# Quest for the Frozen Flame

# 1 - Broken Tusk Moon

# – Fires on the Horizon

**Moose**

Recall knowledge – Animal (Nature): DC 18

Creature 3

**N** **Large** **Animal**

Source Bestiary 3 pg. 173

**Perception +9**; low-light vision, scent (imprecise) 60 feet

**Skills** Athletics +12 (+14 to Swim), Intimidation +8

**Str** +5, **Dex** +3, **Con** +4, **Int** -4, **Wis** +0, **Cha** +1

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**AC** 18; **Fort** +11, **Ref** +10, **Will** +5

**HP** 50

**Cold Adaptation** The moose reduces the effects it suffers from cold environments by one step.

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**Speed** 30 feet

**Melee** antler (1 action) +12 [+7/+2], **Damage** 1d10+7 piercing

**Melee** hoof (1 action) +12 [+7/+2], **Damage** 1d8+7 bludgeoning

**Kick Back** (1 action) The moose bucks and kicks back with both hind hooves, making a Strike with a –2 circumstance penalty to the attack roll. If it hits, it deals an extra 1d8 bludgeoning damage. This counts as two attacks when calculating the moose's multiple attack penalty.

**Thundering Charge** (2 actions) The moose Strides twice and then makes an antler Strike. A Medium or smaller creature damaged by this attack must succeed at a DC 18 Fortitude save or be stunned 1.

**Trample** (3 actions) Medium or smaller, hoof, DC 20

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**Moose Tracks**

Moose thrive in cooler climates and have many adaptations to survive in the cold, including thick skin and dense, heat-retaining fur. They often make their own trails in the snow to find the best food. Adventurers sometimes stumble upon these trails and assume they lead to shelter, only to find themselves happening upon a fiercely territorial moose.

**Raven Swarm**

Recall knowledge – Animal (Nature): DC 18

Creature 3

**N Large Animal Swarm**

Source Bestiary 2 pg. 221 2.0

**Perception** +9; low-light vision

**Skills** Acrobatics +10, Thievery +10

**Str** +0, **Dex** +3, **Con** +0, **Int** -4, **Wis** +4, **Cha** +0

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**AC** 19; **Fort** +7, **Ref** +12, **Will** +9

**HP** 30; Immunities precision, swarm mind; Resistances bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, splash damage 5

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**Speed** 10 feet, fly 40 feet

**Enraged Cunning** There are few things as dangerously persistent in the natural world as an angry unkindness of ravens. A raven swarm can hound its prey through most barriers. Simple latches, unsecured chimney flues, loosely shuttered windows, and similar obstacles rarely keep an unkindness away. A raven swarm attempts a Thievery check to bypass many of these simple obstructions, typically against DC 20.

**Swarming Beaks** (1 action) The ravens' angry pecking deals 1d8 piercing damage to each enemy in the swarm's space (DC 20 basic Reflex save). A creature that critically fails its save is blinded for 1d4 rounds as the ravens focus their attacks on the target's vulnerable face.

**Shaggy Shemven (male Korred)**

Recall Knowledge – Fey (Nature): DC 21

Creature 4

**Uncommon** **CN** **Small** **Fey**

Source Bestiary 2 pg. 155 2.0

**Perception** +12; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +11, Crafting +11, Deception +13, Performance +13, Stealth +11

**Str** +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5

**Items** club, pouch with 5 rocks

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**AC** 21; **Fort** +10, **Ref** +13, **Will** +10; +1 status to all saves vs. magic

**HP** 65; Weaknesses cold iron 5

**Animated Hair** (aura, primal, transmutation) 5 feet. The korred's long, animated hair reaches out and interferes with creatures in the area. The korred can select which targets are affected by their animated hair. An affected creature that ends its turn in the emanation must succeed at a DC 18 Reflex save or become clumsy 1(clumsy 2 on a critical failure) as long as it remains in the aura.

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**Speed** 25 feet

Melee (1 action) club +14 [+9/+4], Damage 2d6+7 bludgeoning

Ranged (1 action) rock +14 [+9/+4] (brutal, range increment 20 feet), Damage 1d6+7 bludgeoning

Ranged (1 action) club +14 [+9/+4] (thrown 10 feet), Damage 2d6+7 bludgeoning

**Primal Innate Spells** DC 21; 6th stone tell; 4th shape stone (at will), shatter (at will)

**Hair Snare** (1 action) (incapacitation, primal, transmutation) The korred causes a long, tangled length of their hair to detach from their body and snake out to coil around an adjacent creature. The creature must attempt a DC 21 Reflex save. The korred cannot use Hair Snare again for 1d4 rounds.

**Success** The creature is unaffected.

**Failure** The hair wraps around the creature. The creature takes a –10-foot circumstance penalty to all of its Speeds until it Escapes (DC 21) or until the korred uses Hair Snare again (at which point the previous snare drops to the ground, no longer animated).

**Critical Failure** The creature is immobilized until it Escapes (DC 21) or the korred uses Hair Snare again.

**Otherworldly Laugh** (2 actions) (auditory, evocation, incapacitation, primal, sonic) Frequency three times per day; Effect The korred unleashes an otherworldly laugh. Each non-fey creature within a 30-foot burst must attempt a DC 21 Fortitude save. On a failure, the creature is slowed 1 for 1 round (or stunned 1 on a critical failure).

**Stone Stride** (2 actions) (conjuration, earth, primal, teleportation) The korred steps into a block of stone large enough for them to fit inside and instantly teleports to any other stone within 30 feet that has the same minimum size. Once the korred enters the stone, they instantly know the rough locations of other sufficiently large stones within 30 feet. They can exit from the original stone, if they prefer. They can't carry extradimensional spaces with them when they Stone Stride; if the korred attempts to do so, Stone Stride fails.

**Throw Rock**

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**Korred Dances**

Despite their insular nature, korreds love to dance. On certain auspicious dates, korreds hold great festivals of music and dance in ancient stone circles deep within forest glades. A few non-korred fey sometimes receive invitations to these dances, but any non-fey who interrupts the dance is berated at best or attacked at worst.

**Elessiabosa (female Water Mephit)**

Recall Knowledge – Elemental (Arcana, Nature): DC 15

Creature 1

**N** **Small** **Aquatic Elemental Water**

Source Bestiary pg. 151

**Perception** +3; darkvision

**Languages** Aquan

**Skills** Athletics +6, Stealth +6

**Str** +1, **Dex** +3, **Con** +1, **Int** -2, **Wis** +0, **Cha** +0

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**AC** 16; **Fort** +7, **Ref** +11, **Will** +4

**HP** 20 (fast healing 2 (while underwater)); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** acid 3, fire 3

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**Speed** 20 feet, fly 25 feet, swim 25 feet

**Melee** (1 action) claw +8 [+3/-2] (finesse), **Damage** 1d6+1 slashing

**Arcane Innate Spells** DC 17, attack +9; 2nd acid arrow

**Breath Weapon** (2 actions) (acid, arcane) The water mephit breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). The water mephit can’t use Breath Weapon again for 1d4 rounds.

**Drench** (1 action) (abjuration, arcane, water) The water mephit puts out all fires in a 5-foot emanation. The mephit extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).

**Giant Tapir**

Recall Knowledge - Animal (Nature): DC 16

Creature 2

**N** **Large Animal**

**Perception** +8; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +8 (+10 to Swim), Stealth +5

**Str** +4, **Dex** +1, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

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**AC** 18; **Fort** +11, **Ref** +7, **Will** +6

**HP** 30

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**Speed** 25 feet; splayed toes

**Melee** (1 action) jaws +10 [+5/+0], **Damage** 1d8+6 piercing

**Grinding Bite** (1 action) **Requirements** The giant tapir's last action was a successful jaws Strike against a creature; **Effect** The tapir gnaws the target's flesh and muscle with its blunt teeth. The creature must attempt a DC 18 Fortitude save.

