



HORRORS OF THE NORTH

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Horrors of the North

Presented within the following pages are rules that govern the many deadly hazards that your group will face during the exploration of the realm of HoarFrost. This supplement is also full of new monsters and other ways in which to challenge your players and game. These threats include a legendary Yeti, Dire Polar Bears, Frostbite, and many more...So, sit back and try to warm yourself against the promise of cold death found within.

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"We are imprisoned in an endless place of ice... We have told all the tales, real and imaginative, to which we are equal. Time weighs heavily upon us as the darkness of the deep winter slowly advances".

Arctic Environments

Cold Aquatic

Cold oceans have a polar climate characterized by persistent cold and narrow annual temperature ranges. Their winters suffer from continuous darkness, cold and stable weather conditions, and clear skies. Conversely, typical summers are flooded with continuous daylight, damp and foggy weather, and weak cyclones with rain or snow. Drifting polar icepacks that average about 12 feet in thickness perpetually cover cold oceans. This icepack nearly doubles in size during the winter and can reach other landmasses. Near the cold lands, icebergs are

common. Carved from glaciers, icebergs are temporarily inhabited by birds and sea mammals.

Cold Desert

Contrary to popular belief, deserts don't have to be covered by sand nor do they have to be hot; they just have to lack available moisture. Many cold deserts occur so far from the sea that moisture-laden winds never reach them. Also, if the water is locked up in ice, it produces the same effect as no water at all. Cold deserts feature small mountain ranges broken by wide valleys, rolling plains, outwashes and hummocks. Cold desert temperatures in winter range from 28°F–38°F and in the summer 70°F–79°F. The winters can receive quite a bit of snow. The typical annual

precipitation ranges from 6–10 inches, although annual precipitation can be as much as 18 inches or as little as 3 1/2 inches. The heaviest rainfall of the spring is usually in April or May. In some areas, rainfall can also be heavy in autumn. The soil is heavy and occasionally salty. It contains alluvial fans where soil is relatively porous and drainage is good so that most of the salt has been leached out.

Cold Forest (Taiga)

Competing with deserts as the largest biome, taigas consist of great northern coniferous forests. Known also as the boreal forest, taigas can cover up to 11 percent of a planet's land surface. Usually, the northern limit of the boreal forest melds with the southern reach of the arctic front in summer. Its southern limit reaches the winter extent of the Arctic front. To the north of the taiga is tundra, devoid of trees other than dwarf willows that manage to eke out an existence in the brief summers. In the taiga, there are 30 days of sunlight—sufficient to allow trees to actually grow. Like other ecosystems, there is no obvious cutoff between where a taiga begins and ends. Instead, tongues of the taiga reach southwards into other forests. Beginning at about 100 miles south of the tundra is a zone of forest tundra that can range up to a hundred miles wide. It is here that stunted trees survive, including birch, alder, and willow trees. Grasses, mosses, and lichens accompany them in their struggle for survival. Further south is the actual taiga, consisting of massive areas of forest filled with firs, larches, spruces, and pines, only occasionally broken by waterways and other deciduous trees. Over two thirds of taigas can be permafrost, permanently frozen soil that

roots can barely penetrate. This means the water remains locked in the soil, making the land drier to plants than some deserts.

Conifers thrive in this environment because of the adaptability of their greenery. The small surface area of conifer needles retains heat but exposes the tree to sunlight by pointing in every direction. The waxy coating and sunken ventilation pores help resist desiccation. The trees are even conical for a good reason: it makes it more likely snow will slough off which would otherwise break branches. Despite the warmer climate that allows for tree growth, the taiga still suffers from raging blizzards that can pile snow into massive drifts that can remain for months. Water is thus locked into the snow and inaccessible to vegetation. Conversely, when the spring thaw comes, the plants face being waterlogged. This combination of conditions creates a soil that is acidic and infertile. Even when water pockets drain away, they take the nutrients with them. Temperatures in the taiga can actually be lower than the tundra during winter and stifling hot in the summer. Temperatures will drop as low as -90 °F in the dead of winter and then soar to over 85 °F in the summer.

Cold Hills (Steppe)

Steppes are dry, cold grasslands. There isn't much humidity in the air because steppes are located away from the ocean and close to mountain barriers. The steppe is usually found between the desert and the forest. Rainfall ranges from 10–30 inches per year. But in May, June, and August, the steppe can get 4–5 inches a month. All the steppes experience long droughts and violent winds. The temperature

between summer and winter varies greatly. Sometimes the summers are so hot that the grasses catch on fire. Known as “the red buffalo,” by some native tribes, steppe fires can sweep over millions of acres, clearing the way for fire-resistant perennials and fertilizing the ground with the ashes of the burned foliage. Summer temperatures can reach a sweltering 104° F. In the winter, there are no clouds to keep the heat from escaping into the atmosphere. In addition, winter winds regularly reach speeds of over 60 mph, creating numbing wind-chill temperatures. Temperatures below -40° F are common.

There are many plants in steppe, including a large variety of grasses. They include blue grama and buffalo grass, cacti, sagebrush, spear grass, and small relatives of the sunflower. The grasses are separated into three different groups, depending on how much rain they get. The tall grasses grow up to 4 1/2 feet because they live closer to the forest and receive more rainfall.

The short grasses can be less than 1 1/2 feet. They are closer to the desert. The last group is the mixed grasses. They grow 2–3 feet high and get 15–20 inches of rain per year.

Cold Marsh (Bog)

Bogs can be formed by glaciations that tears up the terrain, leaving lake-like formations called kettle holes. The retreating ice leaves shallow basins where rain collects and forms the wetland. Glaciers, however, are not responsible for all bogs. Any poorly drained lakebed or depression in the earth has the potential to fill with rainwater and become a bog. The bottom layer of a bog consists of peat. Peat forms when plants die, fall into the water, and are

compressed over time. This layer of peat can be up to forty feet deep. The acidic nature of peat, the cold climate, and low oxygen levels due to poor water circulation prevents bacteria from feeding on the plant material. This makes the rate of decomposition in a bog very slow and explains one cause of natural mummification. A thick concealing mat of vegetation often covers the surface of a bog. The mat forms when sphagnum moss covers open water where aquatic plants have become entangled. Gradually, the sphagnum carpets the surface of the entire bog. Other plants then take root in the sphagnum, including trees like the tamarack.

The bog doesn't have much to offer because of its soggy nature—most large animals are visitors and the terrain is too treacherous to hunt effectively in. Bogs do have peat, however, which is a valuable source of fuel. Also, if they are suitably dried out, trees can be used for timber. Bog plants are well adapted to the high acidity, low oxygen, low nutrient supplies, and moist growing surface found in bogs. Large plants, such as the black spruce, develop complex root systems to help absorb oxygen and nutrients. Smaller plants, like orchids, develop symbiotic relationships with other fungi that can supply them with important nutrients. Other plants that inhabit bogs include bladderworts, pitcher plants, and sundews – all of which resort to carnivorous habits to supplement their diets. Although few large animals inhabit bogs, a variety of wildlife including deer, bear, and moose sometimes frequent them. Few intelligent races inhabit bogs for long periods of time due to the difficulty in building any long-term structure.

Cold Mountains (Alpine Tundra)

Alpine tundra is located on mountains throughout the world at high altitude where trees cannot grow. The nighttime temperatures are usually below freezing, even in summer. Unlike the arctic tundra, the soil in the alpine is well drained. Temperatures are cold for most of the year, with much wind and snow. Temperatures remain low even during the growing season, which has an exceptionally short frost-free period. Mean annual temperatures range from 36–32 °F, and the average monthly temperature stays below freezing from seven to eleven months of the year. Soil ice is found in all soils in winter, and soil temperatures are low enough to form patches of permafrost. A common landscape feature of the tundra is solifluction terraces. These occur where water saturated soils move slowly down gentle slopes over permafrost. Most terraces possess a lush cover of forbs and sedges. The alpine tundra is a windswept, treeless area that extends from tree line to the highest mountain peaks. Much of the tundra appears as barren rock or as a cover of thin soils.

