

BUGBEARS OF THE FROZEN TEARS: COMPILED STAT BLOCKS

A companion document to *Bugbears of the Frozen Tears*



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STAT BLOCKS

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HUMANOID (GOBLINOID)

CR 5

FROZEN TEARS WARRIOR

CR 5 (XP 1,600)

This bearlike humanoid has shaggy white fur and fingers a wickedly curved double-bladed knife.

Male Frozen Tears bugbear warrior 4

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +8, Ride +8, Stealth +12, Swim +7

AC 20, touch 12, flat-footed 18; **CMD** 21

(+3 armour [mwk studded leather], +2 Dex, +5 natural)

Resist cold 10

Fort +6, **Ref** +6, **Will** +2

hp 57 (7 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +9

Melee mwk scimitar +11/+6 (1d6+3/18-20)

Ranged mwk double-bladed throwing kukri (range 30 ft.) +6/+6 (1d4+3/18-20)

Atk Options Frightening Appearance (+9), Herding Blow

Combat Gear double-bladed throwing kukri (3) *potion of cat's grace* (2), *potion of cure moderate wounds* (2)

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 9

SQ stalker

Feats Exotic Weapon Proficiency (double-bladed throwing kukri) Frightening Appearance, Herding Blow, Mounted Stealth, Weapon Focus (scimitar)

Skills as above plus Handle Animal +5, Intimidate +9

Languages Common, Goblin

Gear as above and 160 gp

CR 6

FROZEN TEARS ADEPT

CR 6 (XP 2,400)

This bearlike humanoid has shaggy white fur and large, pale eyes.

Female advanced Frozen Tears bugbear adept (Vhen Nhar) 4

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +9 (+11 if familiar in arm's reach), Sense Motive +2 (+4 if familiar in arm's reach)

Speed 30 ft.; **ACP** 0; Ride +7, Stealth +14

AC 20, touch 13, flat-footed 16; **CMD** 23; Dodge

(+1 deflection [+1 *ring of protection*], +3 Dex, +1 dodge, +5 natural)

Resist cold 10

Fort +5, **Ref** +7, **Will** +7

hp 54 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +9

Melee mwk shortspear +10 (1d6+4)

Ranged mwk double-bladed throwing kukri (range 30 ft.) +6/+6 (1d4+4/18-20)

Atk Options Frightening Appearance (+5)

Adept Spells Prepared (CL 4th; concentration +6 [+10 when mounted])

2nd—*icy repose*

1st—*cause fear* (DC 13), *doom* (DC 13), *terror blade* (DC 13)

0—*dancing lights*, *flare* (DC 12), *ghost sound* (DC 12)

Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *scroll of invisibility*

Abilities Str 20, Dex 17, Con 17, Int 14, Wis 15, Cha 13

SQ stalker

Feats Dodge, Exotic Weapon Proficiency (double bladed throwing kukri), Frightening Appearance, Mounted Casting, Mounted Stealth

Skills as above plus Handle Animal +8, Heal +9, Intimidate +5, Knowledge (nature) +9, Spellcraft +9, Survival +9

Languages Common, Goblin, empathic link

Gear as above plus 50 gp

ALTERNATE SPELL LISTS

Not all Frozen Tears Adepts have the same spell list. Use these alternate lists, when the PCs face more than one adept:

2nd—*icy repose*

1st—*bless*, *chill touch* (DC 13), *terror blade* (DC 13)

0—*create water*, *ghost sound* (2; DC 12)

2nd—*cure moderate wounds*

1st—*cure light wounds* (2), *terror blade* (DC 13)

0—*dancing lights*, *flare* (DC 12), *ghost sound* (DC 12)

2nd—*resist energy*

1st—*doom* (DC 13), *obscuring mist*, *terror blade* (DC 13)

0—*dancing lights*, *ghost sound* (DC 12), *touch of fatigue* (DC 12)

2nd—*icy repose*

1st—*cure light wounds*, *obscuring mist*, *terror blade* (DC 13)

0—*create water*, *ghost sound* (2; DC 12)

SNOW TOAD FAMILIAR

CR- (XP 0)

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +11, Sense Motive +3

Speed 5 ft.; **ACP** 0; Stealth +21

AC 17, touch 15, flat-footed 16; **CMD** 6 (10 vs. trip)

(+1 Dex, +2 natural armour, +4 size)

