

# A. Snow Elk Wilds (both tiers)

## Olisarra (Huldra)

*This woman's foxlike tail and the wood-lined hollow inside her back reveal her true fey nature.*

CN Medium fey

**Init** +3; **Senses** darkvision 60 ft., detect snares and pits, low-light vision, scent; **Perception** +12

### DEFENSE

**AC** 17, **touch** 14, **flat** 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 38 (7d6+14);

**regeneration** 3 (acid or fire)

**Fort** +4, **Ref** +8, **Will** +7 **Immune** charm effects, compulsion effects; **Resist** cold 10

### OFFENSE

**Speed** 30 ft.

**Melee** slam +7 (1d6+4),

tail +7 (1d6+4 plus 1d4 Cha dam; DC 15 fort)

**Special Attacks** lashing tail, manipulate luck

**Spell-Like Abilities** (CL 4th; concentration +8)

**Constant**—detect snares and pits, endure elements, pass without trace

**3/day**—charm person (DC 15), daze monster (DC 16), wood shape

**1/day**—deep slumber (DC 17)

### STATISTICS

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

**BAB** +3; **CMB** +7; **CMD** 21

**Feats** Deceitful, Dodge, Mobility, Power Attack

**Skills** Bluff +16, Disguise +16, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +14

**Languages** Common, Giant, Sylvan

### SPECIAL ABILITIES

**Lashing Tail** (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

**Manipulate Luck** (Su) - won't be used.

## Olisarra (Ijiraq)

*Its head the skull of a caribou, this humanoid has wicked claws and wears wrappings of ragged fur adorned with scrimshaw talismans.*

CN Medium fey (shapechanger)

**Init** +2; **Senses** low-light vision; **Perception** +21

### DEFENSE

**AC** 25, **touch** 13, **flat** 22 (+2 Dex, +1 dodge, +12 natural)

**hp** 105 (14d6+56)

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

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +10 (2d4+3), bite +10 (2d6+3), gore +10 (2d6+3)

**Ranged** javelin +9 (1d6+3)

**Special Attacks** disorienting gaze

**Spell-Like Abilities** (CL 14th; concentration +20)

**At will**—dimension door, fly, hallucinatory terrain (DC 20) 3/day—baleful polymorph (DC 21), control winds, cure critical wounds (DC 20), ice storm (DC 20), sleet storm (DC 19), summon nature's ally IV

### STATISTICS

**Str** 16, **Dex** 15, **Con** 18, **Int** 15, **Wis** 19, **Cha** 22

**BAB** +7; **CMB** +10; **CMD** 23

**Feats** Acrobatic Steps, Blind-Fight, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves Skills Escape Artist +19, Handle Animal +20, Intimidate +20, Knowledge (arcana) +16, Knowledge (nature) +19, Perception +21, Stealth +19, Survival +18

**SQ** change shape (elk [Pathfinder RPG Bestiary 3 147], beast shape II), hide in plain sight

### SPECIAL ABILITIES

**Disorienting Gaze** (Su) An ijiraq can level an icy stare at a creature within 30 feet. That creature takes a -20 penalty on Perception checks and Survival checks for 24 hours (Fortitude DC 23 negates). The save DC is Charisma-based. An ijiraq can use this ability while in the shape of an elk.

**Hide in Plain Sight** (Su) An ijiraq can use the Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.

## B3. The Frozen Raiders (low)

### Frozen Raiders (2)

*The pale flesh of this walking corpse is rotting and putrid, its body skeletal in places, ice and frost cling to its hair, and its eye sockets glow with blue-white light.*

Advanced frost wights

LE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +13

#### DEFENSE

**AC** 19, **touch** 13, **flat** 16 (+3 Dex, +6 natural)

**hp** 34 each (4d8+16)

**Fort** +5, **Ref** +4, **Will** +7

**Defensive Abilities** frozen death, undead traits

**Weaknesses** resurrection vulnerability

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d4+4 plus 1d6 cold plus energy drain)

**Special Attacks** create spawn, energy drain (1 level, DC 16)

#### STATISTICS

**Str** 16, **Dex** 16, **Con** –, **Int** 15, **Wis** 17, **Cha** 19

**BAB** +3; **CMB** +6; **CMD** 19

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Climb +10, Intimidate +11, Knowledge (religion) +9, Perception +13, Sense Motive +10, Stealth +18;

**Languages** Common, Skald

**SQ** create spawn

#### SPECIAL ABILITIES

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

**Frozen Death** (Su) A frost wight deals an additional 1d6 points of cold damage with its slam attack. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 points of cold damage.

