

JADE REGENT



BESTIARY

SO IHALIK CAME TO THE PLACE OF THE SNOW-PEOPLE. HE CAME WEARING THE PELTS OF THEIR GUARDIAN BEARS. HE CAME WITH THE SLIT-BONE THAT GUARDED HIS EYES FROM GLARE. HE CAME WITH THE AXE OF SKY-FALL IRON. AND HE DEMANDED THEIR HOSPITALITY.

THE SNOW-PEOPLE RAGED. THEY TRAPPED HIM IN ICE, BUT THE HEAT OF HIS BLOOD MELTED IT. THEY TURNED TO STORMS, BUT HE OPENED HIS MOUTH AND BREATHED THEM IN. THEY RAMMED WITH THEIR HORNS, BUT HE WAS THE SON OF THE MOUNTAIN, AND WOULD NOT BE MOVED.

WHEN THEY WERE THROUGH, THE SNOW-PEOPLE WERE FORCED TO CONCEDE, AND OFFERED HIM THEIR GREATEST GIFT: THE KNOWLEDGE OF THE SNOW-HOUSE, AND HOW ICE MAY TRAP HEAT AND KEEP A MAN ALIVE.

—GULAYUK STORM-SPEAKER, ERUTAKI STORYTELLER

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This month's entry into the Pathfinder Bestiary largely takes its inspiration from the myths of the real world's Inuit peoples, drawing forth a host of menaces from such legends to populate the Crown of the World. New terrors, like the frostfallen creature template and the atamahuta oni, also add new dangers to these merciless reaches, dooming any who would trespass upon Golarion's frigid summit.

WANDERING MONSTERS

While new encounters to confound your PCs' caravan typically fill this space over the course of the Jade Regent Adventure Path, this month's adventure makes liberal use of such encounters already. Thus, presented here is an assortment of dangers PCs might face while trekking across the Crown of the World and its varied deadly environs. While the majority of these encounters are with the fearsome fauna of that icy realm, don't forget the real dangers of weather and temperature in such frigid lands. Chapter 13 of the *Pathfinder RPG Core Rulebook* offers rules for a wide variety of environmental dangers appropriate for arctic expanses (especially the section on avalanches on page 429, ice sheets on 430, and cold dangers on 442), while the Crown of the World gazetteer on page 64 of this volume suggests even more hazards. Also remember that more than monsters make the Crown of the World their home, with peoples like the Erutaki and snowcaster elves offering equal possibilities for either danger or aid.

TERROR ON THE ICE

Looking for more menaces to flesh out your arctic adventures? Both the qallupilluk and saumen kar come from Inuit folklore, but they're far from the only beasts to inspire dread in polar wanderers. Here are two fantastic resources for GMs looking to add new dangers to their adventures in the merciless North.

Pathfinder RPG Bestiary 3: The third entry into the Pathfinder Roleplaying Game's line of creature collections presents hundreds of new monsters, dozens of which come from the folklore and mythologies of cultures from across the real world. The peoples of the arctic are well represented therein, with new beasts like the adlet, akhlut, and tupilaq (just to name a few) being drawn from Inuit folklore and adding further dangers to the world's harshest environment. *Bestiary 3* releases in November 2011 and may be ordered at paizo.com.

Inuitmyths.com: Discussed briefly in the foreword of this month's volume, the website inuitmyths.com is an ongoing effort by the Qikiqtani Inuit Association to collect the folktales and myths of Inuit peoples and share them with new generations and the wider world. Along with some fantastic art, readers can find details on creatures like the qallupilluk, the mahaha, the ijiraq (likely to appear in the Bestiary of an upcoming volume), the taqriaqsuit, and more. Readers also have their choice of language, as the whole site is available in both English and Inuktitut.

