

HOLIDAY HEROES & HORRORS 2

# HOLIDAY HORRORS

Dungeonous  Octopus



Arctic Arcana and Adversaries for The Pathfinder Roleplaying Game



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Holiday Heroes & Horrors 2

# Holiday Horrorers

Arctic Arcana and Adversaries for The Pathfinder Roleplaying Game

**Dungeonous**  **Octopus**



# “Holiday Heroes & Horrors 2: Holiday Horrorers”

Another unconventional product from



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## CANVAS STRONGHOLD

**School:** transmutation | **Level:** druid 2, inquisitor 2, ranger 1, sorcerer/wizard 2, witch 2

**Casting Time:** 1 minute

**Components:** V, S, M (block of wood wrapped in canvas)

**Range:** touch

**Target:** tent touched

**Duration:** 2 hours/level (D)

**Saving Throw:** none | **Spell Resistance:** no

This spell fortifies a single tent up to 20×20 feet in size, making it as strong as a wooden structure. The walls of the tent gain hardness 5, 10 hp and can resist elements as a sturdily built would structure. Tent flaps still function normally, but once secured become as sturdy as a simple wooden door. As long as the spell is active, an affected tent cannot be taken down by any means that could not dismantle a wooden structure.

## CANVAS STRONGHOLD, GREATER

**School:** transmutation | **Level:** inquisitor 4, ranger 3, sorcerer/wizard 4, witch 4

**Casting Time:** 1 minute

**Components:** V, S, M (stone wrapped in canvas)

**Range:** touch

**Target:** tent touched

**Duration:** 2 hours/level (D)

**Saving Throw:** none | **Spell Resistance:** no

This spell functions as *canvas stronghold* except that it makes the targeted tent as strong and resistant as a stone structure, gaining hardness 8 and 30 hp. Additionally, the tent flaps now function as an iron door when secured.

## CREATE BURROW

**School:** transmutation | **Level:** cleric/oracle 3, druid 3, ranger 3, witch 3

**Casting Time:** 1 full-round action

**Components:** V, S, M (fur from a burrowing mammal)

**Range:** Touch

**Effect:** 10-foot radius burrow

**Duration:** 2 hours/level

**Saving Throw:** none | **Spell Resistance:** no

This spell creates a secure burrow in solid earth, stone, ice, or snow. Wherever the caster touches opens up into a 5-foot wide, 10-foot long passage to a 10-foot radius dome-shaped cavern. By concentrating on the spell, the caster can open the passage up to the size of the entire cavern or close it down to 1 inch wide. The burrow is formed by compressing the material into the walls, making the burrow strong enough to withstand any force that the unaffected material would be able to. At the end of the spell's duration, any creatures or objects inside the burrow are ejected out through the passage—which will open wide enough to allow all contents to be ejected undamaged.

## FLAME SPECTRUM

**School:** evocation [fire] | **Level:** cleric/oracle 3, druid 3, sorcerer/wizard 3, witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (colored ash)

**Range:** 5 feet

**Effect:** 1 magical fire

**Duration:** 1 hour/level (D)

**Saving Throw:** special (see text) | **Spell Resistance:** no

This spell functions as *survival fire* except that it allows for the creation of specialized types of magic fire. The type of fire is chosen upon casting and cannot be changed.

- *Black Flame:* A black flame produces the same heat as a normal fire, but no light. Undead cannot be harmed by black flame.
- *Blue Flame:* A blue flame produces a comfortable level of heat but not enough to cause damage or set fires—allowing it to be used safely underwater. A blue flame creates light as a normal fire, but illuminates twice as far through water or ice.
- *Green Flame:* A green flame acts as a normal fire except that it cannot harm or set fire to plants—including wood.
- *Pink Flame:* A pink flame acts as a normal fire except that it cannot harm or set fire to animals—including humanoids, magical beasts, vermin, and objects made from such creatures.
- *White Flame:* A white flame produces twice as much light as a normal fire, but no heat. Undead must succeed on a Will save to voluntarily come within 5 feet of a white flame and take damage as from a normal fire.

## FRIGID BACKSTAB

**School:** conjuration (creation) [cold] | **Level:** magus 1, sorcerer/wizard 1, witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (dry wooden splinters)

**Range:** medium (100 ft. + 10 ft./level)

**Effect:** 1 ice spear + 1 per 4 levels

**Duration:** instantaneous

**Saving Throw:** none | **Spell Resistance:** no

When this spell is cast, an illusory ray is fired at the target—which it harmlessly flies by—while simultaneously, an ice shard is formed behind—and hurled at—the target. Each ice shard is resolved as a ranged attack that deals 1d6 piercing and cold damage (use spell-casting ability score modifier in place of Dex for attack roll) and the target is treated as unaware (denied Dexterity bonus to AC). Creatures immune to flanking, or who make a successful Spellcraft check to identify the spell, do not lose their Dexterity bonus to AC.

