

REIGN OF WINTER



BESTIARY

THE BLIZZARD BLOCKED OUT THE SKY. THE WORLD SEEMED TO CONTRACT INTO A COLD, DARK, SNOWY WHIRLWIND. BUNDLED IN MY FURS AND EATING THE LAST OF MY RATIONS, I HEARD, BARELY AUDIBLE IN THE BLIZZARD, THE VOICE OF MY HUSBAND. SHOCKED AT HEARING HIM, I PEERED THROUGH THE TENT'S FLAPS. IN THE FOG, JUST AT THE EDGE OF SIGHT, I SAW HIM CRAWLING NEARER, CLAWED AND BROKEN BY SOME BEAST. I RUSHED OUT TO HELP, BUT AS I NEARED HE VANISHED, AND I FOUND MYSELF FACING A MASSIVE BEAR, ITS BLACK EYES FULL OF MALEVOLENCE. FLEEING, I RAN UNTIL MY LEGS GAVE OUT AND I COLLAPSED IN THE SNOW."

~MARLISS NALATHANE, EXPLORER

BESTIARY

This month's Pathfinder Bestiary includes two obscure monsters from Inuit and Swiss folklore, a demon related to the demon lord Kostchtchie, a cruel murderous fey creature, and a tauric beast of cold spawned by Thremyr.

MORE WINTRY ENCOUNTERS

The random encounter table presented here includes a mix of creatures PCs could reasonably encounter while adventuring on the eastern edge of Iobaria. During the course of the adventure, the PCs have a 30% chance of a random encounter every 2 hours. If, when rolling on this table, you get a result that is not appropriate to the location, substitute in another result or roll again. Some of the encounters listed in the table are detailed here to help flesh out its entries.

Giant Eagle Aerie (CR 9) In the rocky crags and cliffs that make up the walls of the Deeprun Crevasse, eight giant eagles make their nests, always peering down into the crevasse hoping to spot their next meal. They typically pluck fish from the Myrfrus River, take down smaller birds, and even hunt hoarpanthers that climb along the crags. Though normally respectful of humanoids, these giant eagles don't hesitate to attack creatures that come too near their nests. The eagles take to the air and dive-bomb their enemies, each cycling through attacks in turn.

Reveling Fey (CR 8) On the edge of Hoofwood, three korreds have taken over a rocky clearing and turned it into a place of revelry. The small fey creatures dance about, led by the music of a satyr's melodic pipes. The group has been partying in the clearing for a few days, staving off hangovers by remaining drunk throughout the celebration. Creatures who interrupt the carousing are invited to take part, and the invitation becomes more insistent—even aggressive—with each refusal to stay and dance and drink. In their inebriated state, the capricious creatures are prone to switching unexpectedly from merrymaking to violence.

Thragandor (CR 10) This adult white dragon is engaged in an on-again, off-again relationship with the terrible great wyrm white dragon Sjhovor, who lairs in the northern reaches of the Deeprun Crevasse. Though well into her 110th year, Thragandor harbors a tendency for aggression normally held by younger dragons. She delights in wreaking havoc, especially attacking groups of Rashalka centaurs as they migrate about Hoofwood. Knowing some of the Tsolniva centaurs have pledged themselves to Sjhovor, however, she leaves them out of her rampages. Thragandor swoops through the Deeprun Crevasse and over the thick forest, always looking out for delicious sentient humanoids. The centaurs of the area are unsure exactly where her lair might be. Some claim she lairs with Sjhovor, but others suspect her cave is much closer to Hoofwood.

DVEZDA MARCHES ENCOUNTERS

d%	Result	Avg. CR	Source
01–04	1d4 andrazkus	7	See page 84
05–09	1 frost drake	7	Bestiary 2 108
10–14	1d6 perytons	7	Bestiary 2 207
15–19	1d6 werebears	7	Bestiary 2 181
20–24	1 azgenzak	8	See page 82
25–29	1d4 polar kamadans	8	Bestiary 3 158
30–34	4 Rashalka rangers	8	See page 16
35–39	Reveling fey (3 korreds and 1 satyr)	8	Bestiary 241 and Bestiary 2 173
40–44	1d4 wooly rhinoceroses	8	Bestiary 235
45–49	Giant eagle aerie (8 giant eagles)	9	Bestiary 118
50–54	1 mastodon	9	Bestiary 128
55–59	1 yrthak	9	Bestiary 2 290
60–64	1 adlet	10	Bestiary 3 9
65–69	Thragandor (1 adult white dragon)	10	Bestiary 100
70–74	1d12 winter wolves	10	Bestiary 280
75–79	1d4 frost giants	11	Bestiary 149
80–84	1 svathurim	11	See page 90
85–89	Undead warlord (1 graveknight)	11	Bestiary 3 138
90–94	1 kokogiak	12	See page 86
95–100	1 taiga giant	12	Bestiary 2 131

