any failed Knowledge skill check. Fafnir's Curse (Su) A fafnir dragon is somewhat

similar to a lycanthrope, as it is a curse that can be passed on to other creatures and the dragon can adopt a hybrid form part-way between humanoid and dragon. However, the curse requires the creature to drink the dragon's blood, and so is generally not accidental (although might be forced). A humanoid that consumes the fafnir's blood must succeed on a DC 15 Fortitude save or become a wyrmling fafnir. This condition can be removed by the same methods of lycanthropy (see the Pathfinder Roleplaying Game: Bestiary for details).

- Hoard (Su) A fafnir dragon's size and power is directly connected to the value of its hoard and not the dragon's chronological age. See the table below to reference how the fafnir's hoard size corresponds to a normal true dragon's age category. A fafnir's hoard must be kept within a designated lair, and all items within 100 feet of each other. To be counted amongst the fafnir's hoard, a valuable item or currency must be within its hoard for 24 hours. After this time, the fafnir's "age" increases to the corresponding value immediately. Likewise, if any valuables are removed from the fafnir's hoard, the dragon has 24 hours to return the items or the dragon decreases to the corresponding age category. A fafnir dragon can move its hoard to a new location at any time, although might lose power if its hoard is divided for longer than 24 hours. A fafnir dragon can designate a new lair for its hoard with a ritual requiring 24 hours.
- shape of a humanoid or a hybrid form in addition to its natural draconic form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and its draconic form. A fafnir can shift to any of its three alternate forms as a move-equivalent action. This otherwise acts as alter self.
- successful, a creature cannot be subject to this Teleport Hoard (Su) An old or older fafnir dragon retains a connection to its hoard despite physical distance. It can teleport any held item to its hoard or teleport any object from its hoard as a full-round action with no risk of failure. This otherwise functions as the *teleport object* spell.
 - Thief (Su) A young or older fafnir dragon does not draw attacks of opportunity when performing a disarm or steal (see Pathfinder Roleplaying Game: Advanced Player's Guide for details) combat maneuver. The dragon does not take penalties to





disarm when unarmed.

Spell-Like Abilities (Sp) A fafnir dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—obscure object; Juvenile—locate object; Adult—clairaudience/clairvoyance; Old—mage's private sanctum; Ancient—greater scrying; Great wyrm—discern location.

YOUNG FAFNIR DRAGON (R 7

XP 3,200

NE Medium dragon (cold) Init +6; Senses dragon senses; Perception +1

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural) hp 76 (8d12+24) Fort +9, Ref +8, Will +7 Immune cold, paralysis, sleep Weaknesses vulnerability to fire

OFFENSE

- Speed 60 ft., fly 150 ft. (average), burrow 30 ft.
- **Melee** bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)
- **Special Attacks** breath weapon (30-ft. cone, DC 17, 6d6 cold), thief
- **Spell-like Abilities** (CL 8th, concentration +9) At will—obscure object
- **Sorcerer Spells Known** (CL 1st, concentration +2) 1st (4/day) —*alarm*, *magic aura*
 - 0 (at will)—detect magic, mage hand, mending, read magic

STATISTICS

- Str 19, Dex 14, Con 17, Int 15, Wis 13, Cha 14
- Base Atk +8; CMB +12; CMD 24 (28 vs. trip)
- Feats Combat Casting, Combat Expertise, Improved Initiative, Lunge
- Skills Appraise +13, Bluff +13, Craft (any two) +13, Fly +2, Intimidate +13, Sense Motive +12, Spellcraft +13, Use Magic Device +13

Languages Draconic SQ fafnir's curse, hoard, hybrid shape

ADULT FAFNIR DRAGON (R 11

XP 12,800

NE Large dragon (cold) **Init** +5; **Senses** dragon senses; Perception +20 **Aura** frightful presence (180 ft., DC 21)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, -1 size)

hp 161 (14d12+70)

Fort +14, Ref +10, Will +12

DR 5/magic; Immune cold, paralysis, sleep; SR 22 Weaknesses vulnerability to fire

OFFENSE

- Speed 60 ft., fly 200 ft. (poor), burrow 30 ft.
- Melee bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)
- Space 10 ft.; Reach 5 ft. (10 ft. with bite)
- **Special Attacks** breath weapon (40-ft. cone, DC 22, 12d6 cold), thief
- **Spell-Like Abilities** (CL 14th, concentration +18) At will—clairaudience/clairvoyance, locate object, obscure object

Spells Known (CL 7th, concentration +11)

- 3rd (5/day)—explosive runes (DC 17), sepia snake sigil (DC 17)
- 2nd (7/day)—arcane lock, misdirection, phantom trap
- 1st (7/day)—alarm, hold portal, magic aura, protection from good, unseen servant
- 0 (at will)—detect magic, light, ghost sound, mage hand, mending, read magic, resistance

STATISTICS

Str 25, Dex 12, Con 21, Int 19, Wis 17, Cha 18

Base Atk +14; CMB +22; CMD 33 (37 vs. trip)

Feats Combat Casting, Combat Expertise, Eschew Materials, Improved Initiative, Lunge, Silent Spell, Still Spell

Skills Appraise +21, Bluff +21, Craft (any two) +21, Fly +12, Intimidate +21, Knowledge (all) +10, Perception +20, Sense Motive +20, Spellcraft +21, Use Magic Device +21

Languages Common, Draconic, Giant

SQ blood knowledge, fafnir's curse, hoard, hybrid shape

ANKIENT FAFNIR DRAGON KR 16

XP 76,800

NE Huge dragon (cold) Init +4; Senses dragon senses; Perception +30 Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 38, touch 8, flat-footed 38 (+30 natural, -2 size)





hp 297 (22d12+154) Fort +20, Ref +13, Will +18 DR 15/magic; Immune cold, paralysis, sleep, SR 27 Weaknesses vulnerability to fire

OFFENSE

- **Speed** 60 ft., fly 200 ft. (poor), burrow 30 ft.
- Melee bite +32 (2d8+16 plus 4d6 acid), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail +29 (2d6+16) Space 15 ft.; Reach 10 ft. (15 ft. with bite)
- Special Attacks breath weapon (50-ft. cone, DC 28, 20d6 cold), crush, thief
- Spell-Like Abilities (CL 22nd, concentration +28)
 - At will—clairaudience/clairvoyance, greater scrying (DC 23), locate object, mage's private sanctum, obscure object
- Spells Known (CL 15th, concentration +21)
 - 7th (4/day)—simulacrum, symbol of weakness (DC 23)
 - 6th (7/day) —guards and wards (DC 22), programmed image (DC 22), symbol of fear

(DC 22)

- 5th (7/day)—mage's faithful hound, symbol of pain (DC 21), symbol of sleep (DC 21), teleport
- 4th (7/day)—animate dead, fire trap (DC 20), illusory wall (DC 20), stone shape
- 3rd (7/day)—explosive runes (DC 17), nondetection, sepia snake sigil (DC 17), shrink item
- 2nd (8/day)—arcane lock, magic mouth, make whole, misdirection, phantom trap
- 1st (8/day)—alarm, hold portal, magic aura, protection from good, unseen servant
- 0 (at will)—arcane mark, detect magic, light, ghost sound, mage hand, mending, message, read magic, resistance

STATISTICS

Str 33, Dex 10, Con 25, Int 23, Wis 21, Cha 22
Base Atk +22; CMB +35; CMD 45 (49 vs. trip)
Feats Combat Casting, Combat Expertise, Eschew Materials, Improved Initiative, Lunge, Silent

FAFNIR HOARD AND AGE			
Hoard Value	Age Category	Special Abilities	Caster Level
2,500 gp	Wyrmling	Cold subtype Fafnir's Curse Hoard Hybrid Shape	_
5,000 gp	Very Young	obscure object	—
8,000 gp	Young	Thief	1st
10,000 gp	Juvenile	Blood Knowledge locate object	3rd
16,000 gp	Young Adult	DR 5/magic Spell Resistance	5th
21,000 gp	Adult	Frightful Presence clairaudience/clairvoyance	7th
27,000 gp	Mature Adult	DR 10/magic	9th
45,000 gp	Old	Teleport Hoard mage's private sanctum	11th
59,000 gp	Very Old	DR 15/magic	13th
75,000 gp	Ancient	Appraising Sight greater scrying	15th
96,000 gp	Wyrm	DR 10/magic	17th
160,000 gp	Great Wyrm	Aura of Avarice discern location	19th





Spell, Still Spell

Skills Appraise +31, Bluff +31, Craft (any four) +31, Fly +17, Intimidate +31, Knowledge (all) +16, Perception +30, Sense Motive +30, Spellcraft +31, Use Magic Device +31

Languages Common, Draconic, Giant, Goblin, Orc SQ appraising sight, blood knowledge, fafnir's curse, hoard, hybrid shape, teleport hoard

The fafnir resembles a true dragon in power and appearance, however true dragons of any color or inclination regard them as an abomination. The sagas claim the first fafnir were born from a Vikmordere tribe that spurned the warnings of the gods. Driven by blind ambition and greed, they unsealed gates better left closed, becoming cursed by an unfathomable avarice. It is said that this forbidden knowledge they gained is still carried within the fafnir's blood, and that any creature might possess it with a single drink.

A fafnir's desire for wealth makes other dragons seem charitable by comparison. The accrual of an ever-greater hoard empowers the cursed creatures, allowing them to rival centuries-old true dragons due to merely gaining gold or magical items. However, as easily as this might is gained, so is it lost. The fafnir become obsessed with their hoard, some hardly ever leaving their

some hardly ever leaving their lair, with others scrying upon it constantly. Every fafnir places truly paranoid layers of defenses and secrecy around their all-important valuables. While any fafnir *can* grow in power swiftly, most fail to do so, crippled by fear of losing what they have already gained.

The curse of the fafnir is in the blood, and any humanoid creature can become a true dragon by consuming it. This secret truth appeals to some power-hungry fools—enough, in any case, that the curse has yet to die out. However, all fafnir find that most concerns they held prior to the transformation become lost to greed and paranoia. A fafnir dragon almost never shares its curse purposefully, as they view others of their kind as the greatest single threat to their hoards.



FENRIS

<r 1⊗

The shadowy giant wolf-like creature has a bloodstained maw, a bulging belly, and wicked spikes on a large swinging tail.

XP 9,600

CE Huge magical beast Init +3; Senses darkvision 60 ft., scent, low-light vision; Perception +20

DEFENSE

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)

hp 136 (13d10+65)

Fort +13, Ref +11, Will +9 DR 15/cold iron; SR 21

OFFENSE

Speed 50 ft.

Melee bite +18 (2d8+10/19-20 plus trip), tail slap +13 (2d6+5)

Space 15 ft.; Reach 10 ft.

