

# BUGBEARS OF THE FROZEN TEARS

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A Pathfinder Roleplaying Game Compatible TRIBES supplement by John Bennett





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The mangled cliff tops of the White Cliffs shelter a terrible menace for when the night air fills with the sound of invidious croaking, the Frozen Tears bugbears are on the hunt. Sadists, these bugbears stalk the passes on their bloated ice toad steeds seeking those foolish enough to venture out after dark. Chasing their prey, the Frozen Tears seek to prolong their quarry's fear as long as possible. At the climax of their hunt, they strike, taking their victim's head as a trophy, the moment of fear forever frozen in ice by vile magic. It is these horrific expressions that earn the bugbears their standing in the tribe and the favour of their horrendous and profane witch-mother.



## CREDITS

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**Design:** John Bennett

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst and Aaron T. Huss

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Artists:** William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Bugbears of the Frozen Tears*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Bugbears of the Frozen Tears* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

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*When croak of toad sunders silent night's slumber,  
The demons of the White Cliff come out in number.  
With steel sword and sharp-edged knife,  
They hunt you down to take your life.  
A chill freezes your bones as they draw near,  
It's not your flesh they crave but your fear.  
Foul creatures of a witch's spawn,  
Run, run, my friend, until you see the dawn.*

## ALTERNATE RACE & CLASS FEATURES

**Frozen Tears:** Bugbear gains tribal abilities and traits.  
**New Sorcerer Bloodline:** Yem.  
**New Domain:** Fear.  
**Alternate Familiar:** Snow toad.

## NEW MONSTER

**Vhen Nhar Spawn:** Medium undead.

## STAT BLOCKS BY CR

CR		PAGE
5	Frozen Tears Warrior (CE Frozen Tears bugbear warrior 4)	12
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12	Boeg (CE giant Frozen Tears bugbear barbarian 8)	16
12	Zega (CE advanced Frozen Tears bugbear sorcerer [Yem] 10)	20
15	Yem (CE female half-fiend Frozen Tears bugbear witch [transformation] 13)	18

## NEW MAGIC ITEMS

GP	
3,300	<i>Shrieking Head</i>
3,600	<i>Winter's Cloak</i>
6,375	<i>Vhen Nhar's Claws</i>

## NEW SPELLS

### 1ST-LEVEL

**Icy Repose:** Preserves a corpse in ice.

**Terror Blade:** Infuses a weapon with terror; struck targets are frightened for 1d6 rounds.

### 2ND-LEVEL

**Greater Terror Blade:** Infuses a weapon with terror; struck targets are panicked for 1d6 rounds.

### 3RD-LEVEL

**Vhen-Nhar's Flames:** Subject wreathed in flames; suffers 1d6+1 per two caster levels penalty to Constitution and Wisdom.

## NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Frightening Appearance	Tribal membership, BAB +1	Demoralize flat-footed opponent as a free action during a surprise round.
Herding Blow	Tribal membership, BAB +6	Attempt a bull rush as a free action with a successful melee attack.
Mounted Casting	Tribal membership, ability to cast spells, Ride 1 rank	Gain a +4 to concentration checks made to cast spells while mount is moving.
Mounted Stealth	Tribal membership, 1 rank ride, 1 rank Stealth	You and your mount gain a +2 bonus to Stealth checks.

## BUGBEARS OF THE FROZEN TEARS

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Taking their name from the waterfalls plunging through the White Cliffs (whose half-frozen facade resembles streaming tears) the bugbears of the Frozen Tears are believed by many to be demons. Astride their glacier toads they prowl the frigid passes of the White Cliffs, hunting for unwary travellers. Tormenting their quarry, they strike when the victim's fear is ripe, claiming their heads as grisly trophies.

### ECOLOGY & SOCIETY

The Frozen Tears bugbears dwell in natural, hidden caves high atop the frozen peaks of the White Cliffs. Loosely organized by clans comprising a number of small families, each group lairs in a network of interconnected caves and tunnels. There they tend to the breeding and training of glacier toads native to the region. The Frozen Tears ride these beasts when they hunt, giving rise to stories of fell demons, bearlike creatures that croak, haunting the valleys and passes of the White Cliffs.

Much of a Frozen Tears bugbear's life revolves around night hunts for other humanoids. The bugbears take sadistic glee in the terror they cause as they chase their victims, playing with them to induce as much fear as possible. When the bugbears finally kill their victims, they take the heads, using magic to permanently freeze their prey's horrific expression.

The level of terror a bugbear inflicts determines his or her standing in the tribe. The more distressed their victims' visages, the greater the bugbear's status. This macabre contest determines mate selection and clan leadership. For males, they strive to hunt trophies that will make them worthy of mating with Yem, the White Mother.

All clans revere Yem, the White Mother, seeing her as the tribe's leader. This ancient, shrivelled female bugbear dwells in a cave behind a nearly frozen waterfall. Still fecund, she made a pact with a demonic power to increase her longevity and fecundity. The offspring sired from her womb, whether male or female, are stronger and wilier than other bugbears. Known as the Sons and Daughters of Yem, these bugbears often gain levels as fighters, rangers or sorcerers (if female), becoming clan

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### IN YOUR CAMPAIGN

*Bugbears of the Frozen Tears'* design enables a GM to easily insert the featured tribe into a home campaign. The White Cliffs can be situated anywhere along the coast or in a mountain range in your home campaign. The Frozen Tears bugbears hunt to increase their social standing within the tribe and not for conquest of the region. Because of this, they prey on small groups of humanoids travelling through or living in the area. Merchants, miners and other travellers passing through the White Cliffs would eagerly pay adventurers for protection.

chieftains. It is considered a great honour and privilege to have a Son or Daughter of Yem as part of a family.

**Appearance:** Generations of living in the frigid and snow-draped White Cliffs has caused the bugbears' fur to thicken into shaggy white hides, enabling them to resist the cold and blend in with their environment.

**Male Names:** Drothak, Formok, Groeg, Lomak, Marnak, Qoego, Sraeg, Varthok, Zarthos,

**Female Names:** Crisla, Doethas, Froega, Joerla, Morthas, Perma, Tilga, Wemas, Zertla.

**Religion:** The Frozen Tears have little use for formalized religion. Since Yem came to power, the bugbears venerate her, making offerings of the choicest heads in the hopes of mating with her or one of her offspring.

### LAIRS

The Frozen Tears bugbears make their bitterly cold homes in the many natural caves riddling the higher elevations of the White Cliffs. Rocks, trees or even waterfalls hide the entrances. Each clan, roughly 10-12 families, lives in a sprawling cave complex of interconnected tunnels. The frozen heads of their victims lie piled in the centre of the caves. Here the adults boast of their exploits, pointing to the various heads, as they tell tales of their hunts.

The largest cavern in the complex lies at the centre where the clan pens the large glacier toads they ride. The average pen contains 8-10 toads.

A lair contains between 30-50 bugbears. *Shrieking Heads* guard the entrances to every Frozen Tears clan lairs. At night, that number is halved with only one or two glacier toads penned up. Those left behind are either too young or too old to hunt.

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### TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

**DC 13:** The Frozen Tears are not demons, but bugbears who ride glacier toads in the White Cliffs region. They terrorize local miners and travellers passing through the area.

**DC 18:** The Frozen Tears bugbears hunt in small packs. Fond of using magic to hide their numbers and sow fear during a chase, they collect the heads of their victims.

**DC 23:** Yem, the White Mother, serves as both a unofficial leader of the Frozen Tears and an object of reverence. Male bugbears compete with one another for a chance to mate with her and sire strong offspring.

## COMBAT & TACTICS

The Frozen Tears hunt in small packs mounted on glacier toads. Each pack usually contains at least one adept or sorcerer. The bugbears prefer to target lone travellers or small groups.

They start the hunt by using *ghost sound* to mimic the croaking of their glacier toads to hide their numbers and positions while they stealthily encircle their prey. Once in position around their suitably alarmed quarry, warriors spring out at their victims, *terror blade* already cast on their weapons. The bugbears seek not to kill with this attack, but instead set their prey running. Then the real hunt begins with the warriors darting around their sport. Adepts or sorcerers support the warriors by casting fear-inducing magic spells. The bugbears keenly watch their victim's face, searching for that perfect moment of terror in their eyes and facial expressions. Only then do they go in for the kill.

