

Frostfur Prisoners (4)

Goblin warrior 1

NE Small humanoid (goblinoid)

Offense

Speed 30 ft.

Melee bite +2 (1d4), unarmed strike +2 (1d2)

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +11, Survival +0

Languages Common, Goblin

Ice-tooth Warriors (3) CR1

Goblin warrior 3 (Pathfinder RPG Bestiary 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1

Defense

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)

hp 22 each (3d10+6)

Fort +4, **Ref** +3, **Will** +0

Offense

Speed 30 ft.

Melee mwk short sword +7 (1d4/19–20)

Ranged shortbow +6 (1d4/x3)

Tactics

During Combat The warriors use their shortbows from atop the tower until the PCs are at the base. At that point, they descend the ladders to ready their attacks pending the door being broken down. If the warriors occupy a tower that the PCs are ignoring in favor of the other tower, the goblins exit to attack the party on the ground from behind.

Morale The Ice-tooth goblin warriors fight to the death.

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +1, Ride +8, Stealth +9

Languages Goblin

Combat Gear potion of cure light wounds, alchemist's fire;

Other Gear chain shirt, light wooden shield, masterwork short sword, shortbow with 20 arrows, 5 gp

Iceetooth Shaman CR1

Female goblin adept 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 16 (3d6+6)

Fort +1, **Ref** +4, **Will** +4

Offense

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

Adept Spells Prepared (CL 1st; concentration +2)

1st—*burning hands* (DC 13), *cause fear* (DC 12), *sleep* (DC 12)

0—*create water*, *ghost sound*, *touch of fatigue* (DC 11)

Tactics

During Combat As her first move action, the goblin shaman lights the signal fire, and then fires her pre-loaded crossbow at the party approaching the tower. When the PCs get to the base of her tower, she lobs a vial of alchemist's fire down on them, and descends the ladder to the tower's ground floor. She readies to cast *burning hands* on whoever batters down the door (she's unconcerned about hitting other goblins). She then tries to bring down other foes with her *sleep* spell, scare them with *cause fear*, and finally weaken them with *touch of fatigue*.

Morale The Iceetooth goblin shaman fights to the death.

Statistics

Str 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** –2; **CMD** 11

Feats Spell Focus (evocation), Toughness

Skills Appraise +3, Heal +7, Ride +7, Stealth +14

Languages Goblin

SQ summon familiar (raven)

Combat Gear *potion of cure light wounds*, alchemist's fire;

Other Gear dagger, masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel, 5 gp

RAVEN FAMILIAR **CR 1/6**

Init +2; **Senses** low-light vision; [Perception](#) +6

DEFENSE

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

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

Feats Skill Focus (Perception), [Weapon Finesse](#)

Skills [Fly](#) +6, [Perception](#) +3

Wolves (2)

Init +2; **Senses** low-light vision, **scent**; **Perception** +8

DEFENSE

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

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus **trip**)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. **trip**)

Feats **Skill Focus** (**Perception**)

Skills **Perception** +8, **Stealth** +6, **Survival** +1 (+5 **scent tracking**); **Racial Modifiers** +4 **Survival** when tracking by **scent**

Dire Wolf CR3

Init +2; **Senses** low-light vision, **scent**; **Perception** +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus **trip**)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. **trip**)

Feats **Run**, **Skill Focus** (**Perception**), **Weapon Focus** (**bite**)

Skills **Perception** +10, **Stealth** +3, **Survival** +1 (+5 **scent tracking**); **Racial Modifiers** +4 **Survival** when tracking by **scent**

Rimetusk CR 5

Male ice troll (*Pathfinder RPG Bestiary 2* 271)

CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 18, touch 13, flat-footed 14 (+1 armor, +4 Dex, +4 natural, -1 size)

hp 54 (7 HD; 6d8+1d10+22); regeneration 5 (acid or fire)

Fort +7, **Ref** +10, **Will** +2

Immune cold

Weaknesses vulnerable to fire

Offense

Speed 30 ft.

Melee +1 *battleaxe* +10 (2d6+5/×3), bite +3 (1d8+2), claw +3 (1d6+2) or

bite +8 (1d8+4), 2 claws +8 (1d6+4)

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

Special Attacks rend (2 claws, 1d6+6)

Tactics

During Combat Rimetusk focuses his attacks on the PC who most recently damaged him or openly challenged his authority. If he finds he's having an easy time hitting a particular target, he power attacks to drop that opponent sooner so he can move on to another target.

Morale Rimetusk is extremely confident of his combat prowess and fights to the death.

Statistics

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +10; **CMD** 24

Feats Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (battleaxe)

Skills Intimidate +7, Perception +9, Survival +5

Languages Common, Giant

Other Gear +1 *battleaxe*, *bracers of armor* +1, 84 pp, 6 gp

Irrisen Guardian Doll CR 5

Soulbound doll (*Pathfinder RPG Bestiary 2* 255)

NE Tiny construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 41 (7 HD; 3d10+4d6+11)

Fort +2, **Ref** +5, **Will** +6

DR 2/magic; **Immune** construct traits;

Resist cold 5

Weaknesses susceptible to mind-affecting effects

Offense

Speed 20 ft.

Melee dagger +5 (1d2–2/19–20)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +5)

3/day—*mage hand*, *message*, *open/close*, *prestidigitation*

1/day—*inflict serious wounds* (DC 15), *levitate*

Bloodline Spell-Like Abilities (CL 4th; concentration +6)

5/day—cold steel (2 rounds)

Sorcerer Spells Known (CL 4th; concentration +6)

2nd (4/day)—*scorching ray*

1st (7/day)—*cause fear* (DC 13), *charm person* (DC 14), *enlarge person*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 12), *daze* (DC 13), *detect magic*, *ray of frost*, *resistance*

Bloodline Boreal*

Tactics

Before Combat If the doll has time to prepare while the PCs aren't aware it's alive, it casts *shield*. Then just before combat, it uses its cold steel ability to grant its dagger the *frost* special ability for 2 rounds.