Special Attacks destruction, swallow whole (5d6 acid damage, AC 16)

STATISTICS

Str 25, Dex 17, Con 20, Int 8, Wis 20, Cha 17
Base Atk +13; CMB +22; CMD 35 (41 vs. trip)
Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (bite), Improved Sunder, Power Attack, Stand Still

Skills Climb +10, Perception +20 Languages Abyssal, Common

ECOLOGY

Environment any **Organization** solitary, pair, or pack (3-12) **Treasure** none

SPECIAL ABILITIES

- **Destruction (Ex)** A fenris gains a +10 competence bonus to Strength checks made to burst or break. Additionally, its natural attacks are treated as adamantine for the purposes of hardness or damage reduction.
- **Limb-tear (Ex)** A fenris can easily rip off and eat the limbs of a prone creature with a shake of its head. If the fenris damages a creature

that is prone, the creature must succeed on a DC 21 Fortitude save. On a failure, either one of the creature's arms or legs is ripped off by the fenris. Roll randomly to determine which limb-type is lost. This deals 1d4 Strength, Dexterity, and Constitution drain. A creature that loses a leg has its land speed reduced to 5 feet. A limb torn off by the fenris is automatically swallowed whole.

Swallow Whole (Su) As the universal monster rule, except the fenris can swallow whole creatures of up to one size category larger than itself, and there is no limit to the number of creatures it can swallow whole. A swallowed creature cannot escape the fenris by cutting its way free while the fenris lives, but can damage the fenris from the inside as normal. Otherwise it can only free itself by escaping the grapple and freeing itself before being swallowed again.

The fenris prowl the Vikmordere Valley on the north side of Serpent Lake, and the rocky crags southwest of Ighdenholm. Some claim they are the first wolves, the primordial beasts that first learned to hunt as a team in the early dawn of the world. Their mighty jaws cut through bone, rock, and steel as easily as flesh, and their hunger knows no ending. A pack of fenris can act as locusts, consuming everything in their bloody path, and legends claim the beasts are destined to devour the whole of the world in the end days.







FRØST WISP

<r 8

A sparkling small matrix of ice crystals darts about erratically through the air leaving a trail of frost particulates in its wake.

XP 4,800

LN Small aberration (air) Init +9; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 21, flat-footed 16 (+5 deflection, +5 Dex, +1 size)

hp 102 (12d8+48) Fort +8, Ref +11, Will +11 Immune cold, magic Weaknesses vulnerability to fire

DEFENSE

Speed fly 60 ft. (perfect) **Melee** +15 touch (6d8 cold plus bloodfreeze)

DEFENSE

Str 1, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 14 **Base Atk** +9; **CMB** +13; **CMD** 19

Feats Agile Maneuvers, Dazzling Display, Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Focus (touch)

Skills Acrobatics +20, Escape Artist +20, Fly +15, Intimidate +17, Perception +18, Stealth +24

Languages Common (cannot speak) SQ helix

ECOLOGY

Environment any cold **Organization** solitary, pair, or helix (3–12) **Treasure** incidental

SPECIAL ABILITIES



Helix (Su) Three or more frost wisps can cast any of

the following spells as spell-like abilities: *cone of cold, control weather, sleet storm.* Each of the frost wisps must be within 10 feet of each other and devote a full-round action to use this ability. The caster level of these spell like abilities is 12th and the DC is equal to 12 + the spell's level.

Immunity to Magic (Ex) Frost wisps are immune to all spells and spell-like abilities that allow spell resistance, except spells with the fire descriptor.

Partially Incorporeal (Ex) A frost wisp is immune to all nonmagical attack forms, but takes full damage when hit by spells or magic weapons. A frost wisp can enter or pass through solid objects as an incorporeal creature. It cannot be heard with Perception checks if it doesn't wish to be, and nonvisual senses are not effective.



The frost wisps are harsh but orderly avatars of winter. The spirits of cold despise living creatures that learn the secrets of fire. Flames chaotically consume and destroy, and to seek its control is the ultimate evil. To the near-spirits, most humanoids are like magma-blooded devils, wielding weapons of the apocalypse. Brave groups of frost wisps occasionally declare crusades against these insane fools, seeking to return their frenzied blasphemy to the still crystallized perfection of ice.





FROSTBITE

<r >8</r>

A large horned viper with white and azure patterned scales coils ready to strike. Its scales glisten like undisturbed frost, and miniscule ice crystals rim its wide maw.

XP 4,800

N Medium magical beast Init +6; Senses low-light vision, scent; Perception +17 Aura brittle aura (20 ft., DC 19)

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural) hp 95 (10d10+40) Fort +11, Ref +9, Will +7

Immune cold Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

- **Melee** bite +15 (1d8+7 plus 2d6 cold damage, poison, and grab)
- Special Attacks constrict (1d8+7 plus 2d6 cold), hypothermia

STATISTICS

Str 20, Dex 15, Con 18, Int 1, Wis 19, Cha 2
Base Atk +10; CMB +13; CMD 25 (can't be tripped)
Feats Improved Critical (bite), Improved Initiative, Lunge, Power Attack, Vital Strike
Skills Perception +17

ECOLOGY

Environment any coldOrganizationsolitary,pair, or nest (3–8)Treasure none

SPECIAL ABILITIES

Brittle Aura (Su)Creatures within 20 feet of the frostbite must succeed on a DC 19 Fortitude save each round or take 1d6 cold damage. Objects within the frostbite's aura have their hardness halved. The save DC is Constitution-based.

- **Frostbite Poison (Su)** Bite—injury; *save* Fort DC 19, *frequency* 1/round for 2 rounds, *effect* 1d4 Dexterity and 2d6 cold damage, *cure* 1 save. A creature suffering from Dexterity damage from frostbite poison is reduced to half speed and takes a -2 circumstance penalty to attack and damage rolls with wielded weapons. The save DC is Constitution-based.
- **Hypothermia (Su)** A creature harmed by cold damage caused by a frostbite must succeed on a DC 19 Fortitude save or become fatigued. The save DC is Constitution-based.
- Frostbites are icy vipers infesting the many isles throughout Serpent Lake. Occasionally found on the mainland of the valley, frostbites tend to keep to isolated locales where they have fewer natural predators and ample prey.

While the cold-blooded reptiles are adapted to frigid environments, the frostbite is drawn by instinct to any nearby source of heat. This is both for the snake's comfort and also to aid in hunting warmer food. Unfortunately, the snakes themselves generate such intense cold that they often stifle heat sources not likewise suited to the climate. Large nests of frostbites can clump together in tangled heaps on any sufficiently strong source of warmth, or form a symbiotic relationship with larger warm-blooded creatures immune to the snake's chill.





VLAVIAL BEAR

<r 12

A massive white bearlike beast easily recognizable by a pair of jagged spiral horns that protrude from its forehead encircling icy blue eyes.

XP 19,200

N Large magical beast (cold) Init +4; Senses low-light vision, snow vision, scent; Perception +10

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size) hp 168 (16d10+80) Fort +15, Ref +10, Will +6 Immune cold Weakness vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 claws +21 (1d6+6/19-20 plus grab), bite +21 (1d8+6), gore +21 (1d8+6)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 2d8+12)

STATISTICS

Str 23, Dex 10, Con 21, Int 8, Wis 13, Cha 12 Base Atk +16; CMB +23; CMD 33

- Feats Greater Bull Rush, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Cleave
- Skills Climb +6 (+14 on ice), Intimidate +8, Perception +10, Stealth +7 (+15 in snow); Racial Modifiers +8 Stealth in snow

ECOLOGY

Environment cold mountains and forests **Organization** solitary, pair, or tribe (3-8) **Treasure** none

SPECIAL ABILITIES

Avalanche (Ex) A glacial bear near to a mountain or cliff can carefully prepare an avalanche by stacking ice and rock, or undermining any already present. This requires 1 hour of effort, and the effect lasts for 24 hours. The glacial bear can then cause an avalanche by roaring as a full-round action from a distance of up to 400 feet away. The avalanche deals 8d6 points of bludgeoning damage (Reflex DC 15 half) to any creature in the path and on a failed save the creatures are pinned beneath the snow and rubble. Any creature pinned takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, they must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Ice Adept (Ex) A glacial bear has a burrow and climb speed of 10 feet, but only when burrowing or climbing on ice and snow.

- Roar (Su) A glacial bear can roar as a full-round action once every 1d4 rounds. Creatures within a 30 ft. cone must succeed on a Fortitude save or take 5d6 points of sonic damage and become deafened. A successful save negates the deafness and reduces the damage by half. Brittle objects, crystalline objects, or crystalline creatures take double damage. A creature holding fragile objects can negate damage to them with a successful Reflex save. This is a sonic effect. The save DC is Constitution-based.
- **Snow Vision (Ex)** A glacial bear can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

The most feared predator near to the cliffs of Ighdenholm is the glacial bear—and not due to its ferocity and strength, which it has in abundance. The glacial bear is a cunning and patient predator, capable of setting deadly ambushes, laying simple traps, and following prey for weeks to find a moment of weakness. The glacial bear always flees battles not of its choosing, and many warriors attest to the beasts holding lifelong grudges. The bears have even been known to domesticate and breed other creatures (such as frostbites), to use in their hunts.

There are few symbols held in as much esteem as the fur and spiraled horns of a glacial bear. It is rare for hunters to survive such a conflict without scars both physical and psychological. It is considered the height of rudeness to mimic the roar of a glacial bear, even in jest, for there are likely some in any village who equate the sound with the death of close friends.







HØYONDE

<R 9

Not quite human, yet not quite giant, this creature with pale indigo skin and stark white hair would seem to be something akin to both. Garbed in crudely fashioned attire, he wears an entire grizzly bear fur as a mantle.

XP 6,400

CN Large humanoid (cold, giant)

Init +2; Senses low-light vision, snow vision; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

hp 119 (14d8+56)

Fort +13, Ref +6, Will +7

Defensive Abilities negative energy affinity; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee mwk greatclub +17/+12 (2d8+10) or 2 slams +16 (1d8+7)

Space 10 ft.; Reach 10 ft.

- **Special Attacks** channel negative energy 6/day (DC 17, 5d6)
- Spell-Like Abilities (CL 14, concentration +17) Constant—magic circle against good 1/day—animate dead, death knell (DC 15), speak with dead (DC 16)

STATISTICS

Str 25, **Dex** 15, **Con** 19, **Int** 10, **Wis** 16, **Cha** 16 **Base Atk** +10; **CMB** +20; **CMD** 29

- **Feats** Channel Smite, Command Undead, Diehard, Endurance, Greater Channel Smite^{UC}, Power Attack, Quick Channel^{UM}
- Skills Knowledge (religion) +10, Intimidate +13, Perception +13, Stealth +5 (+9 in snow); Racial Modifiers +4 Stealth in snow

Languages Common, Giant

ECOLOGY

Environment cold forests, mountains and plains Organization solitary, hunting party (2-8), or clan (10-24) Treasure standard

SPECIAL ABILITIES

Channel Negative Energy (Su) A høyonde can channel negative energy as a 9th level cleric. When dealing damage to living creatures, half of the høyonde's channel energy damage is cold damage.