Immune cold **Weaknesses** fire vulnerability

Fort +0, **Ref** +3 (improved evasion), **Will** +6

hp 28 (3 HD)

Space 1 ft.; **Base Atk** +4; **CMB** -5

Melee bite (reach 0 ft.) +3 (1d3-5 + 1d3 cold)

Atk Options deliver touch spells

Abilities Str 6, Dex 12, Con 8, Int 7, Wis 15, Cha 9

Feats Skill Focus (Perception)

Skills as above plus Handle Animal +2, Heal +6, Knowledge (nature) +2, Spellcraft +2, Survival +9

Languages Common, empathic link

CR 7

SON OF YEM

CR 7 (XP 3,200)

This hulking bearlike humanoid with shaggy white fur radiates malevolence as it hefts its curved sword.

Male Frozen Tears bugbear fighter 3/ranger 1

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., scent; Perception +7 (+9 vs. humans), Sense Motive +0 (+2 vs. humans)

Speed 30 ft.; **ACP** 0; Climb +10, Ride +9, Stealth +13

AC 22, touch 12, flat-footed 20; **CMD** 24

(+5 armour [+1 *chain shirt*], +2 Dex, +5 natural

Resist cold 10

Fort +11, **Ref** +9, **Will** +3 (+4 vs. fear)

hp 67 (7 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +11

Melee +1 *scimitar* +13/+8 (1d6+6/18-20)

Ranged mwk double-bladed throwing kukri +8/+8 (1d4+5/18-20)

Atk Options Frightening Appearance (+9), Herding Blow, favoured enemy (humanoids [humans] +2)

Combat Gear double-bladed throwing kukri (5), *elixir of hiding* (2), *potion of cure moderate wounds* (3)

Abilities Str 20, Dex 15, Con 18, Int 12, Wis 10, Cha 7

SQ armour training (1) bravery (+1) stalker, track (+1), wild empathy (-2, -6 vs. magical beasts)

Feats Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Herding Blow, Improved Initiative, Mounted Stealth, Weapon Focus^B (double-bladed throwing kukri), Weapon Focus^B (scimitar)

Skills as above plus Bluff -2 (+0 vs. humans), Handle Animal +5, Intimidate +9, Knowledge (nature) +6 (+8 vs. humans), Survival +7 (+8 tracking, +10 tracking humans)

Languages Common, Goblin

Gear as above plus *cloak of resistance* +1, 160 gp

CR 8

DAUGHTER OF YEM

CR 8 (XP 4,800)

This hulking bearlike humanoid has shaggy white fur with tiny pale eyes brimming with malice.

Female advanced Frozen Tears bugbear sorcerer (Yem) 6

CE Medium humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft., scent; Perception +9, Sense Motive +2

Speed 30 ft.; **ACP** 0; Fly +14, Ride +8, Stealth +18

AC 22, touch 15, flat-footed 17; **CMD** 24

(+5 Dex, +1 deflection [*ring of protection* +1], +6 natural [*amulet of natural armour* +1])

Immune fear **Resist** cold 10

Fort +8, **Ref** +11, **Will** +9

hp 70 (9 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk shortspear +10 (1d6+4)

Ranged +1 *double-bladed throwing kukri* (range 30 ft.) +10 (1d4+5/18-20)

Atk Options Frightening Appearance (+23), frightening visage (7/day)

Frightening Visage (Su) As a free action a Daughter of Yem can distort her face, to gain +2 on Intimidate checks.

Sorcerer Spells Known (CL 6th; concentration +10 [+14 when mount is moving])

3rd (4/day)—*icy repose*

2nd (6/day)—*flaming sphere* (DC 16), *greater terror blade* (DC 17), *scare* (DC 17)

1st (7/day)—*chill touch* (DC 15), *cause fear* (DC 16), *mage armour*, *obscuring mist*, *terror blade* (DC 16)

0—*bleed* (DC 14) *dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *read magic*, *touch of fatigue* (DC 14)

Combat Gear *potion of cure moderate wounds*, *scroll of cat's grace* (2), *scroll of invisibility* (2)

Abilities Str 18, Dex 21, Con 19, Int 16, Wis 14, Cha 18

SQ bloodline arcana, darkest fears, stalker

Feats Eschew Materials^B, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Improved Initiative, Intimidating Prowess, Mounted Casting, Mounted Stealth

Skills as above plus Bluff +11, Intimidate +21 (+23 to demoralize), Knowledge (arcana) +12, Spellcraft +12, Survival +11, Use Magic Device +13

Languages Common, Goblin

Gear as above plus +1 *cloak of resistance*, 25 gp

CR 9

MOTHOK

CR 9 (XP 6,400)

This bear-like humanoid's red eyes blaze with malicious intent.