Special: Bonus damage from the Sneak Attack class feature can be applied to this spell provided all other requirements are met.



## ICE BOOTS

**School:** evocation [cold] | **Level:** druid 2, ranger 2, sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (root of a plant that grows in winter)

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one creature within range

**Duration:** 1 round/level

**Saving Throw:** Reflex negates | **Spell Resistance:** no

This spell causes ice and frost to form around the target's feet, anchoring them to the ground—target must be on the ground or flying at ground-level. The target is immobilized and suffers a -1 penalty to attack rolls and AC, and -2 penalty to Reflex saves. The target can attempt to break the icy bonds by making a Strength check as a full-round action (DC equal to 10 + caster's spell-casting ability score modifier) or by attacking them (AC 10, 2 hp/caster level).

**Special:** This spell does not function on incorporeal creatures or those without discernible anatomy—such as oozes.

## MELT

**School:** transmutation | **Level:** Druid 4, sorcerer/wizard 4

**Casting Time:** 1 full-round action

**Components:** V, S, M (vial of melted ice)

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** 10-foot cube within range

**Duration:** instantaneous

**Saving Throw:** see text | **Spell Resistance:** yes

This spell instantly raises the temperature in 10-foot cubic area to around 100° F (38° C). All ice or snow in the area is immediately melted—magical ice gets a Fortitude save—other substances with low melting points—such as wax—may also be melted or softened. If the total volume of ice or snow melted is at least 1 5-foot cube, all creatures adjacent to the area are subject to a combined trip/bull rush attempt from the melted water (CMB 5 + 2/additional 5-foot cube). To be affected, creatures must be in a reasonable path of the water, and the target area of the spell must be at ground-level or higher. The temperature in the spell's area and the water produced is not sufficient to damage creatures—except as specified below.

**Special:** This spell can have detrimental effects on specific creatures, as described below.

- *Ice or wax golem:* slowed for 2d6 rounds (no save).
- *Ice elemental:* Fortitude save or take 1d6 damage/caster level (max 10d6).
- *Snow elemental:* The snow elemental's physical body is destroyed (no save) leaving it incorporeal and unable to attack for 1 round.
- *Solid-bodied oozes:* Fortitude save or loose immunity to bludgeoning and force damage, snapback, and any other abilities directly related to their rubbery consistency.
- *Other creatures:* At the GM's discretion, one of these—or other—effects may be applied to other creatures that may be susceptible to melting.

## REVEAL TRACKS

**School:** divination | **Level:** class ranger 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 30 ft.

**Area:** cone-shaped emanation

**Duration:** 10 minutes/level

**Saving Throw:** none | **Spell Resistance:** no

Using this spell, the caster may clearly see tracks that have become obscured. This negates the modifiers to Survival check DCs to follow tracks obscured by rain, snow, time, or interference of other creatures, provided that those things occurred within the last 24 hours. This spell does not allow the caster to see through coverings—such as snow—only to follow the tracks as if they were made on the surface.

## SURVIVAL FIRE

**School:** evocation [fire] | **Level:** cleric/oracle 2, ranger 1, sorcerer/wizard 2, witch 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 5 feet

**Effect:** 1 magical fire

**Duration:** 1 hour/level (D)

**Saving Throw:** none | **Spell Resistance:** no

This spell creates a magical fire in a location specified by the caster, this location can be anywhere within the spell's range—including floating in midair. The survival fire has all the properties of natural fire, but does not produce smoke and cannot be extinguished by non-magical means—and will even burn underwater. By using a standard action to concentrate on the fire, the caster can alter its size anywhere from the candle flame to a roaring campfire. A survival fire can deal damage and set objects on fire as a normal fire—all fires started by a survival fire are non-magical and may be extinguished as normal.

**Special:** If cast underwater, a survival fire creates a 30-foot-high, 5-foot-wide pillar of steam at full strength, the steam blocks vision and deals 1d6 fire damage to any creature who enters or starts their turn within it or adjacent to the fire.

If a survival fire is used at the center of a campfire wall, the wall gains the additional effect of requiring a creature with the cold subtype to succeed on a Will save to pass through the barrier.

## WHITEVISION

**School:** transmutation | **Level:** alchemist 2, cleric/oracle 2, ranger 1, sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (two frosted glass beads)

**Range:** touch

**Target:** creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless) | **Spell Resistance:** yes

The target of this spell gains whitevision, allowing them to see normally in snowfall and granting immunity to snowblindness.