Death Aura (Su) The DC to resist negative channeled energy within 10 feet of the høyonde is increased by +4, and the DC to resist positive energy is reduced by 4. Every undead within 10 feet of the høyonde gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created or summoned within 10 feet of the høyonde gains +1 hit points per HD. If the høyonde is within a *desecrated* (as the spell) area, the area automatically counts as if it contained an altar, shrine, or permanent fixture dedicated to aligned power. This benefit persists for as long as the høyonde remains within the *desecrate* area.

Snow Vision (Ex) A høyonde can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

The ancestors of the høyonde were traitorous Vikmordere who turned on the clansmen and aided the terrible ice giants during the last Ohjaslange. As traitors they were forever banished from their homeland, and forced to flee with the surviving ice giants into the great mountain fortress upon Ighdenholm.

The spawn of giant and human found mysterious power unlocked within their soul. This magic was at first wildly dangerous, but generations of breeding, culling, and focus has granted control to the latest scions. Each half-breed giant comes into their gift at puberty, and all undergo a grueling coming of age trial to shape their chaotic birthright. Those incapable of mastering the magic or whose power solidifies in a form unacceptable their kin's sensibilities are disposed of or exiled.

With the return of Ohjaslange and the rise of the skeletal ice giant king, the høyonde's magic is nearuniversally shaped toward death and necromancy. Leaders of the undead lord's army of skeletal ice giants, most høyonde are eager for war, and any opportunity to gain vengeance for their ancestors. However, some with stranger gifts and independent minds survive exile, and a growing faction within the giant-spawned people wish to break away, seek peace, and discover for themselves the limits of their powers.









HULDUFÓLK

<r 1◊

This short feminine creature appears to have flesh made of stone. A myriad of sparkling gems and crystals jut from her figure, the largest of which is a single almond shape gemstone centered between two solid black eyes.

XP 9,600

LN Medium fey (earth)

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +26

DEFENSE

AC 27, touch 15, flat-footed 22 (+12 natural, +5 Dex) hp 127 (17d6+68) Fort +9, Ref +15, Will +16 DR 10/adamantine; Immune cold, poison; SR 21 Weaknesses betrayed by stone

OFFENSE

Speed 30 ft., burrow 30 ft. Melee slam +15 (1d6+7) Ranged rock +15 (2d6+11) Special Attacks magic stone, rock throwing Spell-Like Abilities (CL 17th; concentration +22) Constant—stone tell At will—meld into stone, stone shape 3/day—quickened stone shape, telekinesis (stone only)

STATISTICS

Str 25, **Dex** 21, **Con** 18, **Int** 16, **Wis** 22, **Cha** 21 **Base Atk** +8; **CMB** +15; **CMD** 30

- Feats Acrobatic Steps, Deadly Aim, Far Shot, Improved Initiative, Nimble Moves, Precise Shot, Point-Blank Shot, Quicken Spell-Like Ability (*stone shape*), Run
- Skills Acrobatics +25, Climb +27, Craft (sculptures) +23, Knowledge (geography, nature) +23, Perception +26, Perform (dance, sing) +25, Stealth +25 (+33 in mountains or underground); Racial Modifiers Stealth +8 in mountains or underground

Languages Common, Sylvan, Terran, SQ stone dance, stone song

ECOLOGY

Environment mountains or underground

Organization solitary or pair

Treasure standard (plus 1,000 gp worth of gems embedded in body)

SPECIAL ABILITIES

Betrayed by Stone (Su) Attacks against the huldufólk made with stone, rock, gems, or similar materials penetrate the huldufólk's damage reduction as if it was adamantine. If the huldufólk is damaged by such an attack, she must succeed on a DC 23 Will save or be dazed for 1 round. The save DC is Charisma-based.

Magic Stone (Su) A huldufólk can throw rocks of her size or smaller. Any rock thrown by a huldufólk has a range increment of 20 feet and counts as a having a +1 magical enhancement bonus.

Stone Dance (Su) A huldufólk can imbue stone with a sort of life by dancing as a full-round action. This acts as the *animate objects* spell (CL 17), however the huldufólk must devote a move action to dancing each round in order to keep the animated objects active (in addition to any move actions spent designating targets). Animated objects created in this manner must have the stone ability. A pair of huldufólk working together can alternately create a single stone golem in this manner (see *Pathfinder Roleplaying Game: Bestiary* for details).



Stone Song (Su) A huldufólk can sing a song of earth and rock as a standard action. This grants all creatures with the earth subtype or composed of stone (such as animated objects made of stone or stone golems) +4 morale bonus on saving throws and a +4 morale bonus on attack and damage rolls for 1 round. This morale bonus even benefits creatures normally immune to mind-affecting effects. The huldufólk can continually maintain this ability by singing as a standard action each round.

Known as the hidden ones or stone dancers, huldufólk are thought to be nearby whenever any strange stonework is spied. The shepherds of rock love ageless mountains and caves in a manner strange to most living creatures. The huldufólk believe that all stone has a hidden potential it seeks, and that with careful coaxing, it might achieve its destiny. The huldufólk work with geological features, speeding up the passage of millennia to create stalactite- and stalagmite-filled caverns, polished stone plateaus, awe-inspiring ravines, and more. Stone repays this kindness by springing to the huldufólk's need with unnatural haste.

A few actions can bring down the ire of the huldufólk, and the Vikmordere possess age-old superstitions to protect them from accidentally angering the fey. First and foremost, no huldufólk suffers the wielding of stone against them in battle. They view this in the way that a human might see having their children used as a weapon. The Vikmordere thus scold any who unthinkingly throw stones, as one can never know where a huldufólk might be hiding. Second, huldufólk abhor the defilement of ancient natural stone features. For example, breaking a stalagmite off or pushing over a stone that has been perfectly balanced for eons. The Vikmordere see such places as sacred and view the thoughtless destruction of them as an evil act.







KY VI∢IL

<r >11</r>

The carved figure seems fashioned from pristine ice in the likeness of a Vikmordere warrior. Light passing through the figure casts an eerie illuminated silhouette.

XP 12,800

N Medium construct (cold)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 Dex, +14 natural, +2 shield)

hp 97 (14d10+20)

Fort +4, Ref +5, Will +5

Defensive Abilities reform; **DR** 10/adamantine; **Immune** construct traits, cold, magic **Weaknesses** vulnerability to fire

OFFENSE

Speed 30 ft.

Melee +1 frost battleaxe +20/+15/+10 (1d8+8/19-20/ x3 plus 1d6 cold)

Special Attacks create spawn

STATISTICS

Str 20, Dex 12, Con —, Int 12, Wis 13, Cha 13
Base Atk +14; CMB +19; CMD 30
Feats Dazzling Display, Disruptive, Improved Critical (battleaxe), Penetrating Strike, Shatter Defenses,

Spellbreaker, Weapon Focus (battleaxe) Skills Craft (armor, weapons) +15, Perception +15 Language Common

SQ icy armory, freeze, imbue ice, warrior

ECOLOGY

Environment any cold **Organization** solitary, pair, or family (3–6) **Treasure** none

SPECIAL ABILITIES

Create Spawn (Su) Whenever the icy vigil kills a living humanoid creature, as an immediate action it can attempt to use a small shard of the creature's soul to give a *simulacrum* it has created with the imbue ice ability true autonomy. The *simulacrum* must be within line of sight when the icy vigil kills the humanoid creature and the humanoid is permitted a DC 17 Will save to negate this. On a failed save, the creature is treated as if having died from a death effect and the icy vigil can create a

new *simulacrum* without destroying the first. The icy vigil may create any number of *simulacrums* in this manner.

Icy Armory (Su) An icy vigil can form any shield or weapon it is proficient in from ice, or alter anything already created in this manner as a standard action. Shields created in this manner have a +1 magical enhancement bonus. Weapons created in this manner have a +1 enhancement bonus and the *frost* magical enhancement. However, the shields and weapons have half their normal hardness and hit points. Shields and weapons created in this manner melt as soon as they leave the icy vigil's hands or the icy vigil is destroyed.



- Imbue Ice (Sp) Once per day as a full-round action, an icy vigil can create a *simulacrum* as a spelllike ability. The icy vigil may only have one *simulacrum* created in this manner at a time. *Simulacrums* created by an icy vigil always appear to be completely composed of ice and cannot be confused for living creatures. If the icy vigil creates a new *simulacrum*, the previous simulacrum is immediately destroyed.
- **Immunity to Magic (Ex)** As an ice golem (see *Pathfinder Roleplaying Game: Bestiary* for details).
- **Reform (Su)** Like a ghost, an icy vigil is difficult to permanently destroy. It often requires unique circumstances, a certain weapon, the permission of the vigil's last living relative, or something similar. Otherwise, the "destroyed" icy vigil reforms a new body from nearby ice in 2d4 days. If this body is destroyed prior to it being reformed, the icy vigil simply begins again with some new source of ice.
- **Warrior (Ex)** An icy vigil counts as a fighter of its Hit Dice for the purposes of feat prerequisites. The icy vigil is proficient in all martial weapons and shields.

The creation of icy vigils is a lost tradition of the Vikmordere people, abandoned when ancient honored dead turned against their own descendants. In a bygone age, the Vikmordere would ritually bind the souls of their greatest warriors or shieldmaidens and wisest leaders into eternal bodies of ice. While somewhat similar to an ice golem, the icy vigil retained the memories and personality of the soul bound to it. These noble defenders of the Vikmordere could survive destruction, or swell the numbers of warriors with a disposable vanguard made of ice and magic.

Unfortunately, the longer an icy vigil remains, the dimmer memories of life grow. While each "death" is only temporary, they exacerbate this process, robbing





the soul of substance a cut at a time. After centuries of existence or dozens of deaths, the icy vigil's mortal existence is worn away to nothing. The Vikmordere found the constructs disturbingly prone to turning on their own people, using their souls to spawn "children". The process has now been abandoned, though some icy vigils still patrol forgotten sacred places, and the secrets could be rediscovered.

Construction

An icy vigil's body must be constructed from a single block of ice weighing at least 1,000 pounds and an allied creature's corpse. The ice is treated with magical powders and unguents worth at least 2,500 gp.

KY VIQIL

CL 12th; Price 112,500 gp

CONSTRUCTION

Requirements Craft Construct, *chill touch, cone of cold, geas/quest, ice storm, magic jar, resist energy (cold),* creator must be caster level 12th;

Skill Craft (sculptures) DC 17; Cost 57,500 gp

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LINDWORM

<r 14

A serpentine dragon with mottled blue scales and a long barbed tail walks on six reptilian legs. Rows of white boney spikes trail down its spine and on either side of its fortified skull.

