**Frozen Zombies**

NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

Cold Resistance 5; Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6 +4) or freezing touch +4 (1d6 cold)

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Special Qualities staggered

**Haldyr Bjornson (*desecrated* Ghoul)**

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 15 (2d8+6)

Fort +3, Ref +3, Will +6

Defensive Abilities channel resistance +5; cold resistance 5; undead traits

OFFENSE

Speed 30 ft.

Melee bite +4 (1d6+2 plus disease and paralysis) and 2 claws +4 (1d6+2 plus

paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; CMB +3; CMD 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

SPECIAL ABILITIES

**Disease (Su)** Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day;

frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive

saves.

**Haldyr Bjornson (*desecrated* Wight)**

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

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

hp 30 (4d8+12)

Fort +4, Ref +3, Will +6

Defensive Abilities channel resistance +3; undead traits; cold resistance 5

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4+2 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; CMB +5; CMD 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16;

Racial Modifier +8 Stealth

Languages Common

SQ create spawn

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 freewilled

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.