Yet in many places deep soils and abundant plant cover do exist. Winds are frequently strong, snowfall can be heavy, and the growing season is short, in some areas only thirty days annually. To resist strong winds and retain precious heat absorbed from the ground or attained through solar radiation, tundra species are commonly small, ground-hugging plants, such as prostrate woody shrubs (commonly willows), herbs, lichens and mosses. The plant life in alpine tundra also

includes tussock grasses, heaths, dwarf trees, and small-leafed shrubs. These small but hardy tundra plants face harsh winters of winds reaching speeds of more than 170 mph, surviving long periods of sub-zero temperatures, blizzards, drought, rocky soil conditions and strong sunlight. Severe weather can occur at any time of the year at this altitude.

Cold Plains (Tundra)

These Polar Regions are cold because the sun never actually rises very far above the horizon. Its rays only glance across the earth, and of the solar energy that does reach it, the ice sheets reflect 95 percent. The size of the ice sheets varies with the season. It also varies with the epoch—3 million years ago there were no ice sheets, and 40 million years in the past there were no polar ice caps. Bordering the ice sheets is the vast, treeless tundra. In the tundra, summers are short and winters are long, bitter affairs, with the temperature dipping below -150 °F.

Vegetation on the tundra is small by necessity. The biting winds mow down anything larger. Small, perennial plants thrive in the tundra, including campions, saxifrages, crowberries, bilberries, blueberries, dwarf birches, and willows. All the creatures of the tundra have developed important physical traits for survival in the cold. Their stubby, compact bodies conserve heat and their thick subcutaneous deposits of fat, blubber, or feathers help trap air next to the skin, retaining warmth. With the exception of the polar bear, their pelts change with the seasons, from shades of gray or brown to pure white in winter. Whenever possible, animals burrow into

the snow to avoid prolonged exposure to the unforgiving winds. Burrowing makes best use of the insulating properties of the snow, ice, and earth.

The tundra comes alive in the summer in a thick, lush growth, drawing birds from all over. The presence of large numbers of invertebrates in the water and the huge amount of insects attracts a wide variety of wading birds, geese, and ducks. Other predatory birds follow, including eagles, merlins, and falcons. Most leave when winter arrives, with the exception of the penguins (in the south) the rock partridge and the snowy owl (in the north). Caribou are common in large herds which migrate twice yearly from the taiga to the tundra, feeding and fattening themselves on the rich summer vegetation.

Surprisingly, summer brings a burst of life and a carpet of foliage, home to a million insects and accompanying insectivores.

Because the ice melts but cannot seep away into the permafrost, it turns into stagnant pools that are breeding grounds for insects. Springtails, beetles, and plant-sucking weevils abound. Carnivorous spiders and beetles are common, as are blowflies, dung beetles, and burying beetles. And of course, there are the mosquitoes. The blackflies and mosquitoes rise in summer, thicker than smoke. They torment every warm-blooded creature in the tundra. Their predations can drive some caribou (and men) completely mad.

Cold Underground (Ice Caves)

Glacier caves are created when streams flowing down the adjacent valley side continue beneath the ice. These caves tend to be elongated tunnels of a semi-circular cross-section, sloping

down towards the center of the glacier. Water within the caves may freeze onto cold rock surfaces. Water at a glacier bed may be in the form of a film that effectively lubricates the glacier-rock surface, making the entire cavern seem eerily smooth. Glacier caverns exist only so long as water flows in the area. Thus, glacier caves can open and close with the melting and freezing of the glacier itself. Avalanches and floods are an ever present danger. Ice flakes, sometimes several feet in length, threaten anyone walking through the caves as they regularly flake off from the walls. Cave inhabitants are usually small creatures that enjoy the moisture and darkness. They can include millipedes, moths, snails, spiders, foxes and owls. The damp darkness also provides a fertile environment for growing mushrooms. Where slivers of light creep into some caves, some foliage might even grow.





"We had discovered nothing save an accursed country. The tales which promised us wealth and adventure now are gone, stolen from us as quickly as the warmth hath been taken by the icy wind. We are trapped here, pinned beneath the fury of the storm. Through the storm we hear the beast's call, urging us to fling wide the door and embrace it with open arms. We had found the blizzards home...."

Weather

Weather plays an important role in any wilderness themed campaign setting. Present below are some of the basic rules and game mechanics detailing common weather found in the cold places of the world.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog. Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below might produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a - 4 penalty on all Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effect as normal snowfall but also restricts visibility as fog does (see Fog). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4 × 5 feet deep, especially in and

around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Deadly Hail: These storms replicate some of the same effects as a standard hail storm but have a much shorter duration and have the potential to cause serious bodily harm. The hail produced from these storms becomes large enough to deal 1d3 points of lethal damage (per round) to those who find themselves unprotected from its fury. A typical deadly hail storm lasts for 1d6×10 minutes.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward

Blizzard: A blizzard is a severe snowstorm characterized by strong winds. By definition, the difference between blizzard and a snowstorm is the strength of the wind. To be a blizzard, a snow storm must have winds in excess of 35 mph with blowing or drifting snow which reduces visibility to 300 feet or less and must last for a prolonged period of time — typically three hours or more. Ground base blizzards require high winds to stir up already fallen snow. Blizzards can bring near-whiteout conditions, and can

paralyze regions for days at a time, particularly where snowfall is unusual or rare. The combination of high winds, heavy snow (typically 1d6 feet), and bitter cold make blizzards a deadly occurrence for all who are unprepared for them.

Whiteout: Whiteout conditions occur in snowstorms or blizzards accompanied by a strong or stronger wind force. However, it doesn't have to be precipitating to create whiteout conditions. Snow fields buffeted by severe or stronger winds can also cause creatures to experience a whiteout. Characters in whiteout conditions take a –2 penalty to AC, are considered flat footed, move at half speed, and take a –4 penalty on Dexterity-based skill checks, as well as all perception checks that rely on vision. While in these conditions the character also gains total concealment (50% miss chance) in ranged based combat situations. These effects end when the character leaves the area of whiteout. Whiteout conditions stack with wind and snowfall. Visibility within a whiteout becomes 5 feet.



Cold Hazards

Cold Weather: An unprotected character in cold weather (below 40° F) must make Fortitude saves each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character that has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

Severe Cold: In conditions of severe cold or exposure (below -20° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage. A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (see hypothermia chart below).

Extreme Cold: Extreme cold (below -40° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who takes any damage from extreme

cold or exposure is beset by frostbite or hypothermia (see hypothermia chart below).

Supernatural Cold: Supernatural cold (below -70° F) deals 1d6 points of lethal damage per round (no save). In addition, a character must make Fortitude save (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who takes any damage from supernatural cold is beset by frostbite or hypothermia (see hypothermia chart below).

Avalanches

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10 × 500 feet by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Perception check can hear the avalanche or landslide when it is 1d6 × 500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a

Severe Cold DC	Extreme Cold DC	Supernatural Cold DC	Degree of Hypothermia	Signs and Symptoms	Physical Response	Condition
13	17	21	Mild	Shivering	–	Fatigued
15	19	23	Mild	Loss off Coordination	Withdrawn	Exhausted
17	21	25	Moderate	Lethargy	Slow Pulse	Staggered
19	23	27	Severe	Coma	Weak Pulse; slow respiration	Unconscious
21	25	29	Severe	Apparent Death	Cardiac arrest	Death

thunderstorm). A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone might be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried. Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 × 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, while rock and soil avalanches travel at a speed of 250 feet per round.

Jökulhlaups

Jökulhlaups happen when a glacier dams up water that has already melted. Once the water finds its way through the ice blocking its flow, the resulting explosion sends icy water flowing down the slopes at high speeds, spewing up to 30 miles out and turning up to 386 square miles of plain into a vast lake. Creatures in the jökulhlaup's path must make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of damage each round from the battering (1d3 on a successful DC 15 Swim check) plus potential nonlethal damage due to hypothermia. Huge creatures that fail are knocked down and face potential drowning.

