

Dread Wraith(3D6) or 5 - CR13 - Knowledge Religion 23

LE Large undead (incorporeal)

Init +3; **Senses** darkvision 60ft., lifestance 60ft.; Perception +28

Unnatural Aura (30 ft.)

DEFENSE

AC 26, touch 26, flat footed 16 (+7 deflection, +9 Dex, +1 Dodge, -1 Size)

hp 184 (16d8+112)

Fort +12, **Ref** +14, **Will** +15

Defensive Abilities: Channel Resistance +4; Incorporeal; **Immune:** Undead Traits

Weaknesses: Sunlight Powerlessness

OFFENSE

Speed fly 60ft. (good)

Melee incorporeal touch +20 (3D6 negative energy +D8 Con Drain [Fort DC23])

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

Special Attacks Create Spawn

STATISTICS

Str --, **Dex** 28, **Con** --, **Int** 14, **Wis** 20, **Cha** 25

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

Languages Common, Infernal, Skald

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only [drain](#) 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths.

Constitution Drain (Su) On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based. Ability drain is permanent and can only be restored through magic.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 [Handle Animal](#), [Ride](#), or wild empathy check.

Graff - CR11 - Knowledge Local 21

Male fiendish gnarled frost giant

CE Large humanoid (cold, giant)

Init -2; **Senses** darkvision 60ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 7, flat footed 23 (+ 4 Armor, -2 Dex, +12 Natural, -1 Size)

hp 161 (14d8+98)

Fort +15, **Ref** +2, **Will** +6

Defensive Abilities: Ferocity; rock catching; **DR** 10/good **Immune** cold; **Resist** fire 15; **SR** 16

Weaknesses: vulnerability to fire

OFFENSE

Speed 30ft.

Melee greataxe +19/+14 (3D6+15/x3 or 2 slams +19 (1d8+10))

Ranged rock +8 (D8+15)

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

Special Attacks rock throwing(120ft.), smite good 1/day (+14 damage)

STATISTICS

Str 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +10; **CMB** +21 (23 overrun / sunder); **CMD** 29 (31 overrun / sunder)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, M. Weapon Proficiency, Power Attack -3/+9, Toughness

Skills Climb +16, Craft(armor) +8, Intimidate +6, Perception +10, Stealth +0 (+4 in Snow)

Languages Common, Giant

Gear chain shirt, greataxe, ice boulders (4)

SPECIAL ABILITIES

Great Cleave(Su) As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. When you use this feat, you take a –2 penalty to your [Armor Class](#) until your next turn.

Ferocity(Su) continues to fight without penalty even while disabled or dying

Frost Giant (14) - CR9 - Knowledge Local 19

CE Large humanoid (cold, giant)

Init -1; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat footed 21 (+ 4 Armor, -1 Dex, +9 Natural, -1 Size)

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities: rock catching; **DR** 10/good **Immune** cold;

Weaknesses: vulnerability to fire

OFFENSE

Speed 40ft.

Melee greataxe +18/+13 (3D6+13/x3 or 2 slams +18 (1d8+9))

Ranged rock +9 (D8+13)

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

Special Attacks rock throwing(120ft.),

STATISTICS

Str 29, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20 (23 overrun / sunder); **CMD** 29 (31 overrun / sunder)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, M. Weapon Proficiency, Power Attack -3/+9, Skill Focus (Stealth)

Skills Climb +13, Craft(armor) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in Snow)

Languages Common, Giant

Gear chain shirt, greataxe, ice boulders (4)

Ogres (10)- CR3 - Knowledge Local 13

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 7, flat footed 21 (+ 4 Armor, -1 Dex, +5 Natural, -1 Size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30ft. (40ft. Base)

Melee greatclub +7 (2D8+7/x2)

Ranged javelin +1 (D8+15)

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

Special Attacks rock throwing(120ft.), smite good 1/day (+14 damage)

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9 ; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

Gear Hide, greatclub, javelin (4)

Winter Wolves (6)- CR5 - Knowledge Arcana 16

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60ft., low-light vision;scent; Perception +11

DEFENSE

AC 27, touch 10, flat footed 16 (+1 Dex, +7 Natural, -1 Size)

hp 57 (6D10+24)

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

Immune cold;

Weaknesses: vulnerability to fire

OFFENSE

Speed 50ft.