When faced with a powerful foe that stands their ground, the bugbears use their glacier toads' swallow ability to break their opponents. Like most sadists and bullies, the Frozen Tears have no stomach for pain or to see their own blood. If reduced to less than one-quarter of their hit points or more than half their number fall, the bugbears flee. However, they nurse grudges and seek to strike at those besting them when that foe, or preferably their loved ones, are most vulnerable.

Surprisingly for bugbears, the Frozen Tears bugbears do not consume humanoid flesh. It pleases them more to hear the nightmarish stories told of headless frozen corpses, some that are rumoured to come back to life. Instead, young warriors hunt the prolific deer and other animals in the region. The Frozen Tears typically do not ride the glacier toads when foraging but that does not stop them from getting a little sport in if the opportunity presents itself.

The Frozen Tears warriors use a new weapon – the double-bladed throwing kukri (page 11) – in battle. They are fond of leaving one behind on a corpse to mark their kills.



## THE WHITE CLIFFS

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The White Cliffs loom above the surrounding landscape, a twisted formation of snow-capped jagged rock towering hundreds of feet in the air. The very air hangs heavy with menace.

A wild and desolate place, if it was not rich in natural resources such as iron and rare gems, most people would avoid it. During the summer months, the passes at the lower elevation are free of snow. Winter brings frequent blizzards, choking many of the passes. In addition to the dangers of the Frozen Tears, rumours abound of the region being haunted. Travellers tell stories of headless corpses shuffling along rocky paths, drawn to flame like a moth. Whatever the truth, those braving the dizzying heights are advised to not travel alone and to not venture from the trail.

Alternatively, the White Cliffs could serve as a dangerous yet vital trade route in your campaign.

### THE DEMON PIT

Rumour tells of a giant chasm somewhere in the heart of the White Cliffs. No two stories give the same location, giving rise to speculation that the pit appears randomly. Located in the middle of a crossroads, the roughly circular pit stretches 50 ft. in diameter. The cold surrounding the pit is so severe that anyone approaching within 30 ft. takes 1d6 points of cold damage each round. Those who brave the very edge of the pit claim that it plunges immeasurably deep into the mountain's roots, the sheer rocky sides (DC 30 Climb) charred and melted as if by fire. A hateful presence whelms up from its depths.

### THE FROZEN TEARS

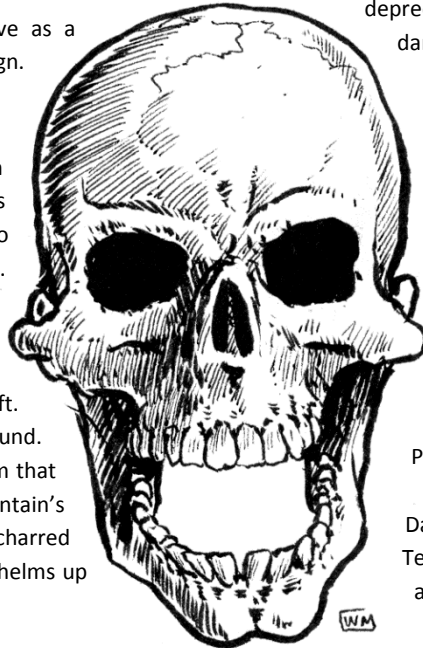
The White Cliffs is not without its beauty, albeit a dangerous one. Known as the Frozen Tears, this series of waterfalls cascades from the top of the White Cliffs all the way to a hidden pool at its bottom. Many of the waterfalls fall 30 to 50 ft. in length yet a few drop 100 ft. or more. The waterfalls, especially at the higher elevations, spend most of the year in a semi-frozen state, the long icicles like tear drops giving them their name. Yet, the wise know to gaze at their beauty from afar, for the tribe of bugbears who take the Frozen Tears as their name lair in the hidden caves behind the falls.

### HROAGAR'S HALL

Dwarves dwelled in the White Cliffs long ago. Scholars can only speculate what happened to the dwarves, but their sudden disappearance heralded the start of the dark rumours about the White Cliffs. One citadel still stands, Hroagar's Hall, located halfway up the cliff and easily accessible by a well-worn, winding trail.

After the dwarves disappeared, bandits used the empty hall as a hideout. One day the bandits vanished without a trace.

Until recently, it remained abandoned despite its easy accessibility. A new mining consortium has claimed the rights to Hroagar's Hall, setting up a small settlement around it. The camp retains a large force of guards to ward off the bugbears' depredations yet it is inside the mine that the gravest danger lurks. While a fortune can be had in Hroagar's Hall, miners have begun to disappear and stories are told of the dead who do not rest easy within.



### YEM THE WHITE MOTHER'S LAIR

Yem, the spiritual leader of the Frozen Tears bugbears, lives behind a waterfall near the top of the White Cliffs. A nearly invisible, narrow trail leads behind the waterfall up to the entrance of her lair (DC 30 Perception to spot the trail).

Within her lair, a cadre of her daughters (the Daughters of Yem), her current consorts (Frozen Tears Warriors) and numerous bugbear children attend her. The children spend the first few years of their life with the White Mother before going back to their fathers. During this

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### WHITE CLIFFS LORE

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Characters can make a Knowledge (history) or Knowledge (geography) to learn the following about the White Cliffs. A successful check reveals all information revealed by lesser checks.

**DC 10:** The White Cliffs is a snow covered mountain range known for its vast mineral resources.

**DC 15:** The White Cliffs is a dangerous area home to many monsters and humanoids. A ferocious tribe of head-hunting bugbears claim much of the area.

**DC 20:** Long ago, the region was once a home to a kingdom of dwarves but they suddenly vanished.

**DC 25:** In their anger, the gods imprisoned a demon lord of fire and fear in an icy prison at the heart of the White Cliffs.



time, Yem instils in them a sense of superiority and arrogance towards those weaker than them. Yem has lived far longer than any bugbear should and no one in the tribe can remember a

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## TERRAIN FEATURES

The White Cliffs is a harsh and unforgiving environment; rivers rage, suddenly plunging hundreds of feet, and rock slides bury travellers alive in the passes. At the higher elevations, blizzards suddenly strike with almost malevolent intent. If it was not for its abundance of natural resources and important trade routes, most people would avoid this region altogether. Offered here are ideas the GM can add as they see fit to make adventuring in the White Cliffs come to life. (See the *Pathfinder Core Rulebook* for more details on mountain terrain and weather).

**Icy Trails:** Numerous narrow trails, no more than a few feet wide, covered in slick ice traverse the higher elevations of the cliffs. Creatures move at half speed along icy trails by making a DC 10 Acrobatics check. Failure indicates the character stops moving. Failure by 5 or more indicates the character falls from the ledge (a DC 15 Reflex save indicates the character grabs the ledge as they fall.) Characters falling from the trail tumble 1d10 x 10 feet (taking the requisite amount of falling damage).

**Minor Rockfall:** Minor, sudden rockfalls are as dangerous as the denizens in the White Cliffs. A DC 15 Perception check hears the sound of tumbling rocks 1d10 x 100 feet away. A rockfall has a width of 1d6 x 10 ft. with the bury zone being half that width and the rest considered the slide zone. Creatures caught in the bury zone take 4d6 points of damage and are buried (DC 15 Reflex save halves damage and negates bury). Creatures caught in the slide zone must make a DC 15 Reflex save or take 2d6 points of damage. Buried creatures take 1d6 points of nonlethal damage per minute. An unconscious creature must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute until dead or freed.

**Frozen Rivers:** The rivers at the higher elevations have a thick enough crust of ice to allow safe travel. At the lower elevations, the ice is much thinner and makes crossing dangerous. A DC 15 Perception check spots areas of thin ice. Characters stepping onto thin ice must make a DC 15 Reflex save or fall into the river as the ice breaks. The fast currents sweep a creature 40 ft. each round under the ice. As a move action, a creature can make a DC 15 Swim check to move quarter speed (or half speed as a full-round action) or attempt to break the ice as a standard action (9 hp). A creature takes 1d6 points of nonlethal cold damage each round it is submerged. An unconscious creature begins drowning.

