

Oerth: Ithoarirth's Domain

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Ithoarirth, Very Old White Dragon

Size/Type: Huge Very Old Female White Dragon

Hit Dice: 27d12+162 (337 hp)

Initiative: +4 (+4 improved initiative)

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

Armor Class: 34 (-2 size, +26 natural), touch 8, flat-footed 34

Base Attack/Grapple: +27/+45

Attack: Bite +37 melee (2d8+10) or tail slap +35 melee (3d6+15)

Full Attack: Bite +37/+32/+27/+22 melee (2d8+10) and 2 claws +35 melee (2d6+5) and 2 wings +35 melee (1d8+5) and tail slap +35 melee (3d6+15)

Space/Reach: 15 ft/10 ft (15 ft with bite)

Special Attacks: Breath weapon (50' cone of cold, 9d6, Ref DC 29 half), crush (2d8+10), frightful presence (DC 25 negates), flyby attack, power attack

Special Qualities: [Immunity to cold](#), [vulnerability](#) to fire, icewalking, blindsense 60, darkvision 120, keen senses, DR 15/magic, SR 23

Spells per day: 6, 7, 7, 4

Spell DC: 12 + spell level, 14 + spell level for enchantments

Spells Known:

0: [Daze](#), 6

1: [Charm Person](#), [Power Word Pain](#), [Shock and Awe](#), [Whelm](#), [Snowdrift](#)

2: [Daze Monster](#), [Entice Gift](#), [Detect Thoughts](#)

3: [Adoration of the Frightful](#), [Suggestion](#)

Saves: Fort +21, Ref +15, Will +17

Abilities: Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14

Skills: Listen +32, Search +32, Spot +32, Move Silently +30, Concentration +21, Use Magic Device +20 (+22 scrolls), Diplomacy +17, Knowledge (arcana) +17, Sense Motive +17, Spellcraft +17 (+19 scrolls), Hide +10

Feats: Craft Skull Talisman, Craft Wondrous Item, Flyby Attack, Greater Spell Focus (enchantment), Improved Initiative, Improved Natural Attack (tail), Multiattack, Skill Focus (spellcraft), Power Attack, Spell Focus (enchantment)

Gear:

Alignment: CE

Languages: Draconic, Common, Orc

Breath Weapon ([Su](#))

Using a [breath weapon](#) is a [standard action](#). Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt [Reflex saves](#) to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of [saving throw](#) is noted in the variety descriptions. The save DC against a breath weapon is 10 + ½ dragon's HD + dragon's Con modifier.

Ithoarirth's breath weapon is a 50' cone of cold that deals 9d6 damage with a save DC of 29.

[Frightful Presence](#) ([Ex](#))

A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, [charges](#), or flies overhead. Creatures within a radius of 30 feet × the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a [Will save](#) (DC 10 + ½ dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become [panicked](#) for 4d6 rounds and those with 5 or more HD become [shaken](#) for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Ithoarirth's frightful presence works within 270' and has a DC of 25.

[Spells](#)

Ithoarirth knows and casts arcane spells as a 7th-level [sorcerer](#).

[Damage Reduction](#)

Ithoarirth has [damage reduction](#) 15/magic. Her [natural weapons](#) are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities ([Ex](#))

Ithoarirth has immunity to [sleep](#), [paralysis](#), and cold effects, and is vulnerable to fire.

[Spell Resistance](#) ([Ex](#))

Ithoarirth has spell resistance 23.

[Blindsense](#) ([Ex](#))

Ithoarirth can pinpoint the locations of creatures within a distance of 60 feet. Opponents she can't actually see still have [total concealment](#) against her.

Keen Senses ([Ex](#))

Ithoarirth sees four times as well as a human in shadowy illumination and twice as well in normal light. She also has [darkvision](#) out to 120 feet.

Icewalking ([Ex](#))

This ability works like the [spider climb](#) spell, but the surfaces Ithoarirth climbs must be icy. It is always in effect.

Freezing Fog ([Sp](#))

Ithoarirth can use this ability three times per day. It is similar to a [solid fog](#) spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a [grease](#) spell. Ithoarirth is immune to the grease effect because of her icewalking ability. This ability is the equivalent of a 5th-level spell.

[Spell-Like Abilities](#)

3/day—[fog cloud](#), [gust of wind](#); caster level 9, save DC 12 + spell level

Nembit the Vicious

Size/Type: Small Humanoid (Kobold, dragonblood) Battle Sorcerer 5/Dragonheart Mage 5

Hit Dice: 5d8 + 5d6 + 10 (50 hp)

Initiative: +2 (+2 dex)

Speed: 30'

Armor Class: 17 (+2 dex, +1 small, +1 natural, +3 leather), touch 13, flat-footed 15

Base Attack/Grapple: +5/-1

Attack: Spell +7 ranged (per spell) or mwk heavy pick +4 melee (1d4-2/x4)

Space/Reach: 5 ft/5 ft

Special Attacks: Spells, draconic breath, draconic flight, draconic presence, draconic vigor, skull talisman of Cure

Moderate (2d8+3), capsule retainer potion of Invisibility, vial of fareye oil

Special Qualities: Darkvision 60, draconic heritage, draconic legacy, draconic power, ring of feather falling, boots of the winterlands

Spells per day: 5, 7, 6, 6, 4

Spell DC: 14 + spell level; 15 + spell level for cold spells

Spells Known:

0: [Ray of Frost](#)*, [Dancing Lights](#), [Daze](#), [Detect Magic](#), [Message](#), [Open/close](#), [Touch of Fatigue](#)

1: [Ice Dagger](#)*, [Lesser Orb of Cold](#)*, [Lesser Shivering Touch](#)*, [Path of Frost](#)*, [Obscuring Mist](#)

2: [Heat Leech](#)*, [Ice Darts](#)*, [Magic of the Dragonheart](#)

3: [Arctic Haze](#)*, [Hailstones](#)*, [Sleet Storm](#)*

4: [Orb of Cold](#)*, [Wall of Ice](#)*

Casting benefits: heal hp=spell level; fly for remainder of turn speed=10' x spell level; opponents shaken for rounds=spell level (DC 12 + spell level Will save negates for 24h)

Saves: Fort +6, Ref +6, Will +7

+13/+13/+14 vs. magical sleep, paralysis, and cold

+15/+15/+16 vs. magical sleep, paralysis, and cold with Magic of the Dragonheart

Abilities: Str 6, Dex 14, Con 12, Int 14, Wis 8, Cha 16 (18)

Skills: Concentration +14, Craft (trapmaking) +4, Hide +14, Intimidate +12, Knowledge (arcana) +15, Move Silently +12.

Profession (miner) +1, Search +4, Spot +6 (+8 w/familiar), Listen +1 (+3 w/familiar)

Feats: Draconic Arcane Grace, Draconic Breath (b), Draconic Flight, Draconic Heritage, Draconic Legacy, Draconic Power, Draconic Presence

Gear: +1 studded leather armor of silent moves, mwk heavy pick, cloak of charisma +2, boots of the winterlands, memento magica (1st), ring of feather falling, skull talisman of cure moderate wounds (2d8+3), capsule retainer w/potion of invisibility, vial of fareye oil

Alignment: NE

Languages: Common, Undercommon, Draconic, Orc

Draconic Vigor

Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

Draconic Breath (white)

As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone of cold that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Draconic Flight

After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

Draconic Heritage (white)

You gain the dragonblood subtype. Hide is a sorcerer class skill for you. You gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with the cold descriptor.

Draconic Legacy (white)

Add *obscuring mist*, *sleet storm*, and *wall of ice* to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it.

Draconic Power (white)

Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the cold descriptor.

Draconic Presence

Whenever you cast an arcane spell, opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. A Will save (DC 10 + level of the spell cast + your Cha modifier) negates the effect. A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

Drakken Lemming Familiar

Size/Type: Tiny Magical Beast

Hit Dice: 5 hd (25 hp)

Initiative: +2

Speed: 15 ft, climb 15 ft, swim 15 ft

Armor Class: 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15

Base Attack/Grapple: +5/-7

Attack: Bite +9 melee (1d3-4)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: -

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +9 (5,2,8)

Abilities: Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2

Skills: Balance +10, Concentration +13, Climb +12, Hide +16, Intimidate +4, Knowledge (arcana) +12, Move Silently +13, Spot +6, Swim +10

Feats: Stealthy, Weapon Finesse (b)

Lemmings have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A lemming can always choose to take 10 on Climb checks, even if rushed or threatened. A lemming uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A lemming has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Alertness (Ex)

While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells

At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Breath weapon

A drakken familiar gains a breath weapon: a 15' cone of cold, 1d6+10 damage, Ref DC 12 halves, 1 hour cooldown. This replaces the standard familiar's ability to deliver touch spells.

Speak with Master (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Glowing Torch Orc Tribe

The Glowing Torch tribe consists of 38 adult arctic orcs and 16 children living in a protected, pine-forested river valley herding branta, a horse-like magical beast. While many of its members are individually evil, the tribe as a whole are followers of Vatun, a lost chaotic neutral god of barbarians, arctic beasts, personal strength, and flames in snow; Vatun's gentler philosophy makes it unusually safe to approach them.

- The shrine in the center of the Glowing Torch's encampment contains a Brazier of Vatun, which glows as if full of embers even when empty. Once a day when silverleaf incense is burned in the brazier, it grants +1 to melee attack and damage to all followers of Vatun within 60 feet. When spiny moss incense is burned, it heals each follower of Vatun within 60 feet of 1d4 hit points of damage, either immediately, if they are already damaged, or when they first take damage within the effect's area. Incense can be burned in the brazier to produce this effect any number of times, but each creature can only receive healing from the brazier once per day. Burning either kind of incense in the brazier produces the described effect for ten minutes; adding more incense to the brazier while some is already burning has no effect.
- A DC 20 Use Magic Device check allows a character to emulate a religious following.
- The tribe's head druid, Ninko Stormshatterer, carries one batch of spiny moss incense; two more batches of it and one batch of silverleaf incense are hidden under the shrine (DC 14 Search check to find).

The Glowing Torch tribe makes its living from its herd, raising them as food, steeds, and materials; the tribe has several leatherworkers including two capable of making masterwork goods. These are brought market at nearby tribes by Shif the Glorious, their trader. They also occasionally rear other wildlife, if they manage to catch it; with assistance and good tools, their lead herder Ghiveng The Crafty can beat DC 30 when taking 10 on a Handle Animal check, rearing animals with up to 15 HD and magical beasts with up to 10. These creatures are usually sold on, rather than the tribe using their resources to support them.

- If the camp is imperiled, the orcs may release the branta herd and attempt to scare them into stampeding into the intruders. It takes a DC 14 Intimidate check to spook the branta; a medium creature attempting to do this takes a -4 size penalty, but a character with at least 5 ranks in Handle Animal receives a +2 synergy bonus, and a character with a bonus to handling branta can apply it to this check. Threatening them with fire grants an additional +5 bonus. If spooked, the branta will flee in a random direction away from the source of their fear and not toward any fires in the immediate area. They may be redirected with another Intimidate check; the DC of the check increases by 1 each time as the branta become more panicked. If the branta overrun a creature of Large size or smaller, they deal 1d12 points of damage for each five branta in the herd; a Reflex save, DC 16, reduces this by half.

Barbarians of the Glowing Torch tribe follow the branta totem, which gives the following adjustments to the standard barbarian class:

- A barbarian dedicated to the branta totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.
- At 2nd level, a branta-totem barbarian gains Frozen Berserker as a bonus feat.
 - Frozen Berserker: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- A 3rd-level branta-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to branta and a +2 bonus on Ride checks made to ride a branta.
- At 5th level, a branta-totem barbarian gains Cold Endurance as a bonus feat.
 - Cold Endurance: You can exist comfortably in conditions between 0° F and 90° F without having to make Fortitude saves. You also gain a +2 bonus on saving throws against cold effects. Cold Endurance

doesn't provide any level of resistance to cold damage.