**Critical****Success** The creature is unaffected.

**Success** The creature is enfeebled 1 until the start of its next turn.

**Failure** The creature takes 2d4 bludgeoning damage and is enfeebled 1 until the end of its next turn.

**Critical Failure** The creature takes 4d4 bludgeoning damage and is enfeebled 1 for 1 minute.

**Splayed Toes** Giant tapirs ignore difficult terrain from mud and shallow water.

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**Tapir Mounts**

Like horses, to which they're distantly related, giant tapirs make serviceable mounts. Few giant tapirs have the temperament to serve as war-steeds, even with years of training, and they aren't as fast as horses. Thus, most giant tapirs are suitable only for casual travel or carrying luggage. Giant tapirs eagerly charge into or across water, which can take an unready rider by surprise.

Tapirs trained as mounts gain the Buck reaction (DC 16).

**Burning Mammoth Hunters**

Creature 0

**Uncommon NE Medium Human Humanoid**

**Perception** +7

**Languages** Hallit

**Skills** Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

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**AC** 16; **Fort** +4, **Ref** +7, **Will** +7

**HP** 15

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The hunter Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +8 [+3/-2], **Damage** 1d6+2 piercing

**Ranged** (1 action) sling +7 [+2/-3] (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+2 piercing

**Muscle Slicer** A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

**Giant Porcupine**

Recall Knowledge – Animal (Nature): DC 16

Creature 2

**N** **Medium** **Animal**

Source Bestiary 3 pg. 207

**Perception** +8; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +8 (+10 to Climb)

**Str** +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

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**AC** 18; **Fort** +10, **Ref** +8, **Will** +6

**HP** 32

**Passive** A creature that hits a porcupine with an unarmed Strike or a non-reach melee Strike takes 1d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d4 persistent piercing damage as the quills hook into its flesh.

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**Speed** 25 feet

**Melee** (1 action) quills +11 [+6/+1], Damage 1d8+4 piercing plus embed quill

**Melee** (1 action) tail +11 [+6/+1], Damage 1d6+4 bludgeoning

**Embed Quill** A creature damaged by the porcupine's quills Strike must succeed at a DC 18 Reflex save or some of the quills remain embedded in its body, dealing 1d4 persistent piercing damage.

**Rearward Rush** (2 actions) **Effect** The porcupine scuttles backward, quills extended. It Strides twice, then makes a quill Strike. The target is flat-footed against this Strike unless it has seen a Rearward Rush before.

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**Protected Assets**

While a giant porcupine is well protected, it's also highly sought after by hunters. Its soft flesh is very tasty when cooked, a delicacy prized in woodland communities. The porcupine's quills are another valued commodity, reaching nearly 3 feet long. Skilled artisans use the smaller quills to craft beautiful, wearable art, while the longer ones can be made into lightweight throwing weapons.

**Burning Mammoth Burnbearer**

Recall Knowledge - Humanoid (Society): DC 15

Creature -1

**Uncommon NE Medium Human Humanoid**

**Perception** +6

**Languages** Hallit

**Skills** Athletics +4, Intimidation +3, Stealth +5, Survival +4

**Str** +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

**Items** club, padded armor, torches (3)

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**AC** 15; **Fort** +6, **Ref** +5, **Will** +4

**HP** 8

**Spurred by Death** (reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The burnbearer Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) club +8 [+3/-2], **Damage** 1d6+2 bludgeoning

**Melee** (1 action) torch +6 [+1/-4], **Damage** 1d4 fire

**Ranged** (1 action) club +7 [+2/-3] (thrown 10 feet), **Damage** 1d6+2 bludgeoning

**Torch and Go** (1 action) **Requirements** The burnbearer is flanking a creature; **Effect** The burnbearer sets the distracted enemy ablaze. The burnbearer makes a torch Strike against the flanked creature, then Steps. If the burnbearer's Strike deals damage to the flanked creature, the creature also takes 1 persistent fire damage.

**Burning Mammoth Longshield**

Recall Knowledge - Humanoid (Society): DC 17

Creature 1

**Uncommon NE Medium Human Humanoid**

**Perception** +8

**Languages** Hallit

**Skills** Athletics +6 (+8 to Shove with shield raised), Intimidation +6, Survival +6

**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** wooden shield (Hardness 3, 12 HP, BT 6) with shield boss, everburning torch, hide armor, polished topaz worth 25 gp, spears (3)

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**AC** 15 (17 with shield raised); **Fort** +10, **Ref** +4, **Will** +8

**HP** 20

**Shield Block** (Reaction) A longshield can use Shield Block to prevent fire damage in addition to physical damage.

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The longshield Steps or Strides.

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**Speed** 20 feet

**Melee** (1 action) spear +9 [+4/-1], **Damage** 1d6+3 piercing

**Melee** (1 action) shield boss +9 [+4/-1], **Damage** 1d6+3 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+3 piercing

**Opportunistic Defense** (free action) **Trigger** The longshield successfully Strikes with their shield boss; **Effect** The longshield Raises their Shield.

**Shield Shove** (1 action) **Frequency** once per round; **Requirements** The longshield's shield is raised; **Effect** The longshield rolls an Athletics check to Shove a creature in reach. If they roll a failure, they get a success instead, and if they roll a success, they get a critical success instead. The longshield's shield is lowered.

# 1.2 – Journey to Red Cat Cave

**Pugwampi**

Recall Knowledge - Fey (Nature): DC 14

Creature 0

**NE Tiny Fey Gremlin**

**Perception** +6; (–2 to hear things); darkvision

**Languages** Gnoll, Undercommon

**Skills** Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5

**Str** -3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** -2

**Items** shortbow (60 arrows), shortsword

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**AC** 16; **Fort** +5, **Ref** +8, **Will** +6

**HP** 17; **Weaknesses** cold iron 2

**Unluck Aura** (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

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**Speed** 25 feet

**Melee** (1 action) shortsword +8 [+4/+0] (agile, finesse, magical, versatile S), **Damage** 1d6-3 slashing

**Ranged** (1 action) shortbow +8 [+3/-2] (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing

**Primal Innate Spells** DC 16; 2nd speak with animals (at will); Cantrips (1st) prestidigitation

**Batterfoot** (female Nuglub Gremlin)

Recall Knowledge - Fey (Nature): DC 16

Creature 2

**CE Small Fey Gremlin**

**Perception** +5; darkvision

**Languages** Undercommon

**Skills** Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8

**Str** +1, **Dex** +4, **Con** +3, **Int** -1, **Wis** -1, **Cha** +1

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**AC** 18; **Fort** +9, **Ref** +10, **Will** +5

**HP** 34; **Weaknesses** cold iron 2

**Kneecapper** (reaction) **Trigger** A Medium creature within the nuglub's reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature's knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature's Reflex DC. On a success, the target falls and lands prone.

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**Speed** 30 feet, climb 20 feet

**Melee** (1 action) bite +11 [+6/+1] (finesse), **Damage** 1d8+1 piercing plus Grab

**Melee** (1 action) claw +11 [+7/+3] (agile, finesse), **Damage** 1d6+1 slashing

**Primal Innate Spells** DC 18, attack +8; 2nd shatter; 1st grease, shocking grasp; Cantrips (1st) prestidigitation

**Sneak Attack** A nuglub's Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

**Animated Blades**

Creature -1

**Uncommon N Tiny Construct Mindless**

**Perception** +3; darkvision

**Skills** Athletics +6

**Str** +1, **Dex** +1, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

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**AC** 16 (14 when broken); **Fort** +3, **Ref** +6, **Will** +3; construct armor

**HP** 4; **Hardness** 4; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct** **Armor** Like normal objects, an animated blade has Hardness. This Hardness reduces any damage the blade takes by an amount equal to the Hardness. Once an animated blade is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, and its Armor Class is reduced to 14.