Tsolniva Outriders (CR 7) When Vsevolod gathered his frost giants with the intent of taking over Artrosa, he left behind a group of four centaurs to watch their backs. This small band of Tsolniva centaurs knows that a large Rashalka hunting party would overwhelm them, so they keep away from the forest, hiding among the caves and boulders of the Deeprun Crevasse. If anyone nears their concealed camp, the centaurs keep their position and ambush the interlopers. If the battle goes poorly, one of the centaurs breaks for Artrosa at full speed to warn their leader of the intruders.

Undead Warlord (CR 11) During the Choking Plague that led to the fall of Old Iobaria, Dartrus Bengelion was leading an army of mercenaries into the wild land to establish their own settlement and plunder the countryside doing so. As the plague ravaged his company, he pressed on past the Dvezda Marches and into Casmaron. Dartrus eventually succumbed to the plague himself, and the surviving remnants of his army abandoned him to die as they scattered, hoping to avoid the plague by isolating themselves. Enraged, he declared with his dying breath that he would take revenge against those who left him to die. Now he walks again, animated as a graveknight. Dartrus is slowly making his way west—back from where he came all those years ago—killing everything that still bears a spark of life.

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AZGENZAK

This undulating, amorphous sac is a turgid, brown-black mass scarcely hiding a seething jumble of rounded subcutaneous masses churning within. One end opens into a yawning maw, revealing a fiery cauldron of innumerable, lidless eyeballs of every size, shape, and color, each wreathed in sooty orange flame.

AZGENZAK

CR 8

XP 4,800

NE Large aberration (aquatic)

Init +3; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +20

Aura frightful presence (30 ft., DC 16, inverted form only)

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 95 (10d8+50)

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

Defensive Abilities amorphous; **Immune** fire, poison

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 3 slams +11 (1d6+4 plus burn and grab)

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

Special Attacks burn (1d6, DC 20), burning blindness, constrict (1d6+4), swallow whole (2d6 fire, AC 15, 9 hp), swarming pyrocules

STATISTICS

Str 18, **Dex** 17, **Con** 20, **Int** 7, **Wis** 13, **Cha** 12

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 25

Feats Blind-Fight, Nimble Moves, Skill Focus (Perception), Step Up, Weapon Focus (slam)

Skills Climb +8, Perception +20, Stealth +10 (+18 when underwater), Swim +16; **Racial Modifiers** +8 Stealth when underwater

Languages Aklo

SQ amphibious, compression, inversion

ECOLOGY

Environment warm and temperate fresh water and swamps

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Burning Blindness (Su) When an azgenzak confirms a critical hit or a creature fails its save against the distraction attack of its swarming pyrocules, the azgenzak attempts to pluck out one of the target's eyes (Fortitude DC 20 negates). If the save fails, the target takes 1d6 additional points of fire damage, is sickened by pain for 1d4 rounds, and becomes permanently dazzled. If this results in the loss of all of the target's eyes, it is permanently blinded.

Inversion (Ex) As a move action, an azgenzak can invert its sac-like body, turning itself inside out and exposing its innumerable burning eyes. Doing so surrounds the azgenzak with a fiery aura and activates its frightful presence ability. These abilities are suppressed when the azgenzak is not inverted. When it's inverted, creatures adjacent to the azgenzak take 2d6 points of fire damage and risk catching on fire. A successful DC 16 Reflex save halves this damage and keeps the creature from catching on fire. An inverted azgenzak loses its racial bonus to Stealth underwater and takes a further -10 penalty on Stealth checks. In addition, when inverted, an azgenzak can't swallow its victim whole; however, if it begins its turn with a creature grappled, it can revert itself as a move action and then use its swallow whole ability. A creature swallowed by an azgenzak is subject to its fiery aura and frightful presence even when the azgenzak is not inverted.

Swarming Pyrocules (Su) As a full-round action, an azgenzak can disgorge a swarm of burning eyeballs. This swarm has the same statistics as a bat swarm (*Pathfinder RPG Bestiary* 30), except it lacks the wounding special ability, which is replaced by the azgenzak's burn ability and immunity to fire. An azgenzak using this ability takes 2d6 points of damage (though damage dealt to the swarming


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pyrocules does not damage the azgenzak). The swarming pyrocules can't survive long separated from the azgenzak, and take 1 point of damage each round at the end of its turn. The swarming pyrocules can be reabsorbed by the azgenzak as a full-round action, healing the creature of 1d6 points of damage.

