

WHITEROOK BORDER GUARDS (2) CR 1 Human barbarian 2 N Medium humanoid (human)
Init +2; **Senses** Perception +5, Speed 30

AC 16, touch 10, flat-footed 14 (+4 armor, +2 Dex, -2 rage, +2 shield)
hp 24 each (2d12+6)
Fort +6, **Ref** +2, **Will** +2; +2 vs. magic
Defensive Abilities uncanny dodge

Melee mwk longspear +9 (1d8+7)
Ranged javelin +4 (1d6+5)
Special Attacks rage (7 rounds/day), rage powers (superstition +2)

Str 20, **Dex** 13, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10 **Base Atk** +3; **CMB** +8; **CMD** 17
Feats Combat Reflexes, Weapon Focus (longspear)
Skills Acrobatics +4, Climb +7, Handle Animal +4, Intimidate +4 Kn (nature) +5, Perception +5, Survival +5, Swim +6
Languages Common, Skald
Combat Gear alchemist's fire (2); **Other Gear** mwk hide armor, mwk heavy wooden shield, mwk longspear, javelin (4), cold weather outfit, furs, grappling hook with 50 feet of rope, keg of mead (2), 3 gp

RAIDER CR 5 Human barbarian 6 CN Medium humanoid
Init +2; **Senses** Perception +8, Speed 40

AC 15, touch 11, flat-footed 12 (+4 armor, +2 Dex, +1 dodge, -2 rage)
hp 67 (6d12+28)
Fort +9, **Ref** +4, **Will** +5
Defensive Abilities improved uncanny dodge, trap sense +2

Melee mwk spear +12/+7 (1d8+7/×3) plus Bite +6 (1d4+2)
OR **Ranged** mwk composite longbow +9/+4 (1d8+3/×3)
Special Attacks rage (16 rounds/day), rage powers (animal fury, no escape - double move as immediate if an opponent withdraws, scent)

Str 21, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +11; **CMD** 22
Feats Dodge, Mobility, Point Blank Shot, Shot on the Run
Skills Acrobatics +11 (+15 jump), Climb +11, Intimidate +8, Knowledge (nature) +6, Perception +8, Survival +7, Swim +9
Languages Common
Combat Gear *oil of magic weapon*, *potion of cure light wounds*, thunderstone; **Other Gear** +1 *studded leather*, *javelin of lightning* (5d6, DC14), kukri, masterwork composite longbow (+3 Str) with 40 arrows, masterwork spear, 1 gp

Intimidate DC: 10+HD+Wisdom, shaken for 1 round plus 1 per 5 by which he beats the DC. NB Module suggests he intimidates all of the PC's but he has no ability to do so, Intimidate normally only works on one target.

DALUN GUARDS (2) CR 1 Human hunter 2 N Medium humanoid
Init +3; **Senses** Perception +7, Speed 20

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 19 (2d8+7)
Fort +4, **Ref** +6, **Will** +2

Melee longsword +2(3) (1d8+1(3)/19–20)
Ranged heavy crossbow +4(5) (1d10/19–20)
Tiger Aspect: +2 dex, Bull Aspect +2 Str

Hunter Spells Prepared (CL 2nd; concentration +4)
1st (3/day)—*cure light wounds, keen senses, magic fang, summon nature's ally I*
0 (at will)—*detect magic, detect poison, guidance, light, resistance*

Str 12, **Dex** 17, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8 **Base Atk** +1; **CMB** +2; **CMD** 15
Feats Precise Shot, Rapid Reload (heavy crossbow), Toughness
Skills Handle Animal +4, Perception +7, Sense Motive +3, Spellcraft +4, Stealth +3
Languages Common, Skald
Combat Gear potion of cure light wounds, thunderstone; **Other Gear** breastplate, heavy crossbow with 10 bolts, longsword, cleatsAPG, cold weather outfit, furs, signal whistle, snowshoes, 13 gp

IRRISENI ICE BEARS (2) CR — Bear animal companion N Small animal
Init +6; **Senses** low-light vision, scent; Perception +5, Speed 40
AC 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +6, **Will** +2
Melee bite +5 (1d4+2), 2 claws +5 (1d3+2)
Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6 **Base Atk** +2; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Endurance, Improved Initiative
Skills Perception +5, Survival +2, Swim +6
SQ animal focus (bear), tricks (attack [any creature], come, defend, down, guard, heel)

DALUN LIEUTENANT'S MOUNT CR — Horse animal companion N Large animal
Init +2; **Senses** low-light vision, scent; Perception +7, Speed 50
AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, –1 size)
hp 42 (5d8+20)
Fort +7, **Ref** +6, **Will** +2, **EVASION**
Melee bite +8 (1d4+5), 2 hooves +3 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Str 20, **Dex** 14, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6 **Base Atk** +3; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Power Attack, Run, Toughness
Skills Acrobatics +5, Perception +7, Swim +8
SQ combat trained, tricks (attack [any creature], come, defend, down, guard, heel, track)
Gear studded leather barding