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

## B3. The Frozen Raiders (high)

### Frozen Marauders (2)

*The pale flesh of this walking corpse is rotting and putrid, its body skeletal in places, ice and frost cling to its hair, and its eye sockets glow with blue-white light.*

Advanced frost wight ranger 3

LE Medium undead (cold)

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

#### DEFENSE

**AC** 24, **touch** 14, **flat** 20 (+4 armor, +4 Dex, +6 natural)

**hp** 79 (7 HD; 4d8+3d10+45)

**Fort** +9, **Ref** +8, **Will** +10

**Immune** frozen death, undead traits

**Weaknesses** resurrection vulnerability

#### OFFENSE

**Speed** 35 ft.

**Melee** slam +11 (1d4+7 plus 1d6 cold plus energy drain)

**Special Attacks** combat style (two-handed weapon), create spawn, energy drain (1 level, DC 17), fav. enemy (giants +2)

#### STATISTICS

**Str** 20, **Dex** 18, **Con** –, **Int** 13, **Wis** 21, **Cha** 21

**BAB** +6; **CMB** +11; **CMD** 25

**Feats** Blind-fight, Cleave, Endurance, Fleet, Skill Focus (Perception), Toughness

**Skills** Climb +8, Intimidate +12, Knowledge (geography, nature, religion) +8, Perception +18, Ride +8, Stealth +17, Survival +15, Swim +8;

**Languages** Common, Skald SQ favored terrain (cold +2), track +1, wild empathy +8 Other Gear chain shirt

#### SPECIAL ABILITIES

**Create Spawn** (Su) See Subtier 5–6.

**Frozen Death** (Su) See Subtier 5–6.

**Resurrection Vulnerability** (Su) See Subtier 5–6.

## Scaling

Remove the wights' frozen death ability for 4 players in both tiers.

## B4. The Beheaded King (low)

### The Beheaded King

*This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.*

Draugr captain fighter 5  
CE Medium undead (water)  
**Init** +6; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perc.** +15

#### DEFENSE

**AC** 22, **touch** 12, **flat** 20 (+6 armor, +2 Dex, +4 natural)  
**hp** 94 (8 HD; 3d8+5d10+53)  
**Fort** +11, **Ref** +7, **Will** +9 (+1 vs. fear)  
**DR** 5/slashing or bludgeoning;  
**Immune** undead; **Resist** fire 10

#### OFFENSE

**Speed** 30 ft., swim 30 ft.  
**Melee** +1 dragon bane butchering axe +16/+11 (3d6+12/  
×3 plus energy drain) or slam +9 (1d10+3 plus energy drain)  
**PA** butchr. axe +14/+9(3d6+18/x3 + ener. drain) or  
slam +7 (1d10+9 plus energy drain)  
**Special Attacks** energy drain (1 level, DC 16), weapon  
training (axes +1)  
**Spell-Like Abilities** (CL 5th; concentration +10)  
**3/day**—obscuring mist

#### STATISTICS

**Str** 24, **Dex** 14, **Con** —, **Int** 14, **Wis** 18, **Cha** 21  
**BAB** +7; **CMB** +14; **CMD** 26  
**Feats** Cleave, Exotic Weapon Proficiency (butchering axe),  
Improved Initiative, Lightning Reflexes, Lunge, Power Attack,  
Toughness  
**Skills** Climb +12, Handle Animal +13, Intimidate +10,  
Perception +15, Ride +7, Stealth +10, Survival +12, Swim +12  
**Languages** Common, Draconic, Skald (can't speak)  
**SQ** armor training 1  
**Other Gear** mwk chainmail, +1 dragon bane butchering axe,  
cloak of resistance +1, lesser good fortune talisman

#### SPECIAL ABILITIES

**Energy Drain** (Su) The Beheaded King can bestow a  
negative level when it hits with slam attack or a wielded  
weapon, but it can bestow such a negative level no more  
than once per round.