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**Speed** fly 15 feet

**Melee** (1 action) rusty blade +6 [+1/-4] (sweep), **Damage** 1d4+1 slashing plus tetanus

**Tetanus** (disease) Saving Throw DC 15 Fortitude; **Onset** 1 week; Stage 1 clumsy 1 (1 week); Stage 2 clumsy 2 and can't speak (1 day); Stage 3 paralyzed (1 day); Stage 4 death

**Scarecrow**

Creature 4

**N Medium Construct**

**Perception** +11; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** +2, **Con** +3, **Int** -4, **Wis** +3, **Cha** -2

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**AC** 19; **Fort** +13, **Ref** +8, **Will** +11

**HP** 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except slashing); **Weaknesses** fire 5

**Scarecrow's Leer** (aura, emotion, fear, mental, occult, visual) 40 feet. The scarecrow's eyes flicker with an unnerving glow. A creature can't reduce its frightened condition below 1 as long as it is in the aura's emanation.

When a creature enters or starts its turn in the aura, it must attempt a DC 18 Will save. Birds and other avian creatures take a –2 circumstance penalty to this save.

**Critical Success** The creature is unaffected and is then temporarily immune for 24 hours.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2 and is fascinated by the scarecrow until the end of its next turn.

**Critical Failure** As failure, but frightened 3.

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**Speed** 20 feet

**Melee** (1 action) claw +13 [+8/+3] (versatile S), **Damage** 2d6+7 bludgeoning plus clawing fear

**Baleful Glow** (free action) (concentrate, mental, occult) The scarecrow's head bursts into ghostly, heatless flame that sheds bright light in a 20-foot emanation (and dim light to the next 20 feet). If the scarecrow uses this ability on the first round of combat, any creature that has not acted yet is startled and becomes flat-footed against the scarecrow for 1 round. It can suppress the light by using this action again.

**Clawing Fear** The scarecrow's strikes deal an additional 1d6 mental damage to frightened creatures.

**Mundane Appearance** (1 action) (concentrate) Until it acts, the scarecrow resembles an ordinary scarecrow. It has an automatic result of 32 on Deception checks and DCs to pass as an ordinary scarecrow.

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**Odds and Ends**

Scarecrows hold a certain liminal space that is inhabitable by spirit creatures. Ghosts in particular can use their malevolent possession on a scarecrow as if it were a living creature, using them as vehicles to escape their site-bound nature and so further spread their murder and mayhem.

**Burning Mammoth Hunters**

Creature 0

**Uncommon NE Medium Human Humanoid**

**Perception** +7

**Languages** Hallit

**Skills** Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

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**AC** 16; **Fort** +4, **Ref** +7, **Will** +7

**HP** 15

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The hunter Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +8 [+3/-2], **Damage** 1d6+2 piercing

**Ranged** (1 action) sling +7 [+2/-3] (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+2 piercing

**Muscle Slicer** A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

**Rime Sludge**

Recall Knowledge - Ooze (Occultism): DC 20

Creature 1

**Rare N Medium Mindless Ooze**

**Perception** +4; motion sense 60 feet, no vision

**Skills** Athletics +7

**Str** +2, **Dex** -5, **Con** +2, **Int** -5, **Wis** +1, **Cha** -5

**Motion** **Sense** A rime sludge can sense nearby motion through vibration and air movement.

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**AC** 8; **Fort** +7, **Ref** +2, **Will** +4

**HP** ~~38~~ 30; **Immunities** cold, critical hits, mental, poison, precision, unconscious, visual; **Weaknesses** fire 2

**Noxious Sublimation** The first time each round that the rime sludge takes fire damage, a cloud of sickening decay roils outward, dealing 2d6 poison damage (DC 17 basic Fortitude save) to all creatures in a 10-foot emanation. A creature that fails its saving throw is also sickened 1 (or sickened 3 on a critical failure).

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**Speed** 10 feet, swim 10 feet; slushy undulation

**Melee** (1 action) pseudopod +9 [+4/-1], **Damage** 1d4+2 bludgeoning plus 1d4 poison

**Slushy Undulation** A rime sludge ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling prone when crossing ice.

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**Frozen in Time**

At low enough temperatures, a rime sludge can freeze solid. Its basic biological processes shut down, and it can survive indefinitely in this frozen state. Thawing a frozen rime sludge can bring it back to life after being inanimate for hundreds or even thousands of years. Though thawed rime sludges can't express what the world was like in earlier ages, they occasionally contain important or relics of the past, such as tools, weapons, or even magical items.

**Brarga (Burning Mammoth Longshield)**

Recall Knowledge - Humanoid (Society): DC 17

Creature 1

**Uncommon NE Medium Human Humanoid**

**Perception** +8

**Languages** Hallit

**Skills** Athletics +6 (+8 to Shove with shield raised), Intimidation +6, Survival +6

**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** wooden shield (Hardness 3, 12 HP, BT 6) with shield boss, everburning torch, hide armor, polished topaz worth 25 gp, spears (3)

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**AC** 15 (17 with shield raised); **Fort** +10, **Ref** +4, **Will** +8

**HP** 20

**Shield Block** (Reaction) A longshield can use Shield Block to prevent fire damage in addition to physical damage.

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The longshield Steps or Strides.

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**Speed** 20 feet

**Melee** (1 action) spear +9 [+4/-1], **Damage** 1d6+3 piercing

**Melee** (1 action) shield boss +9 [+4/-1], **Damage** 1d6+3 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+3 piercing

**Opportunistic Defense** (free action) **Trigger** The longshield successfully Strikes with their shield boss; **Effect** The longshield Raises their Shield.

**Shield Shove** (1 action) **Frequency** once per round; **Requirements** The longshield's shield is raised; **Effect** The longshield rolls an Athletics check to Shove a creature in reach. If they roll a failure, they get a success instead, and if they roll a success, they get a critical success instead. The longshield's shield is lowered.

**Dulasi Bargehands (Dockhand)**

Recall Knowledge - Humanoid (Society): DC 14

Creature 0

**N Medium Human Humanoid**

**Perception** +3

**Languages** Common

**Skills** Acrobatics +3, Athletics +5, Intimidation +3, Labor Lore +4

**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** empty bottle (3), leather armor, whiskey (1 bottle)

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**AC** 14; **Fort** +7, **Ref** +5, **Will** +3

**HP** 20

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**Speed** 25 feet

**Melee** (1 action) fist +7 [+3/-1] (agile, nonlethal), **Damage** 1d4+3 bludgeoning

**Ranged** (1 action) bottle +5 [+1/-3] (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning

**Heft Crate** (2 actions) (manipulate) Requirements The dockhand is adjacent to a crate; Effect The dockhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d6 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.

**Swig** (2 actions) (manipulate) The dockhand Interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol and drink the whole thing. For 1 minute, the dockhand gains a +2 item bonus to melee damage rolls and saving throws against fear, but they become clumsy 1.

