

### **Frostfur Prisoners (4)**

Goblin warrior 1

NE Small humanoid (goblinoid)

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

#### **Defense**

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 6 each (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

#### **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

### **Icetooth Warriors (4)**

Goblin warrior 1

NE Small humanoid (goblinoid)

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

#### **DEFENSE**

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

#### **OFFENSE**

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/x3)

#### **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 +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

#### **Tactics**

**During Combat** The warriors use their short bows from atop the tower until the PCs are at the base. At that point, they descend the ladder 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 Icetooth goblin warriors fight to the death.

### **Icetooth Shaman CR**

Female goblin adept 1

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** 7 (1d6+4)

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

## Offense

**Speed** 30 ft.

**Melee** dagger -1 (1d3-2/19-20)

**Ranged** light crossbow +4 (1d6/19-20)

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

1st—*burning hands* (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 fire down on them, before descending 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, followed by *touch of fatigue*.

**Morale** The icetooth goblin shaman fights to the death.

## Statistics

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

**Base Atk** +0; **CMB** -3; **CMD** 10

**Feats** Toughness

**Skills** Heal +5, Ride +7, Stealth +12

**Languages** Goblin

**Combat Gear** *potion of cure light wounds*, alchemist's fire (3);

**Other Gear** dagger, light crossbow with 10 bolts, wooden holy symbol of Zarongel, 25 gp

### **Adolescent wolves (3)**

Young wolf (*Pathfinder RPG Bestiary* 278, 295)

N Small animal

**Init** +4; **Senses** low-light vision, scent; Perception +8

#### **Defense**

**AC** 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

**hp** 9 each (2d8)

**Fort** +3, **Ref** +7, **Will** +1

#### **Offense**

**Speed** 50 ft.

**Melee** bite +1 (1d4–1 plus trip)

#### **Statistics**

**Str** 9, **Dex** 19, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** –1; **CMD** 13

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +12, Survival +1 (+5 scent tracking)

## **Rimetusk CR 2**

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

CE Large humanoid (cold, giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

### **Defense**

**AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

**hp** 22 (3d8+9); regeneration 2 (acid or fire)

**Fort** +4, **Ref** +7, **Will** +1

**Immune** cold

**Weaknesses** vulnerable to fire

### **Offense**

**Speed** 30 ft.

**Melee** battleaxe +4 (2d6+3/x3), bite -1 (1d8+1) or bite +4 (1d8+3)

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

### **Tactics**

**During Combat** Rimetusk focuses his attacks on the PC who most recently damaged him or challenged his authority.

**Morale** Rimetusk has an inflated sense of his own prowess and doesn't recognize when he's beaten. He fights to the death.

### **Statistics**

**Str** 17, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +2; **CMB** +6; **CMD** 20

**Feats** Intimidating Prowess, Skill Focus (Perception)

**Skills** Intimidate +5, Perception +7, Survival +4

**Languages** Common, Giant

**Gear** battleaxe, 33 pp, 2 gp

## Irrisen Guardian Doll CR 2

Soulbound doll (*Pathfinder RPG Bestiary 2* 255)

NE Tiny construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

### Defense

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 19 (3d10+3)

**Fort** +1, **Ref** +3, **Will** +1

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

**Weaknesses** susceptible to mind-affecting effects

### Offense

**Speed** 20 ft.

**Melee** dagger +3 (1d2–2/19–20)

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

**Spell-Like Abilities** (CL 3rd, concentration +2)

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

1/day—*inflict serious wounds* (DC 12), *levitate*

### Tactics

**During Combat** The Irrisen Guardian Doll initiates combat by casting *inflict serious wounds* on the PC it sees as the largest threat, generally whichever PC attacks it or investigates it first. It then uses its *levitate* spell-like ability to move out of melee range, hoping its connection to the jadwiga will

bring reinforcements.

**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** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +3; **CMD** 11

**Feats** Improved Initiative, Toughness

**Skills** Perception +3, Stealth +13

**Languages** Common

**SQ** alignment variation, soul focus

### **Special Abilities**

**Alignment Variation (Ex)** Soulbound dolls have an alignment-dependent spell-like ability usable once per day; those with a neutral evil alignment can cast *inflict serious wounds* (DC 12).

**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 the doll is a construct.

**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.

## **Blackraven Warriors (2) + Enrik Ironjaw**

Human warrior 2

CN Medium humanoid (human)

**Init** +1; **Senses** Perception –1

### **Defense**

**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

**hp** 18 each (2d10+7)

**Fort** +4, **Ref** +1, **Will** –1

### **Offense**

**Speed** 30 ft.

**Melee** mwk battleaxe +5 (1d8+1/×3)

**Ranged** throwing axe +3 (1d6+1)

### **Tactics**

**During Combat** The Blackraven warriors' primarily 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 anyone attempting to flee.

**Morale** Enrik Ironjaw fights to the death to avenge his family. The warriors under his command surrender if reduced to 5 or fewer hit points.

### **Statistics**

**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 8, **Cha** 10

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

**Feats** Toughness, Weapon Focus (battleaxe)

**Skills** Climb +1, Handle Animal +4, Ride +1, Survival +0

**Languages** Common, Skald

**Combat Gear** *potion of cure light wounds*, acid flask;

**Other Gear** chain shirt, heavy wooden shield, masterwork battleaxe, throwing axes (2), 15 gp

## **Blackraven Chaplain**

Female human cleric of Gorum 1

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +3

### **Defense**

**AC** 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

**hp** 13 (1d8+5)

**Fort +3, Ref -1, Will +5**

### **Offense**

**Speed** 30 ft.

**Melee** greatsword +2 (2d6+3/19–20)

**Ranged** light crossbow -1 (1d8/19–20)

**Special Attacks** channel positive energy 4/day (DC 11, 1d6), destructive smite (+1, 6/day)

**Domain Spell-Like Abilities** (CL 1st; concentration +4), 6/day—battle rage (+1 damage)

**Cleric Spells Prepared** (CL 1st; concentration +4)

1st—*doom* (DC 14), *shield of faith*, *true strike*

0 (at will)—*guidance*, *resistance*, *stabilize*

**D** Domain spell; **Domains** Destruction, War

### **Tactics**

**During Combat** The chaplain first casts *shield of faith*, then *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 5 hit points.

### **Statistics**

**Str** 14, **Dex** 8, **Con** 13, **Int** 10, **Wis** 17, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 11

**Feats** Combat Casting, Toughness

**Skills** Heal +7, Knowledge (religion) +4, Spellcraft +4

**Languages** Common, Skald

**SQ** aura

**Combat Gear** *potions of cure light wounds* (3), tanglefoot bag;

**Other Gear** chain shirt, light crossbow with 10 bolts, greatsword, wooden holy symbol of Gorum,  
5 gp