#### NOTES

**Lunge** Increase the reach of melee attacks by 5' until the end  
of turn; -2 to your AC. Must use this ability before any attacks.  
**Talisman** reroll nat 1 on a d20

## B4. The Beheaded King (high)

### The Beheaded King

*This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.*

Draugr captain fighter 8  
CE Medium undead (water)  
**Init** +6; **Senses** darkvision 60 ft.; **Perception** +18

#### DEFENSE

**AC** 25, **touch** 12, **flat** 23 (+9 armor, +2 Dex, +4 natural)  
**hp** 142 (11 HD; 3d8+8d10+85)  
**Fort** +15, **Ref** +9, **Will** +11 (+2 vs. fear)  
**DR** 5/slashing or bludgeoning;  
**Immune** undead traits; Resist fire 10

#### OFFENSE

**Speed** 30 ft., swim 30 ft.  
**Melee** +1 dragon-bane butchering axe +20/+15  
(3d6+12/19-20/×3 plus energy drain) or slam +12 (1d10+3  
plus energy drain)  
**Special Attacks** energy drain (1 level, DC 17), weapon  
training (axes +1)  
**Spell-Like Abilities** (CL 5th; concentration +11)  
**3/day**—obscuring mist

#### STATISTICS

**Str** 24, **Dex** 14, **Con** —, **Int** 14, **Wis** 18, **Cha** 22  
**BAB** +10; **CMB** +17; **CMD** 29  
**Feats** Cleave, Critical Focus, Exotic Weapon Proficiency  
(butchering axe), Great Cleave, Improved Critical (butchering  
axe), Improved Initiative, Lightning Reflexes, Lunge, Power  
Attack, Toughness, Weapon Focus (butchering axe)  
**Skills** Climb +12, Handle Animal +15, Intimidate +13,  
Perception +18, Ride +7, Stealth +12, Survival +13, Swim +11  
**Languages** Common, Draconic, Skald (can't speak) SQ  
armor training 2  
**Other Gear** +1 half-plate, +1 dragon bane butchering axe,  
cloak of resistance +2, lesser good fortune charm

#### SPECIAL ABILITIES

**Energy Drain** (Su) The Beheaded King can bestow a  
negative level when it hits with slam attack or a wielded  
weapon, but it can bestow such a negative level no more  
than once per round.

### Scaling (both tiers)

-2 penalty on all d20 rolls, -15 HP.

## C. Linnorm Vestige (low)

### Tattered Linnorm Vestige

*This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.*

CE Huge dragon

**Init** +6; **Senses** darkvision 60 ft., instant clarity, low-light vision, scent; **Perception** +19

#### DEFENSE

**AC** 23, **touch** 10, **flat** 21 (+2 Dex, +13 natural, -2 size)

**hp** 126 (12d12+48)

**Fort** +12, **Ref** +12, **Will** +12; +3 vs. mind-affecting effects

**DR** 5/cold iron; **Immune** curse effects, fire, paralysis, poison, sleep; **SR** 15 **Defensive Abilities** instant freedom

#### OFFENSE

**Speed** 40 ft., fly 100 ft. (average), swim 60 ft.

**Melee** bite +15 (1d12+5 plus poison), 2 claws +15 (1d6+5), tail slap +10 (1d8+2 plus grab +19)

**PA:** bite +12 (1d12+11 plus poison), 2 claws +12 (1d6+11), tail slap +4 (1d8+12 plus grab +16)

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

#### Special Attacks

**breath weapon** (80-foot line, once every 1d4 rounds, 6d8 fire damage, Reflex DC 20 for half),

**constrict** (1d8+7), death curse, poison

#### STATISTICS

**Str** 21, **Dex** 14, **Con** 18, **Int** 3, **Wis** 18, **Cha** 15

**BAB** +12; **CMB** +19 (+21 bull rush); **CMD** 31 (33 vs. bull rush, can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Fly +13, Perception +19, Swim +13 Languages Aklo, Draconic, Sylvan

#### SPECIAL ABILITIES

**Death Curse** (Su) When a creature slays the linnorm vestige, the slayer is affected by the curse of fire. Curse of Fire: save Will DC 18; effect creature gains vulnerability to fire. The save DC is Charisma-based.

**Instant Clarity** (Su) As a swift action once per minute, the linnorm vestige can gain the benefits of true seeing for 1 round. **Instant Freedom** (Su) As an immediate action once per minute, the linnorm vestige can gain the benefits of freedom of movement for 1 round.