CROWN OF THE WORLD RANDOM ENCOUNTERS

Aquatic	Forest	Hills	Mountains	Tundra	Creature	Avg. CR	Source
1-18	—	—	—	1-8	1 draugr	2	<i>Bestiary 2</i> 110
19-31	—	—	—	—	1 bunyip	3	<i>Bestiary 2</i> 50
—	1-16	1-11	1-7	9-15	1 hoarfrost spirit	3	see page 14
—	17-29	12-24	8-14	16-22	1 ice troll	4	<i>Bestiary 2</i> 271
—	—	25-32	15-43	23-29	1 yeti	4	<i>Bestiary 2</i> 87
32-59	—	—	—	—	1 orca	5	<i>Bestiary 2</i> 88
60-72	—	—	—	—	1 selkie	5	<i>Pathfinder #50</i> 88
—	30-58	33-42	—	30-40	1 winter wolf	5	<i>Bestiary 2</i> 80
73-84	59-68	—	—	41-43	1 glacier toad	6	<i>Bestiary 2</i> 268
—	—	43-51	—	44-49	1 woolly rhinoceros	6	<i>Bestiary 2</i> 235
—	—	52-59	44-56	50-54	1 frost drake	7	<i>Bestiary 2</i> 108
85-100	—	—	—	55-62	1 qallupilluk	7	see page 88
—	—	60-69	—	63-72	1 mastodon	9	<i>Bestiary 2</i> 128
—	—	70-75	57-69	73-79	1 frost giant	9	<i>Bestiary 2</i> 149
—	69-79	—	70-75	—	1 witchfire	9	<i>Bestiary 2</i> 284
—	—	76-79	76-84	80-84	1 frostfallen mammoth	10	see page 84
—	80-94	80-88	85-92	85-89	1 saumen kar	10	see page 90
—	—	89-92	—	90-94	1 white pudding	10	<i>ToH*</i> 276
—	—	93-97	93-100	95-97	1 frost worm	12	<i>Bestiary 2</i> 126
—	95-100	98-100	—	98-100	1 taiga giant	12	<i>Bestiary 2</i> 131

* See the *Tome of Horrors, Revised*.

JADE REGENT

FROSTFALLEN CREATURE

This frozen mammoth erupts into movement, its bones armored with plates of ice and eyes burning with cold flames.

FROSTFALLEN MAMMOTH
CR 10

XP 9,600

NE Huge undead (cold)

Init +1; **Senses** darkvision 60 ft., lifesense; Perception +0

DEFENSE

AC 25, touch 9, flat-footed 26 (+1 Dex, +16 natural, -2 size)

hp 91 (14d8+28)

Fort +5, **Ref** +5, **Will** +9

DR 10/bludgeoning; **Immune** cold, undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee gore +21 (2d8+13 plus 3d6 cold), slam +21 (2d6+13 plus 3d6 cold)

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

Special Attacks cold

STATISTICS

Str 36, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +25; **CMD** 36 (40 vs. trip)

Feats Toughness^B
SQ lifesense

ECOLOGY

Environment any cold land

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

Treasure none

Frostfallen creatures are mindless undead infused with icy cold and animated by a hatred for all living things. Their bodies radiate a devastating chill that cloaks them in patches of ice that act as armor. Frostfallen creatures appear otherwise as they did at the time of their reanimation, except for a cold gleam in the eyes.

ECOLOGY

In the harshest reaches of the world, cold is an ever-present enemy. When a creature dies from exposure to such harsh conditions, bitter anger and the searing cold sometimes combine to reanimate the dead as one of the frostfallen. Once reanimated, frostfallen creatures prowl the cold lands in which they fell, wreaking indiscriminate vengeance on living creatures out of spiteful rage.

Although frostfallen creatures can be created through necromantic magic like other undead, arcane scholars are fascinated by the necromancy that brings frostfallen creatures to unlife, for the animating force is a synthesis of negative energy and a bone-numbing cold. This cold empowers

the creature's attacks, wreathing its natural weapons in a deathly chill. Those who have fought these creatures describe great wounds instantly numbed by the lethal touch of frostbite.

In addition, a frostfallen creature's body emanates an aura of cold that flash-freezes moisture in the air around it, coating the creature in a patchwork of ice capable of deflecting blows from even

the heaviest weapons. The creature's affinity for cold also allows it to locate nearby warm-blooded creatures, even in driving blizzards and on moonless nights.

Frostfallen creatures move with the same gaits they had in life, while gaining a savage surge in physical power. Additionally, unlike normal zombies, the frozen condition of the creature fortifies its unlife, making it extremely durable. Indeed, throughout the northern reaches of Avistan, legends persist of specific frostfallen mammoths, dire bears, and even giants that have hunted the Crown of the World for centuries.



HABITAT & SOCIETY

The corrupt animus that powers frostfallen creatures imbues them with a hatred of all living things, and most spend their time wandering wintry terrains near where they died, looking for life to snuff out. Sometimes, vestiges of behavior from their original forms lead to groups banding together, like frostfallen wolves that hunt in packs. Even those frostfallen that have never encountered others of their kind seem to instinctively recognize their own, and band together if prey is nearby.