Gargantuan and Colossal creatures must also make saves, but they only drown if the water rises above their heads.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

WindForce	Effect
Light	-2 penalty on perception checks
Moderate	-4 penalty on perception checks
Strong checks	-8 penalty on perception, 1d4 sonic damage/per round (Fort DC 14 half)
Severe	-12 penalty on perception checks; 1d6 sonic damage/round (Fort DC 16 half)
Windstorm	-16 penalty on perception checks; 2d6 sonic damage/round (Fort DC 18 half)
Hurricane	Perception checks are impossible; 4d6 sonic damage/round plus 1 level drain* (Fort DC 20, half)
Tornado	Perception checks are impossible; 6d6 sonic damage/round plus 1d4 level drain* (Fort DC 22 half)

* A successful save

Howling Tempest

Sometimes, during blizzards or other deadly winter storms within the HoarFrost, a howling wind can be heard sweeping across the barren Polar Regions. This supernatural wind is a voice of the dead, collection of the agonized wails of those who have died traumatic from exposure, avalanches, or the other hazards of these lands. These necromantic forces are only found at the center of particularly destructive winter storms and can be quite deadly to those who are unfortunate enough to encounter it. A storm which bears this title increases its winds effects, becoming one category stronger. In addition to the increased wind effects, the Howling Tempest causes the additional effects listed in the table below. An occurrence of the Howling Tempest lasts for 3d6 (+2 per wind category) rounds. The penalties on perception checks supersede those normally imposed by a particular level of wind force.

HYPOTHERMIA (5 Stage Hazard)

Hypothermia, sometimes mistakenly referred to simply as exposure, is a lowering of the body's core temperature caused by over-exposure to cold air or water. This hazard begins to take hold after characters have been exposed to severe or extreme cold hazards (see above). The beginning stages of Hypothermia may not be so apparent, both to the victim or any companions. Indeed, in the primary stages, the victim may even refuse to acknowledge there is a problem. Progression begins with a natural sense of cold accompanied by shivering. A feeling of numbness then occurs while shivering increases until it becomes quite noticeable and uncontrollable. Speech becomes garbled or incoherent, and the thought process slows. Body movements become erratic, and uncovered skin soon swells and appears blue. If the victim or members of his group do not spot the problem soon, unconsciousness will take place, followed by the possibly fatal lowering of the body core temperature resulting in death.

Hazard Stages

Presented within the following pages are alternate rules governing the handling of hazards in your game. While some of the more common hazards present only a single effect, others (like hypothermia) have many stages in which the hazard produces a variety of different effects. If a hazard has multiple stages it will be listed within its description. Each stage is presented in its own stat block and duration. At the end of each stage's frequency a time is listed. This time frame is when the hazard moves to the next stage. Once the hazard progresses the character must meet the new requirement to improve the condition.

Resolving a Multistage Hazard

If a character which has been afflicted by a multistage hazard progresses into a later stage of the hazard they may take a certain set of requirements in which recover from its effects. These requirements are listed under the hazards cure.

HYPOTHERMIA (Stage 1)

Type Hazard (Exposure); **Save** Fortitude (DC 13 Severe Cold, DC 17 Extreme Cold, DC 21 Supernatural Cold);

Onset Failed Save; **Frequency** Severe Cold (1/10 min.), Extreme Cold (1/min.), Supernatural Cold (1/rd.)/3 failed checks until progressing to stage 2

Effect Fatigued; **Cure** Special

HYPOTHERMIA (Stage 2)

Type Hazard (Exposure); **Save** Fortitude (DC 15 Severe Cold, DC 19 Extreme Cold, DC 23 Supernatural Cold);

Onset Failed Save; **Frequency** Severe Cold (1/10 minute), Extreme Cold (1/minute), Supernatural Cold (1/rd.)/ 3 failed checks until progressing to stage 3

Effect Exhausted; **Cure** Special

HYPOTHERMIA (Stage 3)

Type Hazard (Exposure); **Save** Fortitude (DC 17 Severe Cold, DC 21 Extreme Cold, DC 25 Supernatural Cold);

Onset Failed Save; **Frequency** Severe Cold (1/10 minute), Extreme Cold (1/minute), Supernatural Cold (1/rd.)/ 2 failed checks until progressing to stage 4

Effect Exhausted, Staggered, Exposure to Frost Bite (see below); **Cure** Special

HYPOTHERMIA (Stage 4)

Type Hazard (Exposure); **Save** Fortitude (DC 19 Severe Cold, DC 23 Extreme Cold, DC 27 Supernatural Cold)

Onset Failed Save; **Frequency** Severe Cold (1/10 minute), Extreme Cold (1/minute), Supernatural Cold (1/rd.)/2 failed checks until progressing to stage 5

Effect Unconscious, Exposure to Frost Bite (see below) **Cure** Special

HYPOTHERMIA (Stage 5)

Type Hazard (Exposure); **Save** Fortitude (DC 21 Severe Cold, DC 25 Extreme Cold, DC 29 Supernatural Cold)

Onset Failed Save; **Frequency** Severe Cold (1/10 minute), Extreme Cold (1/minute), Supernatural Cold (1/rd.)

Effect Death* **Cure** Special

**Regardless of current hit points*

Cure: A character that is in the grip of hypothermia must be removed from the source of the cold and no longer take damage from those effects before the danger can pass. This can be from finding reasonable shelter, having the means to warm the victim (by fire, magic, or body warmth) and the creature's ability to receive rest. A character who gains hypothermia from *Severe Cold* must rest an hour per stage of hypothermia before they no longer suffer its effects. A character who gained hypothermia from an *Extreme Cold* must rest 2 hours per stage acquired before no longer suffering any effects. A character who gained hypothermia from an *Supernatural Cold* must rest 4 hours per stage acquired before no longer suffering any effects.

Frost Bite

Frostbite occurs when a person's bodily fluids begin to freeze from the effects of cold temperatures. The condition typically occurs in high-altitude locations or when temperatures fall below 10 degrees Fahrenheit. Frostbite can be superficial to severe, depending on the immediate and long-term effects displayed. Body extremities commonly affected by frostbite include the feet, nose, hands and ears. The skin turns pale yellow or white after frostbite and takes on a waxy or hard appearance. Once warmed the tissue turns black and becomes hard, typically requiring amputation or removal.

Frost Bite

Type Hazard (Exposure); **Save** Fortitude (DC 16 Severe Cold, DC 20 Extreme Cold, DC 24 Supernatural Cold);

Onset Failed Save; **Frequency** Severe Cold (1/10 minutes), Extreme Cold (1/minute), Supernatural Cold (1/rd.)

Effect 1 Constitution Drain

Snow Blindness

Snow Blindness is a burn of the cornea (the clear front surface of the eye) by light reflected off snow and ice. The condition typically occurs at high altitudes on highly reflective snow fields or, less often, with a solar eclipse. Symptoms include tearing, pain, redness, swollen eyelids, headache, hazy vision, and even a temporary loss in vision.

Snow Blindness

Type Hazard (Exposure); **Save** Fort DC 15

Onset 1d6 hours; **Frequency** 1/hour (during day light hours)

Effect Blindness; **Cure** 2 consecutive saves

Thin Ice

The danger of this hazard lies in the fact that you can't judge the strength of ice just by its appearance, age, thickness, temperature, or whether or not the ice is covered with snow. Strength is based on all these factors in

Size	Example	Presence*	Area	Type
Sm.	Pond, Stream	60%	1d4x10ft.	C
Med.	Lake, River(small ^{*1})	40%	1d6x10ft.	C
Large	River(large ^{*1}), Iceberg	20%	2d10x10ft.	L
Huge	Frozen Sea, Ice shelf	10%	3d12x20ft.	S

*Warmer temperatures, like those found at the end of winter or early spring may increase this chance (as determined by the game master)

*1 Strong currents increase the presence of the hazards by one step.

addition to the depth of water under the ice, size of the water body, water chemistry and currents, the distribution of the load on the ice, and local climate conditions. This ice hazard occurs randomly along frozen bodies of water. First follow the chart below to determine the size and amount of weak points that may or may not exist along the body of ice.

Size: This is the size of the ice covering a body of water's area. When determining the size of the potentially hazard area the game master must also consider the depth of the body of water. Areas which have a large depth are considered one size smaller when determining the presence of a fault, as the deeper the depth the more likely that the ice will be thinner along the surface and less solid.

Example: This gives a few points of reference towards the sizes of typical bodies of water which will have this hazard present.

Presence: This percentage indicates the presence of thin ice within the area and the likely chance of disaster striking while the party moves across its surface.

Area: This number is the affected radius if the hazard is present. This is a radius from the origin point of the fault, and is determined randomly along the surface of the ice by the game master.