**Dulasi Slavers (Bodyguard)**

Recall Knowledge - Humanoid (Society): DC 15

Creature 1

**N Medium Human Humanoid**

**Perception** +8

**Languages** Common

**Skills** Athletics +7, Intimidation +6, Society +2

**Str** +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

**Items** greatclub, sap, studded leather armor

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**AC** 16; **Fort** +8, **Ref** +7, **Will** +4

**HP** 25

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**Speed** 25 feet

**Melee** (1 action) greatclub +7 [+2/-3] (backswing, shove), **Damage** 1d10+4 bludgeoning

**Melee** (1 action) sap +7 [+3/-1] (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Bodyguard's Defense** (2 actions) The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

**Kelpie**

Recall Knowledge - Fey (Nature): DC 19

Creature 4

**NE Large Amphibious Fey**

**Perception** +11; low-light vision

**Languages** Aquan, Common, Sylvan

**Skills** Athletics +11, Deception +14, Stealth +10

**Str** +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +3, **Cha** +4

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**AC** 21; **Fort** +11, **Ref** +12, **Will** +14

**HP** 60; **Resistances** fire 5; **Weaknesses** cold iron 5

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**Speed** 35 feet, swim 35 feet

**Melee** (1 action) jaws +13 [+8/+3], **Damage** 2d6+7 bludgeoning plus Grab

**Captivating Lure** (2 actions) (concentrate, emotion, enchantment, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a valuable steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

**Critical Success** The creature is unaffected and is temporarily immune to Captivating Lure for 24 hours.

**Success** The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

**Critical Failure** As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

**Change** **Shape** (1 action) (concentrate, polymorph, primal, transmutation) The kelpie can take on the appearance of any Medium or Large animal of an equine nature (such as a horse, hippocampus, or pony), or any Small or Medium humanoid. This doesn't change its Speeds or its attack and damage modifiers with its Strikes.

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**Kelpie Folktales**

Some fanciful stories about kelpies speak of them appearing in equine form wearing riding tack, complete with silver stirrups and bridle bit. These folktales claim that cutting the harness from the kelpie's body grants the bearer power over it, or causes the kelpie to sicken and die. In truth, doing so has no ill effect on a kelpie, suggesting these stories are spread by kelpies themselves to further trick prey into making foolish mistakes.

**Ardissa's Porters**

Recall Knowledge - Humanoid (Society): DC 19

Creature 0

**Rare NE Medium Dwarf Humanoid**

**Perception** +6; darkvision

**Languages** Common, Dwarven

**Skills** Athletics +6, Intimidation +3

**Str** +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

**Items** cargo hook (as light pick), padded armor

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**AC** 14; **Fort** +9, **Ref** +3, **Will** +6

**HP** 20

**Stumbling Snag** (reaction) **Requirements** The porter is holding a cargo hook; **Trigger** An enemy within the porter's reach critically misses the porter with a melee Strike; **Effect** The porter moves the enemy 5 feet in a direction of the porter's choosing.

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**Speed** 20 feet

**Melee** (1 action) cargo hook +7 [+3/-1] (agile, fatal d8), **Damage** 1d4+2 piercing

**Ardissa Prendergant**

Recall Knowledge - Humanoid (Society): DC 28

Creature 3

**Unique LE Medium Human Humanoid**

Female human trophy hunter

**Perception** +9

**Languages** Common

**Skills** Acrobatics +7, Arcana +9, Crafting +9, Nature +9, Stealth +9, Survival +7

**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +0

**Items** scroll of fireball, scrolls of magic missile (2), spellbook, heavy crossbow (20 bolts), rapier (bonded item)

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**AC** 18; **Fort** +6, **Ref** +9, **Will** +11

**HP** 45

**Mesmerizing** **Sigil** (reaction) (arcane, concentrate, enchantment) **Trigger** A creature targets Ardissa with a melee Strike; **Effect** Ardissa traces a dizzying symbol in the air. The creature must attempt a DC 20 Will save. The creature is then temporarily immune for 1 minute.

**Success** The creature is unaffected.

**Failure** Until the beginning of her next turn, Ardissa is concealed from the creature.

**Critical** **Failure** Until the end of her next turn, Ardissa is hidden from the creature.

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**Speed** 25 feet

**Melee** (1 action) rapier +11 [+6/+1] (deadly d8, disarm, finesse), **Damage** 1d6 piercing

**Ranged** (1 action) heavy crossbow +11 [+6/+1] (range increment 120 feet, reload 2), **Damage** 1d10 piercing

**Arcane Prepared Spells** DC 20, attack +12; 2nd magic missile, obscuring mist, summon animal; 1st magic missile (×2), ray of enfeeblement, true strike; Cantrips (2nd) dancing lights, daze, mage hand, ray of frost, shield

**Wizard School Spell** DC 20, 1 Focus Point; 2nd hand of the apprentice

**Drain Bonded Item** (free action) (arcane) **Frequency** twice per day; **Effect** Ardissa regains the ability to cast one spell she has already cast. She must still Cast the Spell normally. She can use this ability once to recover a 1st-level spell and once to recover a 2nd-level spell. She typically uses this ability to recover her magic missile spells

**Cockatrice**

Recall Knowledge - Beast (Arcana, Nature): DC 18

Creature 3

**N Small Beast**

**Perception** +8; darkvision

**Skills** Acrobatics +11

**Str** -2, **Dex** +4, **Con** +1, **Int** -3, **Wis** +1, **Cha** -1

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**AC** 19; **Fort** +8, **Ref** +11, **Will** +6

**HP** 45; **Immunities** calcification

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**Speed** 20 feet, fly 40 feet

**Melee** (1 action) beak +13 [+8/+3] (finesse, magical), **Damage** 1d8-2 piercing plus calcification

**Calcification** (incapacitation, primal, transmutation) A peck from a cockatrice hardens the flesh of the creature struck. The target must succeed at a DC 20 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against calcification increase the slowed condition. Once a creature’s actions are reduced to 0 by calcification, that creature becomes petrified.

Every 24 hours after it was petrified, the victim can attempt a DC 20 Fortitude save to recover. On a success, it becomes flesh again, but is slowed 1 for the next 24 hours. On a critical success, the creature recovers and isn’t slowed. On a failure, the creature remains petrified, but can try again in 24 hours. On a critical failure, the petrification is permanent, and the creature can’t attempt any more saves.

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**Cockatrice Treasure**

Cockatrice lairs sometimes include discarded gear from past victims or smooth, pretty stones disgorged from the creature’s craw. Gem workers especially prize precious stones that have been polished to perfection in a cockatrice’s crop, and may pay a high price for these so-called "cockatrice rocks." Soft materials suitable for nesting, such as cloth and leather, rarely survive a cockatrice’s attentions, but metal goods are often left in fine working order, since cockatrices seem to have little interest in anything shiny they can’t fit in their gullet.

**Blindheims**

Recall Knowledge - Animal (Nature): DC 16

Creature 2

**N Small Animal**

**Perception** +9; darkvision

**Skills** Acrobatics +7, Athletics +6 (+9 to Leap or Swim), Stealth +7

**Str** +2, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

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**AC** 18; **Fort** +9, **Ref** +9, **Will** +5

**HP** 27; **Immunities** blinded, light

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**Speed** 25 feet, climb 15 feet, swim 15 feet

**Melee** (1 action) jaws +10 [+5/+0], **Damage** 1d12+2 piercing

**Melee** (1 action) claw +11 [+7/+3] (agile, finesse), **Damage** 1d8+2 slashing

**Spotlight** (1 action) (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 18 Fortitude save. It is then temporarily immune for 1 hour. This light remains until the blindheim dims its eyes by using this action again.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is blinded for 1d4 rounds.

**Critical** **Failure** The creature is blinded for 1 hour.

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**Signal Lights**

To communicate at a distance, blindheims flash their eye lights in specific patterns. This is instinctual, not truly a language, and blindheims are incapable of inventing new signals. Some underground explorers use lanterns to ape these signals.

*Two Quick Flashes: Danger!*

*Long Pulse: All is safe.*

*Two Long Pulses: Captured food.*

*Very Long Pulse: Come here.*

*Rapid Strobing: Let's mate!*

*Intermittent Quick Flashes: Excited!*

*One Long Flash, then Darkness: Sad.*

**Throtteled Blindheims (Weak Blindheims)**

Recall Knowledge - Animal (Nature): DC 16

Creature 2

**N Small Animal**

**Perception** +9; darkvision

**Skills** Acrobatics +5, Athletics +4 (+9 to Leap or Swim), Stealth +5

**Str** +2, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

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**AC** 16; **Fort** +7, **Ref** +7, **Will** +3

**HP** 17; **Immunities** blinded, light

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**Speed** 25 feet, climb 15 feet, swim 15 feet

**Melee** (1 action) jaws +8 [+3/-2], **Damage** 1d12-2+2 piercing

**Melee** (1 action) claw +9 [+5/+1] (agile, finesse), **Damage** 1d8-2+2 slashing

**Spotlight** (1 action) (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 16 Fortitude save. It is then temporarily immune for 1 hour. This light remains until the blindheim dims its eyes by using this action again.