Male Frozen Tears bugbear cleric (Vhen Nhar) 7

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft. scent; Perception +3, Sense Motive +3

Speed 30 ft.; **ACP** 0; Ride +4, Stealth +8

AC 23, touch 12, flat-footed 21; **CMD** 21;

(+4 armour [+1 *studded leather*], +2 Dex, +5 natural, +2 shield [+1 *light steel*])

Resist cold 10

Fort +8, **Ref** +8, **Will** +10

hp 66 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee mwk morningstar +10/5 (1d8+2)

Ranged +1 *flaming double-bladed throwing kukri* (range 30 ft.) +9/+9 (1d4+2/1d4+2 +1d6 fire)

Atk Options Frightening Appearance (+20)

Special Actions channel negative energy 4/day (DC 14 4d6), touch of chaos (5/day), unnerving gaze (5/day)

Touch of Chaos (Su) Mothok can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, it must roll twice and take the worst result.

Unnerving Gaze (Su) Mothok can target one creature within 30 ft. that can see him with an Intimidate check (with a +2 divine bonus) to demoralize the creature as a free action.

Cleric Spells Prepared (CL 7th; concentration +10 [+14 when mount is moving]; chaos, fear)

4th—*divine power*, *nightmare*^D (DC 17), *unholy smite*

3rd—*animate dead*, *bestow curse* (DC 16), *magic vestment*, *Vhen Nhar's flames*^D (DC 16)

2nd—*bull strength*, *enthrall* (DC 15), *hold person* (DC 15), *owl's wisdom*, *scare*^D (DC 15)

1st—*bane*^D (DC 14), *cause fear* (DC 14), *command* (DC 14), *magic weapon*, *obscuring mist*, *protection from good* (DC 14)

0—*bleed* (DC 13), *detect magic*, *read magic*, *resistance*

Combat Gear *cloak of resistance* +1, *elixir of fire breath*, *potion of cure moderate wounds* (2)

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 16, Cha 13

SQ stalker

Feats Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess, Mounted Combat Casting, Skill Focus (Intimidate), Weapon Focus (double-bladed throwing kukri)

Skills as above plus Appraise +7, Diplomacy +7, Heal +9, Intimidate +20, Knowledge (planes) +6, Knowledge (religion) +7, Linguistics +7, Spellcraft +6

Languages Common, Goblin

Gear as above plus 83 gp

BOEG

CR 12 (XP 19,200)

This bugbear looms over eight feet tall, heavily scarred with broken bits of weapons imbedded in his hide.

Male giant Frozen Tears bugbear barbarian 8

CE Large humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6, Sense Motive +1

Speed 30 ft.; base speed 40 ft.; **ACP** -2; Acrobatics +3, Climb +11, Ride +7, Stealth +11, Swim +6

AC 23, touch 11, flat-footed 22; **CMD** 29; uncanny dodge, +2 vs. traps

(+6 armour [+2 *hide*], +1 Dex, +7 natural [*amulet of natural armour* +2], -1 size)

Resist cold 10

Fort +12, **Ref** +6 (+8 vs. traps), **Will** +4

hp 117 (11 HD); **DR**—/1

Space 10 ft.; **Base Atk** +10; **CMB** +19

Melee +1 *flaming greatsword* (reach 10 ft.; Power Attack [-3/+9]) +19/+14 (3d8+13/19-20 plus 1d6 fire)

Ranged +1 *double-bladed throwing kukri* (range 30 ft.) +9/+9 (1d6+8/18-20)

Atk Options Frightening Appearance (+18), rage

Combat Gear double-bladed throwing kukris (2)

Abilities Str 26, Dex 13, Con 21, Int 8, Wis 12, Cha 9

SQ fast movement, rage powers (animal fury, intimidating glare, roused anger, terrifying howl), stalker, trap sense (+2)

Feats Exotic Weapon Proficiency (double-bladed throwing kukri), Extra Rage, Frightening Appearance, Intimidating Prowess, Mounted Stealth, Power Attack, Weapon Focus (greatsword)