In Irrisen, winter witches and other ice casters prefer creating frostfallen creatures, as such creatures' bodies more readily withstand the decay and brittleness often faced by skeletons and zombies in harsh northern climes. Casters who create frostfallen creatures often use minor magic to emblazon a creature's ice armor with carvings or specific colors, effectively branding the creature as a servant.

On rare occasions, casters will create frostfallen creatures in warmer regions like the Mwangi Expanse or the deserts of Thuvia. Despite the scorching heat of such places, frostfallen creatures retain all of their powers. In such cases, the undead's creator normally employs her minions against creatures that are susceptible to the frostfallen creature's freezing attacks. Some frostfallen creatures have even survived independent of their creators. When such a rarity comes to pass, the frostfallen creature simply begins hunting the region for fresh life to end, though it will often lie in wait in cooler places like deep caves, or under the water of an oasis so as to better ambush creatures and travelers who would never expect to see a frostfallen creature so far south.

ANIMATING A FROSTFALLEN CREATURE

A magic-user can create any form of frostfallen creature by casting *animate dead* upon the corpse to be animated and providing an amount of ice of equal weight, plus two blue topazes or turquoises worth at least 100 gp each. The creator can only create a number of Hit Dice of frostfallen creatures equal to the amount allowed by *animate dead*. Frostfallen creatures count against the number of Hit Dice of skeletons and zombies that can be created using *animate dead*.

CREATING A FROSTFALLEN CREATURE

"Frostfallen creature" is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature. A frostfallen creature uses the base creature's statistics and special abilities except as noted here.

CR: As base creature + 1.

Alignment: Always neutral evil.

Type: The creature's type changes to undead and it gains the cold subtype. It retains any subtypes except for alignment subtypes (such as good) and subtypes that

indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The natural armor bonus improves by +4.

Hit Dice: A frostfallen creature drops any HD gained from class levels and changes racial HD to d8s. Creatures without racial HD are treated as if they had 1 racial HD. A skeleton uses its Charisma modifier (instead of its Constitution modifier) to determine bonus hit points.

Defensive Abilities: Frostfallen creatures gain DR 5/bludgeoning (or DR 10/bludgeoning if it has 11 HD or more). They are immune to cold.

Weaknesses: Frostfallen creatures gain vulnerability to fire.

Speed: A winged frostfallen creature's maneuverability drops to clumsy. If the base creature flew magically, its fly speed is unchanged. Retain all other movement types.

Attacks: A frostfallen creature retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the frostfallen creature's size, but as if it were one size category larger than its actual size.

Special Attacks: A frostfallen creature retains all of the base creature's special attacks and also gains the following.

Cold (Su): A frostfallen creature's body generates intense cold, dealing an amount of cold damage with its touch determined by its Hit Dice. Creatures attacking a frostfallen creature with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

FROSTFALLEN CREATURE

Hit Dice	Cold Damage
1–5	1d6
6–10	2d6
11–15	3d6
16+	4d6

Abilities: A frostfallen creature's Strength increases by +2 and its Charisma by +6. A frostfallen creature has no Constitution or Intelligence score, and its Wisdom becomes 10.

BAB: A frostfallen creature's base attack bonus is equal to 3/4 of its Hit Dice.

Skills: A frostfallen creature loses all skill ranks possessed by the base creature and gains none of its own.

Feats: A frostfallen creature loses all feats possessed by the base creature and gains Toughness as a bonus feat.

Special Qualities: A frostfallen creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. It also gains the following special quality.

Lifesense (Su): The frostfallen creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

JADE REGENT

ONI, ATAMAHUTA

This large humanoid creature has two heads, one brutish-looking, the other with three eyes and gems and tattoos decorating its forehead.

ATAMAHUTA

CR 11

XP 12,800

LE Large outsider (oni, giant, native, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 25, touch 10, flat-footed 24 (+7 armor, +1 Dex, +8 natural, -1 size)

hp 147 (14d10+70); regeneration 5 (acid or fire)

Fort +14, **Ref** +5, **Will** +12

SR 22

OFFENSE

Speed 30 ft.