Melee bite +10 (1D8+7 +D6 cold and trip)

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

Special Attacks breath weapon(d4 rounds, 15-ft cone, 6d6 cold, Reflex half DC17)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23 (27 trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in Snow), Survival +5;

Languages Common, Giant

Woolly Mammoths (9)- CR9 - Knowledge Nature 23

N Huge animal

Init +1; **Senses** low-light vision;scent; Perception +24

DEFENSE

AC 21, touch 9, flat footed 20 (+1 Dex, +12 Natural, -2 Size)

hp 133 (14d8+70)

Fort +14, **Ref** +10, **Will** +7

OFFENSE

Speed 40ft.

Melee gore +21 (2D8+12), slam +20 (2D6+12)

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

Special Attacks trample (2D8+18, DC29)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +24; **CMD** 35 (39 trip)

Feats Endurance, Improved Bull rush, Improved Iron Will, Iron Will, Power Attack -3/+6, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

Languages Common, Giant

Gear chain shirt, greataxe, ice boulders (4)

SPECIAL ABILITIES

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

***Woolly Rhinoceroses (12) CR6 - Knowledge Nature 18**

N Large animal

Init +0; **Senses** scent; Perception +15

DEFENSE

AC 19, **touch** 9, **flat-footed** 19 (+10 natural, -1 size)

hp 76 (8d8+40)

Fort +13, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+13)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

Artaregilus- CR15 - Knowledge Arcana +30

Cursed ancient white dragon

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; Perception +32

Aura frightful presence (300ft., DC23)

DEFENSE

AC 37, **touch** 8, **flat footed** 37 (+29 Natural, -2 Size)

hp 283 (21D12+147)

Fort +19, **Ref** +14, **Will** +16

DR 15/magic; **Immune** cold, paralysis, sleep; **SR** 26

OFFENSE

Speed 30ft., burrow 30ft., fly 200ft.(poor),swim 60ft.

Melee bite+31(2D8+16/19-20), 2 claws +30(2D6+11), 2 wings +25(1D8+5), tail slap +25 (2D6+16)

Space 15ft.; **Reach** 10ft.(15ft. with bite)

Special Attacks breath weapon(50-ft.cone, DC27, 20D4fire+fog),crush (DC 13), freezing fog (3/day, DC 19)

Spell-Like Abilities (CL 21st)

At Will - *fog cloud, gust of wind, wall of ice* (DC17)

Spells Known (CL 9th)

4th(4/day)-*Charm Monster* (DC17), *Dimension Door*

3rd(7/day)-*dispel magic, displacement, lightning bolt*(DC16)

2nd(7/day)-*invisibility, fog cloud, resist energy, see invisibility*

1st(7/day)-*alarm,grease*(DC14), *magic aura, shield, true strike*

0(at will)-*acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +34 (36 sunder); **CMD** 44 (46 sunder 48 trip)

Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical, Improved initiative, Improved Sunder, Lightning Reflexes, Power Attack -5/+10, WF(Bite)

Skills Fly +16, Intimidate +27,Knowledge (arcane,history) +27 Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43

Languages Common, Draconic

SQ Icewalking, Iceshape

***Winter Worms(15) CR8 - Knowledge Nature 28**

Advanced Remorhazes

N Huge magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +18DEFENSE**AC** 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)**hp** 116 (9d10+66)**Fort** +13, **Ref** +9, **Will** +6**Immune** fire, coldOFFENSE**Speed** 30 ft., burrow 20 ft.**Melee** bite +15 (3d6+12 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** heat, swallow whole (2d6+12 plus 8d6 fire, AC 19, hp 9)STATISTICS**Str** 26, **Dex** 17, **Con** 25, **Int** 9, **Wis** 16, **Cha** 14**Base Atk** +11; **CMB** +19 (+23 grapple); **CMD** 32 (can't be tripped)**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack(-3/+9), Skill Focus (Perception)**Skills** Perception +18**Languages** Giant (cannot speak)SPECIAL ABILITIES**Heat (Su)** An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.***Shathbardok CR18 - Knowledge Local 30**