Type: Listed here are the types of dissolution that the hazard follows once the area of the hazard is treaded upon. The listed types are Collapse, Line Fault, and Separation. Once triggered, All listed type have an onset time of 1d2 rounds plus 1 per size category of the hazard. The hazard rolls an initiative check (+0 bonus) and is placed into the initiative count.

Once its onset duration reaches "0" the effects trigger.

Collapse: Once this hazard triggers the listed area collapses into the icy water dealing 2d6 damage to all within the areas effects, and exposing them to the onset of Hypothermia (see above).

Line fault: Once this hazard triggers a large crack 1d10+10 wide forms from the origin square, traveling in random directions (roll along the random direction chart). At the end of the hazards duration all areas within 30' radius of a fault line collapses (see above) and have a 40% of triggering another line fault (which rolls a new initiative check). This process is repeated until not other faults are present.

Separation: This occurs along huge places of frozen ice such as glaciers, frozen seas, and ice shelves. This extreme weakness is the stuff of true harrowing adventure and creates scenes of an adventuring party fleeing a massive collapse or becoming stranded on a huge piece of floating ice adrift in a frozen sea. The chances of this hazard type are rare but have occurred. Once the origin point is triggered the sound of cracking ice can be heard with a DC 15 perception check. Once the hazards duration expires the area in question separates (or falls away in the case of a glacier), leaving a rift, 1d10x10 feet wide, between the two once connected pieces. In addition this also triggers a massive fault line 1d10x100 feet long (spreading in two random directions away from the recently separated piece) which acts as a line fault.



"It matters little how much equipment we use; it matters much that we be masters of all we do use."

Cold Weather Equipment

Cold Weather Outfit

Cost 8gp; **Weight** 7lbs.

A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Cold Weather Outfit, Extreme

Cost 24gp; **Weight** 16lbs.

Much like a standard cold weather outfit, this package includes a thicker, and more insulated, version of the wool coat, linen shirt, wool

gloves, wool cap, heavy fur cloak, thick pants, and boots. This outfit grants a +7 circumstance bonus on Fortitude saving throws against exposure to extreme cold weather. Characters wearing this outfit suffer a -2 armor penalty check and may ignore the effects of severe cold exposure. This outfit is extremely rare outside of the far reaches of the northern regions.

Snow Goggles

Cost 2gp; **Weight** -

These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not

blindness). While wearing snow goggles, you incur a -4 circumstance penalty on all perception checks.

Snowshoes

Cost 15gp; **Weight** 8lbs

These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment. Snowshoes take 1 minute to don and a full-round action to remove.

Kit, Climber's

Cost 80gp; **Weight** 5lbs.

These crampons, pitons, ropes and tools give you a +2 circumstance bonus on Climb checks.

Kit, Mountain Climber's

Cost 160gp; **Weight** 25lbs.

These crampons, hammers, pitons, metal clips, spikes, ropes (200' ft.) and other tools give you a +4 circumstance bonus on Climb checks.

Sled, Dog

Cost 20gp; **Weight** 300lbs.

This is a wagon on runners for snow and ice travel.

In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it. Drawn across ice or snow, the sled is an almost entirely exposed structure. Eight riding dogs can pull the sled over ice or packed snow at a speed of 40 feet, even if it's fully loaded. Untracked snow slows the speed by one-half, and deep snow cuts it to one-quarter.

Blanket, Winter

Cost 5sp; **Weight** 3 lb.

A thick blanket made of wool or animal fur. This blanket can comfortably fit up to two characters. This blanket provides an additional +1 to survival checks to resist cold weather effects when used during a rest.

Blanket and Hood, Animal

Cost: 4gp (medium), 8 gp (Large), 18 gp (Huge); **Weight** 3 lb (medium), 5 lb (Large), 8 lb. (Huge)

Essential when travelling to colder climes, the fur-lined horse hood and blanket will keep a mount warm and free of ice during cold nights in camp. A mount wearing a blanket and hood can survive in temperatures as low as a 0° F without the need to roll for damage due to exposure. Once the temperature drops below 0° F, the mount must make Fortitude save every hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. The mount receives a +2 circumstance bonus to its saving throw when wearing a blanket and hood.

Body Sled

Cost: 45 gp; **Weight** 25 lb.

Measuring around 6 feet long, this sled can hold a creature of up to large size. Designed for pulling captured quarry, many use it instead to assist fallen comrades. The body sled multiplies a character's dragging load by one-and-a-half. If pulled over snow, the dragging load is doubled.

Climber's Kit, Masterwork

Cost: 400 gp; **Weight** 5 lb.

This high quality climber's kit contains the regular equipment of a standard kit, including pitons, boot tips, gloves and the climbing harness. Due to the quality of this kit, it provides a +2 circumstance bonus to all Climb checks and pitons may be affixed to sheer surfaces much quicker – two may be safely hammered within a single minute, increasing a climber's overall speed.

Winter Compass

Cost: 200 gp; **Weight** 1 lb.

Loadstone is a naturally occurring magnet that points towards the north when allowed to swing freely. Using a compass gives you a +4 circumstance bonus to survival checks to determine Direction. This item is extremely useful while trying to navigate the frozen

reaches of the Hoarfrost during a snowstorm or blizzard.

Ice Boots

Cost: 15 gp; **Weight** 1 lb.

These thick, white, fur boots offer grant the character a +2 circumstance bonus to any acrobatics checks made to avoid slipping and falling on ice.

Mountain Kit

Cost: 10 gp; **Weight** 20 lb.

A mountain kit contains everything that you might need to survive in a mountain setting. It includes basic survival tools as well as key specialty items that make mountain living easier. Possession of this kit gives you a +2 bonus to Survival skill checks to survive in a mountain environment. A kit lasts for 10 days of continuous use.

Mountain Kit, Masterwork

Cost: 60 gp; **Weight** 15 lb

A masterwork mountain kit contains all of the same materials as a mountain kit. It provides the same bonuses. The advantages of a masterwork kit are two-fold – it lasts for 20 days rather than 10 and weighs 15 pounds rather than 20 pounds.

Mountaineer's Outfit

Cost: 3 gp; **Weight** 5 lb.

A mountaineer's outfit is a many layered affair, with light inner shirts and trousers, heavy, waterproof trousers, a vest, heavy shirt, cloak, belt, boots and a sturdy hat. This outfit allows the traveler to respond quickly to the changing conditions of mountain weather.

Sleigh

Cost: 18 gp (**Two**-Person), 50 gp (**Four**-Person);

Weight:(**Two**-Person) 250 lb., (**Four**-Person) 425 lb.

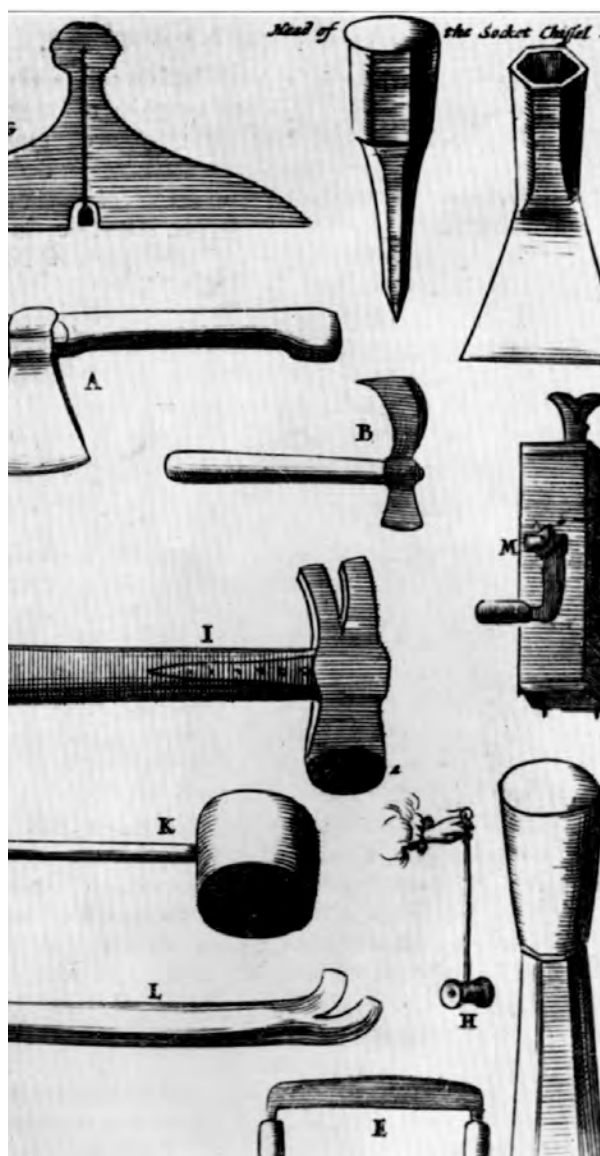
Common in arctic environments, the sleigh is a development of the light wagon. Travelling on hardwood runners, sleighs are often pulled by reindeer, dogs or other beasts of burden used

to cold conditions. Creatures pulling a sleigh can travel at their normal speed across snow, taking into account the weight of the sleigh and its cargo.