Melee +2 *orc double axe* +22/+22/+17/+17/+12/+12 (2d6+12/19-20)

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

Special Attacks double weapon mastery, spellstrike

Spell-Like Abilities (CL 11th; concentration +14)

 Constant—*see invisibility*

 3/day—*chill touch* (DC 14), *dimension door*, *fireball* (DC 16),
haste, *rage*, *shocking grasp*

 1/day—*black tentacles*, *stoneskin*, *wall of fire*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +14; **CMB** +22; **CMD** 33

Feats Cleave, Combat Casting, Improved Initiative, Improved Sunder, Power Attack, Spell Penetration, Vital Strike

Skills Bluff +20, Disguise +20, Intimidate +20, Knowledge (planes) +18, Perception +24, Sense Motive +20, Spellcraft +18; **Racial Modifiers** +4 Perception

Languages Common, Giant, Orc, Tien

SQ change shape (Large humanoid, *alter self*), ward off distractions

Other Gear banded mail

ECOLOGY

Environment temperate mountains

Organization solitary, pair, or cohort (1-2 plus 3-5 ettins)

Treasure double (banded mail, +2 *orc double axe*, other treasure)

SPECIAL ABILITIES

Double Weapon Mastery (Ex) An atamahuta fights with an orc double axe. While making a full attack, an atamahuta controls its arms with both heads and does not take a penalty on attack or damage rolls for attacking with a double weapon.

Spellstrike (Su) An atamahuta can imbue its weapon with magical properties using its spell-like abilities. Whenever an atamahuta casts a spell with a range of “touch” from its spell-like abilities, it can deliver the spell through any weapon it is holding as part of a free melee attack at its highest base attack bonus as part of casting its spell. If successful, this

melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon’s critical multiplier (usually ×3), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. An atamahuta cannot make a full attack during the same round that it uses a spell-like ability unless another effect would allow it to do so.

Ward Off Distractions (Ex) An atamahuta uses one of its heads to defend against attacks while the other is using a spell-like ability, giving it a +4 bonus to AC against attacks of opportunity while casting.

Atamahuta are immensely strong oni spirits who have donned the physical guise of ettins. Combining oni’s trademark guile with ettins’ unadulterated brawn, atamahuta use their two-headed forms to inflict as much damage as possible by fusing their arcane powers with their distinctive melee combat style.

Because of the raw power they infuse into the bodies they inhabit, atamahuta are slightly bigger than normal ettins. An atamahuta is 14 feet tall and weighs 5,500 pounds.

ECOLOGY

While many might think an atamahuta possesses two heads and is therefore made up of two distinct oni, each being is composed of only one oni spirit. When an atamahuta takes form, it divides its powers into two parts, granting one half of its being its ingenuity and magical prowess and the other its anger and savage strength. An ettin’s body is the most suitable for this division of powers, which manifests itself physically as one head having a seeming dominance over the other. The atamahuta’s right head most directly controls its actions in physical combat, and is also the only one that talks; the left head, meanwhile, constantly spills nonsense words and mutterings under its breath, and is the source of the oni’s arcane power. Oni scholars have speculated that an individual atamahuta’s underlying, unvoiced wishes and desires are encoded in the gibberish that bumbles from its left head, and that by listening closely enough, one can garner valuable information about the oni spirit, but few have survived an atamahuta encounter long enough to test this theory. Regardless of whatever babbling the left head produces, most witnesses agree that atamahuta strive for power and fear-induced respect more than anything else, and will go to grotesque lengths to garner them, through means both violent and utterly despicable.

Atamahuta possess the ability to change shape just as other oni, but the visage of an uncontrollably violent ettin is often even more horrifying to civilized creatures than that of an oni, whom most regard as equally evil but at least somewhat reasonable. Thus, most atamahuta find it beneficial to procure a silver-tongued ally who can act as a gateway to the more powerful and wise oni itself. Once they

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have established control over a certain realm, atamahuta will usually either kill or enslave their allies, seeing the beguilers as potential threats to their rule. Atamahuta have little patience for any individual that wastes their time, and oversee their domain with an unforgiving and steadfast fist. Oni who inhabit the form of an ettin usually possess violent and unruly dispositions to begin with, but most know better than to act brashly when they first arrive in their physical forms and keep their rage at bay—at least until they establish their dominion over the lesser beings around them.