Male giant gnarled ice troll cleric of Kostchtchie 15

CE Huge humanoid (cold, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +12DEFENSE**AC** 33, touch 10, flat-footed 33 (+10 armor, +3 defl, -1 Dex, +13 nat, -2 size)**hp** 304 (20 HD; 5d8+15d8+215)**Fort** +23, **Ref** +8, **Will** +16**Defensive Abilities** ferocity; **DR** 10/ adamantine, 5/magic; **Immune** cold; **Resist** fire 10; **SR** 27**Weaknesses** vulnerability to fire, vulnerability to slashing weaponsOFFENSE**Spd** 15 ft.**Melee** bite +21 (2d6+9/19-20), 2 claws +21 (1d8+9/19-20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** might of the gods +15 (15 rounds/day), rend (2 claws, 1d8+13), weapon master (15 rounds/day)**Domain Spell-Like Abilities** (CL 15th; concentration +20)

8/day—battle rage +7, strength surge +7

Spells Prepared (CL 15th; concentration +20)8th—*clenched fist* (DC 23), *power word stun*^D7th—*blasphemy* (DC 22), *destruction* (DC 22), *power word blind*^D6th—*blade barrier* (DC 21), *greater dispel magic*, *harm* (DC 21), *stoneskin*^D5th(DC 20)—*flame strike*^D, *greater command*, *righteous might*, *slay living*, *spell resistance*, *true seeing*4th(DC 19)—*air walk*, *chaos hammer*, *divination*, *divine power*^D, *freedom of movement*, *unholy blight*3rd(DC 18)—*bestow curse*, *blindness/deafness*, *create food and water*, *dispel magic*, *invisibility purge*, *magic vestment*^D2nd(DC 17)—*augury*, *bull's strength*, *calm emotions*, *darkness*, *death knell*, *spiritual weapon*^D1st(DC 16)—*bane*, *command*, *deathwatch*, *doom*, *entropic shield*, *hide from undead*, *magic weapon*^D0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*STATISTICS**Str** 28, **Dex** 8, **Con** 28, **Int** 7, **Wis** 20, **Cha** 5**Base Atk** +14; **CMB** +25; **CMD** 37**Feats** Cleave, Combat Casting, Great Cleave, Improved Critical (bite), Improved Critical (claws), Intimidating Prowess, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness**Skills** Intimidate +13, Knowledge (religion) +3, Linguistics +3, Perception +12, Spellcraft +10**Languages** Common, Giant, SkaldSPECIAL ABILITIES**Vulnerability to Slashing Weapons (Ex)** If an opponent rolls a natural 20 with a slashing weapon against an ice troll (followed by a successful roll to confirm the critical hit), the ice troll must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (50% arm or leg, 50% right or left). An ice troll who loses a leg falls prone but can continue moving at half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the troll.***Will-o'-Wisps (4) CR6 - Knowledge Dungeoneering 16**

*Ferric CR11 - Knowledge Planes 26

Male Abyss Gigas; CE Gargantuan humanoid (chaotic, evil, extraplanar, giant)

Init +5; **Senses** blindsight 100 ft.; **Perception** +27

DEFENSE

AC 31, touch 7, flat-footed 30 (+9 armor, +1 Dex, +15 natural, -4 size)

hp 283 (21d8+189)

Fort +21, **Ref** +8, **Will** +10

Defensive Abilities rock catching; **DR** 3/—, 10/lawful;

Immune electricity; **Resist** acid 10, cold 10, fire 10, sonic 10

OFFENSE

Speed 60 ft. (50 ft. in armor)

Melee mwk adamantite warhammer +25/+20/+15 (4d6+19/19-20/*3), bite +19 (2d8+6 plus wrenching spasms)

Ranged rock +13 (4d6+19)

Space 20 ft.; **Reach** 20 ft.

Special Attacks rock throwing (160 ft.)