**Critical** **Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is blinded for 1d4 rounds.

**Critical** **Failure** The creature is blinded for 1 hour.

**Blindheim Leader (Elite Blindheim)**

Recall Knowledge - Animal (Nature): DC 16

Creature 2

**N Small Animal**

**Perception** +11; darkvision

**Skills** Acrobatics +9, Athletics +8 (+9 to Leap or Swim), Stealth +9

**Str** +2, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

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**AC** 20; **Fort** +11, **Ref** +11, **Will** +7

**HP** 42; **Immunities** blinded, light

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**Speed** 25 feet, climb 15 feet, swim 15 feet

**Melee** (1 action) jaws +12 [+7/+2], **Damage** 1d12+2+2 piercing

**Melee** (1 action) claw +13 [+9/+5] (agile, finesse), **Damage** 1d8+2+2 slashing

**Spotlight** (1 action) (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 20 Fortitude save. It is then temporarily immune for 1 hour. This light remains until the blindheim dims its eyes by using this action again.

**Critical** **Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is blinded for 1d4 rounds.

**Critical** **Failure** The creature is blinded for 1 hour.

**Groplit**

Recall Knowledge - Animal (Nature): DC 16

Creature 0

**Uncommon N Small Amphibious Animal**

**Perception** +6; darkvision

**Skills** Acrobatics +5 (+7 to Escape), Athletics +6, Stealth +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** -2

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**AC** 16; **Fort** +6, **Ref** +7, **Will** +4

**HP** 16; **Weaknesses** fire 2

**Flammable** **Grease** A groplit's DC to recover from persistent fire damage is increased by 2 (generally, from DC 15 to DC 17).

**Greasy Slide** (reaction) **Trigger** A creature misses the groplit with a melee Strike; **Effect** The groplit Strides or Swims up to 10 feet. This movement doesn't trigger reactions.

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**Speed** 25 feet, swim 20 feet

**Melee** (1 action) jaws +8 [+3/-2] (finesse), Damage 1d4+2 piercing plus incendiary dollop

**Melee** (1 action) tongue +8 [+4/+0] (agile, finesse), Effect incendiary dollop

**Hopping Charge** (2 actions) The groplit Strides twice, Leaps twice, or Strides once and Leaps once. It then makes a jaws Strike at the end of the movement.

**Incendiary Dollop** Creatures struck by the groplit are smeared with some of its flammable grease. For the following 1 minute, or until a creature scrubs away the grease dollop with a single Interact action, the DC of the creature's checks to recover from persistent fire damage is increased by 2.

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**Groplit Grease**

The grease excreted from a groplit's skin might look repulsive but has many practical uses when collected and bottled. It naturally repels water and burns quickly, making it a useful fire-starter on wet or windy days. It's also handy for cooking to a high, fast heat, such as to char food. Groplit grease retains its viscous consistency in all but the most extreme temperatures and therefore makes a good lubricant for machines made of stone or metal (although it's a poor lubricant for wood, as friction makes it likely to set the wood aflame). This latter trait has made groplits highly attractive to southerners who rely on such machines.

**Gathganara (female Naiad)**

Creature 1

**CG Medium Amphibious Fey Nymph Water**

**Perception** +6; low-light vision

**Languages** Common, Elven, Sylvan; speak with animals

**Skills** Acrobatics +6, Athletics +3, Diplomacy +7, Nature +6, Stealth +6, Survival +4

**Str** +0, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4

**Wild Empathy** The naiad can use Diplomacy to Make an Impression on and make very simple Requests of animals.

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**AC** 16; **Fort** +3, **Ref** +6, **Will** +8

**HP** 20; **Resistances** fire 3; **Weaknesses** cold iron 3

**Water Dependent** A naiad bonds to a spring, pool, pond, or similar-sized water feature. While within 300 feet of her bonded body of water, she can use her innate tidal surge at will. She doesn’t recover Hit Points or reduce the drained condition when resting beyond that range. Unlike most other nymphs, she doesn’t suffer penalties from being apart from her bonded body of water. A naiad can perform a 24-hour ritual to bond herself to a new body of water.

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**Speed** 25 feet, swim 25 feet

**Melee** (1 action) aqueous fist +8 [+4/+0] (agile, finesse, magical, water), **Damage** 1d6 bludgeoning

**Primal Innate Spells** DC 17; 1st charm, create water, tidal surge; Constant (2nd) speak with animals

**Water Healing** (2 actions) (concentrate, healing, necromancy, primal) While within her bonded body of water (see water dependent above), the naiad heals 1 Hit Point every 10 minutes.

**Hobji**

Recall Knowledge - Humanoid (Society): DC 28

Creature 3

**Unique CE Medium Humanoid Morlock**

Male morlock strangler

**Perception** +8; darkvision

**Languages** Undercommon

**Skills** Athletics +9 (+11 to Climb), Crafting +6 (+8 to Craft traps), Stealth +10, Thievery +9

**Str** +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +3, **Cha** -1

**Light Blindness**

**Items** +1 warhammer, chalk, specialist snare kit

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**AC** 19; **Fort** +8, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison

**HP** 45

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**Speed** 30 feet, climb 20 feet

**Melee** (1 action) fist +12 [+7/+2], **Damage** 1d6+6 bludgeoning plus Strangling Grasp

**Melee** (1 action) warhammer +13 [+8/+3] (magical, shove), **Damage** 1d8+6 bludgeoning

**Melee** (1 action) jaws +12 [+8/+4] (agile), **Damage** 1d4+6 piercing

**Sneak Attack** Hobji's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

Strangling Grasp Trigger Hobji hits a Medium or smaller creature with his fist Strike; Effect The creature is grabbed, and Hobji begins to strangle the creature. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

**Surprise Attack** In the first round of combat, creatures that haven't acted yet are flat-footed to Hobji.

**Syarstik Painted-Tiger**

Recall Knowledge - Spirit (Occultism): DC 30

Recall Knowledge - Undead (Religion): DC 30

Creature 5

**Unique N Large Ghost Incorporeal Spirit Undead**

Male awakened smilodon ghost

**Perception** +14; darkvision, scent (imprecise) 60 feet

**Languages** Hallit

**Skills** Acrobatics +14, Intimidation +12, Nature +14, Stealth +14

**Str** -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +5, **Cha** +4

**Site Bound** Syarstik can't leave Red Cat Cave, and he rarely ever leaves area E9.

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**AC** 21; **Fort** +9, **Ref** +12, **Will** +16

**HP** 40 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double vs non-magical)

**Rejuvenation** (divine, necromancy) When Syarstik is destroyed, he re-forms after 2d4 days within area E9, fully healed. Syarstik can be permanently destroyed only by a non-possessed wielder of the Primordial Flame.

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**Speed** fly 30 feet

**Melee** (1 action) ghostly fangs +15 [+10/+5] (finesse, magical), **Damage** 2d6+6 negative

**Melee** (1 action) ghostly claw +15 [+11/+7] (agile, finesse, magical), **Damage** 2d4+4 negative

**Awaken Painting** (2 actions) (divine, transmutation) Syarstik animates a cave painting within 60 feet for 10 minutes. The painting's movement mimics Syarstik's, so the connection between the ghost and the awakened painting is obvious. Creatures other than Syarstik within 10 feet of the awakened painting are flat-footed because of these eerie movements. Syarstik can make ghostly fangs Strikes at any creature within 10 feet of a cave painting; the target's cover or concealment from the cave painting, rather than from Syarstik, applies to this Strike.