	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Barbarian (branta totem)		4 Ghundokk the Cruel Dhul Kill Crusher Aawnko Beast Squasher Droboll the Brutal	2 Matroll Bone Cleaver Grahrok Fang Butcher		1 Kathoz the Proud	
Druid	2 Gievik the Cold Rhag the Fearless		1 Ninko Storm-shatterer			
Sorcerer (battle)	1 Mabzoll the Colossal					
Expert	1 Shugof the Whisper		2 Gih Skincrafter Doddukk Brightblade			1 Shif the Glorious
Warrior	1 Bhyewge The Dark	2 Mun the Bloody Ansik The Vicious		1 Vang One-Tusk		
Commoner	16		2 Iwgye Nangakk			1 Ghiveng The Crafty

Skill	Highest Bonus
Appraise	8
Climb	8
Craft (armorsmithing)	11
Craft (basketweaving)	7
Craft (brewing)	8
Craft (fibercrafting)	8
Craft (leatherworking)	11
Craft (trapmaking)	8
Craft (weaponsmithing)	10
Craft (woodworking)	7
Diplomacy	15
Escape Artist	6
Handle Animal	15
Heal	8

Hide	8
Intimidate	7
Knowledge (nature)	8
Knowledge (all other)	3 (untrained)
Listen	7
Move Silently	8
Open Lock	6
Ride	10 (12 branta)
Search	7
Sense Motive	13
Spot	4
Survival	14
Use Rope	8

Branta

Large Magical Beast (Cold)

Hit Dice: 3d10+9 (25 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (–1 size, +2 Dex, +3 natural)

Base Attack/Grapple: +3/+11

Attack: Gore +6 melee (1d8+4)

Full Attack: Gore +6 melee (1d8+4) and 2 hooves +1 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, toss

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, surefooted, vulnerability to fire

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 6

Skills: Balance +2 (+6 on ice or snow), Jump +14, Listen +5, Spot +5

Feats: Alertness, Run

Environment: Cold forests

Organization: Solitary, pair, or hala (3–8)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4–6 HD (Large)

Improved Grab (Ex): To use this ability, the branta must hit a Medium or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Brantas vigorously shake any creature caught in their horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+8 check modifier), except that there is no attack of opportunity, since the branta has already grabbed its foe when it tries to toss the victim. The branta does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the branta's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Scent (Ex): A branta can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Surefooted (Ex): Brantas ignore all movement penalties associated with snow on the ground. They also receive a +4 racial bonus on Balance checks when walking on ice or snow.

Kathoz The Proud Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 (F) Hit Dice: 5d12+10 (42 hp) Initiative: +0 Speed: 40'	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 Hit Dice: 5d12+20 (52 hp) Initiative: +0 Speed: 40'	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 Hit Dice: 5d12+10 (42 hp) Initiative: -1 Speed: 40'
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<p>Armor Class: 13 (+3 hide), touch 10, flat-footed 13</p> <p>Base Attack/Grapple: +5/+10</p> <p>Attack: Greataxe +10 melee (1d12+7/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 2/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +6, Ref +1, Will +0</p> <p>Fort +12 vs. cold weather</p> <p>immune to cold above 0F</p> <p>Abilities: Str 20, Dex 11, Con 14, Int 10, Wis 9, Cha 9</p> <p>Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +10 (+12 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: TN</p> <p>Languages: Orc, Common</p>	<p>Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11</p> <p>Base Attack/Grapple: +5/+12</p> <p>Attack: Greataxe +12 melee (1d12+10/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 2/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +8, Ref +1, Will +2</p> <p>Fort +14 vs. cold weather</p> <p>immune to cold above 0F</p> <p>Abilities: Str 24, Dex 11, Con 18, Int 10, Wis 9, Cha 9</p> <p>Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +10 (+12 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: TN</p> <p>Languages: Orc, Common</p>	<p>Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12</p> <p>Base Attack/Grapple: +5/+9</p> <p>Attack: Greataxe +9 melee (1d12+6/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 2/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +6, Ref +0, Will +0</p> <p>Fort +12 vs. cold weather</p> <p>immune to cold above 0F</p> <p>Abilities: Str 18, Dex 9, Con 14, Int 10, Wis 9, Cha 9</p> <p>Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +9 (+11 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: TN</p> <p>Languages: Orc, Common</p>
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<p>Matroll Bone Cleaver</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3 (M)</p> <p>Hit Dice: 3d12+9 (28 hp)</p> <p>Initiative: +0</p> <p>Speed: 40'</p> <p>Armor Class: 13 (+3 hide), touch 10, flat-footed 13</p> <p>Base Attack/Grapple: +3/+6</p> <p>Attack: Greataxe +6 melee (1d12+4/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 8 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +6, Ref +1, Will +1</p> <p>Fort +10 vs. cold weather</p> <p>Abilities: Str 16, Dex 11, Con 16, Int 7, Wis 11, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Ride +10 (+12 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: NE</p> <p>Languages: Orc</p>	<p>Raging</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3</p> <p>Hit Dice: 3d12+15 (34 hp)</p> <p>Initiative: +0</p> <p>Speed: 40'</p> <p>Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11</p> <p>Base Attack/Grapple: +3/+8</p> <p>Attack: Greataxe +8 melee (1d12+7/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 8 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +8, Ref +1, Will +3</p> <p>Fort +12 vs. cold weather</p> <p>Abilities: Str 20, Dex 11, Con 20, Int 7, Wis 11, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Ride +10 (+12 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: NE</p> <p>Languages: Orc</p>	<p>Fatigued</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3</p> <p>Hit Dice: 3d12+9 (28 hp)</p> <p>Initiative: -1</p> <p>Speed: 40'</p> <p>Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12</p> <p>Base Attack/Grapple: +3/+5</p> <p>Attack: Greataxe +5 melee (1d12+3/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 8 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +6, Ref +0, Will +1</p> <p>Fort +10 vs. cold weather</p> <p>Abilities: Str 14, Dex 9, Con 16, Int 7, Wis 11, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Ride +9 (+11 branta)</p> <p>Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)</p> <p>Gear: greataxe, mwk hide armor</p> <p>Alignment: NE</p> <p>Languages: Orc</p>
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<p>Grahrok Fang Butcher</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3 (M)</p> <p>Hit Dice: 3d12+6 (25 hp)</p> <p>Initiative: -1</p> <p>Speed: 40'</p> <p>Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12</p> <p>Base Attack/Grapple: +3/+7</p> <p>Attack: Greataxe +7 melee (1d12+6/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +5, Ref +0, Will +1</p> <p>Fort +9 vs. cold weather</p> <p>Abilities: Str 18, Dex 9, Con 15, Int 10, Wis 10, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +7 (+9 branta), Survival +6</p> <p>Feats: Mounted Combat, Ride-By Attack,</p>	<p>Raging</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3</p> <p>Hit Dice: 3d12+12 (31 hp)</p> <p>Initiative: -1</p> <p>Speed: 40'</p> <p>Armor Class: 10 (-1 dex, +3 hide, -2 rage), touch 7, flat-footed 10</p> <p>Base Attack/Grapple: +3/+9</p> <p>Attack: Greataxe +9 melee (1d12+9/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +7, Ref +0, Will +3</p> <p>Fort +11 vs. cold weather</p> <p>Abilities: Str 22, Dex 9, Con 19, Int 10, Wis 10, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +7 (+9 branta), Survival +6</p> <p>Feats: Mounted Combat, Ride-By Attack,</p>	<p>Fatigued</p> <p>Size/Type: Medium Humanoid (Orc) Branta Barbarian 3</p> <p>Hit Dice: 3d12+6 (25 hp)</p> <p>Initiative: -2</p> <p>Speed: 40'</p> <p>Armor Class: 11 (-2 dex, +3 hide), touch 8, flat-footed 11</p> <p>Base Attack/Grapple: +3/+6</p> <p>Attack: Greataxe +6 melee (1d12+4/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Rage 1/day 7 rds</p> <p>Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy</p> <p>Saves: Fort +5, Ref +1, Will +1</p> <p>Fort +9 vs. cold weather</p> <p>Abilities: Str 16, Dex 7, Con 15, Int 10, Wis 10, Cha 9</p> <p>Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +6 (+8 branta), Survival +6</p> <p>Feats: Mounted Combat, Ride-By Attack,</p>
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Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common	Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common	Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common
Ghundokk The Cruel Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M) Hit Dice: 2d12+4 (17 hp) Initiative: +3 Speed: 40' Armor Class: 16 (+3 dex, +3 hide), touch 13, flat-footed 13 Base Attack/Grapple: +2/+7 Attack: Greataxe +7 melee (1d12+7/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref +3, Will +0 Fort +9 vs. cold weather Abilities: Str 20, Dex 16, Con 15, Int 11, Wis 11, Cha 12 Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +10 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+8 (21 hp) Initiative: +3 Speed: 40' Armor Class: 14 (+3 dex, +3 hide, -2 rage), touch 11, flat-footed 11 Base Attack/Grapple: +2/+9 Attack: Greataxe +9 melee (1d12+10/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +7, Ref +3, Will +2 Fort +11 vs. cold weather Abilities: Str 24, Dex 16, Con 19, Int 11, Wis 11, Cha 12 Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +10 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+4 (17 hp) Initiative: +2 Speed: 40' Armor Class: 15 (+2 dex, +3 hide), touch 12, flat-footed 13 Base Attack/Grapple: +2/+6 Attack: Greataxe +6 melee (1d12+6/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref +2, Will +0 Fort +9 vs. cold weather Abilities: Str 18, Dex 14, Con 15, Int 11, Wis 11, Cha 12 Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +9 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common
Dhul Kill Crusher Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M) Hit Dice: 2d12+4 (17 hp) Initiative: +2 Speed: 40' Armor Class: 15 (+2 dex, +3 hide), touch 12, flat-footed 13 Base Attack/Grapple: +2/+4 Attack: Greataxe +4 melee (1d12+3/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref +2, Will +0 Fort +9 vs. cold weather Abilities: Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 8 Skills: Handle Animal +6, Listen +5, Ride +9, Survival +5 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+8 (21 hp) Initiative: +2 Speed: 40' Armor Class: 13 (+2 dex, +3 hide, -2 rage), touch 10, flat-footed 11 Base Attack/Grapple: +2/+6 Attack: Greataxe +6 melee (1d12+6/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +7, Ref +2, Will +2 Fort +11 vs. cold weather Abilities: Str 19, Dex 14, Con 18, Int 10, Wis 11, Cha 8 Skills: Handle Animal +6, Listen +5, Ride +9, Survival +5 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+4 (17 hp) Initiative: +1 Speed: 40' Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13 Base Attack/Grapple: +2/+3 Attack: Greataxe +3 melee (1d12+1/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref +1, Will +0 Fort +9 vs. cold weather Abilities: Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 8 Skills: Handle Animal +6, Listen +5, Ride +8, Survival +5 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common
Aawnko Beast Squasher Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (F) Hit Dice: 2d12+2 (15 hp) Initiative: +1 Speed: 40' Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13 Base Attack/Grapple: +2/+7 Attack: Greataxe +7 melee (1d12+7/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 6 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+6 (19 hp) Initiative: +1 Speed: 40' Armor Class: 12 (+1 dex, +3 hide, -2 rage), touch 9, flat-footed 11 Base Attack/Grapple: +2/+9 Attack: Greataxe +9 melee (1d12+10/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 6 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+2 (15 hp) Initiative: +0 Speed: 40' Armor Class: 13 (+3 hide), touch 10, flat-footed 13 Base Attack/Grapple: +2/+6 Attack: Greataxe +6 melee (1d12+6/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 6 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy

Saves: Fort +4, Ref +1, Will -2 Fort +8 vs. cold weather Abilities: Str 20, Dex 13, Con 12, Int 12, Wis 7, Cha 14 Skills: Handle Animal +9, Intimate +7, Listen +3, Ride +8, Survival +3 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common, Undercommon	Saves: Fort +6, Ref +1, Will +0 Fort +10 vs. cold weather Abilities: Str 24, Dex 13, Con 16, Int 12, Wis 7, Cha 14 Skills: Handle Animal +9, Intimate +7, Listen +3, Ride +8, Survival +3 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common, Undercommon	Saves: Fort +4, Ref +0, Will -2 Fort +8 vs. cold weather Abilities: Str 18, Dex 11, Con 12, Int 12, Wis 7, Cha 14 Skills: Handle Animal +9, Intimate +7, Listen +3, Ride +7, Survival +3 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: NE Languages: Orc, Common, Undercommon
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Droboll The Brutal Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M) Hit Dice: 2d12+4 (17 hp) Initiative: +0 Speed: 40' Armor Class: 13 (+3 hide), touch 10, flat-footed 13 Base Attack/Grapple: +2/+5 Attack: Greataxe +5 melee (1d12+4/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref +0, Will +0 Fort +9 vs. cold weather Abilities: Str 17, Dex 10, Con 14, Int 10, Wis 10, Cha 12 Skills: Handle Animal +8, Intimate +6, Listen +5, Ride +7 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+8 (21 hp) Initiative: +0 Speed: 40' Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11 Base Attack/Grapple: +2/+7 Attack: Greataxe +7 melee (1d12+7/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +7, Ref +0, Will +2 Fort +11 vs. cold weather Abilities: Str 21, Dex 10, Con 18, Int 10, Wis 10, Cha 12 Skills: Handle Animal +8, Intimate +6, Listen +5, Ride +7 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 Hit Dice: 2d12+4 (17 hp) Initiative: -1 Speed: 40' Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12 Base Attack/Grapple: +2/+4 Attack: Greataxe +4 melee (1d12+3/x3) Space/Reach: 5 ft/5 ft Special Attacks: Rage 1/day 7 rds Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy Saves: Fort +5, Ref -1, Will +0 Fort +9 vs. cold weather Abilities: Str 15, Dex 9, Con 14, Int 10, Wis 10, Cha 12 Skills: Handle Animal +8, Intimate +6, Listen +5, Ride +6 Feats: Mounted Combat, Frozen Berserker (b) Gear: greataxe, mwk hide armor Alignment: CE Languages: Orc, Common
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Ninko Stormshatterer Size/Type: Medium Humanoid (Orc) Druid 3 (F) Hit Dice: 3d8+6 (19 hp) Initiative: +0 Speed: 30' Armor Class: 13 (+3 hide), touch 10, flat-footed 13 Base Attack/Grapple: +2/+3 Attack: Club +3 melee (1d6+1) Space/Reach: 5 ft/5 ft Special Attacks: Spells, wild empathy (+4), companion link, share spells Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (gyrfalcon), woodland stride, trackless step Spells per day: 4, 3, 2 Spell DC: 11 + spell level Saves: Fort +5, Ref +1, Will +4 Fort +9 vs. cold weather Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 12, Cha 11 Skills: Handle Animal +8, Heal +3, Ride +8, Survival +16, Knowledge (nature) +10 Feats: Skill Focus (Survival), Self-Sufficient Gear: club, mwk hide armor Alignment: CN Languages: Orc, Common, Druidic	Size/Type: Tiny Animal (gyrfalcon companion) Hit Dice: 3d8 (13 hp) Initiative: +4 Speed: 10', fly 60' (average) Armor Class: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 18 Base Attack/Grapple: +2/-8 Attack: Talons +8 melee (1d4-2) Space/Reach: 2.5 ft/0 ft Special Attacks: Flyby attack Special Qualities: Low-light vision, evasion Saves: Fort +3, Ref +7, Will +3 Abilities: Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6 Skills: Listen +4 (+2 alertness +2 wis), Spot +18 (6 ranks +8 racial +2 alertness +2 wis) Feats: Alertness, Flyby Attack, Weapon Finesse (b) Alignment: TN
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Gievik The Cold Size/Type: Medium Humanoid (Orc) Druid 1 (M) Hit Dice: 1d8+1 (5 hp) Initiative: +1 Speed: 30' Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13 Base Attack/Grapple: +0/+1 Attack: Club +1 melee (1d6+1)	Size/Type: Small Animal (dog companion) Hit Dice: 1d8+2 (6 hp) Initiative: +3 Speed: 40' Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12 Base Attack/Grapple: +0/-3 Attack: Bite +2 melee (1d4+1) Space/Reach: 5 ft/5 ft
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<p>Space/Reach: 5 ft/5 ft Special Attacks: Spells, wild empathy (+0) Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (dog) Spells per day: 3, 1 Spell DC: 10 + spell level Saves: Fort +3, Ref +1, Will +2 Fort +7 vs. cold weather Abilities: Str 13, Dex 13, Con 13, Int 9, Wis 11, Cha 8 Skills: Handle Animal +5, Ride +5, Survival +7 Feats: Skill Focus (Survival) Gear: club, mwk hide armor Alignment: TN Languages: Orc, Druidic</p>	<p>Special Attacks: - Special Qualities: Low-light vision, scent Saves: Fort +4, Ref +5, Will +1 Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6 Skills: Jump +7, Listen +5, Spot +5, Survival +1 (+5 to track by scent) Feats: Alertness, Track (b) Alignment: TN</p>
<p>Rhag The Fearless Size/Type: Medium Humanoid (Orc) Druid 1 (M) Hit Dice: 1d8+1 (5 hp) Initiative: +0 Speed: 30' Armor Class: 13 (+3 hide), touch 10, flat-footed 13 Base Attack/Grapple: +0/+3 Attack: Club +3 melee (1d6+3) Space/Reach: 5 ft/5 ft Special Attacks: Spells, wild empathy (+0) Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (dog) Spells per day: 3, 2 Spell DC: 11 + spell level Saves: Fort +3, Ref +0, Will +3 Fort +7 vs. cold weather Abilities: Str 16, Dex 10, Con 13, Int 12, Wis 13, Cha 10 Skills: Handle Animal +6, Heal +8, Ride +4, Survival +5 Feats: Skill Focus (Heal) Gear: club, mwk hide armor Alignment: NE Languages: Orc, Common, Sylvan, Druidic</p>	<p>Size/Type: Small Animal (dog companion) Hit Dice: 1d8+2 (6 hp) Initiative: +3 Speed: 40' Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12 Base Attack/Grapple: +0/-3 Attack: Bite +2 melee (1d4+1) Space/Reach: 5 ft/5 ft Special Attacks: - Special Qualities: Low-light vision, scent Saves: Fort +4, Ref +5, Will +1 Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6 Skills: Jump +7, Listen +5, Spot +5, Survival +1 (+5 to track by scent) Feats: Alertness, Track (b) Alignment: TN</p>
<p>Mabzoll The Colossal Size/Type: Medium Humanoid (Orc) Battle Sorcerer 1 (M) Hit Dice: 1d8 (4 hp) Initiative: -2 Speed: 30' Armor Class: 11 (-2 dex, +3 studded leather), touch 8, flat-footed 11 Base Attack/Grapple: +0/+4 Attack: Sugliin +4 melee (2d8+6; 10' reach) (15 avg dmg) Space/Reach: 5 ft/5 ft Special Attacks: Spells Special Qualities: Low-light vision, cold resistance Spells per day: 4, 2 Spell DC: 12 + spell level Spells known: 0: Resistance, Flare, Light, Daze 1: Enlarge Person Saves: Fort +0, Ref -2, Will +2 Fort +4 vs. cold weather Abilities: Str 18, Dex 7, Con 11, Int 6, Wis 10, Cha 14 Skills: Intimidate +6, Handle Animal +4 Feats: Exotic Weapon Proficiency (sugliin) Gear: greataxe, mwk studded leather armor Alignment: LN Languages: Orc</p>	<p>Enlarged Size/Type: Large Humanoid (Orc) Battle Sorcerer 1 Hit Dice: 1d8 (4 hp) Initiative: -3 Speed: 30' Armor Class: 9 (-3 dex, -1 size, +3 studded leather), touch 6, flat-footed 9 Base Attack/Grapple: +0/+9 Attack: Sugliin +4 melee (3d8+7; 15-20' reach) (20 avg dmg) Space/Reach: 10 ft/10 ft Special Attacks: Spells Special Qualities: Low-light vision, cold resistance Spells per day: 4, 2 Spell DC: 12 + spell level Spells known: 0: Resistance, Flare, Light, Daze 1: Enlarge Person Saves: Fort +0, Ref -3, Will +2 Abilities: Str 20, Dex 5, Con 11, Int 6, Wis 10, Cha 14 Skills: Intimidate +6 (+10 vs. med), Handle Animal +4 Feats: Exotic Weapon Proficiency (sugliin) Gear: greataxe, mwk studded leather armor Alignment: LN Languages: Orc</p>
<p>Vang One-Tusk Size/Type: Medium Humanoid (Orc) Warrior 4 (F) Hit Dice: 4d8+4 (22 hp) Initiative: +1 Speed: 30' Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13</p>	

Base Attack/Grapple: +4/+7
Attack: Greataxe +4 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +5, Ref +2, Will +1
Fort +9 vs. cold weather
Abilities: Str 16, Dex 13, Con 13, Int 6, Wis 10, Cha 7
Skills: Ride +8, Handle Animal +0
Feats: Mounted Combat, Ride-By Attack
Gear: greataxe, mwk hide armor
Alignment: LE
Languages: Orc

Mun The Bloody
Size/Type: Medium Humanoid (Orc) Warrior 2 (F)
Hit Dice: 2d8 (9 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +3, Ref +1, Will -1
Fort +7 vs. cold weather
Abilities: Str 18, Dex 12, Con 11, Int 9, Wis 8, Cha 14
Skills: Ride +6, Handle Animal +4
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc

Ansik The Vicious
Size/Type: Medium Humanoid (Orc) Warrior 2 (M)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +5, Ref +1, Will +0
Fort +9 vs. cold weather
Abilities: Str 19, Dex 12, Con 13, Int 9, Wis 10, Cha 8
Skills: Ride +6, Handle Animal +1
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc

Bhyewge The Dark
Size/Type: Medium Humanoid (Orc) Warrior 1 (NB/F)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +1/+4
Attack: Greataxe +4 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +3, Ref +0, Will -1
Fort +7 vs. cold weather
Abilities: Str 17, Dex 10, Con 13, Int 12, Wis 9, Cha 10

Skills: Ride +4, Handle Animal +2
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: LN
Languages: Orc, Common, Undercommon

Shugof the Whisper
Size/Type: Medium Humanoid (Orc) Expert 1 (sneak) (F)
Hit Dice: 1d6-1 (2 hp)
Initiative: +2
Speed: 30'
Armor Class: 15 (+2 dex, +3 studded leather), touch 12, flat-footed 13
Base Attack/Grapple: +0/+4
Attack: Club +4 melee (1d6+4)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +0, Ref +1, Will +3
Fort +4 vs. cold weather
Abilities: Str 18, Dex 15, Con 9, Int 16, Wis 10, Cha 11
Skills: Climb +8, Craft (trapmaking) +7, Escape Artist +6, Handle Animal +2, Hide +8, Listen +4, Move Silently +8, Open Lock +6, Search +7, Spot +4
Feats: Stealthy
Gear: club, mwk studded leather armor
Alignment: CN
Languages: Orc, Common, Undercommon, Draconic, Dwarven

Shif The Glorious

Size/Type: Medium Humanoid (Orc) Expert 6 (merchant) (F)
Hit Dice: 6d6 (21 hp)
Initiative: -1
Speed: 30'
Armor Class: 11 (-1 dex, +2 leather), touch 9, flat-footed 11
Base Attack/Grapple: +4/+7
Attack: Club +7 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +2, Ref +1, Will +7
Fort +6 vs. cold weather
Abilities: Str 17, Dex 9, Con 10, Int 9, Wis 14, Cha 14
Skills: Appraise +8, Diplomacy +15, Handle Animal +11, Intimidate +11, Ride +1, Sense Motive +13
Feats: Negotiator
Gear: club, mwk leather armor
Alignment: CE
Languages: Orc

Doddukk Brightblade

Size/Type: Medium Humanoid (Orc) Expert 3 (crafter) (M)
Hit Dice: 3d6-3 (7 hp)
Initiative: +0
Speed: 30'
Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12
Base Attack/Grapple: +2/+5
Attack: Club +5 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +0, Ref +1, Will +3
Fort +4 vs. cold weather
Abilities: Str 16, Dex 11, Con 8, Int 13, Wis 11, Cha 10
Skills: Craft (armorsmithing) +7, Craft (basketweaving) +7, Craft (brewing) +10, Craft (leatherworking) +7, Craft

(weaponsmithing) +10, Craft (woodworking) +7, Handle Animal +8, Ride +2

Feats: Skill Focus (leatherworking), Skill Focus (weaponsmithing)

Gear: club, leather armor

Alignment: CN

Languages: Orc, Common, Undercommon

Gih Skincrafter

Size/Type: Medium Humanoid (Orc) Expert 3 (crafter) (F)

Hit Dice: 3d6+3 (13 hp)

Initiative: -1

Speed: 30'

Armor Class: 11 (-1 dex, +2 leather armor), touch 9, flat-footed 11

Base Attack/Grapple: +2/+4

Attack: Club +4 melee (1d6+2)

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Low-light vision, cold resistance

Saves: Fort +2, Ref +1, Will +2

Fort +6 vs. cold weather

Abilities: Str 14, Dex 9, Con 13, Int 15, Wis 9, Cha 8

Skills: Craft (armorsmithing) +11, Craft (brewing) +8, Craft (fibercrafting) +8, Craft (leatherworking) +11, Craft (trapmaking) +8, Craft (weaponsmithing) +8, Handle Animal +7, Heal +5, Ride +1

Feats: Skill Focus (armorsmithing), Skill Focus (leatherworking)

Gear: club, leather armor

Alignment: NE

Languages: Orc, Common, Undercommon, Draconic

Ghiveng The Crafty

Size/Type: Medium Humanoid (Orc) Commoner 6 (rancher) (F)

Hit Dice: 6d4-6 (9 hp)

Initiative: +0

Speed: 30'

Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12

Base Attack/Grapple: +3/+6

Attack: Club +6 melee (1d6+3)

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Low-light vision, cold resistance

Saves: Fort +1, Ref +2, Will +1

Fort +5 vs. cold weather

Abilities: Str 16, Dex 10, Con 8, Int 9, Wis 8, Cha 8

Skills: Handle Animal +15, Listen +1, Ride +4, Spot +1

Feats: Skill Focus (handle animal), Animal Affinity, Alertness

Gear: club, mwk leather armor

Alignment: NE

Languages: Orc

Nangakk

Size/Type: Medium Humanoid (Orc) Commoner 3 (rancher) (M)

Hit Dice: 3d4-3 (4 hp)

Initiative: +2

Speed: 30'

Armor Class: 14 (+2 dex, +2 leather armor), touch 12, flat-footed 12

Base Attack/Grapple: +1/+4

Attack: Club +4 melee (1d6+3)

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Low-light vision, cold resistance

Saves: Fort +0, Ref +3, Will +1

Fort +4 vs. cold weather

Abilities: Str 16, Dex 14, Con 8, Int 12, Wis 11, Cha 7

Skills: Handle Animal +9, Listen +2, Ride +10, Spot +2, Use Rope +8

Feats: Skill Focus (Handle Animal), Alertness

Gear: club, leather armor

Alignment: NG

Languages: Orc, Common, Undercommon

Iwgye

Size/Type: Medium Humanoid (Orc) Commoner 3 (rancher) (F)

Hit Dice: 3d4+3 (10 hp)

Initiative: +3

Speed: 30'

Armor Class: 15 (+3 dex, +2 leather armor), touch 13, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Club +2 melee (1d6+1)

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Low-light vision, cold resistance

Saves: Fort +2, Ref +4, Will +1

Fort +6 vs. cold weather

Abilities: Str 13, Dex 16, Con 12, Int 9, Wis 10, Cha 9

Skills: Handle Animal +10, Listen +2, Ride +5, Spot +2

Feats: Skill Focus (Handle Animal), Alertness

Gear: club, leather armor

Alignment: NE

Languages: Orc

Silent Crow Goliath Tribe

The Silent Crow tribe is a large goliath tribe, consisting of 49 adult goliaths, 18 adult neanderthals, about half as many children of each species, and two arctic half-orcs. The tribe is nomadic, roaming the mountains and hills around Ithoarirth's lair. It is generally friendly to outsiders, though it will quickly cool to anyone who isn't interested in taking part in the tribe's competitions.