Skills as above plus Handle Animal +7, Intimidate +18, Knowledge (nature) +7, Survival +9

Languages Goblin

Gear as above plus *boots of the winterlands*

When raging, Boeg has the following modified statistics:

AC 21, touch 11, flat-footed 21; **CMD** 30

(+6 armour [+2 *hide*], -2 class, +1 Dex, +7 natural [*amulet of natural armour* +2], -1 size)

Fort +14, **Will** +6

hp 139

CMB +21

Melee +1 *flaming greatsword* (reach 10 ft.; Power Attack [-3/+9]) +21/+16 (3d8+16/19-20 plus 1d6 fire) and bite +5 (1d6+5)

Atk Options Frightening Visage, rage (29 rounds, animal fury, intimidating glare [+20], terrifying howl [DC 19])

Special Options roused anger

Abilities Str 30, Con 23

ZEGA

CR 12 (XP 19,200)

This stunted bugbear's body radiates an aura of power.

Female advanced Frozen Tears bugbear sorcerer (Yem) 10

CE Medium humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft., scent; Perception +15, Sense Motive +3

Speed 30 ft.; **ACP** 0; Fly +15, Ride +13, Stealth +21 (+25 in snow)

AC 26, touch 14, flat-footed 22; **CMD** 26

(+4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +4 Dex, +7 natural [*amulet of natural armour* +2])

Immune fear **Resist** cold 10

Fort +6, **Ref** +10, **Will** +11

hp 90 (13 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +11

Melee mwk shortspear +12/+5 (1d6+4)

Ranged *Vhen Nhar's Claw* (+1 *flaming double-bladed throwing kukri*) (range 30 ft.; Point Blank Shot) +12 (1d4+4/18-20 plus 1d6 fire)

Atk Options Frightening Appearance (+27 [+29 with frightening Visage]), terror to behold

Frightening Visage (Su) 7 times a day, Zega can distort her face into a frightening visage as a free action, granting a +2 bonus to Intimidate skill checks.

Terror to Behold (Su) Twice a day, as a standard action, Zega can target a creature she can see. The creature must make a DC 20 Will check or be frightened for 5 rounds. A creature who makes its save is shaken for 1 round.

Sorcerer Spells Known (CL 10th; concentration +15 [+19 when mount is moving]; spell penetration +17)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 21), *phantasmal killer* (DC 21), *wall of fire*

3rd (7/day)—*fireball* (DC 18), *fly*, *icy repose*, *Vhen Nhar's flames*

2nd (7/day)—*flaming sphere* (DC 17), *greater terror blade* (DC 19), *invisibility*, *scare* (DC 19), *scorching ray*

1st (7/day)—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *mage armour*, *ray of enfeeblement* (DC 16), *terror blade* (DC 18)

0—*bleed* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 15), *ghost sounds* (DC 15), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 18, Dex 19, Con 16, Int 18, Wis 16, Cha 21

SQ darkest fear, stalker

Feats Eschew Materials^B, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess^B, Improved Initiative, Mounted Casting, Mounted Stealth, Point Blank Shot, Spell Penetration, Weapon Focus (double-bladed throwing kukri)

Skills as above plus Bluff +16, Intimidate +25 (+27 to demoralize), Knowledge (arcana) +16, Spellcraft +16, Survival +14, Use Magic Device +17

Languages Common, Goblin

Gear as above plus *winter's cloak*, 25 gp

CR 15

YEM

CR 15 (XP 51,200)

This humanoid is covered in shimmering white fur, her long fingers cruelly clawed and her belly distended as if pregnant.

Female half-fiend Frozen Tears bugbear witch (transformation) 13

CE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +1 (+3 if familiar within arm's reach)

Speed 30 ft., fly 60 ft. (good); **ACP** 0; Fly +20, Stealth +33

AC 23, touch 13, flat-footed 20; **CMD** 24

(+4 armour [*bracers of armour* +4], +3 Dex, +6 natural)

Immune poison; **Resist** acid 10, cold 10, fire 10

Fort +10, **Ref** +10, **Will** +10; **SR** 26

hp 147 (16 HD); **DR** magic /5

Space 5 ft.; **Base Atk** +8; **CMB** +11

Melee bite +11 (1d6+3) and

2 claws (*amulet of mighty fists* +2) +14 (1d4+5)