A creature adjacent to an awakened painting can spend 2 actions to attempt a DC 18 Occultism or Religion check (to compel the awakened painting to abate) or a DC 20 Crafting or Thievery check (to thoroughly smear the cave painting). On a success, the painting is destroyed, and the animation ceases. Either way, this activity has the concentrate trait.

Destroying three awakened paintings quells Syarstik's anger, causing the great cat to cease his attacks.

**Pounce** (1 action) Syarstik Strides and makes a Strike at the end of that movement. If he began this action hidden, he remains hidden until after this ability's Strike.

**Sneak Attack** Syarstik deals an additional 1d6 precision damage to flat-footed creatures.

# – Breaking Tusks

# F. Reaver Squad

**Burning Mammoth Hunters**

Creature 0

**Uncommon NE Medium Human Humanoid**

**Perception** +7

**Languages** Hallit

**Skills** Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

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**AC** 16; **Fort** +4, **Ref** +7, **Will** +7

**HP** 15

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The hunter Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +8 [+3/-2], **Damage** 1d6+2 piercing

**Ranged** (1 action) sling +7 [+2/-3] (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+2 piercing

**Muscle Slicer** A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

**Burning Mammoth Reaver**

Recall Knowledge - Humanoid (Society): DC 21

Creature 2

**Rare CE Medium Human Humanoid**

**Perception** +8

**Languages** Hallit

**Skills** Athletics +8, Intimidation +7 (+9 to Demoralize), Nature +8, Survival +8

**Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

**Reaver's Howl** When the reaver attempts an Intimidation check to Demoralize, the reaver compares the result of the Intimidation check to the Will DC of each non–Burning Mammoth creature within 30 feet, determining the effect separately for each creature. The reaver's howl ignores the usual circumstance penalty to the Intimidation check for not speaking the same language as the target.

**Items** battle axe, chain shirt, javelins (3), lesser tallow bombs (2)

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**AC** 18; **Fort** +9, **Ref** +8, **Will** +6

**HP** 30

**Spurred by Death** (reaction) An ally within 30 feet reduces a creature to 0 HP; Effect The reaver Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) battle axe +11 [+6/+1] (sweep), **Damage** 1d8+4 slashing plus cut down

**Ranged** (1 action) javelin +9 [+4/-1] (thrown 30 feet), **Damage** 1d6+4 piercing

**Ranged** (1 action) tallow bomb +9 [+4/-1] (splash, thrown 20 feet), **Damage** 1d4 persistent fire and 1 fire splash

**Cut Down** When a reaver hits a creature with a battle axe Strike, the target must succeed at a DC 16 Fortitude save or fall prone. If the creature critically fails its save, it takes 1d6 bludgeoning damage as it falls prone.

**G. High Barrows**

**Glyptodon**

Recall Knowledge - Animal (Nature): DC 20

Creature 5

**N Large Animal**

**Perception** +9; scent (imprecise) 30 feet

**Skills** Athletics +14

**Str** +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -2

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**AC** 23; **Fort** +15, **Ref** +11, **Will** +9

**HP** 65

**Carapace Block** (reaction) An adjacent creature targets the glyptodon with an attack; Effect The glyptodon turns, blocking the attack with its carapace and thrusting its heavy body toward the attacker. It gains a +2 circumstance bonus to its AC against the triggering attack. If the attack critically fails, the glyptodon attempts to Shove the attacker.

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**Speed** 25 feet

**Melee** (1 action) claw +15 [+11/+7] (agile), **Damage** 2d6+6 slashing

**Melee** (1 action) tail +15 [+10/+5] (reach 10 feet), **Damage** 2d10+6 bludgeoning plus clobbering tail

**Clobbering Tail** A glyptodon's stiff tail is its strongest weapon. When a glyptodon critically hits with its tail Strike, the target is flat-footed for 1 round.

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**Glyptodon Hide**

When properly treated, a freshly slain glyptodon's scutes contract into tough disks that repel blows. The carapace can be cut up and fashioned into a heavy but protective suit of hide armor with a distinctive, armadillo-like look.

**Akarta and Uchuli (Cairn Wights)**

Recall Knowledge - Undead (Religion): DC 21

Creature 4

**Uncommon LE Medium Undead Wight**

**Perception** +11; darkvision

**Languages** Common, Necril

**Skills** Athletics +12, Intimidation +11, Religion +9, Stealth +12

**Str** +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

**Items** longsword, studded leather armor

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**AC** 20; **Fort** +12, **Ref** +10, **Will** +11

**HP** 67; Immunities death effects, disease, paralyzed, poison, unconscious

**Final Spite** (reaction) The cairn wight is reduced to 0 Hit Points; Effect The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

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**Speed** 25 feet

**Melee** (1 action) longsword +14 [+9/+4] (versatile P), **Damage** 1d8+7 slashing plus drain life

**Melee** (1 action) claw +14 [+10/+6] (agile), **Damage** 1d6+7 slashing plus drain life

**Cairn Wight Spawn** (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

**Drain Life** (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

**Funereal Dirge** (2 actions) (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 2 and takes a –2 status penalty to saving throws against drain life.

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**Cairn Wight Dirges**

Unlike a typical wight, cairn wights have an unusual affinity for music. The lyrics of their dirges often contain a valuable bit of knowledge or long-lost lore, possibly the greatest treasure a cairn wight guards. There are even brave souls who seek out the creatures to listen to their songs in hopes of finding profit from the dry, rasping words.

**I. Quickling Wood**

**Quickling**

Recall Knowledge - Fey (Nature): DC 20

Creature 3

**Uncommon CE Small Fey**

**Perception** +9; low-light vision

**Languages** Aklo, Common, Sylvan

**Skills** Acrobatics +13, Crafting +8, Deception +8, Nature +8, Stealth +11, Survival +6, Thievery +11

**Str** +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

**Items** lethargy poison (3 doses), shortsword

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**AC** 22; **Fort** +6, **Ref** +13, **Will** +8

**HP** 25; **Weaknesses** cold iron 5

**Slow Susceptibility** The quickling takes a –2 status penalty to saving throws against effects that cause the slowed condition. If the quickling ever becomes slowed, they lose their supernatural speed, can't Fade from View, and become sickened 1 for the duration of the slow. They also can't reduce this sickened condition for the duration of the slowed effect.

**Can't Catch Me** (reaction) **Trigger** The quickling is targeted by a Strike; **Effect** The quickling darts aside, gaining a +2 circumstance bonus to AC, then Strides up to half their Speed after the Strike resolves.

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**Speed** 100 feet

**Melee** (1 action) shortsword +11 [+7/+3] (agile, finesse, versatile S), **Damage** 1d6+2 piercing plus lethargy poison

**Primal Innate Spells** DC 20; **2nd** shatter; **1st** ventriloquism; **Cantrips** **(2nd)** dancing lights, prestidigitation

**Fade from View** (free action) Requirements The quickling used no attack, manipulate, or move actions in the previous round; Effect The quickling becomes invisible until it uses an attack, manipulate, or move action. The quickling can't use Fade from View again for 1d4 rounds.

**Sneak Attack** The quickling's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

**Supernatural Speed** The quickling's speed, combined with nearly instantaneous acceleration and deceleration, enables them to move in astonishing ways. As long as they have a firm surface to travel across, they can Stride their full movement vertically or horizontally. They can even run across unstable surfaces, such as water, in the same way, although dangerous surfaces (acid, lava, etc.) harm them as normal. They must end their movement on a horizontal surface capable of bearing their weight or else they fall.

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**Quickling Pranks**

Quicklings consider cruelty to be the pinnacle of pranking. As a relatively minor example, a quickling may spend an entire day constantly moving food out of reach of a starving man. More commonly, however, a quickling prefers to cause pain and injury directly, such as by suddenly replacing a dinner fork with a red-hot knife as it's picked up, or slashing the legs of a traveler moving through tall grass.