# FEROCIOUS PINE

*A lone tree stands in the barren landscape, suddenly it springs to life.*

## FEROCIOUS PINE

**CR 7**

NE Huge plant

**XP 3,200**
**Init:** +3 | **Senses:** low-light vision | **Perception:** +11

### DEFENSE

**AC:** 18 | **touch:** 7 | **flat-footed:** 18

**Modifiers:** −1 Dex, +11 natural, −2 size

**hp:** 82 (11d8+33)

**Fort:** +9 | **Ref:** +2 | **Will:** +3

**Defensive Abilities:** root | **DR:** 5/adamantine or axes

**Immune:** plant traits

### OFFENSE

**Speed:** 40 ft.

**Melee:** slam +11 (2d6+4). 4 roots +11 (1d6+4)

**Space:** 15 ft. | **Reach:** 15 ft. (5 ft. with roots)

**Special Attacks:** needle spray, sweep

### STATISTICS

**Str:** 19 | **Dex:** 8 | **Con:** 15 | **Int:** 2 | **Wis:** 10 | **Cha:** 1

**Base Atk:** +8 | **CMB:** +14 | **CMD:** 23 (cannot be tripped)

**Feats:** Improved Initiative, Lightning Reflexes, Skill Focus (stealth), Toughness, Weapon Focus (root), Weapon Focus (slam)

**Skills:** Perception +11, Stealth +0

### ECOLOGY

**Environment:** cold forests

**Organization:** solitary, patch (3–12), grove (13+)

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Needle Spray (Ex):** As standard action, a ferocious pine can spray poisonous needles in a 30-foot cone. All creatures in the area must make a DC 14 Reflex save or take 1d8 damage and make a save versus the ferocious pine's poison. Save DC is Dexterity-based.

**Poison (Ex):** Needle spray—injury; **save** Fort DC 17;

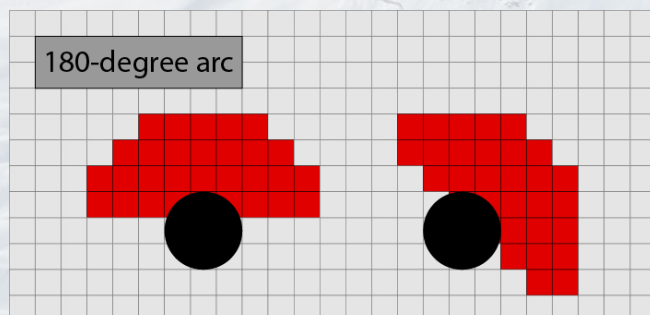
**frequency** 1/round for 3 Rounds; **effect** 1d3 Dex; **cure** 1 save

**Root (Ex):** As a move action, a ferocious pine can dig its roots into the ground. Doing so grants the pine a +10 bonus to CMD versus forced movement and the ability to take 20 on Stealth checks made to hide in plain sight as a tree—this does not function against creatures that have witnessed the ferocious pine moving.

**Sweep (Ex):** As a full-round action, a ferocious pine can sweep its body in a 15-foot 180-degree arc. All creatures in the area must make a DC 19 Reflex save or take 2d6 damage, be pushed 5 feet, and knocked prone. Save DC is Strength-based.



Ferocious pines stand 30 feet tall with a 5-foot-wide trunk, with sturdy branches and thick prehensile roots. The ferocious pine's appearance is almost identical to that of normal pine trees, making them adept at blending into their surroundings. A ferocious pine will often remain stationary until some form of suitable prey comes within its range, at which point it will attempt to subdue the target with its paralyzing poison and brute strength. Once their prey has been slain, the ferocious pine will bury the body and root themselves in the ground above it to feed off the nutrients from its decaying body. If the ferocious pine has more victims than it can currently feed on, it will often bury them in separate locations for future consumption—although they often forget where they've buried their prey and end up unintentionally feeding other local plant life. As such, the presence of buried animal carcasses can be a telltale sign that ferocious pine are active in an area.





# GOLEM, BLUBBER

*This greasy behemoth lumbers about with powerful quivering steps.*

## BLUBBER GOLEM

**CR 12**

N Huge construct

**XP 19,200**
**Init:** -1 | **Senses:** darkvision 60 ft., low-light vision | **Perc:** +1

### DEFENSE

**AC:** 25 | **touch:** 7 | **flat-footed:** 25

**Modifiers:** -1 Dex, +18 natural, -2 size

**hp:** 144 (19d10+40)

**Fort:** +6 | **Ref:** +5 | **Will:** +7

**DR:** 10/adamantine | **Immune:** bludgeoning/falling damage, construct traits, magic

**Weaknesses:** flammable

### OFFENSE

**Speed:** 40 ft.

**Melee:** 2 slams +19 (2d8+17)

**Space:** 15 ft. | **Reach:** 15 ft.

**Special Attacks:** deadfall, extinguish, flamethrower, ignite, oil cannon

### STATISTICS

**Str:** 25 | **Dex:** 8 | **Con:** — | **Int:** — | **Wis:** 12 | **Cha:** 1

**Base Atk:** +19 | **CMB:** +28 | **CMD:** 37

**Feats:** Awesome Blow<sup>B</sup>, Power Attack<sup>B</sup>

### ECOLOGY

**Environment:** any

**Organization:** solitary or gang (2–4)

**Frequency:** very rare (creation)

**Treasure:** none

### SPECIAL ABILITIES

**Deadfall (Ex):** As a standard action a blubber golem can fall into an adjacent 15×15-foot space, all creatures in the area must make a DC 19 Reflex save or take 4d6+10 damage and become pinned beneath the golem—creatures who succeed are pushed to the nearest vacant space away from the golem. Pinned creatures take an additional 2d6+10 damage at the start of their turn but no additional grapple damage on the golem's turn. As long as it takes no actions, the golem automatically maintain pins against all targets. Creatures who escape the pin are pushed to the nearest vacant space. Save DC is Con-based.