XP 38,400

NE Large dragon (cold)

Init +4; Senses dragon senses, scent; Perception +25

Aura frightful presence (240 ft., DC 23)

DEFENSE

AC 29, touch 14, flat-footed 24 (+15 natural, +4 Dex, +1 dodge, -1 size)

hp 195 (17d12+85)

Fort +15, Ref +14, Will +15

Defensive Abilities hidden mind; DR 10/magic; Immune cold, mind-affecting, paralysis, sleep; SR 25

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee bite +21 (1d8+7/19-20 plus grab and poison)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (100-ft. line, DC 23, 16d6 cold damage, usable every 1d4 rounds), constrict (1d8+7), mark prey, rake (6 claws +21, 1d4+7)

STATISTICS

- Str 21, Dex 18, Con 20, Int 15, Wis 20, Cha 19 Base Atk +17; CMB +23; CMD 38 (46 vs. trip)
- Feats Acrobatic Steps, Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Mobility, Nimble Moves, Sickening Critical,
- Mobility, Nimble Moves, Sickening Critical, Spring Attack Skills Appraise +22, Climb +24, Disable Device
- +22, Intimidate +24, Perception +25, Spellcraft +22, Stealth +20, Survival +25, Swim +25

Languages Common, Draconic SQ cunning

ECOLOGY

Environment cold marshes

Organization solitary Treasure triple

SPECIAL ABILITIES

Cunning (Su) A lindworm can make any Knowledge skill check untrained, gains Disable Device as a class skill, and can disarm magic traps.

Hidden Mind (Su) A lindworm is protected from all devices, spells, and abilities that gather information through divination magic or effects (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all. Additionally, lindworms are immune to mind-affecting effects.

- Lindworm Poison (Su) Bite—save Fort DC 23; frequency 1/round for 6 rounds; effect 1d6 Dex; cure 2 consecutive saves.
- Mark Prey (Su) A lindworm can unerringly sense the location of a creature it has marked. Marking a creature requires the lindworm to bite the target, and the target to fail at least one Fortitude save against the lindworm's poison. Thereafter the lindworm can track or find the target anywhere. This effect even bypasses normal means of protection from scrying, and nothing short of a mind blank spell, the hidden mind ability of another lindworm, or direct intervention of a deity can protect the creature. The lindworm automatically senses when it is facing the creature to be located and in which direction the creature is moving, if any. A lindworm may only have one creature marked in this fashion at a time. If a second creature is bitten and fails a Fortitude save against the lindworm's poison, that creature becomes the new marked prey.

Fafnir dragons do not breed true. When a fafnir mates, instead of spawning fafnir or halfdragon, the children always emerge as poisonous lindworms, regardless of parentage. These cursed spawn are almost always abandoned at the first opportunity, either by a fafnir mother, or





whatever poor creature it is inflicted upon. Thus, most lindworms die before they become large and wise enough to defend themselves. As they grow older, a shadow of the fafnir's curse tends to drive them toward dark and evil ambitions. They often blame their parentage for a harsh life.

Only in truly rare circumstances is a lindworm's birth among the Vikmordere not a cause for superstitious terror. Raising the fafnir's spawn is no easy task, requiring patience reserved for a terribly damaged and dangerous child. However, with the right nurturing environment, it is possible for a lindworm to be saved from its evil impulses.

Legends say that should a lindworm drink the blood of a fafnir dragon that spawned it, the lindworm gains the knowledge of its forebear, and the ability to assume a humanoid shape. Lindworms that learn of this tale often seek to slay and devour any fafnir they encounter, on the off chance it might hold a shred of truth. The lindworms seem uniquely suited to slaying their draconic forebears, a fact that makes some suspect they are merely another extension of the fafnir's curse.



MARGYGUR

(R 11

This feminine creature has blue skin, fish-like fins on her head and arms, and large black reflective eyes.

XP 12,800

LN Medium fey (aquatic)

Init +9; **Senses** low-light vision, *true seeing*; Perception +26

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 135 (18d6+72)

Fort +10, Ref +16, Will +16 Defensive Abilities prescient; Resist cold 10; SR 21

OFFENSE

Speed 30 ft., swim 60 ft.
Melee +1returning trident +19/+14 (1d8+9), +1 impervious^{UE} net +13 (entangle)
Ranged +1 returning trident +15 (1d8+9)
Spell-like Abilities (CL 18th) Constant—true seeing

1/day—vision

STATISTICS

Str 29, Dex 21, Con 18, Int 12, Wis 20, Cha 15 Base Atk +9; CMB +15; CMD 37

- Feats Agile Maneuvers, Combat Expertise, Defensive Combat Training, Greater Disarm, Improved Disarm, Improved Feint, Improved Initiative, Lunge, Two-Weapon Fighting
- Skills Acrobatics +26, Diplomacy +23, Knowledge (nature) +22, Perception +26, Sense Motive +26, Stealth +26, Swim +29
- Languages Aquan, Common, Sylvan; telepathy 100 ft.
- SQ amphibious, aquatic empathy, bestow sight

ECOLOGY

Environment cold water

Organization solitary, pair, or tribe (3-12)

Treasure standard (plus +1returning trident and +1 impervious^{UE} net)

SPECIAL ABILITIES

Aquatic Empathy (Ex) This works like the druid's wild empathy class feature, except the margygur can only improve the attitude of animals and magical beasts with the aquatic descriptor. The margygur's effective druid level is equal to her HD for determining her total modifier to the check.

Bestow Sight (Su) When a margygur uses its vision spell-like ability, it can automatically choose to share the vision with any creature within 100 feet. Alternately, the margygur can grant a willing touched creature the ability to use its vision spell-like ability. The creature gains vision as a spell-like ability usable 1/day, except they become exhausted after using it instead of fatigued. The margygur cannot use its vision spell-like ability while another creature is granted it, and also loses her constant true seeing spell-like ability and the prescient ability. The creature may willingly relinquish the spell-like ability at any time as a free action. Otherwise, the margygur only regains the spell-like ability when the creature dies. Should the margygur die, the creature likewise loses the vision spell-like ability.

Prescient (Su) A margygur cannot be surprised or caught flat-footed. Once per day, the margygur can roll twice on any ability check attack roll, save, or skill check and take the better result.

The margygur (marmennill for males) are reclusive aquatic fey, burdened with the gift of foresight and visions. They generally use these abilities to avoid interaction with the Vikmordere people, as their powers almost always lead to exploitation.

The margygur see fates and future like currents within the water, but more importantly, they can grant this sight to anyone willing. Unfortunately, this gift once granted is not easily reclaimed. The margygur have many stories of lying Vikmordere claiming to need the sight for some great cause, only to use it for personal gain. Darker tales speak of margygur being kidnapped, and intimidated into bestowing the sight—then kept alive only to ensure the power continues.

The margygur usually remain deep within Serpent Lake, and leave the safety of their tribes only rarely. However, while they see the flow of destiny, the margygur are also moved by it. Many become obsessed with a nameless desire, driving them to perform an irrational deed. While this action might seem innocuous, it always has far reaching consequences.







NIBELUN

KR 12

This hulking creature appears to be made entirely from the contents of a sizeable treasure hoard. Loose coins and other objects fall to the ground only to be pulled back into its body with each step taken.

XP 19,200

N Huge construct

Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +0

DEFENSE

AC 27, touch 10, flat-footed 25 (+2 Dex, +17 natural, -2 size)

hp 128 (16d10+40)

Fort +5, Ref +7, Will +5

DR 10/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +23 (2d10+8 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (2d10+8), death burst, engulf (DC 26, constrict [2d10+8])

STATISTICS

Str 27, Dex 14, Con -, Int -, Wis 11, Cha 1 Base Atk +16; CMB +26 (+30 grapple); CMD 37 SQ compression, freeze

ECOLOGY

Environment any

Organization solitary

Treasure incidental (plus at least 20,000 gp worth of coins, gems, and wondrous magic items)

SPECIAL ABILITIES

Absorb Treasure (Su) A nibelung's master can "feed" the golem additional treasure in the form of coins, gems, valuable objects, or magic items. A nibelung that gains 10,000 gp worth of coins, gems, or valuable objects in this manner gains the advanced creature simple template. A nibelung that gains 20,000 gp gains both the advanced and giant creature simple templates (see Pathfinder Roleplaying Game: Bestiary for details). A nibelung gains these benefits 24 hours after "consuming" the treasure. After a nibelung has possessed any wondrous magic item for at

least 24 hours it can use the wondrous item as if it was worn and the golem possessed instinctive knowledge of its use. The nibelung is still limited to the normal magical item slots, and usually uses the newest gained item unless otherwise commanded.

Death Burst (Ex) When a nibelung is reduced to 0 or fewer hit points, it explodes sending coins, gems, and magic items flying in every direction with explosive force. All creatures within a 15-foot burst take 12d6 points of piercing damage-a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Immunity to Magic (Ex) A nibelung is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a nibelung, as noted below.



- An animate objects spell affects the nibelung as a confusion spell, regardless of its normal immunity to mind-affecting effects.
- A rusting rasp deals damage to a nibelung normally, and makes the golem staggered for 1d6 rounds (no save).

Nibelungs are created only by the insanely wealthy or mistrustful. The "gold golems" require an investment of funds many times more valuable than golem's hoard, and so the creation of one is often more a status symbol for an already ostentatious treasury. However, powerful fafnir have been known to steal, create, or force others to create nibelungs in order to gain a hoard that guards itself. This sort of idea appeals a great deal both to the fafnir's greed and paranoia.

Construction

NIBELUNG

A nibelung's body is made up of thousands of coins and hundreds of gemstones worth at least 20,000 gp.

CL 15th; Price 120,000 gp

CONSTRUCTION

Requirements Craft Construct, animate objects, geas/ quest, limited wish, telekinesis, creator must be caster level 15th;

Skill Craft (sculpture) DC 20); Cost 70,000 gp









◊VER≶EER

<r 15</r>

The ancient oak has a gnarled-looking face, long wooden arms, and dozens of slithering roots. In its branches are the carved likenesses of five beautiful wooden maidens.

XP 51,200

LN Huge plant Init +1; Senses low-light vision; Perception +31

DEFENSE

AC 30, touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size) hp 231 (22d8+132); fast healing 5 Fort +19; Ref +8; Will +13 Defensive Abilities all-around vision; DR 15/slashing; Immune plant traits; Resist cold 10 Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +24 (2d6+10/19-20), 2 roots +19 (1d8+5)

Ranged rock +15 (2d6+15)

Space 15 ft.; Reach 15 ft.