DALUN LIEUTENANT CR 4 Human cavalier 5 LE Medium humanoid (human)
Init +0; **Senses** Perception +1, Speed 20

AC 20, touch 10, flat-footed 20 (+6 armor, +2 shield +2 natural)
hp 47 (5d10+15)
Fort +7, **Ref** +1, **Will** +2

Melee mwk battleaxe +9 (1d8+3/x3) or Power Attack +7 (1d8+7/x3)
Ranged javelin +5 (1d6+3)
Special Attacks banner +2/+1, cavalier's charge, challenge (+5, +2, 2/day)

Str 16, **Dex** 10, **Con** 16, **Int** 8, **Wis** 12, **Cha** 13 **Base Atk** +5; **CMB** +8; **CMD** 18

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Swap Places
Skills Climb +4, Diplomacy +5, Handle Animal +9, Intimidate +5, Knowledge (local) +6, Knowledge (nobility) +6, Profession (soldier) +5, Ride +5 (7 for mount), Sense Motive +6, Swim +4
Languages Common

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk darkwood heavy wooden shield, mwk battleaxe, dagger (2), javelin (4), cleatsAPG, cold weather outfit, furs, signal horn, snowshoes, 11 gp

Challenge: Swift action, +level damage to the target, -2 AC against all others, +2 dodge bonus to AC against target of the challenge

Lions Call: Standard action, allies within 60' gain +1 competence to attack rolls and saves against fear for 5 rounds. If an ally is frightened or panicked they get another save

Tactician: Standard action, grant allies within 30' his teamwork feats for 5 rounds

Charge: +4 attack bonus on mounted charge, no AC penalty

Banner: Allies within 60' have +2 morale bonus on fear saves and +1 competence bonus on charge attacks

Mounted Combat: Immediate action, make Ride check to replace Mounts AC

Ride by Attack: Move after charging, straight line, no more than double speed total, no OA from target

Spirited Charge: Double damage on charge attacks

Swap Places: Ally with this feat can move into a square you have just vacated as a move action

RIGRORY CR 3 Variant young winter wolf NE Medium magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11, Speed 50

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 30 (4d10+8)

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

Immune cold **Weaknesses** vulnerable to fire

Melee bite +7 (1d6+4 plus 1d4 cold and trip CMB +7)

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 2d6 points of cold damage, Reflex half DC 14)

Str 16, **Dex** 17, **Con** 14, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 20 (24 vs. trip)

Skills Perception +11, Stealth +9 (+15 in snow), Survival +4;

Languages Common, Giant

RIGRORY CR 6 Advanced winter wolf NE Large magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13, Speed 50

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 69 (6d10+36)

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

Immune cold **Weaknesses** vulnerable to fire

Melee bite +12 (1d8+10 plus 1d6 cold and trip CMB +14)

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

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 points of cold damage, Reflex half DC 17)

Str 24, **Dex** 17, **Con** 22, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +6; **CMB** +14; **CMD** 27 (31 vs. trip)

Skills Perception +13, Stealth +6 (+12 in snow), Survival +7;

Languages Common, Giant

VARGRIM CR 3 Advanced variant ghoul CE Medium undead
Init +4; **Senses** darkvision 60 ft.; Perception +9, Speed 30
Aura frozen aura (10 ft., DC 15)

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7 **Defensive Abilities** channel resistance +2

Melee bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)
Special Attacks paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18 **Base Atk** +1; **CMB** +4; **CMD**

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5, **Languages** Common, Dwarven
Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day, effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves.

Frozen Aura (Su) Any creature that ends its turn within 10 feet of Vargrim takes 1d6 points of cold damage (Fortitude DC 15 half). The save DC is Charisma-based.

Ice Walker (Ex) Vargrim can travel across ice and snow at full speed without penalty.

VARGRIM REVENANT CR 6 LE Medium undead

Init +7; **Senses** darkvision 60 ft., sense murderer; Perception +13, Speed 30

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

hp 76 (9d8+36) **DR 5/SLASHING**

Fort +7, **Ref** +6, **Will** +7, **SR17**, **IMMUNE: COLD, UNDEAD TRAIT**

Melee 2 claws +14 (1d8+7 plus grab, Constrict 1d6+7)

Str 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19 **Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 26

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13 **Languages** Common

Chilling Shriek (Su) Once every 1d4 rounds, Vargrim can shriek as a standard action. All creatures within a 60-foot radius must succeed on a DC 18 Reflex save or be entangled in shards of ice for 1d4 rounds. Creatures who are immune to cold are immune to this ability. The save DC is Charisma-based. This ability replaces baleful shriek.