The Silent Crow tribe makes its living in the traditional goliath way, sending squads to hunt and gather during the day and socializing in the evening and keeping goats (both regular and giant) for milk, hides, and emergency food. They also do a small amount of trading, acting as go-betweens for the local glacier dwarves and the orcs that they won't do business with directly.

Several members of the Silent Crow tribe are blessed wereotters. The tribe makes a yearly visit to [Nerirel Birchdreamer](#), an elven druid who lives in the forest below their more usual paths; Nerirel is friendly with the tribe for the last hundred and twenty years (several generations, for short-lived goliaths and neanderthals), ever since it helped her hunt down a gigantic snowcloak that was terrorizing the area. The tribe visits for about a week, sharing food and stories, and if she's impressed with tales of a tribe member's bravery or cleverness, she'll often offer them the wereotter blessing - though she only ever offers it to individuals of good alignments.

	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7
Bard	3	1	1				
Cleric	2	1					
Druid	1						
Scout	4	2			1		
Warrior	2						
Expert	44		4	1		1	1

Appraise	11
Balance	9
Bluff	7
Climb	14
Concentration	9
Craft (armorsmithig)	12
Craft (basketweaving)	9
Craft (bonecarving)	8
Craft (flintknapping)	7
Craft (leatherworking)	6
Craft (weaponsmithing)	9
Craft (woodcarving)	6
Diplomacy	13

Disable Device	7
Escape Artist	5
Gather Information	11
Handle Animal	11
Heal	9
Hide	9
Jump	12
Knowledge (arcana)	12
Knowledge (geography)	9
Knowledge (history)	12
Knowledge (local)	12
Knowledge (nature)	9
Knowledge (religion)	12
Listen	13
Move Silently	10
Perform (drumming)	8
Perform (singing)	8
Perform (wind instruments)	8
Search	7
Sense Motive	13
Spot	14
Survival	12
Swim	14
Use Rope	8

Livestock

Goat

Size/Type: Medium Animal

Hit Dice: 2d8+6 (15 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+3

Attack: Headbutt +5 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +5, Will +0

Abilities: Str 14, Dex 15, Con 17, Int 2, Wis 11, Cha 6

Skills: Balance +9, Climb +9, Jump +8

Feats: Power Attack (b), Improved [Bull Rush](#)

Skills: Goats have a +5 racial bonus to Balance, Climb, and Jump.

Giant Goat

Size/Type: Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +2/+9

Attack: Headbutt +5 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: -

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6

Skills: Balance +10, Climb +9, Jump +9

Feats: Power Attack (b), Improved [Bull Rush](#), Knockback

Skills: Giant goats have a +5 racial bonus to Balance, Climb, and Jump.

Knockback: If a giant goat scores a hit while using the Power Attack feat, they can make a free bull rush attempt against the foe they hit, applying the number by which they reduced their attack roll as a bonus on the opposed Strength check (as well as on the damage they deal). Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and the giant goat doesn't move with the enemy they knock backward.

Bards

Murak Dawncaller

Male Arctic Half-Orc Bard 3

Size/Type: Medium Humanoid

Hit Dice: 2d6+6 (13 hp)

Initiative: +0

Speed: 30'

Armor Class:

Base Attack/Grapple: +2/+5

Attack: Spear +4 melee (1d8+3/x3) or spear +2 ranged (1d8+2/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, spells

Special Qualities: Low-light vision, cold endurance, orc blood

Spells per day: 3, 2

Spells known:

0: Daze, Ghost Sound, Know Direction, Message, Prestidigitation, Resistance

1: Cure Light Wounds, Feather Fall, Remove Fear

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 15, Dex 10, Con 17, Int 10, Wis 11, Cha 14

Skills: Balance +6, Climb +8, Concentration +9, Diplomacy +13, Jump +8, Listen +6, Perform (drumming) +8, Perform (singing) +8

Feats: Skill Focus (Diplomacy)

Gear:

Alignment: TN

Languages: Common, Gol-Kaa

Moakavomath Lamenter

Male Goliath Bard 2
Size/Type: Medium Monstrous Humanoid
Hit Dice: 2d6+4 (11 hp)
Initiative: -1
Speed: 30'
Armor Class: (-1 dex)
Base Attack/Grapple: +1/+7
Attack: Large spear +3 melee (2d6+3/x3) or large spear +0 ranged (2d6+2/x3, 20')
Space/Reach: 5 ft/5 ft
Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, spells
Special Qualities: Powerful build, mountain movement, acclimated
Spells per Day: 3, 1
Spells Known:
 0: 5
 1: 2
Saves: Fort +2, Ref +2, Will +4
Abilities: Str 15, Dex 8 (-1), Con 14, Int 11, Wis 13, Cha 17
Skills: Balance +4, Climb +7, Jump +7, Listen +6, Perform +8 (singing), Perform +8 (wind instruments), Sense Motive +3
Feats: Lingering Song
Gear: Bagpipes
Alignment: NE
Languages: Common, Gol-Kaa

Aithak Dawncaller

Female Goliath Savage Bard 1
Size/Type: Medium Monstrous Humanoid
Hit Dice: 1d6+2 (5 hp)
Initiative: +0
Speed: 30'
Armor Class: (+0 dex)
Base Attack/Grapple: +0/+9
Attack: Large spear +6 melee (2d6+7/x3) or large spear +1 ranged (2d6+5/x3, 20')
Space/Reach: 5 ft/5 ft
Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1
Special Qualities: Powerful build, mountain movement, acclimated, illiteracy
Spells per Day: 2
Spells Known: 4
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 20, Dex 11, Con 14, Int 15, Wis 7 (-2), Cha 16
Skills: Appraise +6, Balance +4, Climb +9, Concentration +6, Diplomacy +7, Jump +9, Listen +4, Perform (singing) +7, Spot +0
Feats: Alertness
Gear:
Alignment: CG
Languages: Common, Gol-Kaa, Dwarven, Orc

Ukanun Dawncaller

Male Goliath Bard 1 Goliath Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: -1 Speed: 30' Armor Class: (-1 dex, +3 natural) Base Attack/Grapple: +1/+5 Attack: Large spear +1 melee (2d6/x3) or large spear +0 ranged (2d6/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, otter empathy Special Qualities: Powerful build, mountain movement, acclimated, illiteracy, hold breath, alternate form, low-light vision, scent Spells per day: 2 Spells known: Dancing Lights, Flare, Know	Hybrid Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: +1 Speed: 30', swim 20' Armor Class: (+1 dex, +5 natural) Base Attack/Grapple: +1/+6 Attack: Large spear +2 melee (2d6+1/x3) and claw +2 melee (1d6+1) and bite -3 melee (1d8+1) or 2 claws +2 melee (1d6+1) and bite -3 melee (1d8+1) Space/Reach: 5 ft/5 ft Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, otter empathy Special Qualities: Powerful build, mountain movement, acclimated, illiteracy, hold breath, alternate form, DR 10/silver, low-light vision,	Otter Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: +1 Speed: 30', swim 30' Armor Class: (+1 dex, +5 natural) Base Attack/Grapple: +1/+2 Attack: Bite +2 melee (1d3+1) Space/Reach: 5 ft/5 ft Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, otter empathy Special Qualities: Mountain movement, acclimated, illiteracy, hold breath, alternate form, DR 10/silver, low-light vision, scent Spells per day: 2 (no v/s/m components) Spells known: Dancing Lights, Flare, Know Direction, Resistance
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<p>Direction, Resistance</p> <p>Saves: Fort +7, Ref +2, Will +7</p> <p>Abilities: Str 11, Dex 9, Con 15, Int 10, Wis 14, Cha 16</p> <p>Skills: Balance +3, Climb +4, Concentration +6, Jump +4, Listen +4, Perform (singing) +7, Sense Motive +8, Spot +6, Survival +6, Swim +6</p> <p>Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>scent</p> <p>Spells per day: 2 (no v components)</p> <p>Spells known: Dancing Lights, Flare, Know Direction, Resistance</p> <p>Saves: Fort +7, Ref +2, Will +7</p> <p>Abilities: Str 13, Dex 13, Con 15, Int 10, Wis 14, Cha 16</p> <p>Skills: Balance +5, Climb +5, Concentration +6, Jump +5, Listen +4, Perform (singing) +7, Sense Motive +8, Spot +6, Survival +6, Swim +7</p> <p>Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>	<p>Saves: Fort +7, Ref +2, Will +7</p> <p>Abilities: Str 13, Dex 13, Con 15, Int 10, Wis 14, Cha 16</p> <p>Skills: Balance +5, Climb +5, Concentration +6, Jump +5, Listen +4, Perform (singing) +7, Sense Motive +8, Spot +6, Survival +6, Swim +7</p> <p>Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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Tazill Dawncaller

<p>Male Neanderthal Bard 1</p> <p>Size/Type: Medium Humanoid</p> <p>Hit Dice: 1d6 (3 hp)</p> <p>Initiative: -3</p> <p>Speed: 30'</p> <p>Armor Class: (-3 dex)</p> <p>Base Attack/Grapple: +0/+2</p> <p>Attack: Spear +3 melee (1d8+3/x3) or spear -3 ranged (1d8+2/x3, 20')</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1</p> <p>Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy</p> <p>Spells per day: 2</p> <p>Spells known: Ghost Sound, Light, Lullaby, Mage Hand</p> <p>Saves: Fort +0, Ref -1, Will +0</p> <p>Abilities: Str 14, Dex 5 (-4), Con 11, Int 12, Wis 7 (-3), Cha 17</p> <p>Skills: Balance +2, Bluff +7, Climb +6, Concentration +4, Escape Artist -2, Jump +6, Listen +3, Perform (singing) +7, Sense Motive +1, Spot -1, Survival -1, Swim +6</p> <p>Feats: Agile</p> <p>Gear:</p> <p>Alignment: TN</p> <p>Languages: Common, Gol-Kaa, Dwarven</p>
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Clerics

Vaum Skywatcher

<p>Goliath Form</p> <p>Size/Type: Medium Monstrous Humanoid (goliath, shapeshifter) Wereotter Cleric 2 of Ehlonna</p> <p>Hit Dice: 4d8+8 (26 hp)</p> <p>Initiative: +2</p> <p>Speed: 30'</p> <p>Armor Class: (+2 dex, +3 natural)</p> <p>Base Attack/Grapple: +2/+10</p>	<p>Hybrid Form</p> <p>Size/Type: Medium Monstrous Humanoid (goliath, shapeshifter) Wereotter Cleric 2 of Ehlonna</p> <p>Hit Dice: 4d8+8 (26 hp)</p> <p>Initiative: +4</p> <p>Speed: 30', swim 20'</p> <p>Armor Class: (+4 dex, +5 natural)</p> <p>Base Attack/Grapple: +2/+11</p>	<p>Otter Form</p> <p>Size/Type: Medium Monstrous Humanoid (goliath, shapeshifter) Wereotter Cleric 2 of Ehlonna</p> <p>Hit Dice: 4d8+8 (26 hp)</p> <p>Initiative: +4</p> <p>Speed: 30', swim 30'</p> <p>Armor Class: (+4 dex, +5 natural)</p> <p>Base Attack/Grapple: +2/+7</p>
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Attack: Large spear +6 melee (2d6+6/x3) or large spear +4 ranged (2d6+4/x3) Space/Reach: 5 ft/5 ft Special Attacks: Turn undead, otter empathy, 1/day speak with animals Special Qualities: Powerful build, mountain movement, acclimated, animal domain, good domain, hold breath, alternate form, low-light vision, scent Spells per day: 4, 3+1 Saves: Fort +8, Ref +5, Will +6 Abilities: Str 18, Dex 15, Con 15, Int 11, Wis 18, Cha 16 Skills: Heal +9, Knowledge (nature) +5, Listen +6, Sense Motive +6, Spot +8 Feats: Heavy Lithoderms, Alertness, Weapon Finesse (b), Iron Will (b) Gear: Alignment: CG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.	Attack: Large spear +7 melee (2d6+7/x3) and claw +7 melee (1d6+5) and bite +2 melee (1d8+2) or 2 claws +7 melee (1d6+5) and bite +2 melee (1d8+2) Space/Reach: 5 ft/5 ft Special Attacks: Turn undead, otter empathy, 1/day speak with animals Special Qualities: Powerful build, mountain movement, acclimated, animal domain, good domain, hold breath, alternate form, DR 10/silver, low-light vision, scent Spells per day: 4, 3+1 (no v components) Saves: Fort +8, Ref +7, Will +6 Abilities: Str 20, Dex 19, Con 15, Int 11, Wis 18, Cha 16 Skills: Heal +9, Knowledge (nature) +5, Listen +8, Sense Motive +6, Spot +8 Feats: Heavy Lithoderms, Alertness, Weapon Finesse (b), Iron Will (b) Gear: Alignment: CG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.	Attack: Bite +7 melee (1d3+5) Space/Reach: 5 ft/5 ft Special Attacks: Turn undead, otter empathy, 1/day speak with animals Special Qualities: Mountain movement, acclimated, animal domain, good domain, hold breath, alternate form, DR 10/silver, low-light vision, scent Spells per day: 4, 3+1 (no v/s/m components) Saves: Fort +8, Ref +7, Will +6 Abilities: Str 20, Dex 19, Con 15, Int 11, Wis 18, Cha 16 Skills: Heal +9, Knowledge (nature) +5, Listen +8, Sense Motive +6, Spot +8 Feats: Heavy Lithoderms, Alertness, Weapon Finesse (b), Iron Will (b) Gear: Alignment: CG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
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Galomon Adjudicator