**Flammable (Ex):** When dealt fire damage, a blubber golem must make a DC 15 Reflex save or catch fire—taking 1d6 fire damage each round and adding 1d6 fire damage to its slam attacks.

**Ignite/Extinguish (Su):** A blubber golem can ignite flammable objects—or creature—in a single space within 30 feet as a standard action. Creatures get a DC 20 Reflex save to avoid catching fire. Save DC is Wisdom-based. Alternately, it can cause all non-magical fire within 30 feet to extinguish.

**Immunity to Magic (Ex):** A blubber golem is immune to any spell or spell-like ability which can be negated by spell resistance—excluding those with the fire descriptor. Some spells may affect a blubber golem differently, as detailed below.

- A melt spell gives a blubber a penalty to Strength equal to the caster's caster level (max 10) for 1d6 rounds (no save).
- Flesh to stone affects a blubber golem normally.

**Oil Cannon/Flamethrower (Ex):** As a standard action, a blubber golem can spray whale oil in a 30-foot line, creatures in the area must make a DC 18 Reflex save or become slimed with whale oil. If the blubber golem is on fire, creatures who fail their Reflex save instead take 2d6 fire damage and are covered with burning whale oil for 1d4 rounds—see whale oil.

Alternatively, the blubber golem can target a 10×10-foot square within 30 feet—treat as grease spell, save DC 19. If the blubber golem is on fire, the area instantly ignited—see whale oil. Save DC is Dexterity-based.

**Whale Oil (Ex):** Creatures slimed with whale oil suffer the effects of the slimed condition\* and must make a DC 19 Reflex save whenever they take fire damage or catch fire for 1d4 rounds—taking 1d6 fire damage at the start of each turn.

An area coated with whale oil is treated as if the target of a grease spell, and will catch fire for 1d4+2 round if it comes in contact with fire—dealing 1d6 fire damage to creatures who enter, or start their turn in the area. Whale oil floats and can even burn on the water's surface. Once whale oil is ignited, it loses its previous properties. Save DC is Constitution-based

A blubber golem stands 20 feet tall and just as wide. Its huge, featureless body is made of a whale bone frame, stuffed with blubber, and wrapped in magically-strengthened whale hide.



\*See supplemental materials for the slimed condition and blubber golem construction.



# LYCANTHROPE, WERIBOU

*This shaggy humanoid has cloven hooves and a vicious set of antlers.*

## WERIBOU (HUMAN FORM)

CR 4

Human natural weribou ranger 4

XP 1,200

N Medium Humanoid (human, shapechanger)

**Init:** +3 | **Senses:** low-light vision, scent | **Perception:** +9

### DEFENSE

**AC:** 17 | **touch:** 13 | **flat-footed:** 14

**Modifiers:** +3 Dex, +4 armor

**hp:** 34 (4d10+12)

**Fort:** +6 | **Ref:** +7 | **Will:** +3

### OFFENSE

**Speed:** 30 ft.

**Melee:** spear +6 (1d8+2)

**Ranged:** mwk composite longbow (+2) +9 [+6/+6] (1d8+2) or spear +7 (1d8+2) or net +7

**Special Attacks:** favored enemy (animal +2)

**Prepared Spells:** (CL 1st)

1st—endure elements

### STATISTICS

**Str:** 14 | **Dex:** 16 | **Con:** 14 | **Int:** 10 | **Wis:** 14 | **Cha:** 8

**Base Atk:** +4 | **CMB:** +6 | **CMD:** 19

**Feats:** Endurance<sup>B</sup>, Exotic Weapon Proficiency (net), Rapid Shot<sup>B</sup>, Toughness, Weapon Focus (longbow)

**Skills:** Climb +5, Craft (bows) +5, Craft (traps) +5, Handle Animal +5, Heal +6, Knowledge (nature) +6, Perception +9, Profession (trapper) +6, Stealth +7, Survival +9

**Languages:** Common

**SQ:** change shape (human, hybrid, caribou [use elk stats]; polymorph), favored terrain (cold +2), hunter's bond (gyrfalcon [bird] companion), lycanthropic empathy (deer [all types]), track +2, wild empathy

### ECOLOGY

**Environment:** any cold

**Organization:** solitary, pair, family (3–5), or troop (3–5 plus 1–6 caribou [use elk stats])

**Frequency:** very rare

**Treasure:** arrows ×40, chain shirt, mwk composite longbow (+2), net ×2, spear ×3, trap-making supplies, miscellaneous gear.