Frozen Aura (Su) Any creature that ends its turn within 10 feet of Vargrim takes 2d6 points of cold damage (Fortitude DC 18 half). The save DC is Charisma-based.

Ice Walker (Ex) Vargrim can travel across ice and snow at full speed without penalty.

Reason to Hate (Su) Vargrim hates all Jadwiga. If he can kill a single Jadwiga, he is immediately slain. When Vargrim encounters a Jadwiga, he gains the benefits of a *haste* spell (CL 20) as long as the Jadwiga remains in sight. In addition, Vargrim gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws against any Jadwiga.

KIRYENA CR 1 Female human witch (winter witch) 2 N Medium humanoid (human)
Init +1; **Senses** Perception +1, Speed 30

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 13 (2d6+4)
Fort +3, **Ref** +1, **Will** +3
Melee dagger +0 (1d4–1/19–20)

Special Attacks hexes (evil eye [–2, 6 rounds], misfortune [1 round])
Spell-Like Abilities

Constant—*endure elements* (cold only)

Witch Spells Prepared (CL 2nd; concentration +5/9 defensive)

1st—*frostbite*, *mage armor*, *unshakable chill* (DC 15) 0 (at will)—*daze* (DC 14), *detect magic*, *message*,
ray of frost

Str 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 10, **Cha** 14 **Base Atk** +1; **CMB** +0; **CMD** 11

Feats Combat Casting, Great Fortitude

Skills Appraise +4, Bluff +3, Diplomacy +3, Heal +4, Knowledge (arcana) +8, Knowledge (nature) +7,
Knowledge (planes) +7, Perception +1, Sense Motive +1, Spellcraft +7, Use Magic Device +6

Languages Common, Giant, Hallit, Skald

Combat Gear *wand of ill omen* (25 charges); **Other Gear** dagger, courtier's outfit (with jewels), 48 gp

SMALL ICE ELEMENTAL CR 1 N Small outsider (air, cold, elemental, extraplanar, water)

Init –1; **Senses** darkvision 60 ft., snow vision; Perception +5, Speed 20, burrow 20, swim 60

AC 16, touch 10, flat-footed 16 (–1 Dex, +6 natural, +1 size)
hp 13 (2d10+2)

Fort +4, **Ref** +2, **Will** +0

Immune cold, elemental traits **Weaknesses** vulnerable to fire

Melee slam +4 (1d4+1 plus 1d3 cold) OR Power Attack: +3 (1d4+4 plus 1d3 cold)
DC12 fort save or staggered if deals cold damage

Str 12, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Power Attack

Skills Knowledge (planes) +2, Perception +5, Stealth +8, Swim +9

SQ ice glide (as earth glide), icewalking (ignores icy terrain modifiers)

KIRYENA CR 4 Female human witch (winter witch) 5 N Medium humanoid (human)
Init +1; **Senses** Perception +5, Speed 30

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 40 (5d6+20)
Fort +5, **Ref** +3, **Will** +5 **Resist** cold 5

Melee dagger +1 (1d4–1/19–20)

Special Attacks hexes (evil eye [–2, 7 rounds], healing [cure moderate], misfortune [1 round])

Spell-Like Abilities

Constant—*endure elements* (cold only)

Witch Spells Prepared (CL 5th; concentration +9/13 for defensive)

3rd—*sleet storm*, *spit venom* (DC 17)

2nd—*blindness/deafness* (DC 16), *cure moderate wounds*, *false life*

1st—*frostbite*, *icicle dagger*, *mage armor*, *unshakable chill*UM (DC 17)

0 (at will)—*daze* (DC 14), *detect magic*, *message*, *ray of frost*

Str 8, **Dex** 13, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14 **Base Atk** +2; **CMB** +1; **CMD** 12

Feats Combat Casting, Elemental Focus (cold), Extra Hex, Great Fortitude

Skills Appraise +5, Bluff +7, Diplomacy +7, Heal +4, Knowledge (arcana) +12, Knowledge (nature) +8, Knowledge (planes) +8, Perception +5, Sense Motive +5, Spellcraft +12, Use Magic Device +6

Languages Common, Giant, Hallit, Skald

Combat Gear *wand of ill omen* (25 charges), *wand of see invisibility* (13 charges); **Other Gear** dagger, *boots of the winterlands*, *cloak of resistance* +1, courtier's outfit (with jewels), 32 gp

ICE TROLL CR 4 CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9, Speed 30

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size)

hp 45 (6d8+18); regeneration 5 (acid or fire)

Fort +5, **Ref** +8, **Will** +2

Immune cold **Weaknesses** vulnerable to fire

Melee battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2)

or bite +7 (1d6+4), 2 claws +7 (1d4+4) plus rend (2 claws 1d6+6)

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

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7 **Base Atk** +4; **CMB** +9; **CMD** 23

Feats Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

Skills Intimidate +7, Perception +9, Survival +4

Languages Giant