Winter Rations

Cost 1 gp ; **Weight** 1lb

Composed primarily of dried meat and girasol, winter rations are particularly useful in the reaches of the far north. These high energy trail rations provide a +2 bonus to any saves to resist the effects cold conditions, as they offset the body's energy expenditure to keep warm.





Deep within this desolate landscape of wooded foothills, and Ice covered cliffs are a number of savage creatures the likes I'm sure you have never faced. You have made funeral arrangements...haven't you?"

Bestiary

Presented below are new cold born terrors which inhabit the HoarFrost, or any other cold and arctic region, within your games world. Most of these creatures are savage and unforgiving examples of the environments in which they dwell. Some of the creatures found within the following pages are examples of the evolution which has transpired during the hundreds of years these lands have endured the grip of the ice's hold. Others, such as the Elder Elk and Ymir, are unique creatures that are held within the lore of these lands.

Creature	CR
Ice Spider	1
HoarFrost Elk	4
HoarFrost Ram	4
Winter Wight	4
HoarFrost Yeti	5
IceWisp	5
Polar Bear	5
HoarFrost Hound	6
Dire HoarFrost Ram	6
Glacial Gaunt	7
Elder Elk	9
Frost Hag	10
Horned Bear	10
Ice Spider, Goliath	12
Ymir, The White Mountain	16

Polar Bear

CR 5

XP 1,600

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +8

Defense

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

Hp 59(7d8+28)

Fort +9, **Ref** +6, **Will** +2

Offense

Speed 30 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 22, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 23 (27 vs. trip)

Feats Endurance, Run, Skill Focus (Survival), Toughness

Skills Perception +8, Survival +11, Swim +15;

Racial Modifiers +4 Survival, +4 Swim

Ecology

Environment cold plains

Organization solitary or pair

Treasure none

Special abilities Speed Burst

Burst of Speed (Ex) Once every 1d4+1 rounds, (as a swift action), a Polar Bear can double its base land speed. At the beginning of the polar bear's next turn, the creature gains the fatigued condition for the duration of its turn.

Adult males weigh between 770–1500 lbs and measure anywhere 11 and 13 feet in length. The legs of these creatures are stocky, while their feet are very large to distribute load when walking on snow or thin ice and to provide propulsion while swimming. The polar bear's claws are thick and jagged in comparison to other species perhaps to serve the creature's need to grip heavy prey and ice. The claws are

deeply furrowed on the underside to assist in digging in the ice of the natural habitat.

Polar bears are superbly insulated by up to 5 inches of blubber and have an extremely dense layer of fur covering its body. The polar bear has an extremely well developed sense of smell, being able to detect food sources up to 1 mile away and buried under 3 ft of snow. Its hearing is about as acute as that of a human, and its vision is extremely keen at long distances.

The polar bear is an excellent swimmer and individuals have been seen in open arctic condition waters as far as 200 miles from land. With its body fat providing buoyancy, it swims using its large forepaws for propulsion. When walking, the polar bear tends to have a lumbering gait and when quick movement becomes necessary to catch prey, the creature can reach surprising speeds for short bursts of time.



Horned Bear

CR 10

XP 6,400

N Huge animal

Init +4; **Senses** low-light vision, scent; Perception +15

Defense

AC 24, touch 8, flat-footed 24 (+16 natural, -2 size)

Hp 175 (14d8+112)

Fort +16, **Ref** +9, **Will** +9

Offense

Speed 30 ft.

Melee 2 claws +17 (2d6+6 plus grab), Gore +16 (2d6 + 6), Bite +18 (2d6+11)

Space 15 ft.; **Reach** 10 ft.

Statistics

Str 33 **Dex** 11, **Con** 26, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +10; **CMB** +24 (+27 grapple); **CMD** 35 (39 vs. trip)

Feats Endurance, Improved Initiative, Improved Natural Attack (Claws), Iron Will, Run, Skill Focus (Perception), Weapon Focus (Claws)

Skills Perception +15, Survival +16, Swim +22; **Racial Modifiers** +4 Swim, +4 Swim

Ecology

Environment cold forests

Organization solitary or pair

Treasure incidental

Special abilities Speed Burst

Burst of Speed (Ex) Once every 1d4+1 rounds, (as a swift action), a Dire Polar Bear can double its base land speed. At the beginning of the polar bear's next turn, the creature gains the fatigued condition for the duration of its turn.

This primeval creature takes the shape of a massive bear of terrifying size whose skull is crowned with an enormous set of spiked antlers. Dire bears of this size typically hibernate for many months at a time, awaking only long enough to go on devastating rampage throughout the region in an attempt to satiate its hunger. Thankfully, very few of these menacing creatures are active within the HoarFrost regions. To a student of nature, or careful observer, many signs can herald the destructive arrival of this beast. Many have witnessed erratic movements of entire herds of elk, and other land based creatures, fleeing from the path one of these creatures. Many times these creatures, following the trail of the fleeing pray, are lead to close proximity of human settlements. The resulting aftermath of these attacks are entire villages, and unprotected towns, laid to waste in the wake of the creatures hunger.



HoarFrost Elk

CR 4

XP 1,200

N Large animal

Init +2; **Senses** low-light vision; Perception +9

Defense

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

Hp 34 (4d8+16)

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

Offense

Speed 50 ft.

Melee gore +7 (2d6+5) or 2 hooves +2 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (4d6+7)

Statistics

Str 20, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 5

Base Atk +3; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Endurance, Lightning Reflexes, Run

Skills Perception +9

Ecology

Environment cold or temperate plains

Organization solitary, pair, or herd (5–50)

Treasure none

These creatures are representations of how powerful and majestic nature can be. Males have enormous antlers, which sweep gracefully, back over the shoulders with large spikes pointing forward. The Elk of the HoarFrost region on are estimated to weigh up to 1,600 pounds.

Elk calves are born in late spring or early summer when abundant food is available for the mother and the mild weather increases the calves' chances for survival. Birth usually occurs under the cover of dense spruce forests, hidden from predators and protected from the elements. As summer progresses, elk bands move above timberline and feed on the alpine slopes where breezes keep

biting insects at bay and young plants are highly nutritious.

In the late fall these herds begin to disperse into smaller bands as they move into wintering areas. The winter months are spent in lower valleys and in the dense spruce forests and small openings near the coastline searching for food.

These great creatures are hunted by humans as a staple source of food and furs. Many northern barbarians use the creature's horns as weapons or fetishes. The steep terrain, heavy timber and harsh weather make hunting these creatures a difficult and challenging pursuit. Once killed, the typical adult elk can provide over 900 lbs of meat to a hunter. The challenge then lies in retrieving and field dressing the slain creature before other predators, such as cave bears, catch wind of the kill.

Elder Elk

CR 9

XP 1,200

NG Huge celestial animal

Init +4; **Senses** dark vision 60 ft.; Perception +17

Defense

AC 24, touch 11, flat-footed 20 (+3 Dex, +12 natural, -2 size)

Hp 115 (10d8+70)

Fort +17, **Ref** +11, **Will** +9

DR 5/evil; **Resist** 5 acid, cold, electricity;

SR 13

Offense

Speed 60 ft.