## WERIBOU (HYBRID FORM)

CR 4

Human natural weribou ranger 4

XP 1,200

N Medium Humanoid (human, shapechanger)

**Init:** +3 | **Senses:** low-light vision, scent | **Perception:** +9

### DEFENSE

**AC:** 20 | **touch:** 13 | **flat-footed:** 17

**Modifiers:** +3 Dex, +4 armor, +3 natural

**hp:** 42 (4d10+20)

**Fort:** +8 | **Ref:** +7 | **Will:** +3

### OFFENSE

**Speed:** 30 ft.

**Melee:** spear +7 (1d8+3), bite +2 (1d3+3 plus curse of lycanthropy), gore +2 (1d8+3)

**Ranged:** mwk composite longbow (+2) +9 [+6/+6] (1d8+2) or spear +7 (1d8+3) or net +7

**Special Attacks:** favored enemy (animal +2)

**Prepared Spells:** (CL 1st)

1st—endure elements

### STATISTICS

**Str:** 16 | **Dex:** 17 | **Con:** 18 | **Int:** 10 | **Wis:** 14 | **Cha:** 8

**Base Atk:** +4 | **CMB:** +7 | **CMD:** 20

**Feats:** Endurance<sup>B</sup>, Exotic Weapon Proficiency (net), Rapid Shot, Run<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (longbow)

**Skills:** Climb +6, Craft (bows) +5, Craft (traps) +5, Handle Animal +5, Heal +6, Knowledge (nature) +6, Perception +9, Profession (trapper) +6, Stealth +7, Survival +9

**Languages:** Common

**SQ:** change shape (human, hybrid, caribou [use elk stats]; polymorph), favored terrain (cold +2), hunter's bond (gyrfalcon [bird] companion), lycanthropic empathy (deer [all types]), track +2, wild empathy

In their humanoid forms, weribou tend to be tall and lanky with long faces. Hair is almost always dark brown—tending to fade to grey at an early age—and is usually unkempt, as is their general appearance. Weribou usually live solitary lives as trappers and fur traders—mostly dealing in furs of predatory animals—or in small, nomadic family groups.





# SNOW ANGEL

*This shimmering creature seems as thin as a sheet, and shines as bright as the sun.*

## SNOW ANGEL

**CR 8**

N Medium outsider (extraplanar, incorporeal, light) **XP 4,800**

**Init:** +4 | **Senses:** darkvision 60 ft. | **Perception:** +16

## DEFENSE

**AC:** 19 | **touch:** 19 | **flat-footed:** 14

**Modifiers:** +4 deflection, +4 Dex, +1 dodge

**hp:** 85 (10d10+30)

**Fort:** +7 | **Ref:** +11 | **Will:** +10

**Defensive Abilities:** incorporeal | **Immune:** light

**Weaknesses:** vulnerable to darkness

## OFFENSE

**Speed:** fly 40 ft.

**Melee:** purifying touch +13/+8 (4d6; DC 19)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** flash

## STATISTICS

**Str:** — | **Dex:** 19 | **Con:** 14 | **Int:** 11 | **Wis:** 16 | **Cha:** 18

**Base Atk:** +10 | **CMB:** +14 | **CMD:** 28 (cannot be tripped)

**Feats:** Dodge, Flyby Attack, Great Fortitude, Improved Great Fortitude, Toughness

**Skills:** Intimidate +17, Knowledge (planes and religion) +13, Perception +16, Sense Motive +16, Spellcraft +13, Stealth +4 (–16 to hide in darkness) | **Racial Modifiers:** Stealth –20 to hide in darkness

**Languages:** Auran, Celestial, Ignan, Lumine (cannot speak); telepathy 100 ft.

## ECOLOGY

**Environment:** any (Superplane of Light)

**Organization:** solitary

**Frequency:** very rare

**Treasure:** none

## SPECIAL ABILITIES

**Darkness Vulnerability (Su):** Any time a snow angel starts its turn in an area of magical darkness it takes 1d6 damage. If used as the target of a darkness or deeper darkness spell, the snow angel takes 1d6/level—up to a maximum of 10d6—a successful Fortitude save halves the damage.

**Flash (Su):** As a standard action, a snow angel can emit a super-bright flash of light. All sighted creatures within 30 feet who can see the snow angel must make a DC 19 Fortitude save or be blinded for 1d6 rounds and then dazzled for 1d4 minutes. Creatures who pass their fortitude saves—and creatures within 60 feet who fail a DC 15 Fortitude save—are instead dazzled for 1d6 rounds. Save DC is Charisma-based.

**Illumination (Su):** A snow angel is made of pure light and shines bright light in a 20-foot radius from itself. Additionally, any creature damaged by the snow angel's purifying touch attack is affected as if by faerie fire for a number of rounds equal to the snow angel's Charisma modifier [4 rounds].