**Rotting Rope Bridge:** Throughout the White Cliffs, decrepit rope bridges span yawning chasms. Extending on average a few hundred feet, each bridge supports 1d4+1 x 100 pounds in

time when she was young. Zega (page 18) lives here, too, as Yem does not trust her ambitious daughter and wants to keep her close.

weight without collapsing. Creatures on a collapsing bridge must make a DC 15 Reflex save to grab hold of the bridge (but take 1d6 damage as it slams into the chasm wall and must make a DC 15 Strength check or get knocked from the bridge by the impact). Creatures who fail their save fall 2d4 x 10 ft., suffering the appropriate damage.

**Chasms:** Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident. A typical chasm is 2d4 x 10 ft. deep, at least 20 feet long and 5 feet to 20 ft. wide. It takes a DC 15 Climb check to scale a chasm's walls.

**Light Undergrowth:** Sagebrush and other scrubby bushes grown on the White Cliffs lower slopes, although rarely in profusion. Light undergrowth provides concealment and increases the DC of Acrobatic and Stealth checks by 2.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

**Dense Rubble:** The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

**Rock Wall:** A vertical plane of stone, rock walls require DC 25 Climb checks to scale. A typical rock wall is 2d8 x 10 feet tall. Rock walls are drawn on the edges of squares, not in the squares themselves.

**Snow:** It costs two squares of movement to enter a snow-covered square. A day of snow leaves 1d6 inches of snow on the ground. Falling snow reduces visibility by half, resulting in a -4 penalty on Perception checks. Unprotected flames are automatically extinguished and protected flames have a 50% chance of being extinguishing.

**Blizzard:** High winds and heavy snow (1d6 inches every hour) reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are extinguished, and protected flames have a 75% of being doused. Medium creatures caught in the area must make a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check (if airborne) to move forward against the force of the wind. Small creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Small flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage unless they succeed on a DC 25 Fly skill check.

## ALTERNATE CLASS AND RACE FEATURES

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### ALTERNATE RACIAL TRAITS

The Frozen Tears bugbears have learned to adapt to the harsh environs of the White Cliffs. Their hides are thicker and shaggier than their kin. They gain the following abilities and traits:

- **Resist:** cold 10.
- **Natural Armour:** +5 bonus.
- **Feat:** Exotic Weapon Proficiency (double-bladed throwing kukri).
- **CR:** Frozen Tear Bugbears have a base CR of 3.

### ALTERNATE SORCERER BLOODLINE

**Yem's Bloodline:** When the bugbear witch mother, Yem, made a pact with the unholy power of Vhen Nhar years ago, she forever tainted not only her own blood, but those of her offspring. This power manifests only in females sired by Yem, granting them terrible magical powers based on sowing terror.

**Class Skill:** Survival.

**Bloodline Arcana:** Vhen Nhar's fearful influence grants you a +2 bonus on Intimidate checks made to demoralize a creature.

**Bonus Spells:** *cause fear* (3rd), *scare* (5th), *Vhen Nhar's flame* (7th), *phantasmal killer* (9th), *nightmare* (11th), *eyebite* (13th), *insanity* (15th), *symbol of insanity* (17th), *weird* (19th).

**Bonus Feats:** Dazzling Display, Intimidating Prowess, Improved Initiative, Iron Will, Mounted Casting, Silent Spell, Stand Still, Stealthy.

**Bloodline Powers:** The Frozen Tears bugbears draw on the dark powers of their patron, Vhen Nhar, a demon lord of fear.

**Frightening Visage (Su):** At 1st-level, as a swift action, you can cause your face to twist into a nightmarish shape granting you a +2 bonus to Intimidate checks for that round. You can use this ability a number of times a day equal to 3 + your Charisma modifier.

**Darkest Fears (Ex):** At 3rd-level, you gain immunity to fear effects (including magic). In addition, the DC on any spell you cast with the fear descriptor increases by 1. At 9th-level, the DC increases by 2.

**Terror to Behold (Sp):** At 9th-level, you can cause yourself to appear as something out of your foe's most terrifying nightmare. Twice per day, you can target a creature that can see you. That creature has to make a DC Will save equal to 10 + 1/2 your sorcerer level + your Charisma modifier or be frightened for a number of rounds equal to half your sorcerer level. A creature that makes its saving throw is shaken for one round. This is a mind-affecting fear effect.

**Demonic Resistance (Su):** At 15th-level you gain damage reduction cold iron or good/5.

**Fear Itself (Su):** At 20th-level, you become an aspect of sheer terror like Vhen Nhar himself. Any creature within 30 feet of you

must make a Will save equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Creatures with fewer Hit Dice or levels than you are frightened for 1d6 rounds. Creatures with 4 HD or fewer are panicked. A successful save means the creature is shaken for 1 round. A creature who makes its save cannot be affected for 24 hours. *Fear Itself* is a mind-affecting fear effect.

### NEW DOMAIN: FEAR

Creatures worshipping the dread lord Vhen Nhar tap into his fell power to sow terror and despair among their enemies.

**Domain Spell List:** *bane* (1st), *scare* (2nd), *Vhen Nhar's flame* (3rd), *fear* (4th), *nightmare* (5th), *symbol of fear* (6th), *destruction* (7th), *symbol of insanity* (8th), *soul bind* (9th)

**Granted Powers:** Your presence makes even the most hardened warriors break out in a cold sweat as you turn your gaze upon them. Intimidate is a class skill for you.

**Unnerving Gaze (Su):** Starting at 1st level, you can target one creature within 30 ft. that can see you. You make an attempt to demoralize the creature as a free action with a +2 divine bonus to your Intimidation skill check. You can use this ability a number of times per day equal to 3 plus your Wisdom modifier.

**Aura of Fear (Su):** At 8th-level you can emit a 30 ft. aura of fear around you for a number of rounds equal to your cleric level. Creatures must make a Will save equal to 10 + 1/2 your cleric level + your Wisdom modifier or be shaken for one round. Any creature that makes its save is immune to the effect for 24 hours. This is a mind-affecting fear effect.

### ALTERNATE FAMILIAR

Frozen Tears adepts, sorcerers, wizards and witches can take a snow toad familiar. The snow toad grants its master a +3 bonus to Survival checks.

#### SNOW TOAD FAMILIAR

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +5, **Sense Motive** +2

**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 **Will** +2

**hp** 2 (1 HD)

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

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

**Abilities** Str 6, Dex 12, Con 8, Int 1, Wis 15, Cha 9

**Feats** Skill Focus (Perception)

**Skills** as above

## NEW FEATS

*Bugbears of the Frozen Tears* introduces a number of new feats utilised by the warriors of the Frozen Tears. Each feat is presented in the following manner:

**Prerequisites:** This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

**Benefit:** This section details what the feat enables the character to do or lists the bonuses it provides.

**Special:** If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

**Normal:** This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

## BATTLE FEATS

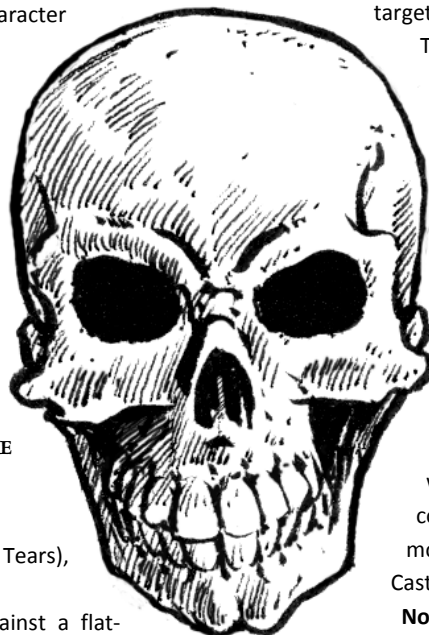
Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

### FRIGHTENING APPEARANCE [BATTLE]

*Your sudden attack terrifies your opponents.*

**Prerequisites:** Tribal membership (Frozen Tears), base attack bonus +1.

**Benefit:** If you make a melee attack against a flat-



## DEMORALIZE CHECKS

The bugbears of the Frozen Tears make extensive use of Intimidate checks to demoralize their prey.

**Action:** Standard.

**Targets:** All creatures within 30 ft. that can clearly see and hear you.

**DC:** 10 + the target's Hit Dice + the target's Wisdom modifier.

**Success:** Shaken (-2 on attack rolls, saving throws, skill checks and ability checks) for 1 round. The duration increases by 1 round for every 5 points by which you beat the DC.