Spell-Like Abilities (CL 16th; concentration +18)

At will—deeper darkness, fear (DC 15), mirror image

3/day—dispel magic, dominate person (DC 17), telekinesis (DC 17), true seeing

STATISTICS

Str 37, **Dex** 12, **Con** 28, **Int** 20, **Wis** 17, **Cha** 15

Base Atk +15; **CMB** +32 (+34 bull rush, +36 sunder); **CMD** 43 (45 v bullrush & sunder)

Feats Awesome Blow, Catch Off-Guard, Combat Reflexes, Greater Sunder, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Power Attack, Stand Still, Throw Anything

Skills Climb +32, Intimidate +26, Knowledge (planes) +26, Perception +27, Sense Motive +24, Stealth +5, Survival +27

Languages Abyssal, Common, Giant; **SQ** planar empowerment

SPECIAL ABILITIES

Wrenching Spasms (Su) When it hits an opponent with bite, the opponent must make a DC 29 Fort save or be overcome by wrenching spasms. The spasms cause the victim to be nauseated and deal 1d6 pts of dmg to Str and Dex. The spasms continue for 1d6 hours or until healed with heal, regenerate, or greater restoration. The effects do not stack, but once a creature has recovered from or been cured of the effect, it can be affected again. Once a creature has made a successful save against this effect, it cannot be affected by the wrenching spasms from that particular gigas for 24 hours. The save DC is Constitution-based.

*Elder Negative Energy Elemental CR12 - Knowledge Planes 27

CE Small **aberration** (air)

Init +13; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 26, **touch** 26, **flat-footed** 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +12, **Will** +9

Defensive Abilities natural invisibility;

Immune magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

Languages Aklo, Common

SQ feed on fear

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

**Vengeful Hoar Spirits(7) CR11 - Knowledge Religion 26

N Huge outsider (elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, -2 size)

hp 161 (17d10+68)

Fort +9, **Ref** +20, **Will** +10

DR 10/—; **Immune** elemental traits, negative energy

OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +25 (2d8+6 plus 2d8 negative energy plus energy drain)

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

Special Attacks energy drain (3 levels, DC 18), negative energy attacks, negative energy burst 4/day (DC 22, 9d6)

STATISTICS

Str 22, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +17; **CMB** +25; **CMD** 46

Feats Cleave, Combat Reflexes, Command Undead^B, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +30, Bluff +20, Fly +30, Knowledge (planes) +20, Perception +20, Stealth +22

SQ death throes

SPECIAL ABILITIES

Death Throes (Su) If killed, it explodes in a flash of negative energy that affects all within a 50-foot radius. Living creatures within the area take 8d8 negative energy damage (Reflex DC 22 for half). Negative energy-based creatures and undead gain hp equal to the amount of damage the death throes would have otherwise dealt (see Negative Energy Attacks regarding temporary hit points and doubling hit points). The save DC is Constitution-based.

Negative Energy Attacks (Ex) Its slam attacks deal extra dmg to a living target but heals undead (and other negative energy-based creatures) by the same amount. Undead and negative energy creatures can be healed up to their normal hp total, gaining extra hp as temp hp. These temp hp disappear 1 min later. Creatures healed to 2x their normal hp must make a DC 22 Fort save or explode (no damage to others). The save DC is Constitution-based.

Negative Energy Burst (Su) It can channel negative energy in a 30-foot radius as a 17th-level cleric. The elemental can use this ability a number of times per day equal to its Constitution modifier. The save DC is Constitution-based.

****Takrilak (12) CR6 - Knowledge Planes 27**

Male advanced nabasu demon (*Pathfinder RPG Bestiary* 64)

Advanced hoar spirit fighter 5

CE Medium undead (cold)

Init +7; **Senses** darkvision 60 ft., heatsense 60 ft.; Perception +15

DEFENSE

AC 27, touch 14, flat-footed 23 (+8 armor, +3 Dex, +1 dodge, +5 natural)

hp 137 each (15 HD; 10d8+5d10+65)

Fort +12, **Ref** +7, **Will** +10

Immune cold, undead traits

Defensive Abilities cold

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+7/19-20 plus 1d6 cold plus glaciare)

Special Attacks cold (1d6), glaciare (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)
1/day—cone of cold (DC 18)

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +16; **CMD** 30

Feats Dodge, Great Fortitude, Improved Critical (claws), Improved Initiative, Improved Natural Attack (claws), Mobility, Spring Attack, Step Up, Toughness, Weapon Focus (claws), Weapon Specialization (claws)

Skills Acrobatics +16, Climb +15, Perception +15, Stealth +19

SQ armor training 1, weapon training 1 (natural)

Gear +2 *breastplate*

SPECIAL ABILITIES

Cold (Su) A hoar spirit's body generates intense cold, dealing 1d6 points of cold damage with each claw attack. Creatures attacking a hoar spirit with unarmed or natural attacks take 1d6 points of cold damage each time they hit.