- **Special Attacks** melded dryads, rock throwing (180 ft.), trample (2d6+15, DC 31)
- **Spell-Like Abilities** (CL 13th; concentration +17) Constant—*speak with plants*

At will—charm monster (DC 21), command plants (DC 21), entangle, deep slumber (DC 20), wood shape 1/day—animate plants

STATISTICS

Str 31, Dex 13, Con 22, Int 16, Wis 23, Cha 24 Base Atk +16; CMB +28; CMD 39

- Feats Cleave, Combat Reflexes, Deadly Aim, Improved Critical (slam), Improved Sunder, Great Cleave, Greater Sunder, Lunge, Power Attack, Stand Still, Step Up
- Skills Intimidate +29, Knowledge (nature) +25, Perception +31, Stealth +18

Languages Common, Elven, Orc, Sylvan

ECOLOGY

Environment any forest **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Melded Dryads (Ex) An overseer is created when

five dryads (no more and no less) bond with a single oak tree, and meld with their bonded tree. From that point on, the dryads are trapped and unaware, until the overseer chooses to release them. Unfortunately, this causes it to return to being an ordinary unintelligent and unanimated oak tree. The magic of the melded dryads allows the overseer to cast any of its spell-like abilities as a swift action. If the overseer is killed, the dryads are immediately released at full hit points.

When five dryads form a bond with a single ancient oak tree, the cumulative weight of the fey's magic animates it at the expense of the dryad's independence. The nature fey may choose to sacrifice themselves in this way for many reasons, but the most common is simple shortsighted desperation. While the new composite entity carries the memories of the dryads that birthed it, it is a new and solitary creature with unique feelings and motivations. While some choose to selflessly "die" and release the dryads that created it, many decide they too deserve a chance at existence. They often form rationalizations to assuage their guilt—such as the threats are not yet passed, their mothers would not wish them to die, or that they are only going to continue on for a little longer.

Overseers can be relatively easily manipulated by seemingly friendly creatures that play to their fear of death. Elderfey in particular are prone to brainwashing overseers, telling the great animated plants exactly what they wish to hear. Few know as well as the elderfey the allure of one more day of life. Truly manipulative elderfey might even push a group of dryads through proxies until they see the creation of an overseer as their only recourse.







PESTA

<r 13</r>

This haggard old crone is covered in puss-oozing sores, wears tattered rags covered in filth, and leans on a poorly constructed wooden rake.

XP 25, 600

CN Medium monstrous humanoid Init +5; Senses darkvision 60 ft.; Perception +25

DEFENSE

AC 28, touch 11, flat-footed 27 (+1 Dex, +17 natural) hp 171 (18d10+72); regenerate 5 Fort +15, Ref +12, Will +10 DR 10/cold iron; Immune aging, disease, poison Weaknesses living plague

OFFENSE

Speed 20 ft.

Melee +1 wounding rake +24/+19/+14/+9 (2d4+7/19-20/x4 plus bleed and disease)

Special Attacks plaguebringer Spell-Like Abilities (18th, concentration +22)

At will—*contagion* (DC 18)

3/day-quickened contagion (DC 18)

STATISTICS

Str 21, Dex 12, Con 19, Int 16, Wis 18, Cha 19 Base Atk +18; CMB +23; CMD 38

Feats Endurance, Greater Vital Strike, Improved Critical (rake), Improved Initiative, Improved Vital Strike, Lunge, Power Attack, Quicken Spell-Like Ability (*contagion*), Vital Strike

Skills Disguise +22, Heal +22, Intimidate +25, Perception +25, Stealth +22, Survival +25

Languages Common

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Living Disease (Su) If the pesta is targeted by any spell or effect that removes diseases (such as *remove disease* or *heal*) she gains no benefits from the spell and must succeed on a Fortitude save (DC equals the spell or effect's save DC). On a failed save, the pesta is nauseated for 1d4 rounds. On a successful save, she is only sickened for 1d4 rounds.

Plaguebringer (Ex) Any creature breathing within 30 feet of a pesta is automatically exposed to the bubonic plague disease through inhalation (see

Pathfinder Roleplaying Game: Core Rulebook for details). If an exposed creature fails a DC 17 Fortitude save against the disease they become contagious. Any creature touching or within the contagious creature must succeed on a DC 17 Fortitude save or likewise contract the bubonic plague. This creature and any other exposed creature can then become contagious.

Rake (Su) The pesta's rake is her symbol as an avatar of disease. In her hands it acts as a +1 wounding scythe. The pesta's rake cannot be stolen, dropped, or disarmed. It can only be surrendered willingly by the pesta to a humanoid creature. This immediately causes the pesta's death and transforms the humanoid into a pesta. A creature injured by the rake is exposed to the bubonic plague.



Regeneration (Ex) A pesta's regeneration can only be suppressed by epic weapons or mythic magic (see *Pathfinder Roleplaying Game: Mythic Adventures* for details)—otherwise she regenerates even if disintegrated or slain by a death effect. If a pesta fails a save against an effect that would kill her instantly, she rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon her remains. She can be banished or otherwise transported as a means to save a region, but only dies when she willingly surrenders her rake to a humanoid.

The pesta are personifications of plague, appearing as horribly diseased, rotting men or women. Their coming heralds a painful death for everything a person loves. The Vikmordere avoid speaking of the pesta, unless shown clear evidence of their presence. It is believed that even whispering of the plaguebringers summons them, though this is merely superstitious fear. The pesta kills with their passage, but are not beholden to anyone but themselves. Some choose to infect the wicked, others avoid people as much as possible, but many simply delight in wielding power over life and death.

Pesta cannot truly die until their mantle is passed to another. Those who no longer wish to spread death must force a humanoid to become a pesta. This is usually a bargain struck so that a family or tribe is spared the plague. The pesta dies as soon as she willingly relinquishes her rake to the humanoid, who immediately transforms into a walking disease. The oldest pesta say that this transfer protects an ancient pact between the living and a force intending the extinction of all life. The plaguebringers serve as a compromise, but should a pesta die without passing on her power, it might risk breaking that agreement and releasing some great death spirit.






RATATOSK

<R 9

This large ginger squirrel-like creature has wide eyes, horns, and multiple flared tails.

XP 6,400

NG Small fey

Init +10; Senses low-light vision; Perception +25

DEFENSE

AC 23, touch 18, flat-footed 16 (+6 Dex, +1 dodge, +5 natural, +1 size) hp 112 (15d6+60) Fort +9, Ref +13, Will +14 Defensive Abilities treestriding DR 10/cold iron; SR 20

OFFENSE

Speed 40 ft., burrow 40 ft., climb 40 ft.

Melee 2 claws +14 (1d3–1), bite +14 (1d4–1), gore +14 (1d4–1)

Spell-like Abilities (CL 15th, concentration +20):

At will—dancing lights, ghost sound, message

STATISTICS

Str 9, **Dex** 23, **Con** 18, **Int** 16, **Wis** 17, **Cha** 20 **Base Atk** +7; **CMB** +5; **CMD** 30

- Feats Defensive Combat Training, Dodge, Improved Initiative, Mobility, Run, Spring Attack, Weapon Finesse, Wind Stance
- Skills Acrobatics +25, Bluff +25, Climb +31, Diplomacy +18, Escape Artist +25, Knowledge (nature) +10, Perception +25, Sense Motive +20, Stealth +26 Languages Common, Elven, Sylvan

ECOLOGY

Environment any forests

Organization solitary, dray (3-5), or scurry (6-12) **Treasure** double

SPECIAL ABILITIES

Improved Burrow (Su) A ratatosk can burrow through any material, including stone, wood, or even magically reinforced metals. When burrowing through any material stronger than dirt, the ratatosk's burrow speed is reduced to 5 feet.

- **Penetrating Bite (Su)** A ratatosk's bite attack penetrates hardness and all damage reduction other than epic.
- **Treestriding (Su)** As a full round action a ratatosk has the ability to step into a living tree, magically infusing itself with the plant. Once within a living tree a ratatosk can take a full round action to teleport from that tree to another living tree of the same kind within 120 ft. As a full round action a ratatosk may exit a tree that it is infused with by stepping out and into the nearest available space outside of that tree.



Weaken (Su) The ratatosk's attacks can weaken a creature or object's physical form. A creature damaged by one of the ratatosk's natural attacks must succeed on a DC 21 Fortitude save or take 1 point of Strength, Dexterity, and Constitution drain. Damage a ratatosk deals to an object is more difficult to repair. Any skill check made to repair the object adds +5 to the DC and any magical attempt to repair it must succeed on a caster level check against the ratatosk's spell resistance. The save DC is Constitution-based.

The ratatosks are nature fey of continual destruction and renewal. The quick, eager, and damaging creatures are capable of eventually tearing down the most stout and permanent seeming fixtures. Large groups of the fey are capable of demolition that would impress giants. The ratatosks have a deep love of riddles and rhymes. Many old Vikmordere tales tell of ratatosks aiding lost hunters who shared some novel puzzle that survived the fey's harsh criticism.

The ratatosks rarely use their talents to cause harm unless threatened. Instead, they tirelessly work to clear and clean so that new life can gain a foothold. However, sometimes ratatosks can go mad or become corrupted by dark influences. Convinced that all creation must be torn down to be reborn, these easily underestimated fey can wreak terrible havoc before they are killed or redeemed.







This huge serpent is covered in bright, vivid blue scales, and sharp hooked spikes. Its mouth is surrounded with whipping tentacles and filled with needle-sharp teeth.

XP 51,200

CE Gargantuan aberration (aquatic)

Init +5; Senses blindsense 30 ft., darkvision 60 ft.; Perception +30

DEFENSE

AC 30, touch 11, flat-footed 28 (+5 Dex, +19 natural, -4 size)

hp 231 (22d8+132); regeneration 5 (good items, effects, and spells)

Fort +13, **Ref** +12, **Will** +19 **Immune** cold, fire; **SR** 26

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +24 (2d8+12/19-20/x3), tentacles +19 (2d6+6 plus grab and paralysis), tail slap +24 (2d8+12 plus poison)

Space 20 ft.; Reach 15 ft.

Special Attacks constrict (2d6+6 plus flay and paralysis), flay, swallow whole (10d6 acid, AC 19, 23 hp)

STATISTICS

Str 35, Dex 21, Con 22, Int 3, Wis 22, Cha 10

- Base Atk +16; CMB +32; CMD 47 (can't be tripped)
- Feats Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (bite), Improved Vital Strike, Lunge, Power Attack, Tiring Critical, Vital Strike
 Skills Perception +30, Swim +24

ECOLOGY

Environment aquatic **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Currents (Su) The serpent of the depths instinctively controls water currents, allowing it to draw prey in closer or force away threats. The serpent of the depths may make a pull or push combat maneuver as a swift action if both the aberration and its target are in water. There is no range limitation on this ability, however the serpent of the depths takes a -1 penalty for every 10 feet of distance between it and its target. If the aberration succeeds, the target is pulled or pushed 5 feet, plus an additional 5 feet for every 5 the serpent exceeds its opponent's CMD.