Azgenzaks, also called more prosaically "sacks of burning eyes," are shapeless predators of unfathomable appetites and undeniable malevolence. They might have congealed into existence within some forgotten crack of the Outer Rifts, escaping (or being set loose) into the Material Plane ages ago. However, many theorize that these beings are entirely natural, primeval creatures that fell into savagery or never evolved from their primitive state in the first place. Azgenzaks are roughly 8 feet in diameter and weigh over 800 pounds.

ECOLOGY

Azgenzaks are amorphous, their bodies composed of a flaccid, leathery outer skin enveloping an interior of glistening, wrinkled tissue, which in turn surrounds hundreds of cilia-rimmed sockets that weep flammable mucus. An azgenzak can suppress its flames by squeezing its sac tightly closed, but it rarely does so unless it has need for stealth. If it wishes to maintain its flames even when it dives underwater, it simply enfolds a large bubble of air within its fundus, seals the aperture with a layer of mucus, and inflates itself into a lumpy spheroid, periodically venting exhaust gases to propel itself through the water. A rush of foul-scented bubbles and brief flares of deep orange below the water's surface usually accompany such venting as jets of flame escape the azgenzak's interior and are snuffed out.

Azgenzaks are primarily carnivorous, though they're able to digest any organic material, engulfing it within their flaming cavities. An azgenzak that has recently feasted—having swallowed its prey whole—might sink to the bottom of a body of water and enfold itself to slowly digest its meal, settling into a torpor for days or even weeks at a time. If undisturbed, a hibernating azgenzak might appear indistinguishable from an algae-covered boulder, a rotting log, or submerged carrion.

Azgenzaks reproduce by asexual budding, which is abetted in some unknown way by the vitreous humors found within eyeballs. Its drive to extract the eyes of its prey is to further of its attempts at reproduction, as the distilled essence of the eyes it steals germinates tissue buds within the depths of its stomach. These buds then replicate and mat together into a translucent sheath of tissue, with a portion of the eyes within the azgenzak adsorbing into this sheath as it grows. Once a sufficient sheath-mass has accreted, it begins sloughing off from the parent azgenzak's stomach walls, and is eventually disgorged and discarded

in a steaming puddle of semisolid translucent slime shot through with eyeballs. Now ravenously hungry, the parent moves on to feast elsewhere and replenish its discarded mass. Meanwhile, the newly birthed azgenzak begins to darken and congeal, baked from within by the unquenchable heat of its burning eyes, even as its outer tissues are tempered by exposure to open air and water, gradually toughening into a mottled brown outer skin. Gorging itself on organic matter, the newly formed azgenzak matures within a month and can begin to unleash the swarming pyrocules that are its deadly signature.

HABITAT & SOCIETY

Azgenzaks are solitary creatures, despising the presence of others of their kind as rivals for their hunting terrain. They prefer to make their dens in murky lakes, though they are equally happy in swamps, bogs, and even slow-moving rivers. They are not powerful swimmers and avoid fast-moving water, though they are perfectly capable of climbing out of the water and traversing land in an undulant slither. Their malleable mass is able to ooze over, around, and between obstacles that might block the passage of a more solid creature.

Azgenzaks are sometimes confused with will-o'-wisps in folktales and legends, as both dwell in boglands and are blamed for mysterious marshlights that lead travelers to their doom. This is because azgenzaks are thought of more in terms of the swarming pyrocules they unleash rather than their true bodies—the strings of floating, flaming eyes are often believed to be the true creature and the "bag" of its body a gate to Hell, a fleshy opening into the Abyss, or a shroud stitched from the skins of its victims. In many cultures, strange bubbling and dancing marshlights below the water or bobbing above bogs are seen as portents of death even when seen in the far distance, regardless of the creature responsible. In lands where azgenzaks are known to dwell, animals are often blindered at night and children are taught to keep shutters and curtains drawn tight to avoid seeing the deadly lights.

In truth, azgenzaks are fairly simple creatures, mostly interested in their next meal. That said, they prefer the flesh of sentient victims and the screams of victims perishing in fear and fire. While they have no love for will-o'-wisps, they do sense a certain kinship with them, and more importantly they perceive the advantages of working with them to secure prey. Will-o'-wisps themselves offer no sustenance for an azgenzak, with their nearly immaterial bodies, but an azgenzak's ability to instill fear has much to offer hunting will-o'-wisps. The two creatures thus sometimes work in concert, with the azgenzak feasting physically upon its victims while the will-o'-wisp feeds psychically.