**Purifying Touch (Su):** As a touch attack, a snow angel can attempt to burn the impurities out of a target—which from the snow angel's perspective, includes a material body. Affected creatures take 4d6 damage—DC 19 Fortitude save for half damage. This damage is treated as every type of energy—except sonic—for the purposes of energy resistance, immunity, and vulnerability. This ability does no damage to air and fire elementals or incorporeal creatures. Save DC is Charisma-based.



Snow angels are creatures made of pure light from the Superplane of Light. Snow angels appear as ghostly sheets of waving light with a roughly humanoid form. Despite their awe-inspiring appearance, snow angels are as deadly as they are beautiful.

Snow angels rarely venture to the material plane, although when they do, they are most often found at extreme northern and southern latitudes. Snow angels appear most commonly during aurorae, when the boundary between the Material Plane and the Superplane of Light is at its weakest.

While not generally violent, snow angels will fight if attacked or threatened. However, as superplanar creatures, snow angels view all creatures from “lesser planes” as being inherently inferior, and may show them as much regard as a human would an insect.



# WOODEN SOLDIER

*This silent sentry looks more like a child's toy than a capable guard.*

## WOODEN SOLDIER

**CR 2**

N Medium construct

**XP 600**
**Init:** +0 | **Senses:** darkvision 60 ft., low-light vision

**Perception:** +10

## DEFENSE

**AC:** 12 | **touch:** 10 | **flat-footed:** 12

**Modifiers:** +2 natural

**hp:** 25 (1d10+20)

**Fort:** +0 | **Ref:** +0 | **Will:** +2

**Defensive Abilities:** hive mind, stability | **DR:** 5/magic or slashing | **Immune:** cold, construct traits, electricity

## OFFENSE

**Speed:** 20 ft.

**Melee:** spear +4 (1d8+4) or slam +4 (1d6+4)

**Ranged:** light crossbow +1 (1d8)

**Space:** 5 ft. | **Reach:** 5 ft.

## STATISTICS

**Str:** 16 | **Dex:** 11 | **Con:** — | **Int:** — | **Wis:** 14 | **Cha:** 1

**Base Atk:** +1 | **CMB:** +4 | **CMD:** 14 (18 versus trip or bull rush)

**Skills:** Perception +10 | **Racial Modifiers:** Perception +8

**SQ:** wooden construction

## ECOLOGY

**Environment:** any

**Organization:** solitary, set (2–5), or platoon (6–10)

**Frequency:** very rare (creation)

**Treasure:** any held weapons

## SPECIAL ABILITIES

**Built-In Crossbow (Ex):** Wooden soldiers have a light repeating crossbow built into their heads. This built-in crossbow holds 10 bolts and reloads as a free action; however, a wooden soldier cannot load more bolts in themselves or another wooden soldier—other creatures can resupply the crossbow in 1 minute. As the crossbow is non-visible, it cannot be targeted.

**Hive Mind (Su):** Wooden soldiers possess a rudimentary hive mind that allows them to share information with all other wooden soldiers within 30 ft. This allows all wooden soldiers within range to become immediately aware of anything that a single wooden soldier witnesses—including things that would allow them to act in a surprise round. However, wooden soldiers will become confused—as the spell—under combat conditions if they have more than 10 members in their hive mind range.

**Stability (Ex):** Wooden soldiers gain a +4 bonus to CMD versus trip and bull rush attempts and can move at full speed through non-magical difficult terrain.

**Wooden Construction (Ex):** A wooden soldier is affected differently by specific spells, as detailed below.

- **Ironwood** increases a wooden soldier's damage reduction to 10/magic for 1 round/level.
- **Warp wood** or **wood shape** disables the wooden soldier's crossbow and imparts a penalty to Dexterity equal to the caster's spell-casting ability score modifier for 2d6 rounds.

Wooden soldiers are simple humanoid constructs standing around 8 feet in height. The wooden soldier's simple design allows them to be constructed quickly—and cheaply—in large numbers for use as guards. Their proficiency at guard duty is enhanced by their rudimentary hive mind, which allows them to instantly and silently relay information amongst their unit.

While the general design is basically the same, specific features of a wooden soldier's appearance are often customized with colors and/or insignias used by their owners. As such, the owner of wooden soldiers can be identified with a Knowledge (local) check, as one could identify the employer of living soldiers by their uniforms. Some constructors—or purchasers—of wooden soldiers go even further and customize individual soldiers, giving them additional—or alternative—abilities for more specific tasks. See supplemental materials for rules on variant wooden soldiers.