**Poison** (Su) Bite–Injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 2d6 fire and 1d2 Dex; cure 1 save.

## C. Linnorm Vestige (high)

### Tattered Linnorm Vestige

*This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.*

CE Huge dragon

**Init** +7; **Senses** darkvision 60 ft., instant clarity, low-light vision, scent; **Perception** +22

#### DEFENSE

**AC** 27, **touch** 11, **flat** 24 (+3 Dex, +16 natural, -2 size)

**hp** 172 (15d12+75)

**Fort** +14, **Ref** +14, **Will** +13; +3 vs. mind-affecting effects

**DR** 10/cold iron; **Immune** curse effects, fire, paralysis, poison, sleep; **SR** 18 **Defensive Abilities** instant freedom

#### OFFENSE

**Speed** 40 ft., fly 100 ft. (average), swim 60 ft.

**Melee** bite +20 (1d12+7/19–20), 2 claws +20 (1d6+7), tail slap +15 (1d8+3 plus grab)

**PA:** bite +17 (1d12+13/19–20), 2 claws +17 (1d6+13), tail slap +12 (1d8+10 plus grab)

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

#### Special Attacks

**breath weapon** (80-foot line, once every 1d4 rounds, 8d8 fire damage, Reflex DC 22 for half),

**constrict** (1d8+10), death curse, poison

#### STATISTICS

**Str** 25, **Dex** 16, **Con** 20, **Int** 3, **Wis** 18, **Cha** 17

**BAB** +15; **CMB** +24 (+26 bull rush); **CMD** 37 (39 vs. bull rush, can't be tripped)

**Feats** Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Fly +17, Perception +22, Swim +15 Languages Aklo, Draconic, Sylvan

#### SPECIAL ABILITIES

**Death Curse** (Su) Will DC 20; see low tier

**Instant Clarity** (Su) See low tier

**Instant Freedom** (Su) See low tier

**Poison** (Su) Bite–Injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 2d6 fire and 1d3 Dex; cure 2 saves.

### Scaling (both tiers)

-2 saves, attacks, abilities, nat. armor, SR. -20 HP.

## D. The Coalbraids' Welcome (low)

### Brutal Hurlers (3)

Human barbarian 4 CN Medium humanoid (human)

**Init** +1; **Senses** Perception +9

#### DEFENSE

**AC** 13, **touch** 9, **flat** 12 (+4 armor, +1 Dex, -2 rage)

**hp** 47 (4d12+16)

**Fort** +7, **Ref** +2, **Will** +5

**Defensive Abilities** trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 40 ft.

**Melee** mwk heavy mace +11 (1d8+9)

**Ranged** mwk javelin +8 (1d6+6)

**Rapid** mwk javelin +6/+6 (1d6+6)

**Rapid +PB** mwk javelin +7/+7 (1d6+7)

**Special Attacks** rage (11 rounds/day), rage powers (furious barrage, furious draw, savage hurl)

#### STATISTICS (raging)

**Str** 22, **Dex** 13, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

**BAB** +4; **CMB** +10; **CMD** 19

**Feats** Deadly Aim, Extra Rage Power, Point-Blank Shot

**Skills** Acrobatics +1 (+5 when jumping), Climb +13, Perception +9, Stealth +5, Survival +9 Languages Common SQ fast movement Gear +1 studded leather, mwk heavy mace, mwk javelins (3), 10 gp

#### SPECIAL ABILITIES

**Furious Barrage** (Ex) The brutal hurler is treated as having the Rapid Shot feat while raging, but only for the purpose of attacking with thrown weapons.

**Furious Draw** (Ex) The brutal hurler is treated as having the Quick Draw feat while raging.

**Savage Hurl** (Ex) While raging, the brutal hurler gains a +2 bonus on ranged attack rolls with thrown weapons that add her Dexterity bonus to the attack roll.

### Coldbraid Archer

Human ranger 7 CN Medium humanoid (human)

**Init** +4; **Senses** Perception +11

#### DEFENSE

**AC** 19, **touch** 14, **flat** 15 (+5 armor, +4 Dex)

**hp** 64 (7d10+21)

**Fort** +6, **Ref** +9, **Will** +3

#### OFFENSE

**Speed** 40 ft.

**Melee** handaxe +9/+4 (1d6+2/×3)

**Ranged** +1 orc hornbow +12/+7 (2d6+3/×3)

**DA** hornbow +11/+6 (2d6+5/×3)

**DA + Rapid** hornbow +9/+9/+4 (2d6+5/×3)

**Favored:** +4 attack/damage vs humans

**Special Attacks** combat style (archery), favored enemies (animals +2, humans +4)

**Ranger Spells Prepared** (CL 4th; concentration +5)

**1st**—endure elements, longstrider

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

**BAB** +7; **CMB** +9; **CMD** 23

**Feats** Deadly Aim, Endurance, Exotic Weapon Proficiency (orc hornbow), Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