**Try Again:** You can try to intimidate an opponent again, but each additional check increases the DC by 5. This increase resets after one hour.

**Applicable Feats:** Dazzling Display, Frightening Appearance and Intimidating Prowess.

footed opponent during a surprise round, you can make an Intimidate (demoralize) check as a free action. Opponents who are demoralized are shaken for 1 round.

**Normal:** Demoralizing an opponent is a standard action.

## HERDING BLOW [BATTLE]

*Your attack drives your enemy before you in fear.*

**Prerequisites:** Tribal membership (Frozen Tears), base attack bonus +6.

**Benefit:** In addition to normal damage, when you use the attack action (but not the full attack action), you make a bull rush attempt as a free action. If successful, you move the target creature 5 ft. away from you in any direction.

This movement does not provoke attacks of opportunity. Affected creatures automatically stop before moving into a dangerous square (such as a cliff's edge or lava pit).

## MOUNTED CASTING [BATTLE]

*Charging on your mount, you unleash a deadly spell.*

**Prerequisites:** Tribal membership (Frozen Tears), ability to cast spells, Ride 1 rank.

**Benefit:** You are adept at casting spells while mounted. You gain a +4 bonus to concentration checks to cast a spell while your mount is moving. This feat stacks with Combat Casting.

**Normal:** If your mount moves both before and after you cast a spell, you must make a concentration check due to its vigorous motion (DC 10 + spell level) or lose the spell. If your mount is using the run action, you can cast a spell when your mount has moved up to twice its speed, with a DC 15 + spell level concentration check.

## MOUNTED STEALTH

*You and your mount suddenly appear out of the darkness.*

**Prerequisites:** Tribal membership (Frozen Tears), Ride 1 rank, Stealth 1 rank.

**Benefit:** You and your mount slip through the shadows as one. If your mount has a least 1 rank of Stealth, you make one check for the both of you with a +2 bonus. Use your Stealth skill check or your mount's, whichever is higher.

**Normal:** You and your mount make separate Stealth skill checks.

## NEW SPELLS

The spellcasters of the Frozen Tears have developed a number of new spells to terrorize their enemies. They are listed here, alphabetically.

### ICY REPOSE

**Level** adept 2, sorcerer/wizard 3 (necromancy)

**Casting Time** 1 standard action; **Components** V, S, M/DF (a handful of blood-soaked snow or ice)

**Range** touch; **Target** corpse touched; **Duration** see below

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

*Icy repose* covers a corpse in a thin layer of ice, preserving the body and keeping it from decaying. The duration of the spell is permanent so long as the body is kept in a cold climate. The effects of this spell end if the subject is exposed to fire for a number of rounds equal to the spell's caster level. This spell can be cast on severed body parts.

### TERROR BLADE

**Level** adept 1, sorcerer/wizard 1 (necromancy [fear, mind-affecting])

**Casting Time** 1 standard action; **Components** V, S, M

**Range** weapon; **Target** weapon touched; **Duration** 1 round/level

**Saving Throw** Will partial (harmless, object); **Spell Resistance** yes (harmless, object)

#### ALTERNATE ADEPT SPELL LIST

Adepts of the Frozen Tears have developed their own specialized spell list to assist the bugbears on their hunts.

0—*create water, dancing lights, flare, detect magic, ghost sound, guidance, light, read magic, stabilise, touch of fatigue*

1—*bless, colour spray, cause fear, chill touch, command, cure light wounds, detect evil, detect good, doom, endure elements, faerie fire, inflict light wounds, obscuring mist, protection from evil, protection from good, protection from law*

2—*aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, flaming sphere, icy repose, inflict moderate wounds, invisibility, resist energy, terror blade, see invisibility*

3—*animate dead, bestow curse, contagion, cure serious wounds, deeper darkness, fear, fireball, inflict serious wounds, neutralize poison, quench, remove curse, sleet storm, remove disease*

4—*crushing despair, cure critical wounds, ice storm, inflict critical wounds, restoration, stoneskin, wall of ice*

5—*break enchantment, commune, dominate person, flame strike, heal, mass inflict light wounds, raise dead, true seeing, wall of stone.*

This spell infuses a weapon with fear-inducing necrotic energy. Any creature hit by the weapon must make a Will save or become frightened for 1d6 rounds. If the creature succeeds on a Will save, it is shaken instead for one round. On a successful strike, the weapon is no longer enchanted by the spell.

### TERROR BLADE, GREATER

**Level** adept 2, sorcerer/wizard 2 (necromancy [fear, mind-affecting])

**Casting Time** 1 standard action; **Components** V, S, M

**Range** weapon; **Target** weapon touched; **Duration** 1 round/level

**Saving Throw** Will partial (harmless, object); **Spell Resistance** yes (harmless, object)

This spell infuses a weapon with fear-inducing necrotic energy. Any creature hit by the weapon must make a Will save or become panicked for 1d6 rounds. If the creature succeeds on a Will save, it is shaken instead for one round. On a successful strike, the weapon is no longer enchanted by the spell.

### VHEN NHAR'S FLAMES

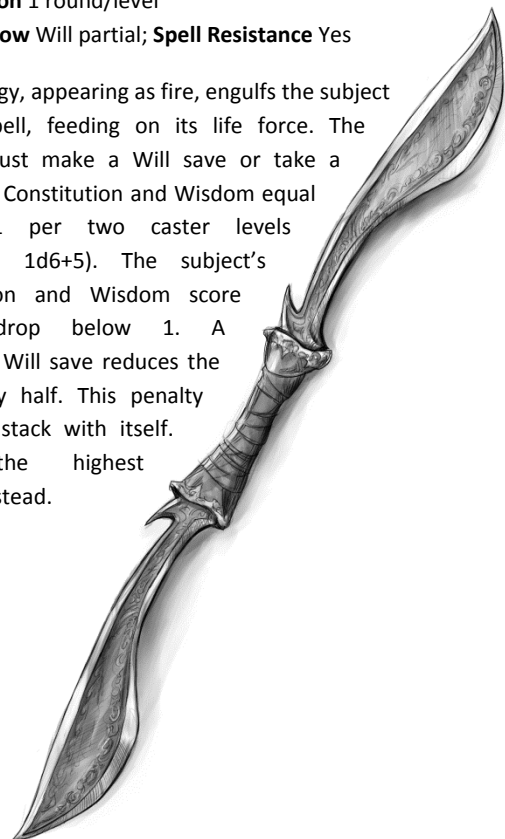
**Level** cleric 3, sorcerer/wizard 3 (necromancy)

**Casting Time** 1 standard action; **Components** V, S

**Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 round/level

**Saving Throw** Will partial; **Spell Resistance** Yes

Black energy, appearing as fire, engulfs the subject of this spell, feeding on its life force. The subject must make a Will save or take a penalty to Constitution and Wisdom equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Constitution and Wisdom score cannot drop below 1. A successful Will save reduces the penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.



## NEW MAGIC ITEMS

The sorcerous members of the Frozen Tears have created a several magical items. While others are gifts from Vhen Nhar himself.

### DOUBLE-BLADED THROWING KUKRI

This double-bladed knife spins through the air like a disc when thrown. You make two attack rolls at a -2 penalty when using this weapon even if you do not have the Two-Weapon Fighting feat. This weapon cannot be used in melee. Because of its small size, the blade is not a double weapon for purposes of enchantment. You must take Exotic Weapon Proficiency (double-bladed throwing kukri) to use this weapon.

**Cost** 25 gp; **Weight** 3 lbs.; **Type** S; **Dmg** (S) 1d3; **Dmg (M)** 1d4; **Critical** 18-20; **Range** 30 ft.

### SHRIEKING HEAD

*This frozen head, staked out by a cave entrance, holds an expression of sheer terror.*

**Aura** faint (necromancy); DC 17 Knowledge [arcana] **Identify** DC 21 Spellcraft

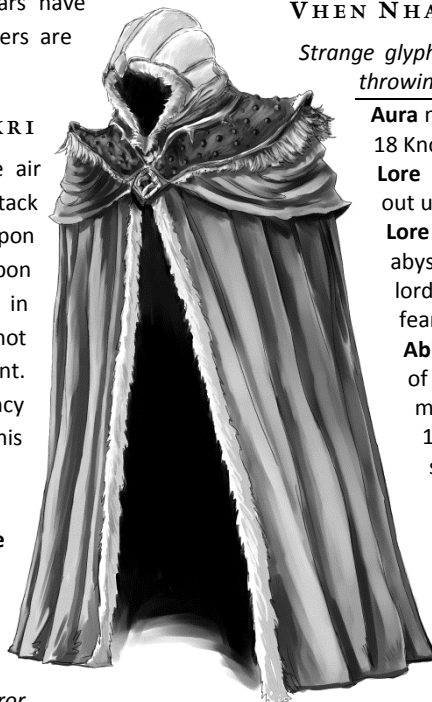
**Lore** (DC 10 Perception) This severed head's frozen eyes seem to glitter as if still alive.