Female Goliath Cleric 1 of Kavaki Size/Type: Medium Monstrous Humanoid Hit Dice: 1d8 (4 hp) Initiative: +0 Speed: 30' Armor Class: Base Attack/Grapple: +0/+9 Attack: Large greatclub +5 melee (2d8+7) or large spear +0 ranged (2d6+5/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: Spells, protective ward, feat of strength Special Qualities: Powerful build, mountain movement, acclimated, protection domain, strength domain Spells per day: 3, 2+1 Saves: Fort +2, Ref +0, Will +4 Abilities: Str 20, Dex 11, Con 11, Int 15, Wis 14, Cha 13 Skills: Balance +5 Diplomacy +5, Knowledge (history) +4, Knowledge (religion) +3, Sense Motive +8 Feats: Martial Weapon Proficiency (greatclub) Gear: Alignment: LN Languages: Common, Gol-Kaa, Dwarven, Orc
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Naathegeth Stronghealer

Male Goliath Cleric 1 of Manethak Goliath Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 3d8+3 (16 hp) Initiative: +0 Speed: 30' Armor Class: (+2 natural) Base Attack/Grapple: +1/+7 Attack: Large spear +3 melee (2d6+3/x3) or	Hybrid Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 3d8+3 (16 hp) Initiative: +2 Speed: 30', swim 20' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+8 Attack: Large spear +4 melee (2d6+4/x3) and	Otter Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 3d8+3 (16 hp) Initiative: +2 Speed: 30', swim 30' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+4 Attack: Bite +4 melee (1d3+3)
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<p>large spear +1 ranged (2d6+2/x3, 20')</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Spells, good fortune 1/day, otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, knowledge domain, luck domain, hold breath, alternate form, low-light vision, scent</p> <p>Spells per day: 3, 2+1 (+1 ECL div)</p> <p>Saves: Fort +6, Ref +3, Will +7</p> <p>Abilities: Str 14, Dex 10, Con 13, Int 13, Wis 15, Cha 14</p> <p>Skills: Balance +5, Heal +9, Knowledge (nature) +3, Knowledge (geography) +2, Listen +6, Sense Motive +4, Spot +6, Swim +3</p> <p>Feats: Skill Focus (heal), Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: NG</p> <p>Languages: Common, Gol-Kaa, Dwarven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>bite -1 melee (1d8+3) and 2 claws -1 melee (1d6+1)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Spells, good fortune 1/day, otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, knowledge domain, luck domain, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Spells per day: 3, 2+1 (+1 ECL div; no v components)</p> <p>Saves: Fort +6, Ref +5, Will +7</p> <p>Abilities: Str 16, Dex 14, Con 13, Int 13, Wis 15, Cha 14</p> <p>Skills: Heal +9, Knowledge (nature) +5, Knowledge (geography) +5, Listen +6, Sense Motive +4, Spot +6, Swim +5</p> <p>Feats: Skill Focus (heal), Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: NG</p> <p>Languages: Common, Gol-Kaa, Dwarven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>	<p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Spells, good fortune 1/day, otter empathy</p> <p>Special Qualities: Mountain movement, acclimated, knowledge domain, luck domain, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Spells per day: 3, 2+1 (+1 ECL div, no v/s/m components)</p> <p>Saves: Fort +6, Ref +5, Will +7</p> <p>Abilities: Str 16, Dex 14, Con 13, Int 13, Wis 15, Cha 14</p> <p>Skills: Heal +9, Knowledge (nature) +5, Knowledge (geography) +5, Listen +6, Sense Motive +4, Spot +6, Swim +5</p> <p>Feats: Skill Focus (heal), Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: NG</p> <p>Languages: Common, Gol-Kaa, Dwarven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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Druid

Gattoc Elkspotter

<p>Male Neanderthal Druid 1</p> <p>Size/Type: Medium Humanoid</p> <p>Hit Dice: 1d8 (5 hp)</p> <p>Initiative: +0</p> <p>Speed: 30'</p> <p>Armor Class:</p> <p>Base Attack/Grapple: +0/+3</p> <p>Attack: Spear +4 melee (1d8+4/x3) or spear +1 ranged (1d8+3/3, 20')</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Spells, wild empathy (+1)</p> <p>Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy, animal companion, nature sense</p> <p>Spells per day: 3, 2</p> <p>Saves: Fort +3, Ref +0, Will +4</p> <p>Abilities: Str 16, Dex 10, Con 12, Int 9 (-1), Wis 15, Cha 11</p> <p>Skills: Balance +4, Climb +5, Handle Animal +4, Knowledge (nature) +1, Listen +4, Spot +4, Survival +8, Swim +7</p> <p>Feats: Mountaineer</p> <p>Gear:</p> <p>Alignment: LN</p> <p>Languages: Gol-Kaa</p>	<p>Raven Companion</p> <p>Hit Dice: ¼ d8 (1 hp)</p> <p>Initiative: +2</p> <p>Speed: 10', fly 40' (average)</p> <p>Armor Class: 14 (+2 size, +2 dex), touch 14, flat-footed 12</p> <p>Base Attack/Grapple: +0/-13</p> <p>Attack: Claws +4 melee (1d2-5)</p> <p>Space/Reach: 2.5 ft/0 ft</p> <p>Special Attacks: -</p> <p>Special Qualities: Low-light vision</p> <p>Saves: Fort +2, Ref +4, Will +2</p> <p>Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6</p> <p>Skills: Listen +5, Spot +7</p> <p>Feats: Alertness, Weapon Finesse (b)</p>
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Scouts

Chief Oamueni Ogrefoe

Male Goliath [Scout](#) 5

Size/Type: Medium Monstrous Humanoid

Hit Dice: 5d8 (32 hp)

Initiative: +6

Speed: 40'

Armor Class: (+1 dex)

Base Attack/Grapple: +3/+11

Attack: Large spear +7 melee (2d6+6/x3) or large spear +4 ranged (2d6+4/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Skimish (+2d6, +1AC),

Special Qualities: Powerful build, mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, fast movement 10', trackless step

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 18, Dex 13, Con 15, Int 12, Wis 9 (-1), Cha 10

Skills: Balance +9, Climb +14, Hide +9, Jump +12, Knowledge (geography) +9, Knowledge (nature) +9, Listen +1, Sense Motive +1, Spot +9,

Survival +7, Swim +14

Feats: Athletic, Alertness, Improved Initiative (b)

Gear:

Alignment: LN

Languages: Common, Gol-Kaa, Dwarven

Neai Cloudwatcher

Male Goliath [Scout](#) 2

Goliath Form

Size/Type: Medium Monstrous Humanoid

(shapeshifter)

Hit Dice: 4d8 (18 hp)

Initiative: +2

Speed: 30'

Armor Class: (+1 dex, +3 natural)

Base Attack/Grapple: +2/+9

Attack: Large spear +5 melee (2d6+4/x3) or

large spear +3 ranged (2d6+1/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6), otter empathy

Special Qualities: Powerful build, mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, low-light vision, scent

Saves: Fort +4, Ref +7, Will +7

Abilities: Str 17, Dex 13, Con 11, Int 11, Wis 18, Cha 13

Skills: Balance +6, Climb +8, Jump +8, Listen +13, Sense Motive +11, Spot +13, Survival

+9, Swim +8

Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)

Gear:

Alignment: CG

Languages: Common, Gol-Kaa

Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Hybrid Form

Size/Type: Medium Monstrous Humanoid

(shapeshifter)

Hit Dice: 4d8 (18 hp)

Initiative: +4

Speed: 30', swim 20'

Armor Class: (+3 dex, +5 natural)

Base Attack/Grapple: +2/+10

Attack: Large spear +6 melee (2d6+6/x3) and

claw +6 (1d6+4) and bite +1 melee (1d8+2) or

2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2)

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6), otter empathy

Special Qualities: Powerful build, mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, DR 10/silver, low-light vision, scent

Saves: Fort +4, Ref +9, Will +7

Abilities: Str 19, Dex 17, Con 11, Int 11, Wis 18, Cha 13

Skills: Balance +8, Climb +9, Jump +9, Listen +13, Sense Motive +11, Spot +13, Survival +9, Swim +9

Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)

Gear:

Alignment: CG

Languages: Common, Gol-Kaa

Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Otter Form

Size/Type: Medium Monstrous Humanoid (shapeshifter)

Hit Dice: 4d8 (18 hp)

Initiative: +4

Speed: 30', swim 30'

Armor Class: (+3 dex, +5 natural)

Base Attack/Grapple: +2/+6

Attack: Bite +6 melee (1d3+4)

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6), otter empathy

Special Qualities: Mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, DR 10/silver, low-light vision, scent

Saves: Fort +4, Ref +9, Will +7

Abilities: Str 19, Dex 17, Con 11, Int 11, Wis 18, Cha 13

Skills: Balance +8, Climb +9, Jump +9, Listen +13, Sense Motive +11, Spot +13, Survival +9, Swim +9

Feats: Heavy Lithoderms, Alertness, Iron Will (b), Weapon Finesse (b)

Gear:

Alignment: CG

Languages: Common, Gol-Kaa

Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Thakeovoo Pathmapper

<p>Female Goliath Scout 2</p> <p>Goliath Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 4d8+4 (22 hp)</p> <p>Initiative: +2</p> <p>Speed: 30'</p> <p>Armor Class: (+1 dex, +2 natural)</p> <p>Base Attack/Grapple: +2/+7</p> <p>Attack: Large spear +3 melee or ranged (2d6+1/x3, 20')</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Skirmish (+1d6), otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, low-light vision, scent</p> <p>Saves: Fort +5, Ref +7, Will +5</p> <p>Abilities: Str 12, Dex 13, Con 12, Int 14, Wis 14, Cha 11</p> <p>Skills: Balance +6, Climb +8, Hide +3, Jump +6, Listen +11, Search +7, Sense Motive +9, Spot +11, Survival +7, Swim +10, Use Rope +6</p> <p>Feats: Athletic, Alertness, Weapon Finesse (b), Iron Will (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>Hybrid Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 4d8+4 (22 hp)</p> <p>Initiative: +4</p> <p>Speed: 30', swim 20'</p> <p>Armor Class: (+3 dex, +5 natural)</p> <p>Base Attack/Grapple: +2/+8</p> <p>Attack: Large spear +4 melee (2d6+3/x3) and claw +5 melee (1d6+2) and bite +0 melee (1d8+1) or 2 claws +5 melee (1d6+2) and bite +0 melee (1d8+1)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Skirmish (+1d6), otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Saves: Fort +5, Ref +9, Will +5</p> <p>Abilities: Str 14, Dex 17, Con 12, Int 14, Wis 14, Cha 11</p> <p>Skills: Balance +8, Climb +9, Disable Device +7, Hide +5, Jump +7, Listen +11, Search +7, Sense Motive +9, Spot +11, Survival +7, Swim +11, Use Rope +8</p> <p>Feats: Athletic, Alertness, Weapon Finesse (b), Iron Will (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>	<p>Otter Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 4d8+4 (22 hp)</p> <p>Initiative: +4</p> <p>Speed: 30', swim 30'</p> <p>Armor Class: (+3 dex, +5 natural)</p> <p>Base Attack/Grapple: +2/+4</p> <p>Attack: Bite +5 melee (1d3+2)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Skirmish (+1d6), otter empathy</p> <p>Special Qualities: Mountain movement, acclimated, trapfinding, battle fortitude +1, uncanny dodge, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Saves: Fort +5, Ref +9, Will +5</p> <p>Abilities: Str 14, Dex 17, Con 12, Int 14, Wis 14, Cha 11</p> <p>Skills: Balance +8, Climb +9, Disable Device +7, Hide +5, Jump +7, Listen +11, Search +7, Sense Motive +9, Spot +11, Survival +7, Swim +11, Use Rope +8</p> <p>Feats: Athletic, Alertness, Weapon Finesse (b), Iron Will (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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Golovol Beargutter