HABITAT & SOCIETY

Atamahuta resemble ettins in both temperament and physical form, but their similarities end here. Most atamahuta look down upon the monstrous giants as barbaric, imperfect versions of an ideal form, and impose their superior strength and intellect upon the creatures in order to enslave them. While a single atamahuta can easily coerce and garner the aid of several ettins, the oni tend to establish elaborate slave rings in order to most effectively “recruit” high numbers of individuals, including ettins as well as other intelligent humanoid. Several atamahuta oversee the operation, while their shackled minions act as both enforcers of the slavers’ rules and prisoners themselves, hoping to garner some miniscule form of freedom through cooperation. Their sheer cunning allows atamahuta to trick their prisoners into thinking this, when in reality the only escape an atamahuta’s slave can hope to achieve is through transfer to another owner or death.

When atamahuta establish slave rings, they often make a business of selling their prisoners to the highest bidder in private auctions and black market deals. Occasionally, atamahuta will also run economically viable businesses on the side, putting their enslaved minions to work in remote fields or mines far from civilization. Atamahuta are rarely content to remain rulers over a stagnant position, and seek to advance their dominion as far as possible. Their prowess for ruthless business tactics and intimidating rivals into positions of subservience makes them potent forces in whatever realm they seek to control. Atamahuta often join merchants’ guilds and other such organizations after starting their slave rings, creating legitimate business fronts in order to infiltrate the guilds and wrest control of them. With this power, they can impose seemingly fair taxes upon their competitors, ultimately running them out of business and establishing themselves as the sole means of trade within a community. Of course, they must do this all through surrogates, as few trade organizations would permit an oni or an ettin into their ranks, and even then, many guilds have imposed

strict rules regarding representatives into their systems in order to prevent such atamahuta-run monopolies from developing in the first place.

Atamahuta are typically distrustful of other oni, as they see them as potential threats to their power, and thus only rarely ally themselves with other such beings. Occasionally, however, such alliances can prove to be mutually beneficial, and so atamahuta team up with weaker oni such as yamabushi tengus or kuwa, so that they can reap the rewards of such a coalition while still retaining the most power. More intelligent or powerful oni recognize atamahuta for their oblivious nature and will often manipulate the beings for their strength, tricking the ettin-shaped oni into thinking they are dominant in the friendship until the more powerful oni has used the atamahuta for their intended purpose, at which point the beings are swiftly discarded.



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QALLUPILLUK

The lumpy, scaled hide of this monstrous humanoid woman drips with icy water, as do its lank, tangled black hair and ragged sealskin garments, both decorated with numerous shells and tiny living crustaceans. A curiously sweet smell wafts from her.

QALLUPILLUK

CR 7



XP 3,200

LE Medium monstrous humanoid (aquatic)

Init +2; Senses darkvision 60 ft.; Perception +13

Aura cloying scent (15 feet)

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 76 (8d10+32)

Fort +6, Ref +10, Will +8

DR 5/cold iron; Resist cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +12 (1d4+4), 2 claws +12 (1d6+4)

Ranged javelin +10 (1d6+4)

Spell-Like Abilities (CL 8th; concentration +11)

At will—*water breathing*3/day—*charm animal* (DC 17), *charm person* (DC 17), *chill metal* (DC 18), *sleet storm*1/day—*commune with nature*, *divination*

Special Attacks curse of scales

STATISTICS

Str 18, Dex 14, Con 19, Int 13, Wis 15, Cha 14

Base Atk +8; CMB +12; CMD 24

Feats Blind-Fight, Combat Reflexes, Lightning Reflexes, Stand Still

Skills Knowledge (nature) +12, Perception +13, Stealth +13, Survival +13, Swim +23

Languages Aklo, Aquan, Common, Giant

SQ amphibious

ECOLOGY

Environment cold aquatic

Organization solitary, family (2–6 qallupilluks and 1–4 aquatic monsters)

Treasure standard

SPECIAL ABILITIES

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and unexpectedly pleasant brine scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a –2 penalty on saves against mind-affecting effects.