Melee gore +16 (2d8+11) or 2 hooves +11 (1d8+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful charge (4d8+11), Smite Evil (1/day)

Spell-Like Abilities (CL 10th)

Constant - *Pass without Trace*, *Longstrider* (3/day) — *Cure Light Wounds*

Statistics

Str 32, **Dex** 17, **Con** 26, **Int** 6, **Wis** 19, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 31 (35 vs. trip)

Feats Endurance, Iron Will, Improved Iron Will, Lightning Reflexes, Run

Skills Perception +19

Ecology

Environment cold or temperate plains

Organization unique

Treasure none

Special Abilities *Inspiration*, *Raise Dead* (see below)

Inspiration (Ex) A good aligned creature who views an elder elk (at a distance no greater than 30 feet), for at least 1 minute gains the benefit of long lasting *Guidance* spell cast upon them. For each minute that the viewer looks upon the Elder Elk, the effects of the spell persist for a day's duration until discharged (rather than its standard duration of a minute.)

Raise Dead (Ex) Once per year an elder elk can perform an amazing feat to those who have garnered its favor. The creature can transfer some of its life essence into recently slain creatures and restore them to life as per the use of the *raise dead* spell. This ability works exactly like the spell, save that the elder elk can only use this ability on a good aligned creature, and suffers 3d6 constitution damage once the spell is complete. This constitution damage inflicted to the Elder Elk by the use of this ability cannot be removed or healed by any means except through natural healing.

Viewed as an omen of good luck, sightings of this noble creature are rare. The Elder Elk towers above others of its species, as its heavily muscled frame can weigh upwards of 3,000 pounds or more. These elk are revered and worshiped by the many tribes of barbarians who dwell throughout the tundra, and are viewed as a symbol of strength and survival within these harsh lands. The respect shown by these tribes does not go unnoticed by this mystical creature, as it allows the shamans of these people to adorn its massive antlers with charms and fetishes. These tokens are given to the elk, along with baskets full of freshly picked berries and seeds, as a tribute to sway the creature's favor, and ensure its continual blessings to the tribe.



Hoarfrost Hound

CR 6

XP 2,400

NE Large magical beast (cold)

Init +13; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +11

Defense

AC 21, touch 13, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 71 (6d10+36)

Fort +11, **Ref** +8, **Will** +5

DR 10/good; **Immune** cold; **SR** 15

Resist 10 fire

Offense

Speed 30 ft.

Melee bite +12 (1d8+9 plus 1d6 cold and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 19), Smite Good(1/day)

Statistics

Str 24, **Dex** 17, **Con** 22, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +6; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Bluff + 11, Perception +11, Stealth +8 (+14 in snow), Survival +9; **Racial**

Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival (while in cold climates)

Languages Common, Infernal

Ecology

Environment cold forests and plains

Organization solitary or pair

Treasure standard

These wicked beasts roam the frozen lands in search of humanoid prey in which to feast upon, as these demons savor the taste of human flesh. They haunt the outskirts of poorly guarded settlements or along well traveled roads by night, waiting for the chance to devour those

unaware of their presence. The creature will offer those within such places the choice of their damnation in the form a heinous act of willing sacrifice. The demon's promise is to leave the surrounding lands in peace if those within willingly produce a newborn child, or the settlements local clergyman as the creatures next meal. These oaths are swiftly broken, as the creature returns only a few nights later (sometimes as soon as the very next night) demanding yet another offering.

Luckily the demon abhors sunlight, and retreats into the deep places of the earth to slumber, waiting until the blanket of night (or the cover of a winter storm) to return to the lands with their dark torments. In combat the creature makes liberal use of its breath weapon as often as it can regardless of how many creatures are caught within its area. When not using its frozen breath, the demon prefers to engage opponents who openly wear the symbols of good deities, such as paladins and clerics, attempting to kill these targets quickly with it's smite good ability. While the very thought of the existence of organized packs of these creatures is enough to make any settler within the Hoarfrost region reconsider the length of their stay, these tales remain only wild rumors carried by travelers, as no proof of these tales exist....yet.



Ice Spider, Giant

CR 1

XP 400

N Medium Magical Beast

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

Defense

AC 16, touch 13, flat-footed 13 (+3 natural, +3 Dex)

Hp 25 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

Immune cold, mind-affecting effects

Offense

Speed 30 ft., burrow 10ft., climb 30 ft.

Melee bite +2 (1d6+1 cold plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

Spell-Like Abilities (CL 14)

3/day— *Chill Touch* (DC 11)

Weaknesses vulnerability to fire

Statistics

Str 11, **Dex** 17, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, **Perception** +4 (+8 in snow), **Stealth**+7 (+11 in snow); **Racial Modifiers** +4

Perception (in snow), +4 **Stealth** (+8 in snow), +16 **Climb**

Ecology

Environment any cold forests or hills

Organization solitary, pair, or colony (3–8)

Treasure incidental

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save.

These creatures are truly the products of evolution, having descended from the common breed of monstrous spiders which existed in the region many long ages ago when the lands were free of the ice and snowfall. As the climate grew colder, it challenged much of the natural wildlife to adapt to the dropping temperatures and long freezes, which threw the land into an icy stasis. The magic which swept these lands into perpetual winter also left marks upon the creatures found there, turning them into ice shrouded beasts blessed with an unnatural tolerance to the cold and unusual powers. Praying on smaller creatures such as arctic foxes and other land based creatures;

these spiders burrow into the snow and lie in wait until a meal draws to close. Persons bitten by this spider describe its poison as a raging fire in the blood which robs it's victims of their mobility. Some brewers with in the region pay quite handsomely for extracted venom, as it is used to brew exotic ale which can warm the blood and help fight off the effects of hyperthermia during long journeys.



Ice Spider, Goliath

CR 12

XP 19,200

N Colossal Magical Beast

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +22

Defense

AC 29, touch 1, flat-footed 28 (Dex-1, Natural +38, Size -8)

Hp 189 (14d10+112)

Fort +17, **Ref** +8, **Will** +7

Immune cold, mind-affecting effects

Offense

Speed 30 ft., burrow 10 ft., climb 30 ft.

Melee bite +24 (6d6+27+1d10 cold plus poison /19-20 /x2)

Space 30 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 14)

3/day— *Cone of Cold* (DC 15), *Chill Touch* (DC 11), *Ice Storm*

Weaknesses vulnerability to fire

Statistics

Str 46, **Dex** 8, **Con** 27, **Int** 4, **Wis** 16, **Cha** 6

Base Atk +14; **CMB** + 40; **CMD** 48 (56 vs. trip)

Skills Climb +35, Perception +22 (+26 in snow), Stealth -17 (-13 in snow); **Racial**

Modifiers +4 Perception, +4 Stealth (+8 in snow), +16 Climb

Feats Ability Focus (poison), Alertness, Improved Critical, Improved Natural Armor (2), Improved Natural Attack (Bite), Snatch

Ecology

Environment any cold forests or hills

Organization solitary

Treasure incidental

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d6 Dexterity damage; *cure* 2 consecutive saves.

Blessed with the mark of magic, some creatures have survived within these lands for many years and grown into towering monstrous versions of the standard creatures, and are imbued with more powerful spell like abilities.

These colossal insects make nests deep within the forest of ice which rest along the lower ridges of the Gray Peaks. Praying on anything which offers itself as a sizable meal, the goliath spider has been recorded to trap and devour elder elk, horses, and even lesser yeti with ease. Many of the caravans using the mountainous passes through these lands make sure to give a wide girth to know hunting grounds of these creatures.



Glacial Gaunt

CR 7

XP 3,200

NE Medium Undead (Cold)

Init +; **Senses** Darkvision 60 ft, life sight; Perception + 14

Aura Winters Clutch (30 ft., 1d6 damage)

Defense

AC 20, touch 10, flat-footed 20 (+10 natural)

Hp 85 (9d8+45)

Fort +7, **Ref** +3, **Will** +8

DR 10/magic; **Immune** cold, undead traits;

SR 15

Weaknesses vulnerability to fire

Offense

Speed 30 ft.

Melee Slam +10 (1d6+4 plus 1d6 cold plus Constitution drain)

Special Attacks Constitution drain, create spawn, Icy touch, spells

Spells Known (CL 7th)

2nd (3/day) — Chill Metal (DC 14), Summon Nature's Ally II¹, Ice Skin*

1st (4/day) — Long strider, Produce Frost*, Summon winter's Ally I¹

*New spell

Statistics

Str 17 **Dex** 11, **Con** -, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 20

Feats Ability Focus (Frozen Grasp), Lunge, Toughness, Weapon focus (slam), Stealthy

Skills Climb +15, Knowledge (arcane) +12, Perception +14, Stealth +13.