**Lore** (DC 15 Spellcraft) The head is frozen by *icy repose*, a spell created by the Frozen Tears bugbears.

**Abilities** These heads are often staked out by the entrance of caves inhabited by the Frozen Tears. Once per day, if a creature comes within 10 ft. of the head and does not give a password, the head begins a terrified shrieking which can be heard in a 500 ft. radius. In addition, the two creatures with less than 6 HD must make a DC 12 Will save or become frightened for 2 rounds. Creatures who successfully make their Will save are instead shaken for 1 round.

**Activation** command word; **CL** 6th

**Requirements:** Craft Wondrous Item, *alarm*, *icy repose*, *scare*; **Cost** 1,650 gp; **Price** 3,300 gp



### VHEN NHAR'S CLAWS

*Strange glyphs crawl along the edge of this double-bladed throwing kukri.*

**Aura** moderate (evocation [fire] and necromancy); DC 18 Knowledge [arcana] **Identify** DC 25 Spellcraft

**Lore** (DC 15 Knowledge [religion]) The glyphs spell out unholy blasphemies.

**Lore** (DC 25 Knowledge [planes]) The glyphs are abyssal in nature and refer to the entrapped demon lord, Vhen Nhar whose domains include chaos, evil, fear and fire.

**Abilities** This +1 *flaming kukri* is forged from one of Vhen Nhar's claws. On a critical hit, the target must make a DC 14 Will save or be frightened for 1d4 rounds. Creatures that make their save are shaken for 1 round.

**Activation** use activated; **CL** 10th

**Requirements:** Craft Magic Arms and Armour, *cause fear*, *fireball*; **Cost** 6,375 gp; **Price** 12,750 gp

### WINTER CLOAK

*This thick, leathery coat is made from a*

*cured pale white hide of some beast.*

**Aura** faint (evocation [cold] and transmutation); DC 17 Knowledge [arcana] **Identify** DC 20 Spellcraft

**Lore** (DC 10 Perception) The cloak feels cold when first worn.

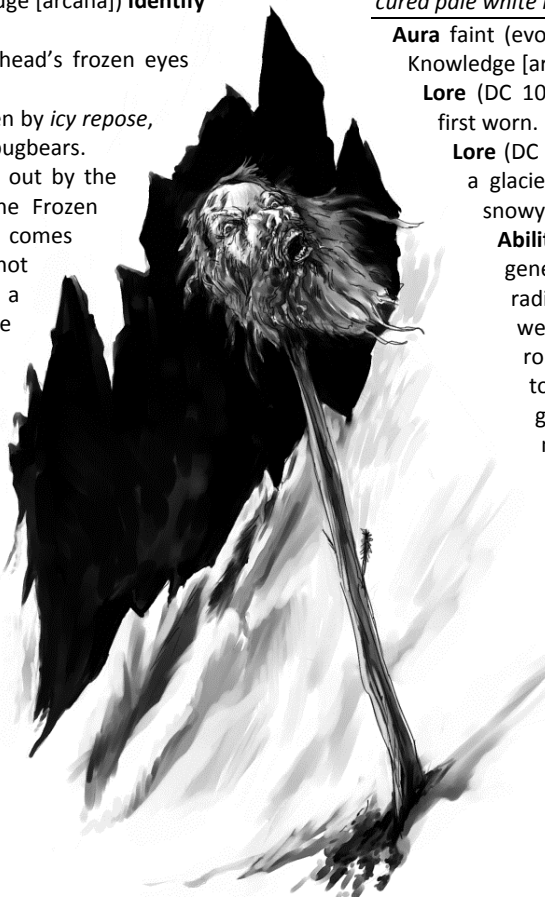
**Lore** (DC 15 Knowledge [nature]) The hide is from a glacier toad (a creature adept at hiding in a snowy environment).

**Abilities** As a standard action, the wearer can generate an aura of extreme cold in a 20 ft. radius, dealing 1d6 cold damage on the wearer's turn. This ability can be used 5 rounds per day and the rounds do not have to be consecutive. At all times, the cloak grant's the wearer a +4 bonus when making Stealth checks in the snow.

**Variant** A variant of this cloak grants the wearer resistance cold 5 up to 5 rounds a day. The rounds do not have to be consecutive and this power replaces the cold aura ability.

**Activation** use activated; **CL** 5th

**Requirements:** Craft Wondrous Item, *resist elements*; the cured hide of an ice toad **Cost** 3,600 gp; **Price** 7,200 gp



## MINOR ENCOUNTERS

The Frozen Tears bugbears hunt throughout the domain of the White Cliffs. They travel in small packs, preying on unwary travellers or using magic to lure victims away from larger groups.

**FROZEN TEARS WARRIOR** CR 5 (XP 1,600)  
*This bearlike humanoid has shaggy white fur and fingers a wickedly curved double-bladed knife.*

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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

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**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)

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**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)

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**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

**GLACIER TOAD** CR 6 (XP 2,400)  
*This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.*

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N Large magical beast (cold)  
**Init** +1; **Senses** low-light vision, scent; Perception +11, Sense

### HUNTING PARTY (EL 10; XP 9;600)

**Opponents** Frozen Tears adept (1), Frozen Tears warrior (2), Glacier Toad (2)  
**EL 9 (4,800 XP)** Remove one Glacier Toad; **EL 11 (12,800 XP)** Add one Frozen Tear warrior and one Glacier Toad.  
**Morale** The bugbears fight until half their number are slain. If they escape, they alert their clan and come out in strength the next night.  
**Terrain** mountains; **Encounter Distance** 4d10 x 10 ft.

These bugbears prefer lone prey and use *ghost sound* to lure a member away from a larger group. The adept casts *terror blade* on one of the warriors mounted on a glacier toad. That bugbear attacks first, using stealth and Frightening Appearance to start the battle.

Motive +1  
**Speed** 30 ft.; **ACP** 0; Acrobatics +9 (+13 jumping), Stealth +6 (+8 in the snow), Swim +14

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**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)

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**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.

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**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

### SAMPLE WARRIOR: THRAEG

**Appearance:** Thraeg's fur is very soft and white; his kin tease him that he would make a better rug than warrior.

**Mannerisms:** Thraeg twirls and spins his double-bladed kukri as he rides into battle, hoping one day to be able to intimidate his opponents with the display

**Background:** A young Frozen Tears bugbear warrior from a small clan, Thraeg has already earned a reputation for viciousness. He enjoys riding his ice toad into large crowds, using its cold aura to scatter his prey. His recklessness has already earned him numerous heads, yet he is looking for that perfect one to present to Yem and gain her favour. Lately, he has been sneaking out to hunt on his own.

**Personality:** Despite his soft appearance, Thraeg is as cruel as any Frozen Tears bugbear. He does not talk much.

## 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

## SAMPLE ADEPT: DOETHAS

**Appearance:** Doethas ties pieces of bones from the enemies she's killed into her fur.

**Mannerisms:** Doethas grinds her teeth when upset or angry (which is more often than not).

**Background:** A daughter of a Son of Yem, Doethas can claim Yem as her grandmother. Yet, the magic does not flow that strongly in her blood. This does not suit the ambitious bugbear. She believes that if she can find a way to contact Vhen Nhar like Yem did, she can also make a bargain for more magical power. Doethas seeks to curry Yem's favour by proving herself in the hunt so that she can learn all her mother's secrets.

**Personality:** Believing that being descended from Yem makes her royalty, Doethas acts imperious with others. Impatient, she throws tantrums when her commands are ignored. She sees other humanoids as vermin to be hunted.