**Twigjack**

Recall Knowledge - Fey (Nature): DC 18

Recall Knowledge - Plant (Nature): DC 18

Creature 3

**CE Tiny Fey Plant**

**Perception** +9; darkvision

**Languages** Common, Sylvan

**Skills** Acrobatics +11, Athletics +9, Nature +7, Stealth +11

**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

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**AC** 19; **Fort** +9, **Ref** +11, **Will** +7

**HP** 50; **Weaknesses** fire 5

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**Speed** 25 feet

**Melee** (1 action) claw +11 [+7/+3] (agile, finesse), **Damage** 1d10+4 slashing

**Ranged** (1 action) splinter +11 [+6/+1] (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

**Bramble Jump** (3 actions) (conjuration, plant, primal, teleportation) **Requirements** The twigjack is in undergrowth; Effect The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

**Splinter Spray** (2 actions) The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

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**Twigjack Brambles**

Sometimes groups of twigjacks gather and form temporary communities called “brambles,” usually to aid in times of need for the forest or to enact some great vengeance. These groups can consist of anywhere from three to 30 twigjacks. Once their task is complete, the twigjacks go their separate ways.

**J. Cold Lake Camp**

**Burning Mammoth Hunters**

Creature 0

**Uncommon NE Medium Human Humanoid**

**Perception** +7

**Languages** Hallit

**Skills** Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

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**AC** 16; **Fort** +4, **Ref** +7, **Will** +7

**HP** 15

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The hunter Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +8 [+3/-2], **Damage** 1d6+2 piercing

**Ranged** (1 action) sling +7 [+2/-3] (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+2 piercing

**Muscle Slicer** A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

**Burnbearer**

Recall Knowledge - Humanoid (Society): DC 15

Creature -1

**Uncommon NE Medium Human Humanoid**

**Perception** +6

**Languages** Hallit

**Skills** Athletics +4, Intimidation +3, Stealth +5, Survival +4

**Str** +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

**Items** club, padded armor, torches (3)

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**AC** 15; **Fort** +6, **Ref** +5, **Will** +4

**HP** 8

**Spurred by Death** (reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The burnbearer Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) club +8 [+3/-2], **Damage** 1d6+2 bludgeoning

**Melee** (1 action) torch +6 [+1/-4], **Damage** 1d4 fire

**Ranged** (1 action) club +7 [+2/-3] (thrown 10 feet), **Damage** 1d6+2 bludgeoning

**Torch and Go** (1 action) **Requirements** The burnbearer is flanking a creature; **Effect** The burnbearer sets the distracted enemy ablaze. The burnbearer makes a torch Strike against the flanked creature, then Steps. If the burnbearer's Strike deals damage to the flanked creature, the creature also takes 1 persistent fire damage.

**Majoak (Burning Mammoth Reaver)**

Recall Knowledge - Humanoid (Society): DC 21

Creature 2

**Rare CE Medium Human Humanoid**

**Perception** +8

**Languages** Hallit

**Skills** Athletics +8, Intimidation +7 (+9 to Demoralize), Nature +8, Survival +8

**Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

**Reaver's Howl** When the reaver attempts an Intimidation check to Demoralize, the reaver compares the result of the Intimidation check to the Will DC of each non–Burning Mammoth creature within 30 feet, determining the effect separately for each creature. The reaver's howl ignores the usual circumstance penalty to the Intimidation check for not speaking the same language as the target.

**Items** battle axe, chain shirt, javelins (3), lesser tallow bombs (2)

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**AC** 18; **Fort** +9, **Ref** +8, **Will** +6

**HP** 30

**Spurred by Death** **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The reaver Steps or Strides.

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**Speed** 25 feet

**Melee** battle axe +11 [+6/+1] (sweep), **Damage** 1d8+4 slashing plus cut down

**Ranged** javelin +9 [+4/-1] (thrown 30 feet), **Damage** 1d6+4 piercing

**Ranged** tallow bomb +9 [+4/-1] (splash, thrown 20 feet), **Damage** 1d4 persistent fire and 1 fire splash

**Cut Down** When a reaver hits a creature with a battle axe Strike, the target must succeed at a DC 16 Fortitude save or fall prone. If the creature critically fails its save, it takes 1d6 bludgeoning damage as it falls prone.

**L. Box Canyon**

**Wolliped**

Recall Knowledge - Animal (Nature): DC 18

Creature 3

**N Large Animal**

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +10, Athletics +10, Survival +9

**Str** +3, **Dex** +4, **Con** +4, **Int** -4, **Wis** +1, **Cha** +2

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**AC** 19; **Fort** +10, **Ref** +12, **Will** +5; +2 circumstance vs. Shove and Trip

**HP** 55

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**Speed** 35 feet; ice stride

**Melee** (1 action) tusk +10 [+5/+0], **Damage** 1d10+5 piercing

**Melee** (1 action) hoof +10 [+5/+0], **Damage** 1d8+5 bludgeoning

**Ranged** (1 action) spit +12 [+7/+2] (range increment 30 feet), **Damage** 1d8+2 bludgeoning

**Ice Stride** A wolliped isn't impeded by difficult terrain caused by snow or ice, nor does it need to attempt Acrobatics checks to keep from falling on slippery ice.

**Regurgitated Wrath** (1 action) **Frequency** once per hour; **Effect** The wolliped regurgitates the contents of its stomach and spits them at the target, dealing 2d6 bludgeoning damage and 2d6 acid damage. The target attempts a DC 20 basic Reflex save, and on a failure also becomes sickened 1 (sickened 2 on a critical failure).

**Trample** (3 actions) Medium or smaller, hoof, DC 20

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**Warm Fuzzies** Once a year, wollipeds are shorn and their fleece is spun into massive skeins of yarn. This yarn is mostly sold to surrounding villages, but savvy ranchers sell their fleece as far out as Whitethrone in Irrisen and throughout several of the kingdoms in the Lands of the Linnorm Kings. Wolliped fiber takes well to dyeing methods, and the yarn is easy to knit into complex patterns. Some villages have competitions to make the most elaborate sculptures out of their wolliped yarn.

**Yeti**

Recall Knowledge - Humanoid (Society): DC 22

Creature 5

**Uncommon N Large Humanoid**

**Perception** +15; darkvision, scent (imprecise) 30 feet

**Languages** Aklo

**Skills** Athletics +14, Stealth +12 (+15 in snow), Survival +11

**Str** +5, **Dex** +2, **Con** +4, **Int** -1, **Wis** +4, **Cha** -1

Snowblind When Hiding, the yeti is concealed by any snowfall, even if it’s not thick enough to make other creatures concealed.

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**AC** 21; **Fort** +15, **Ref** +11, **Will** +13; +4 status to all saves vs. fear and dreams

**HP** 115; **Immunities** cold; **Weaknesses** fire 10

**Nightmare Guardian** Yetis gain a +4 status bonus to saves against fear and against spells and abilities that affect dreams. A yeti that falls prey to a supernatural nightmare loses this ability and becomes permanently enraged, gaining a +1 status bonus to attack and damage rolls and a –1 status penalty to AC.

**Vanish** (reaction) **Trigger** The yeti is hidden or undetected while not in combat, and a creature would observe it. **Effect** The yeti Strides or Climbs up to half its Speed to a location where it can Hide, then Hides. If its new Stealth check result meets or exceeds the triggering creature’s Perception DC, the yeti remains hidden.

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**Speed** 35 feet, climb 20 feet

**Melee** (1 action) claw +15 [+10/+5], **Damage** 2d10+5 slashing

**Grisly** **Arrival** (free action) (emotion, fear, mental) **Trigger** The yeti hits a creature in the first round of combat and the yeti was hidden from that creature at the start of combat. **Effect** Each enemy within 30 feet that witnesses the attack (including the target of the attack) must attempt a DC 23 Will save. On a failure, the creature is frightened 2; on a critical failure, it’s frightened 4.