- Flay (Ex) A creature caught in the serpent of the depth's grasp finds their flesh ripped to shreds by thousands of tiny spikes and barbs. A creature damaged by the serpent's constrict attack begins taking 1 point of Constitution bleed each round (ended with a DC 15 Heal check or any amount of magical healing). The creature must also succeed on a DC 27 Fortitude save or take a –4 penalty on attack rolls, skill checks, and ability checks until the Constitution damage is healed. The save DC is Constitution-based.
- **Paralysis (Ex)** A serpent of the depth's tentacles are covered in tiny spikes that inject a paralytic toxin. A creature must succeed on a DC 27 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based.

Poison (Ex) Tail slap—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 3 consecutive saves.

The namesake of the Serpent Lake is a terrible predator and foul aberration born from the depths of the dark waters. It may be a unique monster, or perhaps is merely exceedingly rare, but regardless seems generally content to hunt the deep, constantly seeking prey. The aberration possesses an instinctive cruelty, preferring to draw out a kill, torturing victims as if it was born to cause pain and fear. So terrible is the great serpent that though few in living memory have even glimpsed it, stories echo through the generations of the Vikmordere people.

With the coming of the Ohjaslange and the onset of the endless blizzard, rumors of the serpent's return spread. Ships are failing to return to their village docks, and sailors speak of bloodred waters.







KR 12

SLEIPNIR

This magnificent white horse gallops along on eight legs, with twin tails and a matching mane of the purest silver flowing into the wind. Its hooves are surrounded by brilliant cobalt flames that match its glowing blue eyes.

XP 19,200

N Large magical beast

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 27, touch 15, flat-footed 21 (+6 Dex, +12 natural, -1 size) hp 152 (16d10+64) Fort +14, Ref +16, Will +8 Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 100 ft.

Melee bite +20 (1d8+5), 6 hooves +21 (1d6+2 plus burn)

Space 10 ft.; Reach 5 ft.

- Special Attacks burn (1d6, DC 22), soul fire, trample (1d8+9, DC 23)
- **Spell-Like Abilities** (CL 11th; concentration +12) At will—*heroism* (1 rider only), *water walk* 1/day—*plane shift* (self plus 1 rider only)

STATISTICS

Str 20, Dex 22, Con 19, Int 10, Wis 17, Cha 13
Base Atk +16; CMB +21; CMD 37 (49 vs. trip)
Feats Dazzling Display, Diehard, Endurance, Improved Initiative, Multiattack, Power Attack, Run, Weapon Focus (hooves)
Skills Intimidation +17, Perception +22

ECOLOGY

Environment cold mountains **Organization** solitary, pair, or herd (6-12) **Treasure** none

SPECIAL ABILITIES

Air Walk (Su) The sleipnir can use *air walk* (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

- **Hold Soul (Su)** If a creature dies while riding a sleipnir, the steed can safeguard the soul for transport to the afterlife or revival. If the rider is killed by a death effect, they can still be resurrected by the *raise dead* spell. The rider cannot be animated as an undead of any type while the sleipnir lives and continues holding the soul. If the rider is resurrected by any means while the sleipnir safeguards the soul, they do not suffer any negative levels. Additionally, the cost to resurrect the creature with any spell is reduced by half. The sleipnir can only safeguard one soul in this manner at a time, and may release a held soul as a free action.
- **Soul Fire (Su)** The sleipnir's fire damage from the burn ability ignores fire resistance and immunity.

Sleipnir are known as the greatest of all steeds. Gods and heroes alike seek to become a sleipnir's rider, but few of the six-legged horses are willing to suffer such an indignity. Sleipnir are the descendants of the offspring of the Lord of Ighdenholm, an Equitaur king. Vikmordere mythology claims the lord wielded powerful magic and forced giant servants to construct the great mountain keep set upon the highest peak. Enamored by his prowess, a fey queen known as the Lady of the Mountain betrothed herself to him. She bore him an inhuman son, who appeared as a powerful eight-legged steed they named Sleipnir.

The ice giants conscripted to build the keep coveted the structure, believing they deserved to possess what their hands had created. They turned on the lord and lady, killing both, and claiming the mountain. Sleipnir was only spared when loyal servants secreted him away. He went on to sire offspring, who carried on his name and power when he passed. The sleipnirs still inhabit the mountain peaks around Ighdenholm, easily flying from crag to peak. With great sacrifice or in times of great need, the sleipnir can be convinced to accept a rider. Once this pact is struck, the sleipnir becomes an eternally loyal protector, even safeguarding their ally's soul in death. Vikmordere legends claim Jarl Vornig rode a sleipnir on his raid against the ice giant keep of Ignhdenholm when he toppled the reign of the ice giant king.







SNOW SCREECHER

This large white-furred bestial creature crackles with blue energy cascading across its body.

XP 19,200

NE Large fey

Init +8; Senses low-light vision; Perception +25

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 150 (20d6+80); fast healing 5

Fort +10; **Ref** +16; **Will** +14

DR 10/silver and good; Immune cold, fire, sonic; SR 23

OFFENSE

Speed 30 ft., climb 10 ft. **Melee** bite +17 (2d6+8 plus burn), 2 claws +17 (1d6+8

plus burn)

Space 10 ft.; Reach 10 ft.

Special Attacks burn (2d4 cold or fire, DC 24), fey flame, screech, unsettling sounds

Spell-like Abilities (CL 20th, concentration +21): At will—ghost sound, message, whispering wind

STATISTICS

Str 27, Dex 19, Con 19, Int 12, Wis 14, Cha 12 Base Atk +10; CMB +20; CMD 34

- Feats Acrobatic Steps, Dazzling Display, Dodge, Improved Initiative, Intimidating Prowess, Mobility, Nimble Moves, Shatter Defenses, Spring Attack, Weapon Focus (claw)
- Skills Acrobatics +27, Bluff +24, Knowledge (geography) +24, Knowledge (local) +24, Perception +25, Sense Motive +25, Stealth +23

ECOLOGY

Environment mountains **Organization** solitary or pair **Treasure** standard

SPECIAL ABILITIES

Fey Flame (Su) The snow screecher's burn damage counts as either cold or fire damage, whichever is preferable against any given opponent. The damage from the snow screecher's burn ability does not end until the creature attempts a new save as a full-round action. Dropping and rolling on the ground does not grant a bonus to this save. Screech (Ex) As a full round action, a snow screecher can let loose a high-pitched screech. Any living creature within 120 feet must succeed on a DC 24 Fortitude save or become permanently deafened. This is a sonic effect. The save DC is Constitutionbased.

Unsettling Sounds (Su) The snow screecher creates disturbing and distracting sounds that it masterfully builds to a terrifying pitch. The snow screecher can make an Intimidate check to demoralize as a free action. When making an Intimidate check to demoralize a creature that is already shaken, it can choose to either extend the duration or create a stronger fear condition. This is a sonic mind-affecting effect.

Snow screechers are terrifying yeti-like fey with a penchant for psychological warfare. They enjoy employing hit and run tactics against prey, if only to show their complete domination. The screechers tend to disdain unintelligent prey that cannot appreciate their mastery of fear, vastly preferring the hunt of humanoids or glacial bears over lesser animals. The snow screechers slowly wear down an opponent's mind and body, until there is no will to fight. Only then does the screecher grow bored and tend to move in for the kill.

The only time screechers gather in groups is when a female seeks a mate. Male snow screechers attempt to impress the female by finding a village or group of heroes and competing over who can cause the most artistic terror. Fortunately, the snow screechers mate infrequently.







(R9

STAG OF THE WHITEWOOD

This long-horned white stag has the upper torso and arms of a human in place of its neck.

XP 6,400

CG Large magical beast

Init +4; Senses darkvision 60 ft., low-light vision;Mysterious Steps (Su) A stag leaves no trail in natural
surroundings and cannot be tracked. He can

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size) hp 114 (12d10+48)

Fort +8, Ref +8, Will +4

OFFENSE

Speed 60 ft.

Melee gore +15 (1d8+4), 2 hooves +10 (1d6+2) Ranged +1 bane longbow +16/+11/+6 (1d8+1) Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 2d8+8)

Druid Spells Prepared (CL 9th; concentration +12)

- 5th—commune with nature
- 4th—air walk, freedom of movement
- 3rd—cure moderate wounds (2), sleet storm, spike growth
- 2nd—fog cloud, gust of wind (DC 15), resist energy, soften earth and stone, warp wood (DC 15)
- 1st—cure light wounds (2), entangle (DC 14), jump, longstrider
- 0—detect magic, guidance, purify food and drink, stabilize

STATISTICS

Str 18, Dex 19, Con 18, Int 16, Wis 17, Cha 17

Base Atk +12; CMB +17; CMD 32 (36 vs. trip)

- Feats Dodge, Improved Precise Shot, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run
- Skills Acrobatics +19, Knowledge (local) +15, Knowledge (nature) +15, Perception +18, Stealth +15

Languages Common, Elven, Sylvan

ECOLOGY

Environment any forest **Organization** solitary, pair, or family (3-5) **Treasure** standard

SPECIAL ABILITIES

Druid Spells A stag casts spells as a 9th-level druid.
Hunter's Bow (Su) Bows a stag wields are treated as +1 weapons with the bane enhancement. The stag can alter designated foes (creature type and subtype) for the bane ability as a swift action.

Aysterious Steps (Su) A stag leaves no trail in natural surroundings and cannot be tracked. He can choose to leave a trail if desired. Additionally, a stag can use the Stealth skill even while being observed as long as he is in natural surroundings.



Stags or does of the Whitewood inhabit the forest located on the large island due east of the village of Völsfiheimr. They claim to be descendants of a hunting god with the likeness of a great white stag and the fey creatures of the woods. Most stags or does tend to be friendly when encountered, but this is often because they have been tracking the other party for days and have unseen bows granting them the upper hand. They often trade wares with Vikmordere merchants who sail upon Serpent Lake, and even allow the sailors to take refuge with them on the shores. However, the forest is forbidden, and they react violently to anyone attempting entrance.

The white stag god of the Whitewood is in a deep sleep, and seems to be dying. Its slow passing is weakening its children, but the divine beast is old beyond simple reckoning, and might take many years before it breathes its last. The stags fear what should happen once their god finally passes, and most suspect madness or death for their people. They grow increasingly desperate for a cure or solution, but there are no obvious answers.







TROLL, TUNDRA

<r 14

This bulbous-nosed giant has vein-twisted ashen skin and muscular elongated arms that drag along the ground.

XP 38,400

CN Huge humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +26

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, -2 size)

hp 210 (20d8+120); regeneration 10 (fire)

Fort +18, Ref +7, Will +11

Defensive Abilities fragile armor, fragile shield, rock catching, stubborn; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 20 ft. **Melee** improvised club +19/+14/+9 (3d6+8/17-20/x2)

Ranged rock +13 (3d6+12/17-20/x2) Space 15 ft.; Reach 15 ft. Special Attacks rock throwing (120 ft.)