Ranged *Vhen Nhar's Claw* (+1 flaming double-bladed throwing kukri) (range 30 ft.) +10 (1d4+4/18-20 plus 1d6 fire)

Atk Options Frightening Appearance (+31), smite good (+11 to attack, +11 damage, +4 AC)

Special Actions hex (*agony* [DC 22], *cackle*, *charm* [DC 22], *disguise*, *evil eye* [DC 22], *misfortune* [DC 22], *nightmares* [DC 22]), scry on familiar (1/day)

Witch Spells Prepared (CL 13th; concentration +18 [+22 casting defensively or grappling]; Augment Summoning, share spells)

7th—*control weather*, *summon monster VII*

6th—*flesh to stone* (DC 21), *form of the dragon I*, *summon monster VI*

5th—*baleful polymorph* (DC 20), *beast shape II*, *dominate person* (DC 20), *summon monster V*

4th—*beast shape II*, *crushing despair* (DC 19), *dimension door*, *phantasmal killer* (DC 19), *summon monster IV*

3rd—*beast shape I*, *bestow curse* (DC 18), *dispel magic*, *summon monster III*, *sleet storm*

2nd—*alter self*, *bear's endurance*, *scare* (DC 17), *summon monster II*, *summon swarm*

1st—*burning hands* (DC 16), *cause fear* (DC 16), *jump*, *ray of enfeeblement* (DC 16), *summon monster I*

0—*bleed* (DC 15), *detect magic*, *message*, *read magic*, *touch of fatigue* (DC 15)

Spell-like Abilities (CL 16th, concentration +20 [+24 casting defensively or grappling])

3/day—*darkness*

1/day—*deseccate*

Combat Gear *wand of cure moderate wounds* (30 charges)

Abilities Str 16, Dex 17, Con 21, Int 20, Wis 12, Cha 18

SQ stalker

Feats Augment Summoning, Brew Potion, Combat Casting, Exotic Weapon Proficiency^B (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess, Skill Focus (Stealth), Spell Focus (conjuration), Weapon Focus (claws),

Skills as above plus Heal +13, Intimidate +31, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (nature) +17, Knowledge (planes) +17, Spellcraft +25, Use Magic Device +16

Languages Abyssal, Aklo, Common, Goblin

Gear as above plus *belt of physical might* +2 (Con, Dex)

SNOW TOAD FAMILIAR

CR — (XP 0)

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +13, Sense Motive +2

Speed 5 ft.; **ACP** 0; Stealth +37

AC 24, touch 15, flat-footed 23; **CMD** 8 (12 vs. trip) (+1 Dex, +9 natural, +4 size)

Immune cold **Weaknesses** fire vulnerability

Fort +4, **Ref** +7 (improved evasion) **Will** +10; **SR** 18

hp 73 (16 HD)

Space 1 ft.; **Base Atk** +6; **CMB** -3

Melee bite (reach 0 ft.) +5 (1d3-5 plus 1d3 cold)

Atk Options deliver touch spells

Abilities Str 6, Dex 12, Con 8, Int 12, Wis 15, Cha 9

Feats Skill Focus (Perception)

Skills as above

Languages emphatic link, speak with animals of its kind, speak with master

MAGICAL BEASTS

CR 6

GLACIER TOAD

CR 6 (XP 2,400)

This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.

N Large magical beast (cold)

Init +1; **Senses** low-light vision, scent; Perception +11, Sense Motive +1

Speed 30 ft.; **ACP** 0; Acrobatics +9 (+13 jumping), Stealth +6 (+8 in the snow), Swim +14

AC 19, touch 10, flat-footed 18; **CMD** 25 (29 vs. trip) (+1 Dex, +9 natural, -1 size)

Immune cold; **Weakness** vulnerable to fire

Fort +10, **Ref** +8, **Will** +3

hp 73 (7 HD)

Space 10 ft. (bitter cold 20 ft.); **Base Atk** +7; **CMB** +14 (+18 grapple)

Bitter Cold (Su) All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round on the toad's turn.

Melee bite (reach 10 ft.; Power Attack [-2/+6]) +13 (2d6+9 plus 1d6 cold and grab)

Atk Options combat trained, grab, swallow whole

Grab (Ex) If it hits a Large or smaller target with its bite, the toad can try to grapple as a free action without provoking attacks of opportunity.