Glaciare (Su) A creature hit by a hoar spirit's claw must succeed on a DC 18 Fortitude save, or take 1 point of Dexterity damage and be paralyzed by bone numbing cold for 1d4+1 rounds. The save DC is Charisma-based.

Heatsense (Ex) Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. Heatsense functions as blindsense in regard to any nonvisible heat sources within its range.

****Steriastes CR17 - Knowledge Planes 27**

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +42

DEFENSE

AC 31, touch 14, flat-footed 27 (+3 Dex, +1 dodge, +17 natural)

hp 293 (9d10+244)

Fort +28, **Ref** +28, **Will** +28

DR 10/cold iron or good;

Immune death effects, electricity, paralysis, poison;

Resist acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Spd 30 ft., fly 60 ft. (average)

Melee bite +34 (1d8+6), 2 claws +34 (1d6+6)

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

Special Attacks consume life, death-stealing gaze 19/day (DC 18), sneak attack +2d6

Spell-Like Abilities (CL 27th, concentration +31)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +34; **CMD** 48

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +34, Fly +34, Knowledge (arcana) +33, Knowledge (planes) +33, Perception +42, Sense Motive +34, Stealth +34 (+42 in shadowy conditions), Survival +34

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Advanced horned devil; LE Large outsider (devil, evil, extraplanar, lawful)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +26

Aura fear aura (5 ft., DC 25)

DEFENSE

AC 30, touch 21, flat-footed 31 (+8 Dex, +18 natural, –1 size)

hp 230 (15d10+135); regeneration 5 (good weapons, good spells)

Fort +20, **Ref** +19, **Will** +15

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 *unholy spiked chain* +28/+23/+18 (2d6+13 plus stun), bite +24 (2d8+7), tail +24 (2d6+7 plus infernal wound) or 2 claws +26 (2d6+12), bite +26 (2d8+12), tail +24 (2d6+7 plus infernal wound)

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

Spell-Like Abilities (CL 16th)

At will—dispel chaos (DC 21), dispel good (DC 21), magic circle against good, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 21)

3/day—fireball (DC 19), lightning bolt (DC 19)

1/day—summon (level 6, 3 barbed devils, 35%)

Additional Spell-Like Abilities (caster level 16th, concentration +24)

1/day—flesh to stone (DC 22), statue

STATISTICS

Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23

Base Atk +15; **CMB** +26; **CMD** 44

Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)

Skills Bluff +26, Diplomacy +23, Fly +17, Intimidate +26, Knowledge (planes) +22, Perception +26, Sense Motive +23, Spellcraft +22, Stealth +24

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Infernal Wound (Su) The damage it deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused this way is difficult to staunch—a DC 28 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 28 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su) Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 29 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

***Hingar! CR17 - Knowledge Local**

Male gnarled fiendish frost giant barbarian 6

CE Large humanoid (cold, giant)

***Wendigo (Hingar!) CR17 - Knowledge Planes 27**

CE Large [outsider](#) ([cold](#), [native](#))

Init +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 32, **touch** 18, **flat-footed** 23 (+9 **Dex**, +14 **natural**, -1 **size**)

hp 279 (18d10+180); **regeneration** 15 (fire)

Fort +21, **Ref** +22, **Will** +11

DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28

Weaknesses **vulnerability** to fire

OFFENSE

Speed fly 120 ft. (perfect)

Melee bite +26 (2d8+9/19-20 plus 4d6 cold and **grab**), 2 claws +26 (2d6+9/19-20 plus 4d6 cold)