STATISTICS

Str 26, Dex 13, Con 23, Int 7, Wis 16, Cha 8 Base Atk +13; CMB +23; CMD 34

Feats Awesome Blow, Catch Off-Guard, Greater Bull Rush, Improved Bull Rush, Improved Critical (improvised weapons), Improved Overrun, Improvised Weapon Mastery, Iron Will, Power Attack, Throw Anything

Skills Climb +16, Perception +26 **Languages** Giant

ECOLOGY

Environment cold mountains Organization solitary or pair Treasure standard

SPECIAL ABILITIES

Fragile Armor (Ex) A tundra troll armors itself in whatever shoddy materials it can scavenge. This grants a tundra troll a +4 armor bonus to AC. However, the tundra troll loses this bonus to armor class after the first time it is damaged in combat. A tundra troll can regain this bonus to AC after 1 hour of effort.

Fragile Shield (Ex) A tundra troll can use anything as a shield. This requires a standard action for the tundra troll to grab and ready an object. The tundra troll then gains a +2 shield bonus to AC. The tundra troll loses this bonus to armor class after it is damaged in combat but can regain this bonus to AC with a standard action.

Stubborn (Ex) If a tundra troll fails a saving throw against a charm or compulsion effect, it can immediately attempt a second saving throw against the same effect on the next round to end the duration of the effect early.



Tundra trolls lair in the frozen caves of the eastern mountains, but often prowl far looking for the interesting creations of smaller humanoids to steal, trade, or scavenge. Wise Vikmordere can carefully trade with the trolls by offering seemingly impressive but largely worthless scrap, debris, and trash. The giants are easily impressed, and fooling them into leaving satisfied is a relatively simple matter. However, the trolls are quick to anger, and can quickly go from amusing nuisances to deadly dangers with a single poorly chosen word. These simple disagreements can blossom into full-on wars, which has happened numerous times in living memory. Fortunately, peace can often be bought at the price of a bunch of barrels and a stockpile of warped lumber.







VÆTTIR

<r 8

The twisted and icy corpse of this creature is covered in black frost-burnt flesh, and moves in stiff lurches.

XP 4,800

NE Medium undead Init +1; Senses darkvision 60 ft.; Perception +0 Aura draining aura (30 ft., DC 16)

DEFENSE

AC 24, touch 9, flat-footed 24 (-1 Dex, +15 natural)

hp 54 (12d8); fast healing 10

Fort +4, **Ref** +3, **Will** +8

Defensive Abilities DR 10/bludgeoning; Immune cold, undead traits

Weaknesses hibernating corpse

OFFENSE

Speed 10 ft.

Melee slam +15 (1d4+6 plus energy drain) Special Attacks energy drain (2 levels, DC 16)

STATISTICS

Str 22, Dex 8, Con —, Int —, Wis 10, Cha 11 Base Atk +9; CMB +15; CMD 24 SQ haunt

ECOLOGY

Environment any cold **Organization** solitary, pair, or family (3-12) **Treasure** none

SPECIAL ABILITIES

- **Draining Aura (Su)** Living creatures within 30 feet of a vættir must succeed on a DC 16 Fortitude save each round. On a failed save, the creature suffers one negative level and the vættir gains 5 temporary hit points. The save DC is Charisma-based.
- Haunt (Su) A vættir is the physical manifestation of one or more restless spirits of desperation and guilt. This acts as a haunt (see *Pathfinder Roleplaying Game: GameMastery Guide* for details), except the haunt can only be permanently destroyed when the vættir is destroyed, and is triggered by the vættir

dealing at least one negative level with its draining aura. A vættir's haunt usually employs one of the following spells: *crushing despair, icy prison^{UM}, overwhelming grief^{UM}, sleet storm,* and *terrible remorse^{UM}.*

Hibernating Corpse (Su) A vættir that has not gained temporary hit points from its draining aura or energy drain ability in the last 24 hours becomes immobile and helpless. It appears as a normal frozen corpse, unless observers can succeed on a DC 23 Knowledge (religion) or DC 28 Perception skill check. Divination spells and effects work normally on the vættir and may reveal its presence.

The bone-chilling cold of the region breeds desperation. When supplies run low, hard choices are made. These decisions can be as simple as theft or as terrible as murderous cannibalism. Those that survive carry the guilt and pain of their actions for the rest of their lives, often remaining forever silent regarding their crimes. Those that die regardless sometimes arise as vættir, forever mindlessly guarding the place where they sinned and died.







<u>VATN</u>DÖKK

<r 12</r>

A wide cloud of dank-green oily liquid moves with seeming purpose within the water, roiling and exuding long grasping tentacles.

XP 19,200

N Gargantuan ooze (aquatic)

Init -4; Senses blindsight 120 ft.; Perception -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-2 Dex, -4 size) hp 161 (17d8+85)

Fort +10, **Ref** +3, **Will** +0

Defensive Abilities antimagic, ooze traits, split (cold and fire, 10 hp); Immune cold, fire; SR 27

OFFENSE

Speed swim 40 ft.

- Melee slam +18 (2d6+12 plus 1d6 acid), 4 tentacles +13 touch (1d4+6 plus grab)
- Space 20 ft.; Reach 15 ft. (50 ft. with tentacles)
- **Special Attacks** capsize, constrict (1d4+6 plus suppressing touch), engulf (DC 30, 5d6 acid and antimagic), pull (tentacle, 10 feet), suppressing touch

STATISTICS

Str 34, **Dex** 6, **Con** 21, **Int** —, **Wis** 1, **Cha** 10 **Base Atk** +10; **CMB** +26 (+30 grapple); **CMD** 34 (can't be tripped) **Skills** Swim +20

SQ bud, compression, consumption

ECOLOGY

Environment any water Organization solitary Treasure none

SPECIAL ABILITIES

- Antimagic (Su) The interior of a vatndökk is a magical deadzone, affecting any engulfed creature as an *antimagic field* spell.
- **Bud (Ex)** A vatndökk reproduces asexually, purposefully splitting off a smaller copy as a swift action. This works as the split ability, except the vatndökk sacrifices any number of hit points and the identical copy possesses

hit points equal to the hit points sacrificed. The copy possesses the split ability, but does not possess the bud ability.

- **Consumption (Su)** A vatndökk heals hit points of damage equal to the acid damage it deals with its engulf ability. The vatndökk cannot heal damage in any other manner, including magical or natural healing.
- Suppressing Touch (Su) A vatndökk can temporarily suppress the spells of creatures it is grappling. Any creature subject to the vatndökk's constrict damage is affected by a targeted greater dispel magic (CL 17). Spells affected are not truly dispelled, only suppressed for as long as the creature remains grappled. Roll once for the highest caster level spell affecting the creature's spells are suppressed.

The vatndökk inhabit the deep waters of Serpent Lake, surfacing only when drawn by the motions of boats or creatures swimming across the surface. The vatndökk act as natural null zones for magic, making them dangerous for even the powerful to confront directly, and leaving few options for saving creatures drawn into the depths. While the vatndökk breed rapidly and grow to maturity in a matter of days, their numbers are kept thankfully scarce by having relatively short lifespans, and a propensity for consuming their asexual clones when hunting is poor.









VERERI STALKER

<r 12</r>

This rotting corpse holds aloft a roughly severed head by the shair as the eyes begin to glow with a pale ghastly light.

XP 19,200

LE Medium undead **Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 Dex, +13 natural) hp 161 (17d8+85) Fort +10, Ref +9, Will +10 DR 5/good; Immune cold, undead traits; SR 23 Weaknesses necromantic focus

OFFENSE

Speed 30 ft.

Melee slam +14 (1d4+2 plus energy drain)

Special Attacks energy drain (2 levels, DC 23), seek target, severe head

Spell-Like Abilities (CL 17th, concentration +21) At will—enervation (DC 19), fear (DC 19), ray of enfeeblement (DC 16), vampiric touch (DC 18) 3/day—quickened enervation (DC 19), quickened ray of enfeeblement (DC 16)

1/day—soul bind (DC 24)

STATISTICS

Str 14, Dex 19, Con —, Int 12, Wis 11, Cha 21
Base Atk +12; CMB +14; CMD 28
Feats Acrobatic Steps, Dodge, Improved Initiative, Mobility, Nimble Moves, Quicken Spell-Like Ability (*enervation*), Quicken Spell-Like Ability (*ray of enfeeblement*), Run, Spring Attack

Skills Intimidate +25, Knowledge (arcana) +21, Perception +20, Stealth +24, Survival +17 SQ seek targets

ECOLOGY

Environment any **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Necromantic Focus (Sp) A vereri stalker requires the severed head of a humanoid to cast any of its spell-like abilities or use the seek target ability. The vereri stalker can use any humanoid's severed head as a necromantic focus. When the stalker uses its *soul bind* spell-like ability, the soul is imprisoned in the head. If the vereri stalker has a soul trapped within its necromantic focus, any spell-like ability it uses can be empowered 3/ day (as the Empower Spell-Like Ability feat).

Seek Target (Su) A vereri stalker can place a drop of blood, lock of hair, or other portion of a creature's body in the mouth of its necromantic focus (a humanoid's severed head). From that point on, while the vereri stalker is wielding its necromantic focus, it gains a +20 insight bonus on all Perception checks made to locate the creature. A new target cannot be assigned until the previous target is dead or the vereri stalker gains a new necromantic focus.

Sever Head (Ex) A vereri stalker can rip off a living humanoid creature's head as a coup de grace action. It can rip off the head of a dead humanoid as a standard action.

Vereri stalkers are the assassins and bounty hunters created to serve powerful liches and evil witches. The stalkers use severed heads and souls to focus raw necromantic power into deadly magic. The stalkers are generally sent out by their masters with a list of targets. The deadly undead move down the list in an orderly manner, gaining a collection of heads and souls. These grisly trophies are turned over to the stalker's creator, and typically used to likewise animate the bound soul as an undead servitor in a final efficient insult.





(R 13

WHITE WAILER

An ethereal white feminine figure floats gracefully, her long unkempt hair whirling in unfelt breezes.