# ZOMBIE, FROST

*A thick layer of frost clings to the flesh of this frozen corpse.*

## FROST ZOMBIE

**CR 3**

NE Medium undead (cold)

**XP 800**
**Init:** -1 | **Senses:** darkvision 60 ft. | **Perception:** +0

### DEFENSE

**AC:** 12 | **touch:** 9 | **flat-footed:** 12

**Modifiers:** -1 Dex, +3 natural

**hp:** 26 (4d8+8)

**Fort:** +2 | **Ref:** +0 | **Will:** +4

**Defensive Abilities:** frost armor | **DR:** 5/adamantine

**Immune:** cold

**Weaknesses:** thaw

### OFFENSE

**Speed:** 30 ft.

**Melee:** slam +5 (1d6+7 plus 1d6 cold plus grab)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** hypothermic grapple (DC 13)

### STATISTICS

**Str:** 16 | **Dex:** 8 | **Con:** — | **Int:** — | **Wis:** 10 | **Cha:** 13

**Base Atk:** +2 | **CMB:** +6 (+10 to grapple) | **CMD:** 15

**Feats:** Power Attack<sup>B</sup>, Toughness<sup>B</sup>
**SQ:** staggered

### ECOLOGY

**Environment:** any cold (freezing temperatures or lower)

**Organization:** any

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Frigid Resurrection (Su):** Any humanoid slain by a frost zombie will rise as a frost zombie once their body freezes solid—2d4 hours left out in arctic conditions.

**Frost Armor (Su):** Once per day as a standard action, a frost zombie can cover its body with a thick crust of frost, granting it a +2 armor bonus. This frost armor is not part of the frost zombie and may be targeted or sundered as normal armor (hardness 0, 10 hp). This ability will also activate if the frost zombie is doused with a large amount of water—such as from *create water* or *hydraulic push*—using frost armor this way does not consume the 1 daily use. If the frost zombie takes fire damage while its frost armor is active, the frost armor is destroyed but the frost zombie is not subjected to the effects of its thaw ability.

**Hypothermic Grapple (Su):** When a creature starts their turn grappling with a frost zombie they take 1d6 cold damage and must make a DC 13 Fortitude save or take an additional 2d6 nonlethal damage and become fatigued. The fatigued condition remains until the nonlethal damage is healed.

**Thaw (Ex):** Whenever a frost zombie takes fire damage it loses its damage reduction and staggered condition, gains a +2 bonus to Dexterity, and can make 2 slam attacks as a full-round action—dealing 1d6+4 plus 1d6 cold damage each—for 1 round. If subjected to a *melt* spell, the frost zombie is subject to this effect for 1d6 rounds. This effect immediately ends if the frost zombie is subject to any amount of cold damage.

Of all the minions of the Winter Lich, frost zombies were among the most loyal and deadly. The frost zombies were raised from the frozen corpses that once dotted the landscape of White Hell. The few that remain still wander the frozen wastes mindlessly carrying out the last orders they received from their master: destroy all those who oppose the Winter Lich. As such, frost zombies generally ignore frost goblins, creatures with the cold subtype, and any other creatures who were allies of the Winter Lich—although they will attack such creatures if attacked or threatened. Frost zombies may also be found guarding strongholds and outposts that were once under the Winter Lich's control, or carrying out any other orders they may have received before the Winter Lich was imprisoned.

Outside of White Hell, frost zombies may be found in the service of other necromancers residing in frigid climates. Frost zombies will carry orders tirelessly and meticulously until they are completed or the zombie is destroyed—for example: a frost zombie tasked with guarding a room will ignore intruders unless they try to access that specific room, and will return to their post rather than chasing those who flee.





# SUPPLEMENTAL MATERIALS

## SLIMED CONDITION

Slimed is a new condition, a creature who is slimed has been covered with some form of viscus fluid. The following effects affect a slimed creature.

- -4 penalty to grapple checks, Climb, and Stealth checks.
- -2 penalty to CMD versus bull rush, disarm, and trip.
- +2 bonus to CMD versus grapple and Escape Artist checks.
- DC 10 Acrobatics check required to move faster than half speed—DC 15 to run.

Creatures remain slimed until they—or another creature—spend a full-round action to remove the slime or are doused with at least 2 gallons of water. Creatures with sliming abilities are usually immune to the slimed condition.

## BLUBBER GOLEM CONSTRUCTION

Blubber golems are constructed from the bones, blubber, and skin of a gargantuan size or larger whale—or a number of smaller whales of equivalent mass. The skin must be treated with special alchemical oils worth 5,000 gp.

### BLUBBER GOLEM

**CL:** 15th | **Price:** 110,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *geas/quest*, *gentle repose*, *grease*, *limited wish*, *spark*, creator must be caster level 15th; **Skill** Craft (leather) or Heal DC 20; **Cost** 55,000 gp