During Combat The Irrisen Guardian Doll initiates combat by casting *inflict serious wounds* on whichever PC the doll sees as the largest threat, which is generally the PC who attacked it or investigated it first. The doll then uses its *levitate* spell-like ability to move out of melee range, hoping its connection to the jadwiga will bring reinforcements while it uses ranged magical attacks to bring down the PCs.

Morale The Irrisen Guardian Doll is tasked with a single duty—to watch and protect the nation's borders—and it fights until destroyed to uphold that order.

Statistics

Str 7, **Dex** 16, **Con** —, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 15

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (enchantment), Toughness

Skills Fly +16, Knowledge (arcana) +11, Perception +7, Spellcraft +9, Stealth +17

Languages Common, Skald, Sylvan

SQ alignment variation, bloodline arcana, icewalker, soul focus

Gear dagger

Special Abilities

Alignment Variation (Ex) Soulbound dolls have an alignment dependent spell-like ability usable once per day; those of neutral evil alignment can cast *inflict serious wounds*.

Bloodline Arcana (Su) When you cast a spell with the cold descriptor, increase the spell's save DC by 1.

Cold Steel (Sp) You can touch a weapon or up to 50 pieces of ammunition as a standard action, giving the weapon or ammunition the *frost* special ability for a number of rounds equal to 1/2 your sorcerer level (minimum 1).

Icewalker (Ex) You gain cold resistance 5 and can move across snow and icy surfaces without penalty and without leaving tracks.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll—in this case, a gem embedded into its chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Susceptible to Mind-Affecting Effects (Ex) The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct

Blackraven Warriors (2)

Male human warrior 3
CN Medium humanoid (human)
Init +4; **Senses** Perception +0

Defense

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)
hp 22 each (3d10++6)
Fort +4, **Ref** +1, **Will** +1

Offense

Speed 30 ft.
Melee mwk battleaxe +7 (1d8+2/×3)
Ranged throwing axe +3 (1d6+2)

Tactics

During Combat The Blackraven warriors first target the goblins, only attacking the PCs directly if they protect their prisoners. The warriors reserve one throwing axe for enemies at range, and the second for those attempting to flee.
Morale The warriors under Enrik's command fight vigilantly as long as their superior is there to spur them on, but surrender if reduced to 8 or fewer hit points if he is dead or unconscious.

Statistics

Str 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 15
Feats Improved Initiative, Toughness, Weapon Focus (battleaxe)
Skills Climb +4, Handle Animal +3, Ride +3, Survival +3
Languages Common, Skald
Combat Gear *potion of cure light wounds*, acid flask, alchemist's fire; **Other Gear** masterwork chain shirt, heavy wooden shield, masterwork battleaxe, throwing axes (2), 25 gp

Enrik Lockjaw CR4

Male human fighter 5
CN Medium humanoid (human)
Init +2; **Senses** Perception +1

Defense

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 47 (5d10+15)
Fort +6, **Ref** +3, **Will** +4; +1 vs. fear,
Defensive Abilities bravery +1

Offense

Speed 30 ft.
Melee +1 *greataxe* +11 (1d12+6/×3)
Ranged throwing axe +8 (1d6+4)
Special Attacks weapon training (axes +1)

Tactics

During Combat Enrik is confident he can keep some of the PCs busy while his men deal with the goblins, fighting fearlessly against the most menacing-looking PC.
Morale Enrik fights to the death as long as any goblins still live. If all the goblins are dead, he calls for an end of the fight, seeing no reason humans should kill each other over monsters.

Statistics

Str 17, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Cleave, Combat Reflexes, Great Cleave, Iron Will, Power Attack, Step Up, Weapon Focus (greataxe)

Skills Climb +6, Intimidate +7, Ride +5, Survival +6

Languages Common, Skald

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork breastplate, +1 greataxe, throwing axes (2), 40 gp

Blackraven Chaplain CR1

Female human cleric of Gorum 2
CN Medium humanoid (human)
Init -1; **Senses** Perception +3

Defense

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)
hp 19 (2d8+7)
Fort +4, **Ref** -1, **Will** +6

Offense

Speed 30 ft.
Melee mwk greatsword +4 (2d6+3/19-20)
Ranged light crossbow +0 (1d8/19-20)
Special Attacks channel positive energy 4/day (DC 12, 1d6),
destructive smite (+1, 6/day)
Domain Spell-Like Abilities (CL 2nd; concentration +5) 6/day—battle rage (+1 damage)
Cleric Spells Prepared (CL 2nd; concentration +5)
1st—*bleed*, *doom* (DC 14), *shield of faith*, *true strike*
0 (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*
D Domain spell; **Domains** Destruction, War

Tactics

During Combat The chaplain first casts *shield of faith*, then casts *doom* on the most martial-looking PC, finally wading into combat thereafter. She employs her destructive smite domain power every round until she has expended all uses.

Morale The chaplain fights to the death as long as her superior, Enrik, still stands; otherwise, she surrenders to her obvious betters if reduced below 8 hit points.

Statistics

Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 17, **Cha** 13
Base Atk +1; **CMB** +3; **CMD** 12
Feats Combat Casting, Toughness
Skills Heal +8, Knowledge (religion) +5, Spellcraft +5
Languages Common, Skald
SQ aura
Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, light crossbow with 10 bolts, masterwork greatsword, wooden holy symbol of Gorum, 10 gp