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

Special Attacks dream haunting, howl, **rend** (2 claws, 1d8+13 plus 4d6 cold plus 1d4 **Cha damage**), wendigo psychosis

Spell-Like Abilities (CL 18th; **concentration** +25)

At will—**wind walk** (DC 23; see below)

1/day—**control weather** (as **druid**), **nightmare** (DC 22)

STATISTICS

Str 29, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 **grapple**); **CMD** 47

Feats **Ability Focus** (howl), **Critical Focus**, **Flyby Attack**, **Improved Critical** (claws, bite), **Improved Initiative**, **Lightning Reflexes**, **Persuasive**, **Tiring Critical**

Skills* **Acrobatics** +30, **Bluff** +28, **Diplomacy** +9, **Fly** +36, **Intimidate** +32, **Knowledge** (arcana) +26,

Knowledge(geography) +26, **Knowledge** (nature) +26, **Knowledge** (religion) +26, **Knowledge**

(planes) +29, **Perception** +26, **Sense Motive** +26, **Spellcraft** +29, **Stealth** +26, **Survival** +26

Languages Aklo, Common, Giant; **telepathy** 1 mile

SQ no breath

SPECIAL ABILITIES

Dream Haunting (Su) When it uses its **nightmare** SLA, victim also exposed to wendigo psychosis.

Howl (Ex) 3x per day as a std action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 ft become panicked for 1d4+4 rounds, and those within 30 feet cover with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wendigo Psychosis (Su)

Curse—**Nightmare or wind walk**; save Will DC 26; *onset* 1 minute; *frequency* 1/day; *effect* 1d4

Wis drain (minimum Wis 1); *cure* 3 consecutive saves

(*look up full effect online, no room here*)

Wind Walk (Sp) If it pins a grappled foe, it can attempt to **wind walk** with the target by using its SLA—it automatically succeeds on all concentration checks made to use wind walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a wendigo is exposed to wendigo psychosis. The save DC is **Charisma**-based.

***Caryatid Golems(28) CR11 - Knowledge Arcana 21**

Modified **stone golem**

N Medium **construct**

Init +0; **Senses** **darkvision** 60 ft., **low-light vision**; **Perception** +0

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 27, touch 7, flat-footed 27 (+8 armor, +12 natural, -2 rage, -1 size)

hp 308 (20 HD; 14d8+6d12+206)

Fort +24, **Ref** +6, **Will** +5; +3 vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities ferocity, improved uncanny dodge, rock catching, trap sense +2; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 22

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee **Burnbrand** +30/+25/+20/+15 (2d6+15/x3 plus 1d6 fire) and bite +24 (1d6+7)

or 2 slams +29 (1d8+14) and bite +24 (1d6+7)

Ranged rock +8 (1d8+15)

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

Special Attacks rage (22 rounds/day), rage powers (animal fury, no escape, superstition +3), rock throwing (120 ft.), smite good 1/day (+20 damage)

STATISTICS

Base Statistics When not raging, Hingar's statistics are **AC** 29, touch 9, flat-footed 29; **hp** 268; **Fort** +22, **Will** +3; **Melee** **Burnbrand** +28/+23/+18/+13 (2d6+13/x3 plus 1d6 fire) or 2 slams +27 (1d8+12); **Str** 35, **Con** 26; **CMB** +29 (+31 bull rush, overrun, or sunder); **Skills** Climb +32, Intimidate +32

Str 39, **Dex** 11, **Con** 30, **Int** 12, **Wis** 5 (normally 12), **Cha** 6

Base Atk +16; **CMB** +31 (+33 bull rush, overrun, or sunder); **CMD** 39 (41 vs. bull rush, overrun, or sunder)

Feats Awesome Blow, Blinding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack

Skills Climb +34, Craft (armor) +10, Intimidate +34, Perception +20, Stealth +0 (+4 in snow)

Languages Common, Giant, Skald

SQ fast movement

Combat Gear *breastplate of command*, *Burnbrand* (+1 flaming burst battleaxe)

****Ilivorr Karanasi CR20 - Knowledge Local 30**

Female Human Witch 20

CE Large humanoid (cold, giant)

DEFENSE

AC 26, [touch](#) 10, [flat-footed](#) 26 (+16 [natural](#))

hp 97 each (14d10+20)

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

Defensive Abilities shatter weapons; **DR** 10/[adamantine](#); **Immune** [construct traits](#), magic

OFFENSE

Speed 20 ft.