## FORAGERS (EL 9; XP 6,400)

**Opponents** Frozen Tears warriors (4)

**EL 8 (4,800 XP)** Remove one Frozen Tears warrior; **EL 10 (9,600 XP)** Add one Frozen Tears warrior.

**Morale** The bugbears fight until half their number are slain.

**Terrain** mountains; **Encounter Distance** 4d10 x 100 ft.

The bugbears are out hunting for food, but welcome a chance to hunt more challenging sport. They use Stealth to encircle their prey before springing their ambush. Their tactics are unobtrusive; they use Herding Blow to push their enemies back and forth across the battlefield. A warrior takes a full-round action to inflict a coup de grace on any fallen foe and a subsequent full-round action to decapitate a slain foe.

## MAJOR ENCOUNTERS

### 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<sup>B</sup> (double-bladed throwing kukri), Weapon Focus<sup>B</sup> (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

### THE HUNT (EL 12; XP 19,200)

**Opponents** Frozen Tears warrior (2), Frozen Tears adept (1), Son of Yem (1), Glacier Toads (4)

**EL 11 (12,800 XP)** Remove one Frozen Tears warrior and one Glacier Toads (2); **EL 13 (25,600 XP)** Add one Daughter of Yem and one Frozen Tear warrior.

**Morale** Lead by a Son of Yem, this hunting party gives no quarter. The Son of Yem fights until slain, however the rest of the bugbears flee if reduced to half their numbers.

**Terrain** mountain; **Encounter Distance** 4d10 x 10 ft.

The Frozen Tear adept casts *ghost sound* while the warriors get into position. She casts *terror blade* on the Son of Yem's scimitar. The Frozen Tears warriors start the attack using their Herding Blow feat to drive their prey towards the Son of Yem.

### GROEGO: SAMPLE SON OF YEM

The male spawn of Yem strive to become the tribe's most dangerous hunters. Often becoming Clan leaders, their pile of foul trophies speaks to the malevolent powers of their mother.

**Appearance:** Groego's armour and weapons always glow with the soft sheen from being well taken care of.

**Mannerisms:** Groego frequently adjusts his equipment and attempts to smooth his fur back into place in an effort to maintain a well groomed appearance as befits his station.

**Background:** Groego was raised to rule, a role he fills with relish. His now legendary hunts quickly thrust him into the role of clan chief of one of the tribe's largest clans. Known as a capable leader, one defeat rankles him the most. He sought to bring his renegade half-brother, Boeg, to heel. Not only did he barely escape with his life, for once in his life, he learned what it was to be truly afraid, a feeling that haunts him still.

Recently, his attentions have been turned to hunting down Mothok, who poses a danger to breaking Yem and her offspring's rule over the Frozen Tears. His trophy pile includes the heads of rivals who sought his place.

**Personality:** Groeg is more military minded than other bugbears. He prefers well-planned, coordinated attacks to maximise the amount of heads collected. However, he has no patience and when his carefully laid plans go awry, he flies into a rage. He nurses murderous grudges against any bugbear that does better in a hunt than him.

### SISLRA: SAMPLE DAUGHTER OF YEM

Yem's pact with Vhen Nhar shows itself most grotesquely in her daughters. Warped by a demonic taint, they wield terrible, unearthly powers.

**Appearance:** Sislra's fur sticks out in knotted, tangled spikes, giving her a feral appearance. Occasionally, she daubs herself with great streaks of blood to increase the terror of her appearance.

**Mannerisms:** Whenever Sislra stands still, she hops from foot to foot in impatience. She cackles loudly when hunting.

**Background:** One of Yem's youngest daughters, Sislra is eager to prove herself and lead her own clan.

Currently, she has her eye on the young Thraeg who shares her reckless nature. So far, her rash nature has allowed her to collect a respectable head collection and her prodigious luck has kept her from dying under her prey's blades.

She looks up to her powerful sister, Zega, and is slowly being drawn into Zega's plot to depose her mother.

**Personality:** Sislra is fond of telling sick, twisted jokes. Young and energetic, she speaks her mind without thinking.



**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<sup>B</sup>, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Improved Initiative, Intimidating Prowess, Mounted Casting, Mounted Stealth**BUGBEAR GAME (EL 13; XP 25,600)****Opponents** Daughter of Yem (1), Frozen Tears Adept (1), Frozen Tears Warrior (2), Son of Yem (1), Glacier Toads (5)**EL 12 (19,200 XP)** Remove one Frozen Tears Warrior and two Glacier Toads; **EL 14 (38,400 XP)** Add one Frozen Tear Adept, five Frozen Tear Warriors, and three Glacier Toads.**Morale** The Son and Daughter of Yem fight to the death. The other bugbears flee if half their numbers are slain.**Terrain** mountains; **Encounter Distance** 4d10 x 10 ft.

These bugbears have gathered to play a game. The spellcasters use *ghost sound* to distract their prey while the others get into position. The warriors set up at opposite ends of their quarry, two warriors vs. the Son of Yem. The game is to chase their opponents back and forth at each other using Herding Blow. If the quarry gets past the bugbear, the bugbear loses the game.

**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**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

## PERSONA: BOEG

*A giant, mad, bugbear, Boeg stalks the White Cliffs atop an ancient bloated ice toad, his massive sword thirsty for warm blood.*

Born to the witch Yem, Boeg is an unusually large bugbear, feral to the point of being almost a beast. When shrieking winds scream through the passes and the snow falls thick like a white shroud, Boeg hunts, alone, and not even fellow bugbears are safe.

**Background:** If there is one thing that gives the bugbears nightmares, it is Boeg, for in his blood, the taint of Vhen Nhar flows especially strong. Born to Yem, the massive Boeg nearly killed her during birth.

At the age of 3, Boeg fled Yem's cave and disappeared into the wilderness. Only years later did he reappear, riding an exceptionally strong and vicious ice toad named Ztherix (an advanced giant glacier toad [page 15]).

**Personality:** Boeg possesses the uncanny intelligence of a hunting beast. Utterly remorseless, he cannot be reasoned with or swayed once he sets his eyes on his prey.

Yet, for all his utter ruthlessness, he still carries a devoted love for his mother, often leaving choice heads of his victims at the entrance to her lair. When he enters his killing frenzy, Yem is the only creature that can calm him – although she rarely bothers to do so.

**Mannerisms:** Boeg froths at the mouth with a constant stream of drool like that of a rabid animal. In battle he screams and wails, lost in his killing frenzy.

**Distinguishing Features:** Boeg stands a little over 8 ft. in height; his white fur, dingy and matted, is missing in places. Scars cover his body. Shards of weaponry are embedded in his thick, matted hide – trophies of his kills.

**Hooks:** Boeg recently massacred the folk dwelling in a mining camp high up in the White Cliffs. The merchant consortium owning the mines wishes to eliminate the Demon of the White Cliffs before continuing operations.

A sudden blizzard strikes the PCs as they explore the White Cliffs. As they seek shelter, Boeg begins his hunt.

In the murderous politics of the Frozen Tears society, Boeg is seen as an important pawn if he can be tamed. The bugbears have no qualms about kidnapping allies of powerful adventurers in exchange for their service in capturing Boeg. Capturing Boeg without killing him is challenging at best as the huge bugbear never surrenders; he must be beaten into submission.

**Tactics:** Boeg only appears during snowstorms or blizzards. He relishes the fear his sudden appearance causes his foes. He rides in fast on Ztherix, immediately raging and targeting the nearest opponent. Boeg makes no distinctions amongst his

opponents. The only thing that stops his rampage is the death of his enemies, the end of the storm or his own death.

### 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

## PERSONA: MOTHOK

*A herald of Vhen Nhar, Mothok seeks to bring the lurking terror of Vhen Nhar to an unsuspecting world.*

A short, thin Frozen Tears bugbear, Mothok was driven out of bugbear society because of his weakness. Yet in his darkest hours, he found light, the flame of Vhen Nhar. Armed with religious fervour, Mothok seeks vengeance.

**Background:** Physically weaker than others of his kind, Mothok struggled to inspire fear in his victims. Unable to secure a mate and find standing in the tribe, the other bugbears forced Mothok to leave his clan.