**Rend** (1 action) claw

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**Yeti Treasure** Lone exiles of yeti clans have little use for treasure and leave the gear of their slain victims behind where it is quickly covered by snowfall. Clan-based yetis, on the other hand, create beautifully carved stonework, some of which they shape into protective talismans of rare beauty.

**M. Rimecrag Pass**

**Yraka (female Kadlaka)**

Recall Knowledge - Beast (Arcana, Nature): DC 24

Creature 4

**Rare LN Medium Beast**

**Perception** +14; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +11, Crafting +10, Diplomacy +9, Intimidation +11, Nature +10, Stealth +11, Survival +10

**Str** +3, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

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**AC** 21; **Fort** +8, **Ref** +13, **Will** +14

**HP** 60; **Resistances** electricity 5, sonic 5

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**Speed** 25 feet, fly 50 feet

**Melee** (1 action) beak +12 [+7/+2] (deadly d8), **Damage** 2d6+7 piercing

**Melee** (1 action) longspear +12 [+7/+2] (reach 10 feet), **Damage** 1d8+7 piercing

**Ranged** (1 action) lightning echo +14 [+9/+4] (electricity, range 60 feet), **Damage** 2d10 electricity and 1d4 persistent electricity

**Primal Innate Spells** DC 20; **2nd** animal messenger (ravens only), speak with animals; **1st** charm, feather fall (×3); **Constant (2nd)** pass without trace

**Change Shape** (1 action) (concentrate, polymorph, primal, transmutation) The kadlaka can change their appearance to that of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes but might change the type of damage their melee Strikes deal (typically to bludgeoning). While in their humanoid shape, the kadlaka can't use Wingbeat. Each kadlaka has a fixed humanoid form—they can't adopt a different appearance each time they use this ability.

**Silent Lightning** (illusion, primal) A kadlaka's movements are practically silent. Against a creature using only hearing to perceive them, they gain a +4 circumstance bonus to their Stealth check. As normal, this benefit also improves the kadlaka's Stealth DC.

**Wingbeat** (2 actions) (evocation, primal, sonic) The kadlaka beats their wings with a mighty peal of thunder. Creatures in a 15-foot emanation take 5d6 sonic damage (DC 21 basic Fortitude save). On a failed save, the creature is also pushed 5 feet away from the kadlaka. The kadlaka can't use Wingbeat again for 1d4 rounds.

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**Kadlaka Feathers** Kadlakas occasionally gift their feathers as tokens of friendship and esteem or to repay a debt of honor. This gift is usually a single feather, but it's no insignificant thing—a kadlaka's primary flight feathers can be as long as a human's arm, and once gifted, a feather doesn't grow back. Even more impressively, kadlakas can weave one of their feathers into a headband or armband to imbue it with magical properties.

**Burning Mammoth Hunters**

Creature 0

**Uncommon NE Medium Human Humanoid**

**Perception** +7

**Languages** Hallit

**Skills** Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

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**AC** 16; **Fort** +4, **Ref** +7, **Will** +7

**HP** 15

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The hunter Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +8 [+3/-2], **Damage** 1d6+2 piercing

**Ranged** (1 action) sling +7 [+2/-3] (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+2 piercing

**Muscle Slicer** A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

**Burnbearer**

Recall Knowledge - Humanoid (Society): DC 15

Creature -1

**Uncommon NE Medium Human Humanoid**

**Perception** +6

**Languages** Hallit

**Skills** Athletics +4, Intimidation +3, Stealth +5, Survival +4

**Str** +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

**Items** club, padded armor, torches (3)

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**AC** 15; **Fort** +6, **Ref** +5, **Will** +4

**HP** 8

**Spurred by Death** (reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The burnbearer Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) club +8 [+3/-2], **Damage** 1d6+2 bludgeoning

**Melee** (1 action) torch +6 [+1/-4], **Damage** 1d4 fire

**Ranged** (1 action) club +7 [+2/-3] (thrown 10 feet), **Damage** 1d6+2 bludgeoning

**Torch and Go** (1 action) **Requirements** The burnbearer is flanking a creature; **Effect** The burnbearer sets the distracted enemy ablaze. The burnbearer makes a torch Strike against the flanked creature, then Steps. If the burnbearer's Strike deals damage to the flanked creature, the creature also takes 1 persistent fire damage.

**Burning Mammoth Longshield**

Recall Knowledge - Humanoid (Society): DC 17

Creature 1

**Uncommon NE Medium Human Humanoid**

**Perception** +8

**Languages** Hallit

**Skills** Athletics +6 (+8 to Shove with shield raised), Intimidation +6, Survival +6

**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**Items** wooden shield (Hardness 3, 12 HP, BT 6) with shield boss, everburning torch, hide armor, polished topaz worth 25 gp, spears (3)

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**AC** 15 (17 with shield raised); **Fort** +10, **Ref** +4, **Will** +8

**HP** 20

**Shield Block** (Reaction) A longshield can use Shield Block to prevent fire damage in addition to physical damage.

**Spurred by Death** (Reaction) **Trigger** An ally within 30 feet reduces a creature to 0 HP; Effect The longshield Steps or Strides.

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**Speed** 20 feet

**Melee** (1 action) spear +9 [+4/-1], **Damage** 1d6+3 piercing

**Melee** (1 action) shield boss +9 [+4/-1], **Damage** 1d6+3 bludgeoning

**Ranged** (1 action) spear +7 [+2/-3] (thrown 20 feet), **Damage** 1d6+3 piercing

**Opportunistic Defense** (free action) **Trigger** The longshield successfully Strikes with their shield boss; **Effect** The longshield Raises their Shield.

**Shield Shove** (1 action) **Frequency** once per round; **Requirements** The longshield's shield is raised; **Effect** The longshield rolls an Athletics check to Shove a creature in reach. If they roll a failure, they get a success instead, and if they roll a success, they get a critical success instead. The longshield's shield is lowered.

**Pakano**

Recall Knowledge - Humanoid (Society): DC 29

Creature 4

**Unique CE Medium Human Humanoid**

Male Kellid hunter

**Perception** +11

**Languages** Hallit

**Skills** Acrobatics +10, Athletics +12, Deception +8, Nature +9, Survival +11

**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

**Items** hide armor, mad mammoth's juke, moderate tallow bomb, spears (3), wooden buckler (Hardness 3, 6 HP, BT 3)

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**AC** 20 (21 with shield raised); **Fort** +14, **Ref** +8, **Will** +11

**HP** 70

**Attack of Opportunity**

**Shield Block**

**Spurred by Death** (reaction) Trigger An ally within 30 feet reduces a creature to 0 HP; Effect Pakano Steps or Strides.

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**Speed** 25 feet

**Melee** (1 action) spear +12 [+7/+2] (parry), **Damage** 2d6+6 piercing

**Ranged** (1 action) spear +10 [+5/+0] (thrown 20 feet), **Damage** 2d6+6 piercing

**Ranged** (1 action) tallow bomb +10 [+5/+0] (splash, thrown 20 feet), **Damage** 2d4 persistent fire and 2 fire splash

**Hunt Prey** (1 action) (concentrate) Pakano designates a single creature he can see and hear, or one he's Tracking, as his prey. He gains a +2 circumstance bonus to Perception checks to Seek his prey and to Survival checks to Track his prey. The first time Pakano hits his designated prey in a round, he deals an additional 1d8 precision damage. Pakano also ignores the penalty for making ranged attacks within his second range increment. These effects last until Pakano uses Hunt Prey again.

**Spear Fighter** Pakano's spear has the parry weapon trait, and his Strikes with the spear deal an additional 1d6 damage. If he critically hits a creature with a spear, the creature is clumsy 1 until the start of Pakano's next turn.