Melee mwk [adamantine scythe](#) +20/+15/+10 (2d4+7/x4)

Special Attacks slow

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +19; **CMD** 29

SQ statue

Gear masterwork [adamantine scythe](#)

SPECIAL ABILITIES

Shatter Weapons (Ex)

Whenever a character strikes a caryatid golem with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's [hardness](#) normally.

Weapons that take any amount of damage in excess of their [hardness](#) gain the [broken](#) quality.

Statue (Ex)

A caryatid golem can stand perfectly still, emulating a statue. An observer must succeed on a DC 20 [Perception](#) check to notice the caryatid golem is alive.

***Shoggoth CR19 - Knowledge Dungeoneering 29**

CN Huge [ooze](#) (aquatic)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, [scent](#), tremorsense 60 ft.; [Perception](#) +33

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)

hp 333 (23d8+230); [fast healing](#) 10

Init -2; **Senses** darkvision 60ft., low-light vision; [Perception](#) +10

DEFENSE

AC 23, touch 7, flat footed 23 (+ 4 Armor, -2 Dex, +12 Natural, -1 Size)

hp 161 (14d8+98)

Fort +15, **Ref** +2, **Will** +6

Defensive Abilities: Ferocity; rock catching; **DR** 10/good **Immune** cold; **Resist** fire 15; **SR** 16

Weaknesses: vulnerability to fire

OFFENSE

Speed 30ft.

Melee greataxe +19/+14 (3D6+15/x3 or 2 slams +19 (1d8+10))

Ranged rock +8 (D8+15)

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

Special Attacks rock throwing(120ft.), smite good 1/day (+14 damage)

STATISTICS

Str 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +10; **CMB** +21 (23 overrun / sunder); **CMD** 29 (31 overrun / sunder)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, M. Weapon Proficiency, Power Attack -3/+9, Toughness

Skills Climb +16, Craft(armor) +8, Intimidate +6, [Perception](#) +10, [Stealth](#) +0 (+4 in Snow)

Languages Common, Giant

Gear chain shirt, greataxe, ice boulders (4)

SPECIAL ABILITIES

Great Cleave(Su) As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. When you use this feat, you take a -2 penalty to your [Armor Class](#) until your next turn.

Ferocity(Su) continues to fight without penalty even while disabled or dying

***Ice Linnorm CR17 - Knowledge Arcana 27**

[CE](#) Colossal [dragon](#)

Init +10; **Senses** [darkvision](#) 120 ft., [low-light vision](#), [scent](#), [true seeing](#); [Perception](#) +26

Fort +19, **Ref** +14, **Will** +15

DR 10/—; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic;

Resist acid 20, electricity 20, fire 20; **SR** 30

OFFENSE

Speed 50 ft., climb 30 ft., swim 50 ft.

Melee 4 slams +30 (3d6+15/19–20 plus grab)

Space 15 ft.; **Reach** 30 ft.

Special Attacks **constrict** (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)

STATISTICS

Str 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13

Base Atk +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)

Feats **Blind-Fight**, **Cleave**, **Combat Reflexes**, **Critical Focus**, **Great Cleave**, **Great Fortitude**, **Improved Critical** (slam), **Improved Initiative**, **Improved Sunder**, **Iron Will**, **Power Attack**, **Staggering Critical**

Skills **Climb** +23, **Perception** +33, **Swim** +23; **Racial Modifiers** +4 **Perception**

Languages Aklo

SQ **amphibious**

SPECIAL ABILITIES

All-Around Vision (Ex) +4 racial bonus on **Perception** and immunity to flanking.

Maddening Cacophony (Su) As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 **Will** save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of **Wisdom** damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is **Charisma**-based.

Engulf (Ex) To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cut its way out of a shoggoth leaves no hole in the protoplasmic creature's body.

