

Shades of Ice, Part III: Keep of the Huscarl King

Encounters 1-2

Wolverine

3 Snowmask Clan Warriors

3 Compsognathus

Hazard : Stampeded

Melkorka Skur

4 Shadow Lodge Agents

Encounters 4-5

Advanced Dire Wolverine

3 Snowmask Clan Warriors

Snowmask Clan Barbarian

2 Deinonychus

Hazard : Stampeded

Melkorka Skur

4 Shadow Lodge Agents

XP 800

N Medium [animal](#)

Init +6; **Senses** low-light vision, [scent](#); [Perception](#) +14

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +2

OFFENSE

Speed 60 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks [pounce](#)

STATISTICS

Str 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats [Improved Initiative](#), [Run](#)

Skills [Acrobatics](#) +10 (+22 jump), [Perception](#) +14, [Stealth](#) +15; **Racial Modifiers** +8 [Acrobatics](#), +8 [Perception](#), +8 [Stealth](#)

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure none

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

You can apply the young simple template to create statistics for smaller, more agile velociraptors. Conversely, you can either increase the deinonychus to Large size and its Hit Dice to 8 or simply apply the giant and advanced simple templates to create a formidable megaraptor.

Destruction Domain

Granted Powers: You revel in ruin and devastation, and can deliver particularly destructive attacks.

Destructive Smite (Su): You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your **Wisdom** modifier.

Magic Domain

Granted Powers: You are a true student of all things mystical, and see divinity in the purity of magic.

Hand of the Acolyte (Su): You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your **Wisdom** modifier to the attack roll instead of your **Dexterity** modifier (damage still relies on **Strength**). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your **Wisdom** modifier.