Swallow Whole (Ex) If the giant glacier toad begins its turn with a target grappled in its mouth it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 2d6+9 plus 1d6 cold damage from its bite). The toad loses the grappled condition, but its opponent does not. Every round, the opponent takes 2d6+9 plus 1d6 cold damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 14, hp 7) or can attempt a grapple check to get back into the toad's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the giant glacier toad cannot use swallow whole again until it has healed the damage.

Combat Trained (Ex) The glacier toad knows the attack (2), come, defend, down, guard and heel tricks.

Abilities Str 23, Dex 13, Con 20, Int 5, Wis 12, Cha 6

Feats Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Languages Aklo

CR 8

ADVANCED GIANT GLACIER TOAD

CR 8 (XP 4,800)

This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.

N advanced giant glacier toad

Huge magical beast (cold)

Init +3; **Senses** low-light vision, scent; Perception +13, Sense Motive +1

Speed 40 ft.; **ACP** 0; Acrobatics +10 (+14 jumping), Stealth +7 (+15 in the snow), Swim +15

AC 24, touch 10, flat-footed 22; **CMD** 28 (32 vs. trip) (-2 size, +2 Dex, +14 natural)

Immune cold; **Weakness** vulnerable to fire

Fort +14, **Ref** +9, **Will** +5

hp 101 (7 HD)

Space 15 ft. (bitter cold 20 ft.); **Base Atk** +7; **CMB** +18 (+22 grapple)

Bitter Cold (Su) All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round on the toad's turn.

Melee bite (reach 15 ft.; Power Attack [-2/+4]) +17 (3d6+15 plus 1d6 cold and grab)

Atk Options combat trained, grab, swallow whole

Combat Trained (Ex) The advanced giant glacier toad knows the attack (2), come, defend, down, guard, and heel tricks.

Grab (Ex) If it hits a Huge or smaller target with its bite, the toad can try to grapple as a free action without provoking attacks of opportunity.

Swallow Whole (Ex) If the giant glacier toad begins its turn with a target grappled in its mouth it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 3d6+15 plus 1d6 cold damage from its bite). The toad loses the grappled condition, but its opponent does not. Every round, the opponent takes 3d6+15 plus 1d6 cold damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 16, hp 9) or can attempt a grapple check to get back into the toad's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the giant glacier toad cannot use swallow whole again until it has healed the damage.

Abilities Str 31, Dex 15, Con 28, Int 9, Wis 16, Cha 10

Feats Lightning Reflexes, Skill Focus (Perception), Power Attack, Weapon Focus (bite)

Languages Aklo

UNDEAD

CR 6

VHEN NHAR SPAWN

CR 6 (XP 2,400)

The frozen headless body of a humanoid lumbers forward.

CE Medium undead

Init +1; **Senses** blindsight 60 ft.; Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** 0

AC 19, touch 11, flat-footed 18; **CMD** 25

(+1 Dex, +8 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +4, **Ref** +5, **Will** +11

hp 72 (9 HD); fire healing

Fire Healing (Su) When the Vhen Nhar Spawn is affected by fire, the damage dealt instead heals a like number of hit points.

Space 5 ft.; **Base Atk** +6; **CMB** +14

Melee 2 slams +14 (1d4+8 plus grab)

Atk Options grab, heat drain

Grab (Ex) If it hits a Medium or smaller target with its bite, the Vhen Nhar spawn can try to grapple as a free action without provoking attacks of opportunity.

Heat Drain (Su) On a successful grapple, the Vhen Nhar Spawn absorbs the warmth of a living creature dealing 1d6 points of Constitution damage.

Abilities Str 26, Dex 12, Con —, Int —, Wis 14, Cha 16

Feats Weapon Focus^B (slam)

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

STAT BLOCKS BY CR

CR

5	Frozen Tears Warrior (CE Frozen Tears bugbear warrior 4)
6	Frozen Tears Adept (CE advanced Frozen Tears bugbear adept 4)
6	Glacier Toad
7	Son of Yem (CE Frozen Tears bugbear fighter 3/ranger 1)
8	Advanced Giant Glacier Toad
8	Daughter of Yem (CE advanced Frozen Tears bugbear sorcerer [Yem] 6)
9	Mothok (CE Frozen Tears bugbear cleric 7)
12	Boeg (CE giant Frozen Tears bugbear barbarian 8)
12	Zega (CE advanced Frozen Tears bugbear sorcerer [Yem] 10)
15	Yem (CE female half-fiend Frozen Tears bugbear witch [transformation] 13)