While wandering the White Cliffs alone one night, he found himself caught in a terrible blizzard. A flickering flame appeared, guiding him through the storm. The flame led Mothok to a dark cave that seemed to stretch on forever. Sheltered from the storm, Mothok dreamed of his enemies writhing in flames and turning to ashes before him. When Mothok awoke the next morning, he was surprised to find himself lying outside, a smooth rock wall where the cave entrance once was. Yet a name was now burned into his mind, “Vhen Nhar”. Mothok prayed to this name and a fire burned hot deep in his soul, giving him the necessary strength to cause terror in his enemies.

**Personality:** Insecure and dependent on Vhen Nhar’s favour, Mothok is a bully, using his divine power to intimidate those around him. He secretly fears that Vhen Nhar will abandon him and then he will go back to being a despised weakling.

### 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

**Mannerisms:** Mothok shouts and curses even the simplest phrases and commands as if yelling will make others think he’s more imposing than he really is.

**Distinguishing Features:** Mothok’s eyes are the colour of flame. They glow red when he is angered.

**Hooks:** Mothok wishes to spread the faith of Vhen Nhar amongst the bugbears. He seeks powerful allies to aid him in overthrowing Yem the White Mother and assuming her place as the spiritual leader of the Frozen Tears. Intruders that defeat a Frozen Tear’s hunting pack arouse his interest as possible allies

Mothok leads a small band of disenchanting Frozen Tears bugbears. They regularly raid caravans not for heads, but for supplies and weapons. Mothok has even been known to take hostages to ransom back to rich merchants. The PCs could earn a rich reward rescuing a merchant’s kidnapped son or daughter.

Mothok greatly admires the mighty Boeg, seeing the giant bugbear as an avatar of Vhen Nhar himself. Contact with Boeg has so far ended in violence. Mothok seeks allies strong enough to subdue Boeg so that he can “sway” him to his side.

**Tactics:** Mothok seeks to demoralize his opponents first with Frightening Appearance. If this fails, Mothok quickly retreats to let his minions fight while he protects himself with spells. He prefers to wait for his minions to almost claim victory before wading into battle and stealing the glory for himself.

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*<sup>D</sup> (DC 17), *unholy smite*

3rd—*animate dead*, *bestow curse* (DC 16), *magic vestment*,  
*Vhen Nhar’s flames*<sup>D</sup> (DC 16)

2nd—*bull strength*, *enthrall* (DC 15), *hold person* (DC 15), *owl’s wisdom*, *scare*<sup>D</sup> (DC 15)

1st—*bane*<sup>D</sup> (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

## PERSONA: YEM

*The horror of the White Cliffs, the witch mother, Yem, breeds her own foul army of bugbears to terrorize the frozen heights.*

No one creature truly rules the Frozen Tears bugbears, but Yem, the hideous Witch Mother, acts as their spiritual leader and living goddess. Revered with equal parts love and fear, few bugbears dare to disobey her orders and nearly all seek her blessing. A shapeshifter, the bugbear clans never know if she is watching them under the guise of wolf or bird, listening for any word of rebellion. Considered old when the oldest bugbear now living was young, her loins remain unnaturally fertile. To the male bugbears, Yem's favour not only means an increase in clan standing, but a chance to mate with the Witch Mother. Her male offspring develop martial talents greater than ordinary bugbears and her daughters wield powerful magical energies.

Yet Yem is far from divine. The bugbears suspect where her power comes from but if they knew the truth about the pact she struck with a demon, they would rise up to destroy her. Long ago, she made a bargain with the true lord of the White Cliffs, the imprisoned demon lord, Vhen Nhar. In exchange for a sliver of his power, granting her immortality and fecundity, she promised the demon the souls of her offspring (which he

devours to gain the power to break free from his prison). Yem knows this and waits patiently, building her own strength. When Vhen Nhar frees himself, he will be weakened and vulnerable. She plans to utterly destroy him then and feast on his heart to become a demon lord herself. This Yem desires above all else. The fact that Vhen Nhar can grant a renegade like Mothok divine powers means that the time for their battle nears.

**Background:** Over a hundred years ago, Yem's mother belonged to a small demon-worshipping cult, conceiving her daughter during one of their summoning rituals. This demonic heritage brought her great power. When she matured, she first heard the whispers offering her even greater power. She's always assumed it was her demonic father. Yem accepted the offer of the mysterious whispering voice, becoming the first and only witch among the Frozen Tears. Her new powers brought the ability to transform into animals, allowing her to roam far and wide across the White Cliffs.

One night, she heard a different call. The demon blood in her burned as it sensed kinship with an evil presence nearby. Coming upon a gaping hole in the ground, Yem flew down into the freezing darkness and there found Vhen Nhar' ice-shrouded

**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—desecrate  
**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<sup>B</sup> (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)

prison. After sealing her pact with the imprisoned demon lord, Yem returned to her clan, slew her mother, the other cult members and any bugbear with knowledge of the cult and her demonic legacy. She took the strongest male bugbear as a mate and bore him a strong son. She was quickly pregnant again, with another mate, this time giving birth to a daughter. As the other bugbears saw these children grow and the power they displayed,

## YEM'S HEXES

As a witch (*Advanced Player's Guide*) Yem has access to the hex class ability. Yem's hexes have the following abilities:

**Agony (Su):** With a quick incantation, Yem can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for 13 rounds (DC 22 Fortitude save negates). If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Cackle (Su):** Yem can cackle madly as a move action. Any creature within 30 feet under the effects of her agony, charm, evil eye, fortune or misfortune hex has the duration of that hex extended by 1 round.

**Charm (Su):** Yem can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 2 steps, as if she had successfully used the Diplomacy skill. The effect lasts for 5 rounds. A DC 22 Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.

**Disguise (Su):** Yem can change her appearance for 13 hours a day, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

**Evil Eye (Su):** Yem can cause doubt to creep into the mind of a visible foe within 30 feet. The target takes a -4 penalty on one of the following (Yem's choice): AC, ability checks, attack rolls, saving throws or skill checks for 8 rounds. A DC 22 Will save reduces this to just 1 round. This is a mind-affecting effect.

**Misfortune (Su):** As a standard action, Yem causes a creature within 30 feet to suffer grave misfortune (DC 22 Will save negates) for 2 rounds. During that time when the target makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. A creature cannot be targeted by this hex again for 1 day.

**Nightmares (Su):** Calling upon fell powers, Yem can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell *nightmare* each time the affected creature attempts to rest. A DC 22 Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

the males vied with each other to reproduce with her. Thus did she consolidate her hold over the Frozen Tears bugbears.

**Personality:** Cruel, ruthless and a little paranoid, Yem loves none of children, with the exception of perhaps the feral Boeg. While she wields incredible personal power, she delights more in the power she holds over others. She transforms into animals to spy on the other clans and uses the knowledge gained to set rivals against each other. She keeps her currently oldest surviving daughter, Zega, close. She knows of Zega's ambition to supplant her but so far Zega has been useful and may prove even more useful in the future should Vhen Nhar free himself. Those who are no longer useful to Yem quickly disappear.

**Mannerisms:** Yem exudes an aura of power and menace. When she speaks, she expects to be obeyed. She uses Intimidate on those who do not quickly jump to her commands.

**Distinguishing Features:** Yem uses magic to appear as a young, beautiful bugbear female. She wears a heavy cloak to hide her wings and her belly is constantly swollen with child. Her true appearance is of a nearly skeletal bugbear with lustreless gray fur, pitch black bat-like wings and blazing red eyes.

**Hooks:** Any adventurer that spends enough time in the White Cliffs interacting with the bugbears inevitably learns about Yem, the Witch Mother of the Frozen Tears. Mothok, Zega and any other ambitious bugbear clan leader would like to see Yem's rule ended, believing her powers would pass to them. Additionally, Yem herself is not above using powerful adventurers for her own ends, either to thwart a rival or more importantly for her, to test Vhen Nhar's defences.

**Tactics:** In combat, Yem relies on her summon spells to deal with opponents while she stays out of melee. When faced with strong resistance, she uses *dimension door* to escape and calls allies to fight for her. If cornered and pressed into melee, Yem utilizes her most powerful transformation spells.

## 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

## PERSONA: ZEGA

*A powerful sorceress, Zega desires to rule the Frozen Tears bugbears above all else, even if it means killing her own mother.*

A stunted, twisted bugbear, Zega's appearance belies her inner strength, determination and utter lack of empathy with others. Wily, cunning, and utterly vicious, she is the most feared and reviled bugbear female next to her mother.