<p>Male Goliath Scout 1</p> <p>Size/Type: Medium Monstrous Humanoid</p> <p>Hit Dice: 1d8+2 (6 hp)</p> <p>Initiative: +2</p> <p>Speed: 30'</p> <p>Armor Class: (+2 dex)</p> <p>Base Attack/Grapple: +0/+6</p> <p>Attack: Large spear +2 melee (2d6+3/x3) or large spear +2 ranged (2d6+2/x3)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Skirmish (+1d6)</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, trapfinding</p> <p>Saves: Fort +2, Ref +4, Will +1</p> <p>Abilities: Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11</p> <p>Skills: Balance +6, Climb +6, Jump +6, Knowledge (geography) +5, Listen +7, Sense Motive +7, Spot +7, Survival +5, Swim +7</p> <p>Feats: Alertness</p> <p>Gear:</p> <p>Alignment: CE</p> <p>Languages: Common, Gol-Kaa, Dwarven</p>

Leikmu Silentscout

Male Goliath [Scout](#) 1

Size/Type: Medium Monstrous Humanoid

Hit Dice: 1d8+4 (6 hp)

Initiative: +2

Speed: 30'

Armor Class: (+2 dex)

Base Attack/Grapple: +0/+7

Attack: Large spear +3 melee (2d6+4/x3) or large spear +3 ranged (2d6+3/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6)

Special Qualities: Powerful build, mountain movement, acclimated, trapfinding

Saves: Fort +2, Ref +7, Will +2

Abilities: Str 16, Dex 15, Con 15, Int 15, Wis 14, Cha 14

Skills: Balance +6, Climb +7, Jump +7, Listen +6, Move Silently +6, Search +6, Sense Motive +4, Spot +6, Survival +6, Swim +7, Use Rope +6

Feats: Lightning Reflexes

Gear:

Alignment: CN

Languages: Common, Gol-Kaa, Dwarven, Orc

A'akullu Badgerfriend

Goliath [Scout](#) 1

Size/Type: Medium Monstrous Humanoid

Hit Dice: 1d8-1 (3 hp)

Initiative: +1

Speed: 30'

Armor Class: (+1 dex)

Base Attack/Grapple: +0/+7

Attack: Large spear +3 melee (2d6+4/x3) or large spear +1 ranged (2d6+3/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6)

Special Qualities: Powerful build, mountain movement, acclimated, trapfinding

Saves: Fort -1, Ref +3, Will +2

Abilities: Str 17, Dex 13, Con 9 (-1), Int 13, Wis 14, Cha 15

Skills: Balance +5, Climb +9, Jump +7, Knowledge (nature) +5, Listen +6, Sense Motive +4, Spot +6, Survival +6, Swim +9, Use Rope +5

Feats: Athletic

Gear:

Alignment: NE

Languages: Common, Gol-Kaa, Orc

Molvi Skinmaker

Male Neanderthal [Scout](#) 1

Size/Type: Medium Humanoid

Hit Dice: 1d8 (7 hp)

Initiative: +2

Speed: 30'

Armor Class: (+2 dex)

Base Attack/Grapple: +0/-1

Attack: Spear +0 melee (1d8-1/x3) or spear +3 ranged (1d8-1/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: Skirmish (+1d6)

Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy, trapfinding

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 9 (-1), Dex 14, Con 17, Int 12, Wis 15, Cha 6 (-2)

Skills: Balance +5, Climb +5, Escape Artist +5, Hide +5, Listen +7, Move Silently +5, Spot +7, Survival +7, Swim +5

Feats: Athletic

Gear:

Alignment: LN

Languages: Common, Gol-Kaa, Dwarven, Orc

Warriors

Maenilgalo Darkfighter

Female Goliath Warrior 1 Size/Type: Medium Monstrous Humanoid Hit Dice: 1d8 (8 hp) Initiative: +0 Speed: 30' Armor Class: Base Attack/Grapple: +1/+9 Attack: Large spear +5 melee (2d6+6/x3) or large spear +1 ranged (2d6+4/x3) Space/Reach: 5 ft/5 ft Special Attacks: - Special Qualities:Powerful build, mountain movement, acclimated Saves: Fort +6, Ref +0, Will -2 Abilities: Str 18, Dex 11, Con 18, Int 12, Wis 7 (-2), Cha 10 Skills: Balance +4, Climb +8, Jump +8, Sense Motive +0 Feats: Weapon Focus Gear: Alignment: CE Languages: Common, Gol-Kaa, Orc
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Olil Badgersinger

Male Goliath Warrior 1 Size/Type: Medium Monstrous Humanoid Hit Dice: 1d8 (7 hp) Initiative: +1 Speed: 30' Armor Class: (+1 dex) Base Attack/Grapple: +1/+9 Attack: Large spear +5 melee (2d6+6/x3) or large spear +2 ranged (2d6+4/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: - Special Qualities:Powerful build, mountain movement, acclimated Saves: Fort +5, Ref +1, Will +2 Abilities: Str 19, Dex 12, Con 16, Int 9 (-1), Wis 15, Cha 13 Skills: Climb +6, Jump +6, Sense Motive +4, Swim +6 Feats: Athletic Gear: Alignment: TN Languages: Common, Gol-Kaa
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Expert Wereotters

Ziccu Cliffseeker

Female Arctic Half-Orc Expert 3 Half-Orc Form Size/Type: Medium Humanoid (shapeshifter) Hit Dice: 3d6+2d8+10 (29 hp) Initiative: +1 Speed: 30' Armor Class: (+1 dex, +2 natural) Base Attack/Grapple: +3/+6 Attack: Spear +6 melee (1d8+4/x3) or spear +4 ranged (1d8+3/x3) Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Low-light vision, cold endurance, orc blood, hold breath, alternate form, low-light vision, scent	Hybrid Form Size/Type: Medium Humanoid (shapeshifter) Hit Dice: 3d6+2d8+10 (29 hp) Initiative: +3 Speed: 30', swim 20' Armor Class: (+3 dex, +5 natural) Base Attack/Grapple: +3/+7 Attack: Spear +7 melee (1d8+6/x3) and claw +7 melee (1d4+4) and bite +2 melee (1d6+2) or 2 claws +7 melee (1d4+4) and bite +2 melee (1d6+2) Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Low-light vision, cold	Otter Form Size/Type: Medium Humanoid (shapeshifter) Hit Dice: 3d6+2d8+10 (29 hp) Initiative: +3 Speed: 30', swim 30' Armor Class: (+3 dex, +5 natural) Base Attack/Grapple: +3/+7 Attack: Bite +7 melee (1d3+4) Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Low-light vision, cold endurance, orc blood, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +6, Ref +7, Will +7
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<p>Saves: Fort +6, Ref +5, Will +7</p> <p>Abilities: Str 16, Dex 12, Con 14, Int 15, Wis 12, Cha 8 (-1)</p> <p>Skills: Balance +7, Climb +11, Craft (armorsmithing) +11, Craft (bonecarving) +8, Diplomacy +1, Hide +3, Jump +9, Listen +11, Spot +11, Survival +7, Swim +7</p> <p>Feats: Athletic, Skill Focus (armorcrafting), Iron Will (b), Weapon Finesse (b), Alertness (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>endurance, orc blood, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Saves: Fort +6, Ref +7, Will +7</p> <p>Abilities: Str 18, Dex 16, Con 14, Int 15, Wis 12, Cha 8 (-1)</p> <p>Skills: Balance +9, Climb +12, Craft (armorsmithing) +11, Craft (bonecarving) +8, Diplomacy +1, Hide +5, Jump +10, Listen +11, Spot +11, Survival +7, Swim +8</p> <p>Feats: Athletic, Skill Focus (leatherworking), Iron Will (b), Weapon Finesse (b), Alertness (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>	<p>Abilities: Str 18, Dex 16, Con 14, Int 15, Wis 12, Cha 8 (-1)</p> <p>Skills: Balance +9, Climb +12, Craft (armorsmithing) +11, Craft (bonecarving) +8, Diplomacy +1, Hide +5, Jump +10, Listen +11, Spot +11, Survival +7, Swim +8</p> <p>Feats: Athletic, Skill Focus (leatherworking), Iron Will (b), Weapon Finesse (b), Alertness (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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Vakath Flintfingers

<p>Male Goliath Expert 3</p> <p>Goliath Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 3d6+2d8+10 (29 hp)</p> <p>Initiative: +0</p> <p>Speed: 30'</p> <p>Armor Class: (+2 natural)</p> <p>Base Attack/Grapple: +3/+10</p> <p>Attack: Large spear +6 melee (2d8+4/x3) or large spear +3 ranged (2d8+3/x3, 20')</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, low-light vision, scent</p> <p>Saves: Fort +6, Ref +4, Will +6</p> <p>Abilities: Str 17, Dex 11, Con 14, Int 16, Wis 11, Cha 8 (-1)</p> <p>Skills: Balance +6, Climb +11, Craft (basketweaving) +9, Craft (weaponsmithing) +9, Hide +2, Jump +9, Listen +10, Sense Motive +3, Spot +10, Survival +8, Swim +11</p> <p>Feats: Mountaineer, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc, Elven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>Hybrid Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 3d6+2d8+10 (29 hp)</p> <p>Initiative: +2</p> <p>Speed: 30', 20' swim</p> <p>Armor Class: (+2 dex +5 natural)</p> <p>Base Attack/Grapple: +3/+10</p> <p>Attack: Large spear +7 melee (2d8+6/x3) and claw +7 melee (1d6+4) and bite +2 melee (1d8+2) or 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Otter empathy</p> <p>Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Saves: Fort +6, Ref +6, Will +6</p> <p>Abilities: Str 19, Dex 15, Con 14, Int 16, Wis 11, Cha 8 (-1)</p> <p>Skills: Balance +8, Climb +12, Craft (basketweaving) +9, Craft (weaponsmithing) +9, Hide +4, Jump +10, Listen +10, Sense Motive +3, Spot +10, Survival +8, Swim +12</p> <p>Feats: Mountaineer, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc, Elven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use</p>	<p>Otter Form</p> <p>Size/Type: Medium Monstrous Humanoid (shapeshifter)</p> <p>Hit Dice: 3d6+2d8+10 (29 hp)</p> <p>Initiative: +2</p> <p>Speed: 30', 30' swim</p> <p>Armor Class: (+2 dex +5 natural)</p> <p>Base Attack/Grapple: +3/+6</p> <p>Attack: Bite +6 melee (1d3+4)</p> <p>Space/Reach: 5 ft/5 ft</p> <p>Special Attacks: Otter empathy</p> <p>Special Qualities: Mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent</p> <p>Saves: Fort +6, Ref +6, Will +6</p> <p>Abilities: Str 19, Dex 15, Con 14, Int 16, Wis 11, Cha 8 (-1)</p> <p>Skills: Balance +8, Climb +12, Craft (basketweaving) +9, Craft (weaponsmithing) +9, Hide +4, Jump +10, Listen +10, Sense Motive +3, Spot +10, Survival +8, Swim +12</p> <p>Feats: Mountaineer, Alertness, Iron Will (b), Weapon Finesse (b)</p> <p>Gear:</p> <p>Alignment: CG</p> <p>Languages: Common, Gol-Kaa, Dwarven, Orc, Elven</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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the run action while swimming, provided it swims in a straight line.