**Skills** Climb +11, Handle Animal +9, Knowledge (nature) +10, Perception +11, Ride +13, Stealth +13, Survival +11

**Languages** Common, Skald

**SQ** favored terrain (cold +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride

**Other Gear** +1 chain shirt, +1 orc hornbow (+2 Str) with 40 cold iron arrows, handaxe, lesser talisman of beneficial winds, lesser talisman of freedom

#### NOTES

**Improved Precise:** fire 2 arrows when making full attack

### Scaling

Remove one raider.

## D. Coalbraids' Welcome (high)

### Coalbraid Raiders (2)

Human barbarian 2/fighter 6 CN Medium humanoid

**Init** +2; **Senses** Perception +10

#### DEFENSE

**AC** 20, **touch** 10, **flat** 18 (+7 arm, +2 Dex, +3 shield, -2 rage)

**hp** 85 (2d12+6d10+34)

**Fort** +14, **Ref** +4, **Will** +7; +2 vs. fear

**Defensive Abilities** bravery +2, uncanny dodge

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 battleaxe +16/+11 (1d8+9/19-20/x3) or

shortspear +14/+9 (1d6+6)

**PA** battleaxe +14/+9 (1d8+15/19-20/x3)

**Ranged** throwing axe +11 (1d6+7) or s.tspear +10 (1d6+6)

**Special Attacks** rage (14 rounds per day), rage power (quick reflexes), weapon training (axes +1)

#### STATISTICS (raging)

**Str** 22, **Dex** 14, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

**BAB** +8; **CMB** +14 (+18 to overrun); **CMD** 24 (26 vs. overrun)

**Feats** Athletic, Extra Rage, Great Fortitude, Greater Overrun, Improved Critical (battleaxe), Improved Overrun, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +6 (+10 jump), Climb +8, Craft (ships) +5, Intimidate +5, Perception +10, Profession (sailor) +5, Survival +5, Swim +12

**Languages** Common

**SQ** armor training 1, fast movement

**Combat Gear** potion of bull's strength, potions of cure light wounds (3); **Other Gear** +1 chainmail, +1 heavy wooden shield, +1 battleaxe, shortspear, throwing axes (2), boots of the winterlands, feather token (anchor), 5 gp.

### Coldbraid Archer

Human ranger 10 CN Medium humanoid (human)

**Init** +4; **Senses** Perception +15

#### DEFENSE

**AC** 22, **touch** 14, **flat** 18 (+5 armor, +4 Dex, +3 natural)

**hp** 89 (10d10+30)

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

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** handaxe +12/+7 (1d6+2/x3)

**Ranged** +1 thundering orc hornbow +15/+10 (2d6+3/x3)

**D.A.** hornbow +13/+8 (2d6+7/x3)

**D.A. + Rapid** hornbow +11/+11/+6 (2d6+7/x3)

**Favored:** +4 attack/damage vs humans

**Special Attacks** combat style (archery), favored enemies (animals +4, giants +2, humans +4)

**Ranger Spells Prepared** (CL 7th; concentration +9)

**2nd**—barkskin, bear's endurance

**1st**—animal messenger, endure elements, longstrider

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

**BAB** +10; **CMB** +12; **CMD** 26

**Feats** Deadly Aim, Endurance, Exotic Weapon Proficiency (orc hornbow), Improved Precise Shot, Manyshot, Parting Shot Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

**Skills** Climb +14, Handle Animal +12, Knowledge (nature) +13, Perception +15, Ride +16, Stealth +16, Survival +15

Languages Common, Skald SQ favored terrains (cold +4, forest +2), hunter's bond (companions), swift tracker, track +5, wild empathy +9, woodland stride

**Other Gear** +1 chain shirt, +1 thundering orc hornbow (+2 Str) with 40 cold iron arrows, handaxe, lesser talisman of beneficial winds, lesser talisman of freedom

#### NOTES

**Improved Precise:** ranged attacks ignore anything but total concealment and cover.

**Manyshot:** fire 2 arrows on first attack; if it hits both hit.

**Parting shot:** Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

### Scaling

Remove one raider.