**Background:** One of Yem's oldest daughters, Zega was born twisted and deformed. She wishes to conceive children to consolidate her power base but has been unable to do so. She hopes that if she can replace her mother as the leader of the Frozen Tears Vhen Nhar will bless her like he has her mother.

**Personality:** Stuttering and ugly, Zega makes up for these deficiencies with a shrewd intelligence and a knack for inter tribe politics. Confident in her power, Zega resorts to bullying and intimidation to keep the other bugbears in line while she builds alliances to assume control of the tribe once her mother is gone.

**Mannerisms:** Zega speaks with a stutter when dealing with others. However, once her magic flows through her, her malformed frame seems to radiate with power, lending strength to both voice and words.

**Distinguishing Features:** Zega is shorter than most bugbears, her spine crooked, giving her a hunched appearance. She walks on bent legs, her thick fur matted and dirty.

**Hooks:** Zega's ambition is to replace her mother, Yem, who in her mind has lived too long. Not powerful enough to depose of Yem without aid, she seeks expendable allies to accomplish this deed for her.

Hearing of adventurers strong enough to oppose the Frozen Tears, Zega uses her magic to disguise herself as a fair maiden of nature. Relaying a tale of woe and suffering at the hands of the bugbears, Zega gladly details the location and layout of Yem's lair so that the PCs might destroy her.

If the PCs see through her disguise or remain uncooperative to her pleading, Zega resorts to kidnapping a PC or one of their allies in exchange for the adventurers' cooperation. It is a bargain Zega has no intention of keeping, though, if they succeed.

**Tactics:** Zega disdains direct confrontation, using guile or intimidation to get what she wants. If pressed into battle, she casts her most powerful spells first and flees if reduced to less than half her hit points, leaving behind any remaining bugbears to their fate.

If encountered outside her home she is invariably riding her gigantic ice toad steed (page 15). She rarely travels thusly alone, but accompanies groups of warriors to defeat particularly large or obviously accomplished bands of travellers.

### 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<sup>B</sup>, Exotic Weapon Proficiency (double-bladed throwing kukri), Frightening Appearance, Intimidating Prowess<sup>B</sup>, 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

## VHEN NHAR

The true demon of the White Cliffs is the abyssal lord, Vhen Nhar. A being mostly forgotten now by all but the most knowledgeable demonologists, he once challenged the gods in his quest for divinity. In punishment, they cast him down to the material plane where he fell into a lush region of majestic cliffs. There, the gods imprisoned the fiery demon in an ice prison, earning the region the name "The White Cliffs."

Over the millennia the gods forgot Vhen Nhar. In that time, he has incessantly plotted escape and revenge. As the spells forming his prison gradually weakens through the power he gains by devouring souls. Vhen Nhar can affect more and more of the outside world. As a demon specializing in fear, he felt an instant connection to the bugbears that gradually populated the area, drawn by his presence. He works through them, to spread the fear and terror that he cannot. To that end, Vhen Nhar granted Yem her magic powers, long life and fecundity in exchange for her soul and the souls of all her offspring. While the Frozen Tears sow terror throughout the region, Vhen Nhar impatiently waits until he is free to show the mortal world true fear. Secretly, he loathes the cold loving bugbears, but for now, they are his unwitting allies.

**Areas of Concern** Fear, Fire; **Domains** Chaos, Evil, Fear (page 8), Fire; **Favoured Weapon** double-bladed throwing kukri

### 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<sup>B</sup> (slam)

## VHEN NHAR SPAWN

Vhen Nhar's power occasionally manifests in the headless, slain corpses of the Frozen Tears bugbears victims. These corpses rise as frozen undead, the stumps of their neck charred as if by fire. This effect is caused by Vhen Nhar's unholy energy filling them. Like Vhen Nhar himself, they hunger for warmth.

## ECOLOGY & SOCIETY

Vhen Nhar Spawn are created from the creatures slain by the Frozen Tears bugbears. The bugbears' link to Vhen Nhar occasionally infuses the corpse with the malevolent demonic energy of Vhen Nhar himself. Only 1 in 20 of those killed by the Frozen Tears become Vhen Nhar Spawn. Those that do rise as undead 1d4 days after being slain. Vhen Nhar Spawn do not make lairs. Mindless and tireless, they wander the White Cliffs in a never ending search for warmth.

Vhen Nhar Spawn are always encountered alone. They do not form packs or interact with others of their kind. Even creatures slain next to each other that rise on the same night drift their separate ways. Due to their mindless nature, Vhen Nhar Spawn can be encountered day or night.

Though they appear to be frozen headless corpses, Vhen Nhar Spawn seek nothing but warmth, whether be it from flame or the warm bodies of living creatures. This hunger is a direct manifestation of Vhen Nhar's own hunger for fire as he lies entrapped in his icy prison.

## COMBAT AND TACTICS

When Vhen Nhar Spawn detect living creatures with their blindsight, they immediately move to attack the nearest living creature. Vhen Nhar Spawn attack relentlessly, using their heat drain special ability until their opponent is dead. Vhen Nhar Spawn fight until they are destroyed.

## VHEN NHAR SPAWN LORE

A character making a Knowledge (religion) check may know some information about Vhen Nhar Spawn. A successful check reveals all information gained by a lesser check.

**DC 16:** This is a Vhen Nhar Spawn. It is named by the Frozen Tears bugbears after their demonic patron.

**DC 21:** Vhen Nhar Spawn are created from the corpses of the Frozen Tear's victims. These mindless undead crave warmth.

**DC 26:** Vhen Nhar Spawn grapple their opponents, sucking the warmth from their bodies. Even though they appear to be frozen corpses, fire does not hurt them.

## READING STAT BLOCKS

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*Bugbears of the Frozen Tears* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block 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 <sup>D</sup> 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.

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### SPECIAL ABILITIES

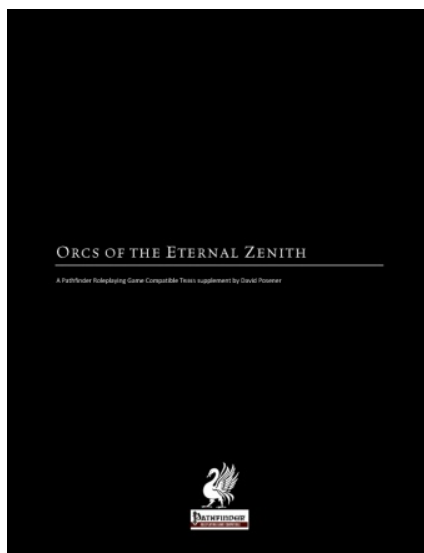
Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities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



# ORCS OF THE ETERNAL ZENITH

A Pathfinder Roleplaying Game Compatible  
TRIBES supplement by David Posener

The golden hush of midday bakes the rocky slopes of Marred Peak, scorching the hands of the orcish penitents sweltering before their shining prophet, Granalak Searshriek. The orcs, inspired by a visiting, ill-advised missionary, turned to worship the violent, burning aspect of the sun. Guided by divine insight, Searshriek constructs a vast machine of cold iron, imprisoned fey and many-facetted gemstones to harness the noonday sun and tear a hole in reality.



This imposing Zenith Engine looms atop the melted rock of Marred Peak, opening a gate into the burning heart of the sun, and threatening to bring endless conflagration into the world.

In the teeming human cities, orcish adherents to Searshriek's damned philosophy infiltrate the hallowed halls of the sun god's faith, spreading the corrupt cancer to the heart of civilization. The secret doctrines of the Eternal Zenith Heresy threaten to undermine the fabric of the church, and cause a violent schism within the ranks, bringing the War of the Burning Light to the cities of man.

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The mangled cliff tops of the White Cliffs shelter a terrible menace for when the night air fills with the sound of invidious croaking, the Frozen Tears bugbears are on the hunt. Sadists, these bugbears stalk the passes on their bloated ice toad steeds seeking those foolish enough to venture out after dark. Chasing their prey, the Frozen Tears seek to prolong their quarry's fear as long as possible. At the climax of their hunt, they strike, taking their victim's head as a trophy, the moment of fear forever frozen in ice by vile magic. It is these horrific expressions that earn the bugbears their standing in the tribe and the favour of their horrendous and profane witch-mother.

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