Curse of Scales (Su) A qallupilluk can turn its victims into a variety of horrible monstrosities. If a qallupilluk succeeds in grappling a Medium or Small humanoid opponent, that creature begins transforming into a monster. If the victim is freed from the qallupilluk's grapple before the end of 3 rounds, it returns to normal with no ill effects. If the qallupilluk manages to retain its grapple on the creature

for 3 uninterrupted rounds, the victim must succeed at a DC 18 Fortitude save or be afflicted with a curse that randomly transforms it into one of the creatures on the following table. The creature must make this save every round after the third round until it either fails or is freed from the qallupilluk's grapple. Once transformed, the creature is slavishly devoted to the qallupilluk for the duration of the curse and will fight on its behalf. If the qallupilluk is slain, the victim regains control of its actions, but its body does not return to normal until the curse is ended. The curse ends after 1 hour or if the victim is slain, causing it to revert back to its normal form. The curse can also be ended by any spell that removes curses. A qallupilluk can make this curse permanent by spending 10 minutes and sacrificing half its hit points in a brief ritual, though magic that removes curses can still end this effect. The save DC is Constitution-based.

1d6	Creature	CR	Source
1	grindylow	1/2	<i>Bestiary</i> 2 148
2	reefclaw	1	<i>Bestiary</i> 2 234
3	bunyip	3	<i>Bestiary</i> 2 50
4	merrow	3	<i>Bestiary</i> 2 189
5	scrag	5	<i>Bestiary</i> 268
6	saltwater merrow	6	<i>Bestiary</i> 2 189

Qallupilluks (kah-loo-PEE-look) are sinister and much dreaded haglike denizens of far northern seas. Inhabitants of coastal regions fear them as child snatchers who steal the young and drag them below the waves. Those stolen are rarely seen again, as they are transformed into horrible scaled monstrosities enslaved by their adoptive “mothers,” though they are sometimes turned against their former families and friends with a dreadful hunger if the qallupilluk becomes angered.

Qallupilluks are always female. Most stand about 5-1/2 feet tall, though their hunched posture makes them appear shorter. They typically weigh about 160 pounds.

ECOLOGY

Qallupilluks are most commonly found along the frozen shorelines and pack ice of arctic and subarctic seas and oceans, though they can occasionally be found in large coldwater lakes and rivers. During the warmer months, they may lurk in the dark and chilly depths of their watery homes, and likewise in the heart of winter, when pack ice is at its thickest, they are unlikely to venture too close to the surface unless some greater need drives them. During the seasonal transitions when the ice cracks and shifts, when it's treacherous even for experienced ice hunters and fisherfolk to travel, these vicious crones prove most dangerous. They wait near gaps and weak points in the ice and listen for the footsteps of creatures above, sometimes

humming or tapping insistently on the ice like trapped seals, in the hope of drawing the curious—especially children—onto dangerous ground.

When they hear victims approaching, qallupilluks usually hide to allay suspicion, at least long enough for the qallupilluk's supernaturally sweet scent to cloud the children's minds and leave them vulnerable to the qallupilluk's magical charm. Children venturing too near are snatched up in the qallupilluk's long arms and dragged below, thrust into the capacious hood of the qallupilluk's amautik (its hooded sealskin parka) and carried off to its subaquatic domain. While a qallupilluk's magic can sustain such lost souls underwater, it either lets its prey drown—saving it to be consumed later—or acts swiftly to transform the victim's mind and body into a monstrous servant that it treats as its own misshapen child.

Qallupilluks are always female and have great difficulty reproducing. They steal land-dwelling humanoid children whenever possible, in part to reduce their loneliness and to lash out at the surface dwellers that seem to have so easy a time of procreating. More importantly, however, they steal children in order to cultivate potential breeding stock. While attempts to breed with natural-born merrow and similar aquatic monstrosities have universally ended in failure, some unique factor in the nature and potential of other humanoids transformed into such beasts offers at least some chance of successful conception. Even then, success is hardly guaranteed, but those transformed unfortunate that breed true may allow the qallupilluk to birth another of her kind.

HABITAT & SOCIETY

Qallupilluks live along the murky floor of their watery domains, but rarely dwell far from humanoid habitation. They may craft hovels or lodges from stone or coral on the seabed, or rarely from sunken logs, stumps, and snags in freshwater lakes. Some few craft semipermanent homes in the submerged recesses of icebergs floating through the cold seas. Qallupilluks are one of many dangers that arctic tribes use to reinforce their strong cultural and behavioral taboos and rituals. They feature in many tales of northern tribes as bogeymen—cautionary tales to warn children away from wandering alone, accepting gifts from strangers, venturing too close to the seashore, and especially wandering onto cracking or unstable ice. The dangers they present are all too real in the life of the tribes, and give ample force to the cautionary fables of village shamans.

Qallupilluks are known to possess fragments of ancient and obscure natural secrets, and those in search of such lore sometimes cast offerings into cracks in the ice in an effort to implore the qallupilluk to answer their request.