Nanoal Keenfoot

<p>Male Goliath Expert 1 Goliath Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: +0 Speed: 30' Armor Class: (+2 natural) Base Attack/Grapple: +1/+7 Attack: Large spear +4 melee (2d6+3/x3) or large spear +2 ranged (2d6+2/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, low-light vision, scent Saves: Fort +5, Ref +3, Will +5 Abilities: Str 15, Dex 11, Con 14, Int 6 (-2), Wis 11, Cha 10 Skills: Balance +4, Climb +6, Jump +6, Listen +2, Sense Motive +2, Spot +8 Feats: Weapon Focus (spear), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p>	<p>Hybrid Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: +2 Speed: 30', swim 20' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+8 Attack: Large spear +5 melee (2d6+4/x3) and claw +4 (1d6+3) and bite -1 melee (1d8+1) or 2 claws +4 melee (1d6+3) and bite -1 melee (1d8+1) Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +5, Ref +5, Will +5 Abilities: Str 17, Dex 15, Con 14, Int 6 (-2), Wis 11, Cha 10 Skills: Balance +6, Climb +7, Jump +7, Listen +2, Sense Motive +2, Spot +8 Feats: Weapon Focus (spear), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>	<p>Otter Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+6 (18 hp) Initiative: +2 Speed: 30', swim 30' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+4 Attack: Bite +4 melee (1d3+3) Space/Reach: 5 ft/5 ft Special Attacks: Otter empathy Special Qualities: Mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +5, Ref +5, Will +5 Abilities: Str 17, Dex 15, Con 14, Int 6 (-2), Wis 11, Cha 10 Skills: Balance +6, Climb +7, Jump +7, Listen +2, Sense Motive +2, Spot +8 Feats: Weapon Focus (spear), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Gol-Kaa</p> <p>Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.</p> <p>+8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.</p>
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Ilonguv Riverwatcher

<p>Female Goliath Expert 1 Goliath Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+0 (12 hp) Initiative: +1 Speed: 30' Armor Class: (+1 dex, +2 natural) Base Attack/Grapple: +1/+6 Attack: Large spear +2 melee (2d6+1/x3) or large spear +2 ranged (2d6+1/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, low-light vision, scent Saves: Fort +3, Ref +4, Will +8 Abilities: Str 13, Dex 12, Con 11, Int 8 (-1), Wis 16, Cha 9 (-1) Skills: Balance +5, Climb +5, Jump +5, Listen +9, Sense Motive +5, Spot +14</p>	<p>Hybrid Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+0 (12 hp) Initiative: +3 Speed: 30', swim 20' Armor Class: (+3 dex, +5 natural) Base Attack/Grapple: +1/+6 Attack: Large spear +3 melee (2d6+3/x3) and claw +4 melee (1d6+2) and bite -1 melee (1d8+1) or 2 claws +4 melee (1d6+2) and bite -1 melee (1d8+1) Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +3, Ref +6, Will +8 Abilities: Str 15, Dex 16, Con 11, Int 8 (-1), Wis 16, Cha 9 (-1)</p>	<p>Otter Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+0 (12 hp) Initiative: +3 Speed: 30', swim 30' Armor Class: (+3 dex, +5 natural) Base Attack/Grapple: +1/+3 Attack: Bite +3 melee (1d3+2) Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +3, Ref +6, Will +8 Abilities: Str 15, Dex 16, Con 11, Int 8 (-1), Wis 16, Cha 9 (-1) Skills: Balance +7, Climb +6, Jump +6, Listen +9, Sense Motive +5, Spot +14 Feats: Skill Focus (spot), Alertness, Iron Will</p>
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Feats: Skill Focus (spot), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.	Skills: Balance +7, Climb +6, Jump +6, Listen +9, Sense Motive +5, Spot +14 Feats: Skill Focus (spot), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.	(b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
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Kethau Adjucator

Male Goliath Expert 1 Goliath Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: +0 Speed: 30' Armor Class: (+0 dex, +2 natural) Base Attack/Grapple: +1/+9 Attack: Large spear +5 melee (2d6+6/x3) or large spear +1 ranged (2d6+4/x3, 20') or rock +1 ranged (2d6+4, 15') Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, low-light vision, scent Saves: Fort +4, Ref +3, Will +6 Abilities: Str 19, Dex 11, Con 12, Int 12, Wis 12, Cha 13 Skills: Balance +4, Climb +8, Jump +8, Listen +9, Sense Motive +3, Spot +9, Survival +5, Swim +10 Feats: Rock Hurling, Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: LG Languages: Common, Gol-Kaa, Dwarven Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.	Hybrid Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: +2 Speed: 30', swim 20' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+9 Attack: Large spear +6 melee (2d6+7/x3) and claw +6 melee (1d6+5) and bite +1 melee (1d8+2) or 2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2) or rock +3 ranged (2d6+5, 15') Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Powerful build, mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +4, Ref +5, Will +6 Abilities: Str 21, Dex 15, Con 12, Int 12, Wis 12, Cha 13 Skills: Balance +6 Climb +9, Jump +9, Listen +9, Sense Motive +3, Spot +9, Survival +5, Swim +11 Feats: Rock Hurling, Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: LG Languages: Common, Gol-Kaa, Dwarven Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.	Otter Form Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: +2 Speed: 30', swim 30' Armor Class: (+2 dex, +5 natural) Base Attack/Grapple: +1/+6 Attack: Bite +6 melee (1d3+5) Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Mountain movement, acclimated, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +4, Ref +5, Will +6 Abilities: Str 21, Dex 15, Con 12, Int 12, Wis 12, Cha 13 Skills: Balance +6 Climb +9, Jump +9, Listen +9, Sense Motive +3, Spot +9, Survival +5, Swim +11 Feats: Rock Hurling, Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: LG Languages: Common, Gol-Kaa, Dwarven Hold Breath (Ex): A blessed wereotter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
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Onki Flintmind

Female Neanderthal Expert 1 Neanderthal Form	Hybrid Form	Otter Form
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Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: -1 Speed: 30' Armor Class: (-1 dex, +2 natural) Base Attack/Grapple: +1/+1 Attack: Spear +2 melee (1d8/x3) or spear +1 ranged (1d8/x3, 20') Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy, hold breath, alternate form, low-light vision, scent Saves: Fort +4, Ref +2, Will +7 Abilities: Str 11, Dex 8 (-1), Con 13, Int 11, Wis 14, Cha 13 Skills: Balance +3, Climb +4, Craft (flintknapping) +7, Jump +4, Listen +8, Spot +12, Survival +8 Feats: Skill Focus (craft), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa	Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: +1 Speed: 30', swim 20' Armor Class: (+1 dex, +5 natural) Base Attack/Grapple: +1/+1 Attack: Spear +3 melee (1d8+1/x3) and claw +2 melee (1d4+1) and bite -3 melee (1d6+0 or 2 claws +2 melee (1d4+1) and bite -3 melee (1d6+0) Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +4, Ref +4, Will +7 Abilities: Str 13, Dex 12, Con 13, Int 11, Wis 14, Cha 13 Skills: Balance +5, Climb +5, Craft (flintknapping) +7, Jump +5, Listen +8, Spot +12, Survival +8 Feats: Skill Focus (craft), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa	Size/Type: Medium Monstrous Humanoid (shapeshifter) Hit Dice: 1d6+2d8+5 (17 hp) Initiative: +1 Speed: 30', swim 30' Armor Class: (+1 dex, +5 natural) Base Attack/Grapple: +1/+2 Attack: Bite +2 melee (1d3+1) Space/Reach: 5 ft/5 ft Special Attacks: Otter Empathy Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy, hold breath, alternate form, DR 10/silver, low-light vision, scent Saves: Fort +4, Ref +4, Will +7 Abilities: Str 13, Dex 12, Con 13, Int 11, Wis 14, Cha 13 Skills: Balance +5, Climb +5, Craft (flintknapping) +7, Jump +5, Listen +8, Spot +12, Survival +8 Feats: Skill Focus (craft), Alertness, Iron Will (b), Weapon Finesse (b) Gear: Alignment: NG Languages: Common, Gol-Kaa
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Other experts

Gaunoa Cloudstudent

Male Goliath Expert 7

Size/Type: Medium Monstrous Humanoid

Hit Dice: 7d6+28 (52 hp)

Reroll stabilization checks 1/turn

Initiative: -2

Speed: 30'

Armor Class: (-2 dex)

Base Attack/Grapple: +5/+10

Attack: Large spear +2 melee (2d6+1/x3) or large spear -1 ranged (2d6+1/x3, 20')

Space/Reach: 5 ft/5 ft

Special Attacks: -

Special Qualities: Powerful build, mountain movement, acclimated

Saves: Fort +6, Ref +0, Will +7

Abilities: Str 12, Dex 7 (-2), Con 19, Int 15, Wis 14, Cha 13

Skills: Balance +5, Climb +6, Craft (armorsmithing) +12, Jump +6, Knowledge (arcana) +12, Knowledge (geography)

+12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (religion) +12, Listen +4, Spot +4, Sense Motive +4,

Survival +5

+2 on Cha checks vs. Goliaths

3/day reroll any skill check & use higher result

Feats: Alertness, Auspicious Markings, Markings of the Maker

Gear:

Alignment: CE

Languages: Common, Gol-Kaa, Dwarven, Orc

Rezi Keentalker

Female Neanderthal Expert 6

Size/Type: Medium Humanoid

Hit Dice: 6d6 (33 hp)
Initiative: +1
Speed: 30'
Armor Class: (+1 dex)
Base Attack/Grapple: +4/+7
Attack: Spear +8 melee (1d8+4/x3) or spear +6 ranged (1d8+3/x3, 20')
Space/Reach: 5 ft/5 ft
Special Attacks:
Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy
Saves: Fort +4, Ref +3, Will +7
Abilities: Str 17, Dex 12, Con 14, Int 11, Wis 14, Cha 14
Skills: Balance +5, Appraise +9, Climb +14, Diplomacy +13, Gather Information +7, Jump +12, Listen +6, Sense Motive +13, Spot +6, Survival +6
Feats: Alertness, Mountaineer, Negotiator
Gear:
Alignment: CN
Languages: Common, Gol-Kaa

Lavo'oela Tentmother

Female Goliath Expert 4
Size/Type: Medium Monstrous Humanoid
Hit Dice: 4d6+8 (22 hp)
Initiative: -1
Speed: 30'
Armor Class: (-1 dex)
Base Attack/Grapple: +3/+7
Attack: Large spear +1 melee (2d6/x3) or large spear +0 ranged (2d6/x3, 20')
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Powerful build, mountain movement, acclimated
Saves: Fort +3, Ref +0, Will +4
Abilities: Str 11, Dex 9 (-1), Con 15, Int 9 (-1), Wis 10, Cha 15
Skills: Balance +3, Climb +3, Craft (basketweaving, bonecarving, woodcarving) +0, Diplomacy +12, Heal +4, Jump +3, Listen +7, Perform (oratory) +6
Feats: Skill Focus (Diplomacy), Endurance
Gear:
Alignment: TN
Languages: Common, Gol-Kaa

Joulli Goatspeaker

Female Neanderthal Expert 3
Size/Type: Medium Humanoid
Hit Dice: 3d6 (16 hp)
Initiative: -1
Speed: 30'
Armor Class: (-1 dex)
Base Attack/Grapple: +2/+4
Attack: Spear +5 melee (1d8+3/x3) or spear +2 ranged (1d8+2/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy
Saves: Fort +3, Ref +0, Will +5
Abilities: Str 15, Dex 8 (-1), Con 14, Int 10, Wis 14, Cha 10
Skills: Balance +5, Climb +8, Craft (leatherworking) +6, Handle Animal +11, Jump +8, Listen +4, Spot +10, Survival +4
Feats: Skill Focus (Handle Animal), Animal Affinity

Gear:
Alignment: TN
Languages: Common, Gol-Kaa

Cisro Ramstalker

Female Neanderthal Expert 3
Size/Type: Medium Humanoid
Hit Dice: 3d6 (16 hp)
Initiative: +1
Speed: 30'
Armor Class: (+1 dex)
Base Attack/Grapple: +2/+3
Attack: Spear +4 melee (1d8+1/x3) or spear +4 ranged (1d8+1/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Primitive weapon mastery, climate tolerant, human blood, illiteracy
Saves: Fort +3, Ref +2, Will +5
Abilities: Str 13, Dex 13, Con 15, Int 9 (-1), Wis 14, Cha 11
Skills: Balance +5, Climb +4, Hide +7, Jump +4, Listen +10, Move Silently +10, Spot +9, Survival +4
Feats: Skill Focus (move silently), Skill Focus (spot)
Gear:
Alignment: TN
Languages: Common, Gol-Kaa

29 1st-level goliath experts and 11 1st-level neanderthal experts

Nerirel Birchdreamer, Deepforest Warden

Nerirel Birchdreamer is a 250 year old elf and devoted follower of Ehlonna. She hails from a warmer, more southerly elven city, but moved north as a young adult after a visit to the area revealed that she liked both the surroundings and the company in the local druid's circle. She's since moved away, and lives primarily alone, but is still in regular contact with both the circle and several local tribes.

Nerirel has a particularly close connection to the [Silent Crow tribe](#), who helped her to vanquish a gigantic snowcloak some hundred and twenty years ago; she still grants the several-times-great grandchildren of those hunters the blessing of becoming wereotters.

- This blessing is imparted by a 5th-level spell that costs 250 exp; she doesn't offer it for sale, but may grant it to someone who does her a similarly important good deed.