## VARIANT WOODEN SOLDIERS

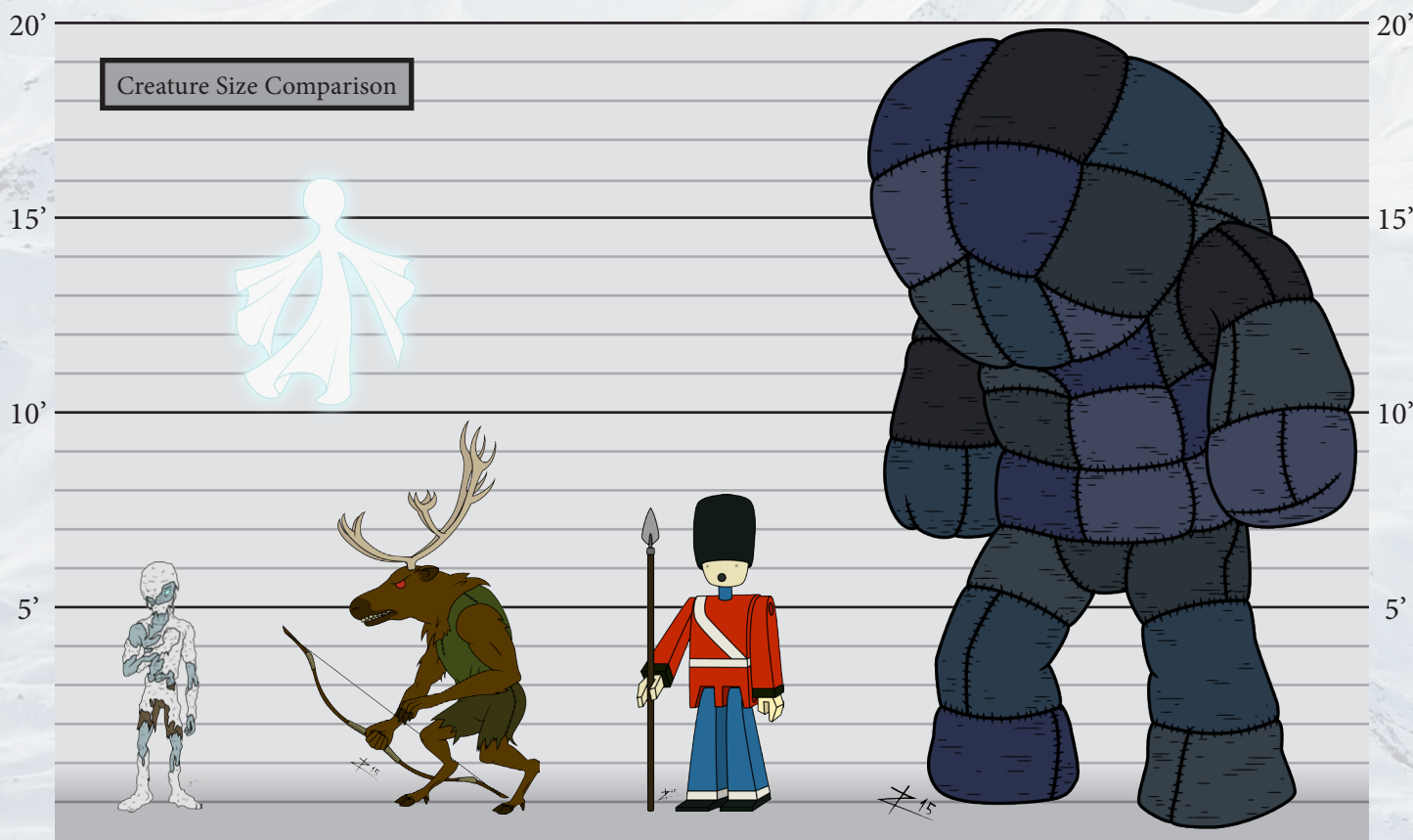
As wooden soldiers are simply designed and often mass-produced, some constructors like to modify them to suit their more specific needs. Specific variants of wooden soldier can be identified with a DC 13 Knowledge (arcana) check.

**Bomber:** A wooden bomber lacks spear proficiency and a crossbow attack, but has a body filled with explosives. As a full-round action a wooden bomber can detonate, destroying itself and dealing 1d6 fire and 1d6 bludgeoning damage to all creatures within 10 feet, plus 1d6 piercing to all creatures within 20 feet (damages stack) DC 10 Reflex save for half damage. If a wooden bomber takes 15 or more fire damage, it must make a DC 10 Fortitude save or involuntarily detonate.

**Drummer:** A wooden drummer lacks spear proficiency and a crossbow attack, but has a drum. Playing the drum is a standard action that grants all wooden soldiers within 30 feet a +1 competence bonus on weapon attack and damage rolls. For all purposes this is treated as a bardic performance.

**Gunner:** A wooden gunner lacks a spear proficiency, gains +2 to Dexterity, -2 to Strength, and has 4 gun barrels built into each of its arms (treat as muskets). A wooden gunner has no hands and is incapable of wielding any weapons other than those built into its body.

**Rustic:** Rustic wooden soldiers are built with significantly less sophisticated construction, generally out of rough and poor-quality wood. A rustic wooden soldier lacks spear proficiency, a crossbow attack, damage reduction, immunity to electricity, the stability ability, and take a -2 penalty to all ability scores. However, a rustic wooden soldier has a CR of 1.





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