Qallupilluks favor offerings of beads, jewels, coins, and ivory carvings, though those offering them gifts must be careful to offer nothing that will reveal a reflection. Qallupilluks loathe their hideous appearances and do not wish to be reminded of them. Those foolish enough to offer a mirrored item do not generally live to regret their mistake. Still, for those whose offerings are sufficient, a qallupilluk may reveal herself to the supplicant and engage the creature in conversation. A wise supplicant will offer compliments and sweet-talk or offer up additional gifts of food and drink, or even an invitation to community festivities. Though they recognize their own hideousness and their reputation, qallupilluks are vain enough to fall prey to flattery and greedy enough to be taken in with promises of future rewards. They will abide by the letter of any covenant or promise they make, but are swift to take revenge on those they discover have tricked them or who renege on an agreement.



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SAUMEN KAR

This hulking humanoid's dense fur is scored with rune-shaped brands. Skin cracked and blackened by frostbite stretches taught over a misshapen skull crowned with a pair of ivory horns.

SAUMEN KAR

CR 10



XP 9,600

CN Large monstrous humanoid

Init +2; Senses darkvision 60 ft., scent; Perception +21

DEFENSE

AC 24, touch 11, flat-footed 22 (+4 deflection, +2 Dex, +9 natural, -1 size)

hp 136 (13d10+65)

Fort +11, Ref +10, Will +9

Defensive Abilities frostbite brands; Immune cold, Resist fire 20

OFFENSE

Speed 40 ft.

Melee greataxe +21/+16/+11 (2d6+12/19-20 plus 1d6 cold),
headbutt +15 (1d6+4 plus stun)

Space 10 ft.; Reach 10 ft.

Special Attacks snowstorm (2d6 cold plus 2d6 slashing
damage, DC 24), stun (1 round, DC 24)

Spell-Like Abilities (CL 13th; concentration +13)

3/day—*wall of ice* (DC 14)

1/day—*summon nature's ally VI* (polar bear [dire bear] only)

STATISTICS

Str 26, Dex 15, Con 20, Int 11, Wis 12, Cha 11

Base Atk +13; CMB +22; CMD 38

Feats Alertness, Diehard, Endurance, Great Fortitude, Improved
Critical (greataxe), Self-Sufficient, Weapon Focus (greataxe)

Skills Heal +3, Knowledge (nature) +13, Perception +21, Sense
Motive +3, Stealth +14 (+18 in ice and snow), Survival +21;

Racial Modifiers +4 Stealth in ice and snow

Languages Giant

ECOLOGY

Environment cold plains, hills, or desert

Organization solitary or family (2-5)

Treasure greataxe

SPECIAL ABILITIES

Frostbite Brands (Ex) A saumen kar's brands infuse the creature with intense cold, so much that it gains resistance to fire 20 and its touch deals an additional 1d6 points of cold damage. A saumen kar's metallic weapons also conduct this chill. A saumen kar's brands can be removed by the spell *erase* as though they were magic writing with a caster level equal to the saumen kar's Hit Dice. If the brands are removed, the saumen kar loses both its fire resistance and its ability to do additional cold damage, until the following dawn when the brands re-etch themselves upon its body.

Snowstorm (Su) In mimicry of its unforgiving environment, a saumen kar can transform into a living snowstorm of lethal power. This ability lasts as long and operates like the whirlwind special attack with the following changes:

Creatures within the area of the snowstorm take 2d6 points of cold damage and 2d6 points of slashing damage and take a -20 penalty on Perception checks. A saumen kar gains a fly speed of 40 feet (perfect) while in this form.

Stun (Ex) While a saumen kar's horns are not large enough for a gore attack, they extend under the skin to form a bony plate. A creature struck by a saumen kar's headbutt must succeed at a DC 24 Fortitude saving throw or be stunned for 1 round.

This leathery-faced creature stands tall and upright, with long, simian limbs and a shaggy coat. Intelligent and powerful, saumen kars are not naturally aggressive, but the hostility of their environment forces them to defend the land that supports them with ferocity, even to the death. Their natural coloration and snow-packed fur make saumen kars almost invisible among the drifts of their icy homes, leading many arctic races to refer to them as "men of snow." A long-forgotten deal made by their race in its infancy still brutally scars the body of each saumen kar, marking them with their distinctive frostbite brands—though if this debt is already paid, lapsed, or growing ever greater, none can remember. An adult saumen kar stands 12 feet tall and weighs almost 2,000 pounds, but the ice and snow matted to its fur for both insulation and armor add another 1,000 pounds to its bulk.