****Nazalimora CR18 - Knowledge Planes 28**

Advanced marilith; CE Large **outsider** (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., **true seeing**; **Perception** +33

Aura **unholy aura** (DC 27)

DEFENSE

AC 36, touch 21, flat-footed 32 (+4 deflection, +4 **Dex**, +15 natural, –1 size)

hp 296 **Gear** 6 +1 frost longswords

Fort +27, **Ref** +20, **Will** +15

DEFENSE

AC 32, touch 8, **flat-footed** 26 (+6 **Dex**, +24 natural, –8 size)

hp 279 (18d12+162); **regeneration** 10 (cold iron)

Fort +20, **Ref** +19, **Will** +16

Defensive Abilities **freedom of movement**; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, **paralysis**, **poison**, **sleep**; **SR** 28

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.

Melee bite +24 (3d8+14/19–20 plus **poison**), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus **grab**)

Space 30 ft.; **Reach** 30 ft.

Special Attacks **breath weapon**, **constrict** (tail, 3d6+21), death curse

STATISTICS

Str 38, **Dex** 22, **Con** 29, **Int** 5, **Wis** 20, **Cha** 23

Base Atk +18; **CMB** +40 (+44 **grapple**); **CMD** 56 (can't be **tripped**)

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

Skills **Climb** +43, **Fly** +19, **Perception** +26, **Swim** +22

Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a std action, an ice linnorm can expel a 60-foot cone of freezing, viscousooze, dealing 18d8 points of cold dmg to all creatures struck (**Reflex** DC 28 halves). The freezing oozeclings to those struck, and 1 round later the **ooze** hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can **break** free with a DC 25 **Strength**, **Escape Artist**, or **combat maneuver** check. Each round a creature remains frozen it takes 1d6 points of cold dmg. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rds) or dealing at least 20 pts of fire dmg to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this. Flying creatures that don't have **supernatural** flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per rd. Save DC is **Con**-based.

Death Curse (Su) When a creature slays an ice linnorm, the slayer is affected by:

Curse of Frost: save **Will** DC 25; **effect** creature gains **vulnerability** to cold.

The save DC is **Charisma**-based.

Freedom of movement (ex) An ice linnorm is under the constant effect of **freedom of movement**, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save **Fort** DC 28; **frequency** 1/round for 10 rounds; **effect** 4d6 cold **damage** and 1d6 **Condrain**; **cure** 3 consecutive saves. Save DC is **Con**-based.

True Seeing An ice linnorm has **true seeing**, as the spell. Cannot be dispelled.

DR 10/cold iron & good; **Immune** elec. & poison; **Resist** acid 10 cold 10 fire 10; **SR** 28

OFFENSE

Speed 40 ft.

Melee +1 *longsword* +26/+21/+16/+11 (2d6+10/17–20), 5 +1 *longswords* +26 (2d6+6/17–20), tail slap +19 (2d6+5 plus *grab*) or 6 slams +24 (1d8+8), tail slap +19 (2d6+5 plus *grab*)

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

Special Attacks *constrict* (tail slap, 2d6+12 plus crushing coils), infuse weapon, multiweapon mastery

Spell-Like Abilities (CL 16th)

Constant—*true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 24), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

1/day—*summon* (lvl 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

STATISTICS

Str 25, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 25

Base Atk +18; **CMB** +26 (+30 grapple); **CMD** 46 (can't be tripped)

Feats *Bleeding Critical*, *Combat Expertise*, *Combat Reflexes*, *Critical Focus*, *Improved Critical* (*longsword*), *Improved Disarm*, *Power Attack*, *Weapon Focus* (*longsword*)

Skills *Acrobatics* +25, *Bluff* +28, *Diplomacy* +28, *Fly* +20, *Intimidate* +28, *Knowledge* (engineering) +22, *Perception* +33, *Sense Motive* +25, *Stealth* +21, *Use Magic Device* +28; **Racial Modifiers** +8 *Perception*

Languages Abyssal, Celestial, Draconic; *telepathy* 100 ft.

SPECIAL ABILITIES

Crushing Coils (Ex) A creature that takes damage from a marilith's *constrict* attack must succeed on a DC 27 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Infuse Weapon (Su) Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery (Ex) A marilith never takes penalties to her attack roll when fighting with multiple weapons.