Languages common

SQ undead traits

Ecology

Environment cold mountains

Organization Solitary, pair, or tomb (3–8)

Treasure standard

Create Spawn (Su): Any humanoid slain by a glacial gaunt rises as a glacial gaunt at the next midnight. Spawn are under the command of the glacial gaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frozen Grasp (Su): Living creatures hit by a glacial gaunt's slam attack must succeed on a DC 19 Fortitude save or suffer 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the glacial gaunt gains 5 temporary hit points. Temporary hit points gained in this manner last one hour.

Icy Touch (Su): A glacial gaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Winter's Clutch (Su): A 30 ft. aura composed of blinding snow and freezing winds surrounds the glacial gaunt at all times. At the start of glacial gaunt's turn the aura deals 1d6 cold damage to each creature caught within it. The aura obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

This creature has blackened skin and limbs covered in frost bite. It wears weather beaten furs covered in clinging ice, and its black eyes are shrunk and cold. When animated, these corpses become, intelligent undead tied to alpine glaciers and vast polar ice caps. A glacial gaunt is a weathered, mummified like creature which stalks the living during harsh blizzards and heavy snowfalls. It can speak in a harsh rasping voice common to frostbite victims. It is typical for adventures to mistake the call of this creature's voice as a cry for help from a hindered traveler in need of aid. A glacial gaunt is commonly the result of captured travelers and common folk who are carried to the high places of the world and then sacrificed in the name of the old gods. Because their well preserved flesh makes them appear almost human at a distance, a glacial gaunt can sometimes fool others into following them into hazards such as glacial crevasses or avalanches, or onto dangerously thin ice. A glacial gaunt speaks Common and its native language if a race other than human.



HoarFrost Yeti

CR 5

XP 1,600

N Large monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft., scent; Perception +12

Defense

AC 20, touch 12, flat-footed 19 (+3 Dex, +9 natural, -1 size)

Hp 57 (6d10+24)

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

DR 10/-; **Immune** cold

Weaknesses vulnerability to fire

Offense

Speed 40 ft., climb 30 ft.

Melee 2 claws +11 (1d6+6 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks frightful gaze, rend (2 claws, 1d6+8 plus 1d6 cold)

Statistics

Str 23, **Dex** 16, **Con** 19, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +13; **CMD** 26

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +23, Intimidate +11, Perception +12, Stealth +9 (+17 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

Ecology

Environment cold mountains

Organization solitary, pair, or tribe (3-8)

Treasure standard

Special Abilities

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that hits it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 15 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves

cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

The Yeti of the HoarFrost is a large, savage humanoid who haunts the reaches of arctic mountains in search of prey. Their ability to blend into the snow, coupled with their eerie howl sometimes heard echoing through the mountains, has labeled them as sinister, supernatural creatures, which hunt and kill man for pleasure. They are the constant source of rumors, and are often the explanations behind a missing expedition or lost caravan in the harsh cold environments in which they dwell. HoarFrost Yeti stands almost 9 feet tall and weigh upwards of 600 pounds or more. Their powerful built bodies are covered in long, white fur. Their hands are vicious claws used to rend and tear the flesh of their victims. These creatures have flat and widened feet which helps them to disperse their weight on treacherous snowfields and ice allowing them to transverse these terrain types. Much of the time the yeti travels on all fours like gorillas, but during a fight very they stand erect showing their true stature. Their eyes are a cold blue or white and visibly glow during the night. The HoarFrost Yeti is a master of stalking their prey and often lies in ambush to catch their victims unaware.



Ymir, The White Mountain

CR 16

XP 76,800

NE Huge monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft., scent; Perception +21

Defense

AC 30, touch 9, flat-footed 28 (+1 Dex, +21 natural, -2 size)

Hp 290 (20d10+180)

Fort +17, **Ref** +13, **Will** +15

Immune cold

Weaknesses vulnerability to fire

Offense

Speed 30 ft., climb 20 ft.

Melee 2 claws +28 (3d6+13 plus 2d6 cold plus Grab (19-20/x2), Bite +23 (2d12 + 13 plus 2d6 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks Avalanche Call, Frightful Gaze, Savage Rend (2 claws, 3d8+19 plus 2d6 cold)

Statistics

Str 37, **Dex** 12, **Con** 26, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +20; **CMB** +29(+2 vs. Bull Rush, +4 vs. Grapple); **CMD** 39(+2 vs. Bull Rush)

Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Critical (Claw), Improved Bull Rush, Improved Natural Attack (Claw), Intimidating Prowess, Power Attack, Toughness

Skills Climb +33, Intimidate +38, Perception +21, Survival +16, Stealth +16 (+28 in snow);

Racial Modifiers +4 Stealth (+12 in snow)

Languages Aklo

Ecology

Environment cold mountains

Organization solitary (Unique)

Treasure incidental

Intense Cold (Su) The Ymir's body generates extreme cold, dealing an extra 2d6 points of cold damage to any creature that contacts him with a natural attack or unarmed strike, or

whenever it hits a foe with its claws or rend attack. If Ymir scores a critical hit with an attack this damage increases to 2d10.

Frightful Gaze (Su) Creatures within 30 feet that meet the Ymir's gaze must succeed on a DC 22 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze for 1day.

Savage Rend (Ex) Once Ymir's rend ability is triggered, his powerful claws inflict damage as if Ymir where a creature one size category larger than his size.

Grab (Ex) If Ymir successfully hits with a claw attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Icy Crush (Ex) Once the Ymir establishes a hold he can crush an opponent with his powerful arms, dealing 6d8 + 26 bludgeoning damage. In addition to this damage, the Ymir's intense cold ability inflicts damage as if he had scored a critical hit (dealing an extra 2d10 instead of 2d6 damage) when he successfully maintains a grapple .

Avalanche Call (Su) 3/day day the Ymir can bellow a deep throated roar which rips across the landscape duplicating the effects of an *Earthquake* spell. The Ymir is treated as having a caster level equal to his hit dice for the use of this ability and suffers any ill effects arising from its use.

The lands of the HoarFrost Regions are filled with legends that

speaking of a creature of impossible size and brutality which only travels under the shroud of wicked winter storms. Reports of lost caravans, destroyed villages, adventures and other countless dead are all laid at the proverbial doorstep of this nightmarish beast. Those local to the region have given the creature a name, which they only speak of in whispered tones around campfires for fear that it will summon the creature's wrath to the lands once again. Ymir. In the native tongue the name means death, and is used as a curse by the witches and crones of the barbarian tribes which roam the frozen lands.

The Ymir is an ancient yeti whose origins have been lost to the frozen ages of the Hoarfrost. Some claim that the beast is from another age, trapped by the encroaching ice, and finally released upon the world when all of the lands shuddered during the fall of Ne'cerion Empire. The druids hold oath that the Ymir is a force of nature awakened to protect and destroy any who would dare cross into the frozen lands and attempt to pillage them as the humans to the south have done. In offering to the beast the savage druids offer the flesh of those who would trespass into their lands, binding the victim, stripping them of all garments and bathing them in scented oils before leaving them before the foot of the great mountains as sacrifice.



Winter Wight

CR 4

XP 1,200

LE Medium undead (cold)

Init +1; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

Hp 36 (5d8+13)

Fort +4, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

Offense

Speed 30 ft.

Melee slam +5 (1d4+1plus1d6 cold plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 15)

Statistics

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +5; **CMB** +5; **CMD** 16

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +12, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

These are the risen remains of explores or adventures which have died from exposure while in arctic mountains and tundra's. Over long winters or on high snow covered peaks, the forgotten human remains become perfectly preserved, as the corpse still has hair, clothes, and skin. Many times these creatures arise to wander the reaches of the frozen north in search of victims, seeking any way to relieve the pain of their frozen existence through acts of cruelty and violence.



Frost Hag

CR 10

XP 9,600

NE Medium cold outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

Hp 119(13d10+48)

Fort +15, **Ref** +8, **Will** +12

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 25

Offense

Speed 30 ft.