ECOLOGY

These solitary creatures eke out a bitter existence across the equally bitter landscape of the Crown of the World, their origins a mystery even to themselves. They are nomadic, roaming the wastes to settle temporarily where they are lucky enough to find food, shelter, or both. They are omnivorous, but the climate dictates that the lion's share of their diet is meat, and saumen kars consume the flesh of any creature but their own kind.

Generation to generation, saumen kars pass down the ice crafting techniques that supply them with weapons, tools, and art. Occasionally a saumen kar's lair contains crude ice replicas of common Erutaki implements, from storage jars to skinning tools, or even heavy-lidded ice chests. Finding their frozen works among the possessions of another race is rare, however, since saumen kar ice artifacts rarely last long outside of arctic environments.

The crude frostbite brands that mark every adult saumen kar's flesh are the gruesome expression of an ancient pact with an otherworldly being, still honored by saumen kars for both spiritual and practical reasons. The specifics of the pact are long forgotten, but some Erutaki elders believe the men of snow protect something in the wastes that they have themselves forgotten. While the meaning of the brands may have become lost to their wearers, scholars of language recognize the runes as a form of ancient Giant. Even still, only one well versed in linguistics can identify the sole rune still rendered well enough to read: "favored." The runes' powers

lead many to believe the saumen kars owe their protection to one of the numerous powers of the North, such as Hshrrha, the Duchess of All Winds; the Empyrean Lord Tolc; or entities mysterious to natives of more temperate lands, though the implication of the runes being an ancient form of the Giant language also creates an unsettling link between these arctic warriors and the Deathless Frost, Kostchtchie. Whichever way other races choose to speculate, the saumen kars believe the brands' protections come from their reverence for the deadly forces of the world's summit, and they display their scars proudly, wearing no clothing or armor but the snow matted into their dense fur.

HABITAT & SOCIETY

The Crown of the World is an unforgiving place, and the saumen kars have learned that survival is best achieved alone or in very small groups. It is rare to meet more than one of their kind at a time, although folklore does tell of handfuls of saumen kars banding together against a particularly serious or wide-ranging threat. Wandering the wastes alone, they throw up temporary lairs wherever food or ice cliffs can be found, moving off when they have taken what they can from the land. A typical lair is little more than a rough-walled igloo or ice cave built by hefting large amounts of snow and packing it tight around the hemispheres of ice they create, before the magical effect expires.

Saumen kars' antisocial behavior is what keeps them rare, and indeed mating is almost incidental, occurring when a male's and favorably disposed female's paths happen to cross. New families rarely stay together for long, and for a creature with a lifespan of up to 300 years, their offspring grow at an alarming rate, and learn to fend for themselves early in life.

Saumen kars worship the land and the powers of the North rather than any specific deity, leading to a druidic dominance of their spiritual lives. In their final days, some saumen kars travel to sites of great natural beauty or power to die in a place where the blackened bones of many generations are tumbled together beneath ever-shifting ice and snow. From what little outsiders can gather, they are a loosely shamanic people, and some carry crude family reliquaries of teeth, bones, and fur for ancestral protection and guidance.

Saumen kars speak a dialect of Giant influenced by Druidic, though they rarely communicate with other races. Some saumen kars, through necessity, have picked up smatterings of the Erutaki languages and even a word or two of Common, but

their knowledge of such languages never extends beyond a handful of crude threats and warnings.

Survival in the wastes is about understanding its dangers, environmental or otherwise, and despite their primitive, animalistic appearance, saumen kars are canny combatants. Over thousands of years their proud race has learned patience and silence from the glaciers. Rather than risk a frontal assault, they utilize their natural coloration to hide in snow banks and their ability to summon powerful ursine aid to scare off enemies or track those who trespass upon their lands. Only if interlopers prove a match for their summoned allies will they cautiously join the fray, trapping physically stronger creatures in icy hemispheres or separating groups with freezing planes. They then wade in, the field rearranged to their advantage, to use their imposing size, savage axe blows, and incapacitating headbutts to cut down weaker opponents, or take snowstorm form to shred dangerous spellcasters with blinding, razor-sharp sleet.