XP 25,600

CE Medium undead (incorporeal)

Init +15; Senses darkvision 60 ft., lifesense 60 ft.; Perception +21

Aura burning screams (40 ft., DC 24)

DEFENSE

AC 27, touch 27, flat-footed 15 (+5 deflection, +11 Dex, +1 dodge)

hp 180 (19d8+95)

Fort +11, **Ref** +17, **Will** +10

Defensive Abilities incorporeal; Immune cold, undead traits Weaknesses vulnerability to fire

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +25 (6d6 negative energy plus 6d6 fire and burn)

Special Attacks blight (190 ft., DC 23), burn (1d6 fire and negative energy, DC 24), evil eye (7 rounds, -4 penalty, DC 23), misfortune (3 rounds, DC 23)

STATISTICS

Str -, Dex 32, Con -, Int 18, Wis 8, Cha 21

Base Atk +14; CMB +25; CMD 40

Feats Combat Reflexes, Death from Above^{UC}, Dodge, Flyby Attack, Following Step^{APG}, Lunge, Mobility, Step Up, Step Up and Strike^{APG}, Wind Stance

Skills Fly +41, Intimidate +27, Knowledge (arcana) +26, Knowledge (religion) +26, Perception +21, Sense Motive +21, Spellcraft +26, Stealth +33

Languages Abyssal, Common, Draconic, Infernal

ECOLOGY

Environment any

Organization solitary, pair, or coven (3-6)

Treasure standard

SPECIAL ABILITIES

Burn (Su) As the universal monster rule, except half of the white wailer's burn damage is fire and half is negative energy. Additionally, this damage begins at 1d6, but increases by 1d6 for each consecutive round a creature remains on fire.

Burning Screams (Su) A white wailer can constantly scream as she did when ' fire claimed her, and it in fact requi's effort for her to stop. Any creature within 40 feet of the white wail r must succeed on a DC 24 Will save each round or catch fire (as the white wailer's burn special ability). A white wailer must use a swift action to suppress this aura for 1 round. This is a mind-affecting sonic effect. The save DC is Charisma-based.

Hexes: A white wailer can use the following witch hexes: blight, evil eye, and misfortune (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). She uses her Hit Dice as her witch level. In order to use a witch hex, the white wailer must use a swift action to cease her burning screams ability for 1 round.

When a witch is burned alive on ground that has not been properly sanctified, a white wailer can arise from her tortured screaming soul. This most often happens when an ignorant superstitious populace takes matters in their own hands, and so the unlucky witch can just as easily be good or evil. Caught forever in the last painful moments of death, a white wailer finds power in and an eternal fear of fire. Only with concentration and effort can a white wailer force down her agonized screams. Even then, the memory of pain never leaves her, and acts as constant maddening distraction.

White wailers possess most of the memories they had in life, but her connection to a familiar and patron is forever severed in death. Naturally, most white wailers become obsessed with revenge, but find that even in vengeance their pain is unending. This often leads them to an ever-widening definition of enemy, and can even result in the creation of more white wailers as frightened villagers blame other witches for the white wailer's actions.





WINTER WYRM

<r 13</r>

This enormous wormlike creature has a heavily scaled white hide and a segmented maw with dozens of rows of razor sharp teeth.

XP 25,600

N Gargantuan magical beast

Init +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +3

DEFENSE

AC 28, touch 4, flat-footed 28 (-2 Dex, +24 natural, -4 size) hp 189 (18d10+90)

Fort +16, **Ref** +4, **Will** +5 **DR** 5/—. **Immune** cold

OFFENSE

Speed 30 ft., burrow 30 ft.; ice glide

Melee bite +22 (2d8+12/19-20 plus attach and bleed)

Space 20 ft.; Reach 15 ft.

Special Attacks bleed (2d6), swallow whole (8d6 cold damage, AC 32, 20 hp)

STATISTICS

- Str 27, Dex 6, Con 20, Int 1, Wis 8, Cha 8
- Base Atk +18; CMB +30 (+34 grapple); CMD 38 (can't be tripped)
- Feats Cleave, Critical Mastery, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike
- Skills Perception +3, Stealth +8 (+16 in ice); Racial Modifiers +8 Stealth in ice

ECOLOGY

Environment cold underground **Organization** solitary **Treasure** incidental

SPECIAL ABILITIES

Create Pit (Ex) A winter wyrm can burrow under earth or ice, and create a pit trap for an ambush. Winter wyrms instinctively create these pits to be 20-foot by 20-foot with a depth of 30 feet. The winter wyrm usually waits at the bottom of the pit with its mouth open, gaining an attack of opportunity against the first creature that falls in. The pit requires a DC 23 Perception check to find, a DC 23 Disable Device check to disable, and can be avoided with a DC 23 Reflex save. However, if the winter wyrm senses creatures lingering at the edge of the pit or avoiding it with tremorsense it usually attacks. The save DC is Constitution-based.

Hibernation (Ex) A winter wyrm can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. A winter wyrm can remain in hibernation for as long as it wishes-while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating winter wyrm. If it is jostled or damaged while hibernating, a winter wyrm can attempt a DC 15 Will save. If it succeeds, it awakens in 1 round. Otherwise, it takes 2d4 rounds to awaken from hibernation. A winter wyrm can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, a winter wyrm needs only 1 round to rouse itself, with no Will saving throw necessary.

- **Ice Glide (Ex)** A winter wyrm can burrow through ice as easily as earth.
- **Swallow Whole (Ex)** A winter worm's stomach is as impenetrable as its skin. Attacks made by a creature that has been swallowed whole by the winter wyrm are subject to its damage reduction.

Winter wyrms are the slumbering invulnerable behemoths of the Vimordere Valley. It is unknown exactly how many exist, hibernating beneath the permafrost and earth, but it is rare for more than a few to be hunting at any one time. Even when active, the wyrms are slothful creatures, preferring to create a trap and wait for prey to literally fall into its mouth. The wyrms can only be roused by prey narrowly avoiding its trap, and even then are unlikely to pursue fleeing food far.

The Hvituriddare (White Rider) clan of Vikmordere are known to actually capture, break, and ride winter wyrms across the tundra as unstoppable mounts. It is suspected that they must know how to find young hibernating winter wyrms, and have some magic to seize control of their simple minds before they awaken.







< R 8



WINTER WYRMLING

This long scaly serpent has a thick scaled white hid and a segmented mouth with rows of razor-sharp teeth.

XP 4,800

N Medium magical beast

Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +3

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural) hp 95 (10d10+40) Fort +11, Ref +7, Will +2 Immune cold

OFFENSE

Speed 20 ft., burrow 20 ft.; ice glide Melee bite +15 (2d6+7/19-20 plus attach and bleed) Special Attacks bleed (1d6)

STATISTICS

Str 20, Dex 11, Con 18, Int 1, Wis 8, Cha 8 Base Atk +10; CMB +17 (+21 grapple); CMD 27 (can't be tripped)

Feats Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike,

Skills Perception +3, Stealth +12 (+20 in ice); Racial Modifiers +8 Stealth in ice

ECOLOGY

Environment cold underground **Organization** solitary, pair or brood (6-12)

Treasure incidental

SPECIAL ABILITIES

Hibernation (Ex) A winter wyrmling can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. A winter wyrmling can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, but it does age. If it is jostled or damaged while hibernating, a winter wyrmling can attempt a DC 15 Will save. If it succeeds, it awakens in 1 round. Otherwise, it takes 2d4 rounds to awaken from hibernation. A winter wyrmling can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, a winter wyrmling needs only 1 round to rouse itself, with no Will saving throw necessary.

Ice Glide (Ex) A winter wyrmling can burrow through ice as easily as earth.

Winter wyrmlings are the offspring of winter wyrms. Nearly eight feet in length upon hatching, winter wyrm eggs are generally secured deep within hidden caverns. A winter wyrm can lay as many as two dozen eggs in a single breeding season, but only a few hatch. Winter wyrms do nothing to care for wyrmlings, leaving the newborn beasts to fend for themselves. After each successful hunt, the wyrmling hibernates for months or years, growing in size slowly over long stretches of time.







WINTERTIDE JABBERWOKK K K 14

This burly bright blue-skinned creature has a pair of white-maned, single-eyed heads attached to separate elongated necks.

XP 38,400

N Huge dragon (cold) **Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

DEFENSE

AC 29, touch 15, flat-footed 22 (+6 Dex, +1 dodge, +14 natural, -2 size)

hp 195 (17d12+85); fast healing 10

Fort +15, Ref +16, Will +10

- Defensive Abilities hydra, regenerate head; DR 10/ vorpal; Immune cold; SR 25
- Weaknesses fear of *vorpal* weapons, vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 bites +23 (2d8+12/19-20 plus 2d6 cold) Ranged 2 eye rays +25 touch (7d6 cold plus fatigue) Space 15 ft.; Reach 10 ft. Special Attacks eye rays

STATISTICS

Str 26, Dex 22, Con 21, Int 8, Wis 11, Cha 9 Base Atk +17; CMB +25; CMD 41 (45 vs. trip) Feats Acrobatic Steps, Combat Reflexes, Dodge,

Lunge, Improved Critical (bite), Mobility, Nimble Moves, Point-Blank Shot, Power Attack, Shot on the Run

Skills Perception +22 SQ regenerate head

ECOLOGY

Environment cold marshes **Organization** solitary or pair **Treasure** standard

SPECIAL ABILITIES

Damage Reduction (Ex) A wintertide jabberwock's damage reduction can be bypassed only by weapons that possess the *vorpal* weapon enhancement.

Eye Rays (Su) The wintertide jabberwock can

project beams of cold from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams. A creature that takes damage from an eye beam must succeed on a DC X Fortitude save or be fatigued. The save DC is Constitution-based.

- Fast Healing (Ex) A wintertide jabberwock's fast healing ability is equal to 5 times its current number of heads. This fast healing applies only to damage inflicted on the wintertide jabberwock's body.
- **Fear of Vorpal Weapons (Ex)** A wintertide jabberwock knows that a *vorpal* weapon can kill it swiftly. As soon as it takes damage from a *vorpal* weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a *vorpal* weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.
- Hydra (Ex) A wintertide jabberwock can only be killed by severing both its heads. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. These attacks are subject to the wintertide jabberwock's damage reduction. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 19 hit points. Attacks against a wintertide jabberwock's heads are not subject to its damage reduction. Severing a head deals 19 damage to the winter jabberwock's body. A wintertide jabberwock can't make an attack with a severed head, but takes no other penalties. A critical hit with a vorpal weapon automatically severs a head.
- Regenerate Head (Ex) When one of a wintertide jabberwock's heads is destroyed, another head will regrow in 1 round. A jabberwock cannot have more than two heads at any one time. To prevent new heads from growing, at least 5 points of fire damage must be dealt to the stump (a touch attack to hit) before it appears. Fire damage from area attacks can affect a stump and the body simultaneously. A wintertide jabberwock doesn't die from losing its heads until both are cut off and the stumps seared by fire.



The strangest creatures inhabiting the Vimordere Valley are the wintertide jabberwocks. A "lesser" variant of the mighty jabberwock (see *Pathfinder Roleplaying Game: Bestiary 2* for details) they originally hail from primeval glacial worlds of the fey. Weaker even than other lesser jabberwocks, the wintertide variety typically work in pairs. The fell beasts usually exit cavernous dens to spread destruction and ruin. However, the wintertide jabberwock are relatively lazy and might wait decades or generations after ruining a settlement before grumpily moving on to another.



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