Size/Type: Medium Humanoid (elf) Druid 5/Holt Warden 5/Master of Many Forms 4; Middle-aged
Elven form (baseline)

Hit Dice: 9d8+5d6 (58 hp)

Initiative: +0

Speed: 40'

Armor Class: 16 (+0 dex, +5 +2 beastskin leather scale, +1 natural), touch 10, flat-footed 16

Base Attack/Grapple: +9/+12

Attack: Mwk elvencraft longbow +13 melee (1d6+4) or +2 elvencraft composite (+3) longbow +16 ranged (1d8+5/x3)

Full Attack: Mwk elvencraft longbow +13/+8 melee (1d6+4) or +2 elvencraft composite (+3) longbow +16 ranged (1d8+5/x3)

Space/Reach: 5'/5'

Special Attacks: Spells, wild empathy, wild shape, rebuke plants, earth's communion, hawk's vision

Special Qualities: Low-light vision, secret passage awareness, trackless step, plant affinity, animal companion, nature sense, woodland stride, resist nature's lure, improved woodland stride, improved trackless step, venom immunity, zen archery, natural bond

Spells per day: 6, 5+1, 5+1 (p), 4+1 (p), 4+1, 2+1

Spell DC: 14 + spell level

Saves: Fort +12, Ref +7, Will +13

immune to magic sleep effects

immune to poison

+2 racial saving throw bonus against enchantment spells or effects

+4 bonus on saving throws against the spell-like abilities of fey

Abilities: Str 16, Dex 11, Con 10, Int 15, Wis 17, Cha 12

in armor, max dex +6

Skills: Concentration +10, Handle Animal +18, Heal +11, Knowledge (nature) +23, Listen +23, Search +4, Spot +23, Survival +25

-1 acp

+4 bonus on Hide and Move Silently checks while in natural surroundings

Feats: Alertness, Endurance, Hawk's Vision, Natural Bond, Zen Archery

Gear: +2 (bow only) elvencraft composite (+3) longbow w/arrows, +2 beastskin leather scale armor, lesser bracers of archery, pearl of power III, pearl of power II, amulet of natural armor +1

Alignment: NG

Languages: Common, Druidic, Elven, Goblin, Sylvan

Low-Light Vision

Nerirel can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Secret Passage Awareness

Nerirel is entitled to a Search check to notice any secret or concealed door that she passes within 5 feet of, as if she were actively looking for it.

Hawk's Vision

Nerirel can expend one of her daily uses of wild shape to gain a +8 bonus on Spot checks for 1 hour per Hit Die. While this benefit is in effect, she takes only half the normal penalty for range increment (-1 on ranged attacks per range increment instead of -2), and takes a -1 penalty on Spot checks per 20 feet of distance (rather than per 10 feet). She retains these benefits regardless of what form she is in.

Natural Bond

Nerirel functions as a druid three levels higher for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that her animal companion receives. This bonus can never make her effective druid level exceed your character level.

Zen Archery

Nerirel can use her Wisdom modifier instead of her Dexterity modifier when making a ranged attack roll.

Weapon and Armor Proficiency

Nerirel is proficient with the following weapons: longsword, rapier, longbow (including composite longbow), shortbow (including composite shortbow), club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. She is also proficient with all natural attacks (claw, bite, and so forth) of any form she assumes with wild shape.

Nerirel is proficient with light and medium armor but is prohibited from wearing metal armor. She is proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells

Nerirel casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. Nerirel must choose and prepare her spells in advance (see below).

To prepare or cast a spell, Nerirel must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against Nerirel's spell is 10 + the spell level + her Wisdom modifier.

Like other spellcasters, Nerirel can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. (Nerirel casts spells as a 10th level druid.) In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

Nerirel prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting

Nerirel can channel stored spell energy into spells from the [Plant domain](#) that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any Plant domain spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells

Nerirel can't cast Evil spells. These spells are indicated by the evil descriptor in their spell descriptions.

Druidic

Nerirel knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for Nerirel; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion (Ex)

Nerirel may call an animal companion as if she were a druid of 8th level. She changes companions often; likely companions when she's found include:

1st: dog, riding dog, gyrfalcon (stats as hawk), raven, snowy owl (stats as owl), or wolf
4th: black bear, branta, snow leopard (stats as leopard), wolverine
7th: brown bear, dire wolf, dire wolverine, megaloceros, terror bird (from Fiend Folio)

An animal from the 1st-level list receives the following:

- +4 hit dice
- +4 natural armor
- +2 to strength and dexterity
- 3 bonus tricks
- [Link](#), [share spells](#), [evasion](#), [devotion](#)

An animal from the 4th-level list receives the following:

- +2 hit dice
- +2 natural armor
- +1 to strength and dexterity
- 2 bonus tricks

- [Link](#), [share spells](#), [evasion](#)

An animal from the 7th-level list receives the following:

- 1 bonus trick
- [Link](#), [share spells](#)

Link

Nerirel can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells

At Nerirel's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to Nerirel before the duration expires.

Additionally, Nerirel may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. Nerirel and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion

If an animal companion with evasion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion with devotion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Wild Empathy (Ex)

Nerirel can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. Nerirel rolls 1d20 and adds her druid level (+5) and her Charisma modifier (+0) to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, Nerirel and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

Nerirel can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex)

Nerirel may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex)

Nerirel leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Shape (Su)

Nerirel has the ability to turn herself into any Tiny, Small, Medium, or Large animal, humanoid, giant, monstrous humanoid, or fey and back again 5 times per day. This ability functions like the [alternate form](#) special ability, except as noted here. The effect lasts for 9 hours or until she changes back. Changing form (to animal or back) is a move action and doesn't provoke an attack of opportunity. Each time she uses wild shape, she regains lost hit points as if she had [rested for a night](#).

Any gear Nerirel wears or carries melds into the new form and becomes nonfunctional. When she reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at her feet.

The form chosen must be that of a creature Nerirel is familiar with, and it may have no more than 9 hit dice.

Nerirel can speak in any form she takes, and she can communicate with other creatures of the same kind while in wild shape as long as such creatures are normally capable of communicating with each other using natural methods..

Plant Affinity (Ex)

Nerirel gains bonus spells from the Plant domain as if she were a cleric with access to that domain.

Rebuke Plants (Su)

Nerirel can channel the power of her faith through her holy symbol to rebuke or command plant creatures as though she was a level 5 cleric rebuking undead. See the cleric class feature rebuke undead (PH 33), and the Plant Domain granted power (PH 188).

Earth's Communion (Sp)

Nerirel has learned to heal and replenish herself and others by communing with the earth twice a day. At the end of 10 full minutes of concentration (as the skill), she is affected as if by a [heal](#) spell with a caster level equal to her character level. She can allow others to sit with her in a circle, holding hands, during her communion. In that case, she can choose to divide the hit points and other benefits provided by her communion among the people in the circle. She can divide hit points as if she were using the paladin class feature lay on hands (PH 44). Each other benefit of the heal spell can affect only one person in the circle, at her direction. Thus, only one person can be cured of blindness, and so forth. She does not gain the advantages of any healing benefits that she distributes to others.

Blessed Wereotter Template

Size and Type

The base creature's type does not change, but the creature gains the shapechanger subtype. The blessed wereotter gains the ability to take the form of a giant river otter (sea otter stats, see Frostburn).

Blessed wereotters can also adopt a hybrid shape that combines features of the base creature and the otter. A blessed wereotter's otter form is medium-sized; its hybrid form is the same size as the base animal or medium, whichever is larger.

Hit Dice and Hit Points

Same as the base creature plus 2d8. To calculate total hit points, apply Constitution modifiers according to the score the blessed wereotter has in each form.

Speed

A blessed wereotter's speed in its base form is unchanged. In hybrid form it gains a 20' swim speed. In otter form its land and swim speeds are both 30'.

Armor Class

The base creature's natural armor bonus increases by +2. In hybrid form, the blessed wereotter's natural armor bonus is equal to the (improved) natural armor bonus of the base creature or +5, whichever is better. In otter form, the blessed wereotter's natural armor bonus is +5.

Base Attack/Grapple

Add +1 to the base attack bonus for the base creature. The blessed wereotter's grapple bonus uses its attack bonus and modifiers for Strength and size depending on its form.

Attacks and Damage

The base creature's attacks are unchanged. In hybrid form, a blessed wereotter gains two primary claw attacks (1d4 + str, or 1d6 + str if the base creature is large) and a secondary bite attack (-5 to hit; 1d6 + 1/2 str, or 1d8 + 1/2 str if the base creature is large). In otter form, a blessed wereotter loses the ability to use weapons and gains a primary bite attack (1d3 + str).

Special Attacks

The base creature's special attacks are unchanged.

A blessed wereotter spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Blessed wereotters do not spread lycanthropy.

Special Qualities

A blessed wereotter retains all the special qualities of the base creature and gains those described below.

Hold Breath (Ex)

A blessed wereotter can hold its breath for a number of rounds equal to $6 \times$ its Constitution score before it risks drowning.

Alternate Form (Su)

A blessed wereotter can assume the form of a dire river otter. Changing to or from animal or hybrid form is a standard action. A slain blessed wereotter reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Blessed wereotters are considered natural lycanthropes and have full control over this power.

Damage Reduction (Ex)

Blessed wereotters in animal or hybrid form have damage reduction 10/silver.

Otter Empathy (Ex)

In any form, blessed wereotters can communicate and empathize with normal, giant, and dire otters. This gives them a +4 racial bonus on checks when influencing the otter's attitude and allows the communication of simple concepts and (if the otter is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex)

A blessed wereotter has low-light vision in any form.

Scent (Ex)

A blessed wereotter has the scent ability in any form.

Base Save Bonuses

A blessed wereotter's animal hit dice grant it +3 Fort, +3 Ref, and +0 Will.

Abilities

All blessed wereotters gain +2 to Wisdom.

When in animal or hybrid form, a blessed wereotter gains +2 strength and +4 dexterity.

In addition, a blessed wereotter may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills

A blessed wereotter gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Hide, Listen, Spot, and Swim are class skills for the blessed wereotter's animal levels.

In otter or hybrid form, a blessed wereotter has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats

A blessed wereotter gains Iron Will and Weapon Finesse as bonus feats. If the base creature already has one or both of these feats it gains no additional benefit. It gains Alertness from its animal hit dice, or as a bonus feat if it isn't entitled to a feat from those dice; if it is entitled to a feat and already has this one it may select another one for which it qualifies.

Environment

Cold Forests

Challenge Rating

As base creature +2

Treasure

Standard

Alignment

Any Good

Advancement

By character class.

Level Adjustment

Same as the base creature +3. In addition, a blessed wereotter's character level is increased 2 for its racial Hit Dice.

Fimbulwinter (spell)

Fimbulwinter

Transmutation [Cold]

Level: Cleric 9, druid 8, sorcerer/wizard 8, Winter 9

Components: V, S, XP

Casting Time: 10 minutes (see text)

Range: 1 mile/level

Area: 1 mile/level radius, centered on you

Duration: 4d12 weeks

Saving Throw: None

Spell Resistance: No

You change the weather to a state of permanent winter, or strengthen winter conditions already present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The current, natural weather conditions are determined by the DM. You then choose what wintry conditions you want to manifest; the strength of the winter depends on the existing climate and season of the area.

Season	Possible Weather
Spring	Frequent snowfall, nightly frost
Summer	Light snow, hailstorms, cold rain, cloudy
Autumn	Frequent snowfall, frost
Winter	Frigid cold, blizzard, and constant snowfall

Daily wind and snowfall during a fimbulwinter are determined randomly; roll 1d20, add the listed modifiers for climate and season, and consult the table. Roll separately for wind and snow. The snow and wind shown are the maximum possible for the day; at your option, there can be less wind or snow.

Condition	Modifier
Cold climate	+2
Temperate climate	-2
Hot climate	-6
Winter	+8
Spring or Autumn	+4
Summer	-2

d20 Roll	Amount of Snowfall	Amount of Wind
0 or less	1d12 inches of snowfall melt	Weak (0 -10 mph)
1-5	No new snow	Weak (0-10 mph)
6-10	1d4-1 inches snow	Moderate (11-20 mph)
11-15	1d8 inches snow or 1 inch hail	Moderate (11-20 mph)
16-20	1d12 inches snow	Strong (21-30 mph)

21-25	2d12+4 inches snow	Strong (21-30 mph)
26+	1d6+1 feet of snow	Very strong (31-50 mph)

You control the general tendencies of the weather, such as the direction and intensity of the wind. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

XP Cost: 100 XP.

Major Iceheart (item)

A major iceheart looks similar to a minor iceheart, except that it is constantly surrounded by a swirling vortex of snow and ice to a radius of 1 foot. Creatures holding a major iceheart take 1d4+1 points of cold damage per round as the powerful magic of the device leeches heat from the body. On command, a major iceheart can be used to produce the following effects:

- Ray of frost (at will)
- Cone of cold (3/day)
- Fog cloud (3/day)•Ice storm (3/day)
- Sleet storm (3/day)
- Polar ray (1/day)
- [Fimbulwinter](#) (1/day, see below)

A major iceheart's most awesome power is the ability to create a fimbulwinter once per day. A major iceheart casts this spell automatically each day at sunset, unless it has already been used that day to create a fimbulwinter. Thus, the mere presence of a major iceheart generates a 15-mile-radius zone of eternal winter; the majority of frostfell regions that appear in temperate or tropical climates are the result of the introduction of a major iceheart into the region.

Strong transmutation; CL 15th; Craft Wondrous Item, cone of cold, fimbulwinter, fog cloud, ice storm, polar ray, ray of frost, sleet storm, creator must be an uldra or a winterhaunt of Iborighu; Price 140,000 gp; Weight 1 lb.