Melee 2 claws +15 (1d4+6), bite +15 (2d6+6 plus disease)

Special Attacks *Lingering Cold*

Spell-Like Abilities (CL 13th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*ray of enfeeblement* (DC 15)

Spells Known (CL 13)

5th (3/day) - Cone of Cold

4th (5/day) — Ice Storm, Wall of Ice,

3rd (6/day) — Hold Person (DC 17), Ray of Exhaustion (DC18), Sleet Storm

2nd (6/day) — Freezing Ray*, Ghoul Touch (DC17), Spectral Hand, Blindness/Deafness (14)

1st (6/day) — Mage Armor, Chill Touch (DC 15), Protection from Good, Obscuring Mist, Charm Person (DC13)

0 (at will)— Touch of Fatigue, Bleed, Ray of Frost, Daze, Read Magic, Mage Hand

Statistics

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +10; **CMB** +15; **CMD** 29

Feats Alertness, Combat Casting, Deceitful, Elemental Focus (cold), Spell Focus (Necromancy)

Skills Bluff +17, Diplomacy +14, Disguise +18, Intimidate +14, Knowledge (arcana) +14, Knowledge (planes) +16, Perception +18, Stealth +16, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*)



Ecology

Environment any evil-aligned plane

Organization solitary, or coven (3 hags of any type)

Treasure standard

Special Abilities

Disease (Su) *Chill Blood*: Bite—injury; *save* Fort DC 22; *onset* immediate; *frequency* 1/day; *effect* 1d6 Dex damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

WinterStone (Su) All Frost hags carry a Winterstone—a special gemstone worth at least 2,400 gp that is worn as a periapt.

A Winterstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a Winterstone retains its magic for only 24 hours before becoming a nonmagical gem again. The Winterstone grants the wearer the effects of a continual *Endure Elements* spell. In addition, a Winterstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A frost hag that loses this charm can no longer use her *Lingering Cold* ability until it finds a replacement gemstone.

Lingering Cold (Su) Any spell cast by the Frost Hag, and which has the cold descriptor, gains the benefits of the meta magic feat *Lingering Spell*. This ability allows the hag to cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. This ability does not increase the level of the spell and can be applied as a free action 3/day. Lingering Cold is ability granted from the hag's Winterstone and only usable while the charm is in her possession.

Terrifying creatures found in the most desolate regions of snow and ice, frost hags are maniacal and evil fiends who travel the lands disguised as lost travelers or innocents in need of help. It is not uncommon that these hags will try to find their way into towns or villages which are isolated in the harsh environments and slowly kill and eat those who were fooled into trusting the creature. Many tales warn of the remnants of villages found after the snows have relented, no trace of any of the settlements occupants found except the marrow drained bones arranged into a neat pile. These hags prey upon mortals in the midst of violent winter storms and heavy snowfalls .A rapping at the gate during such conditions always spells ill omen. Preferring to kill their prey slowly,

frost hags typical will infect their pray with their chill blood ability, then follow the hapless soul until they die of exposure, then gorge themselves with a meal of frozen flesh. Frost hags vary widely in appearance, standing between 5 and 7 feet tall, and weighing from 130 to 240 pounds with skin that bears deep hues of blue and purple.



Icewis p

CR 5

XP 1,600

CE Small cold aberration (air)

Init +13; Senses darkvision 60 ft.; Perception +13

Defense

AC 23, touch 23, flat-footed 14; (+5 deflection, +7 Dex, +1 size)

Hp 32 (7d8)

Fort +3, **Ref** +10, **Will** +9

Defensive Abilities natural invisibility; Immune magic, cold

Offense

Speed fly 40 ft. (perfect)

Melee Ice Burn +16 touch (2d4 cold plus Frostburn)

Statistics

Str 1, **Dex** 25, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 22

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +19, Bluff +10, Escape Artist +20, Fly +28, Perception +13, Stealth +25

Languages Aklo, Common

SQ frostburn

Ecology

Environment any arctic

Organization solitary, pair, or string (3–6)

Treasure incidental

Special Abilities

Frostburn(Su) Frostburn (injury); **save** Fort DC 14; **onset** immediate; **frequency** 1/round for 4 rounds; **effect** 1d3 Dex damage; **cure** 2 consecutive saves.

Any time a will-o'-wisp damages a creature its skin begins to freeze and blacken as frostburn takes hold.

Immunity to Magic (Ex) A Icewis p is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex) A Icewis p has the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

These small creatures take the form of glowing spheres of white flame which wink into and out of sight. As an Icewis p draws near a victim can feel the "fire" which surrounds the creature shedding extreme cold. Every arctic explorer and caravan guard who braves the tundra has a name for these menacing sprits. Some believe they are the products of those lost within blizzards or the restless souls of criminals banished into the frozen wastes. Whatever the truth behind these strange creatures they prove to be a constant danger to those who would approach too near. They are drawn to the things they despise-light, and heat – and will attempt to kill any whose posses them, focusing attacks on those who bear a torch or lantern as targets over all others. These creatures are only seen during the night or during snowfall.



HoarFrost Ram

CR 4

XP 1,200

N Medium animal

Init +3; **Senses** low-light vision; Perception +0

Defense

AC 16, touch 13, flat-footed 13 (+3 Dex, +1 Dodge, +3 natural)

Hp 31(5d8+8)

Fort +10, **Ref** +8, **Will** +2

Offense

Speed 30 ft.

Melee gore +7 (1d6+6)

Statistics

Str 19, **Dex** 17, **Con** 14, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +7(+11 vs. Bull Rush);

CMD 17 (21 vs. trip, 25 vs. Bull Rush)

Feats Nimble Moves, Mobility, Dodge

Skills Acrobatics +3 (+15 when jumping),

Climb +5, Survival +0 (+8 to find food); **Racial**

Modifiers +12 Acrobatics when jumping, +8

Survival to find food

Ecology

Environment any cold

Organization solitary, pair, or herd (3–12)

Treasure none

Powerful Charge (Ex) When a HoarFrost Ram hits with a charge attack, the attack deals an extra 2d6 damage and allows the ram to automatically attempt a bull rush combat maneuver. The HoarFrost Ram gains the benefits of the *Improved Bull Rush* feat during this attempt.

HoarFrost Rams are easily distinguishable by their large black horns. These creatures are well adapted for extreme winter conditions and have a long, shaggy winter coat. A crest of long, erect hair up to eight or more inches in length runs along the spine, on the rump, and over the shoulders and neck.

Often found in herds, these animals can be seen agilely leaping from the mountainous slopes and snow covered broken cliffs. Many

within the frozen regions seek these creatures as mounts and, while hard to domesticate, they provide an excellent way of traversing the treacherous cliffs.

HoarFrost Rams have a broad habitat. They are a subarctic as well as arctic species. These animals live in the mountainous ridges, meadows, and steep, rocky slopes of this harsh environment. Due to their powerful stature and broad horns these creatures have very few predators. Some of these predators would include polar bear, giant golden eagles, and dire worgs. Humans hunt these creatures for food and for their warm furs and leathers.



Dire HoarFrost Ram

CR 6

XP 2,400

N Large animal

Init +3; **Senses** low-light vision; Perception +0

Defense

AC 19, touch 12, flat-footed 13 (+2 Dex, +1 Dodge, +7 natural, -1 size)

Hp 68(8d8+32)

Fort +13, **Ref** +8, **Will** +3

Offense

Speed 30 ft.

Melee gore +14 (1d10+12)

Statistics

Str 27, **Dex** 15, **Con** 18,

Int 2, **Wis** 12, **Cha** 5

Base Atk +6; **CMB** +15

(+19 vs. Bull Rush); **CMD**

25 (29 vs. trip, 29 vs. Bull

Rush)

Feats Nimble Moves, Mobility, Dodge, Improved Natural Attack (Gore)

Skills Acrobatics +4(+16 when jumping), Climb +7, Survival +4 (+12 to find food); **Racial Modifiers** +12 Acrobatics when jumping, +8 Survival to find food

Ecology

Environment any cold

Organization solitary, pair, or herd (3–12)

Treasure none

Powerful Charge (Ex)

When a HoarFrost Ram hits with a charge attack, the attack deals an extra 2d10 damage and allows the ram to automatically attempt a bull rush combat maneuver.

The HoarFrost Ram gains the benefits of the *Improved Bull Rush* feat during this attempt.

Dire HoarFrost Rams are the product of old age, as these great creatures can live to almost two hundred years of age. HoarFrost rams weigh upwards of 600 lbs or more and have massive horns which can attribute to one fifth of the creatures total weight. While many of the standard species has white shaggy fur, these creatures bear a thick black pelt.



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