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DEMON, ANDRAZKU

This burly, primitive-looking creature has an ape-like upper body, demonic horns, cloven hooves, and skin the color of a snow-buried corpse.

ANDRAZKU

CR 5


XP 1,600

CE Medium outsider (chaotic, cold, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +2

DR 5/cold iron or good; **Immune** cold, electricity, poison;

Resist acid 10, fire 10; **SR** 16

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +10 (1d6+4), bite +10 (1d6+4 plus bleed and 1d6 cold)

Special Attacks bleed 1d4, breath weapon (10-ft. cone, 3d6 cold, Reflex half DC 17, usable every 1d4 rounds), mutilating gouge, powerful charge (slam, 2d6+6)

Spell-Like Abilities (CL 6th; concentration +8)

3/day—*cause fear* (DC 13), *locate creature*, *teleport* (self plus 50 lbs. of objects only)

1/day—*righteous might*, *summon* (level 3, 1 andrazku 25%)

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +6; **CMB** +11; **CMD** 22

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Bluff +11, Climb +12, Intimidate +8, Perception +20, Sense

Motive +9, Survival +6, Swim +10; **Racial Modifiers** +8 Perception

Languages Abyssal, Giant; telepathy 100 ft.

SQ icewalking

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–8)

Treasure standard

SPECIAL ABILITIES

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the demon climbs must be icy.

The demon can move across icy surfaces without penalty and does not need to attempt Acrobatics checks to run or charge on ice.

Mutilating Gouge (Ex) If the andrazku hits with both slams in the same round, its target must succeed at a DC 17

Fortitude save or take 1 point of Charisma damage. The DC is Constitution-based.

Andrazkus are thugs who use their strength to lord over weaker creatures. Their hatred is cold and seething, prone to suddenly snapping in an avalanche of ice and crushing

blows. Birthed from the protomatter of the Abyss with natural gifts for tracking and subduing prey, they are sometimes used as trackers and jailors by more powerful demons who need to find lost prisoners and slaves.

From the waist up these demons are built much like strong, hairy humans or dwarves, but with exaggerated proportions resembling those of a gorilla. Their thick necks sport bristling manes that merge with the hair on their backs, and their flat faces bear two ramlike horns and cold eyes filled with hate. Their breath is a freezing fog, and their teeth are small but numerous, like a shark's. An andrazku's legs seem small in comparison to its torso, bend backward like a satyr's, and end in large cloven hooves. Their skin is the dead blue of a frozen corpse or a frost giant. Their top-heavy builds mean they have difficulty standing upright and normally assume a hunched posture; many prefer to walk and run on all fours, like apes. An andrazku is 7 feet tall at the shoulder and weighs 450 pounds.

ECOLOGY

An andrazku forms from the soul of a chaotic mortal who hated women and used his or her power to oppress and demean them, such as a tyrant who selectively enforced laws against women, a priest who preached that women are the source of all sin, or a father who secretly beat his wives and daughters for their supposed failures. For this reason andrazkus are known to scholars as "misogyny demons." Few of these souls dared to greater crimes (which would cause their souls to become incubi or babaus), nor were they once mortals who hated women but never acted upon their hatred—an andrazku only forms from a soul filled with sufficient hatred toward women to provoke action, but that is hampered by enough cowardice to prevent it from performing acts of greater evil. Most of them were male mortals, but an especially misogynistic evil female creature might become an andrazku in the Abyss.

An andrazku grows excited when it senses its prey's fear, but becomes frustrated if the hunt lasts for too long. Despite these demons' masculine appearance and aggression, most of them are impotent and some completely lack genitalia, rendering their lust pointless. Their nature is to berate, degrade, and beat; they tend to kill only when they feel an urge to eat, when their stymied passion becomes too great to tolerate, or when they are mocked for their shortcomings.

An andrazku prefers to attack with its bite and fists (often contemptuously slapping foes, minions, and prey with an open hand), but a vicious one may use a scourge and jagged-bladed sword as if pretending to be a balor. Sadistic and cruel, andrazkus have been known to chase down their prey, batter it for a while, and then release

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it, giving it enough of a head start that it thinks it has a chance of escaping. The andrazkus then track it down (using *locate creature* and *teleport*) to repeat the cycle again.

An andrazku in a position of authority likes to mark its minions and slaves with a scar on one side of the face indicating the demon's ownership. The demon typically uses its breath weapon to freeze a metal brand until it is cold enough to leave a permanent mark. If a slave is resistant or immune to cold, the demon uses a knife to carve its mark into one side of the creature's face.

Because of their long-simmering tempers and magical abilities, andrazkus are often called "cold demons," and they mainly live in frigid Abyssal realms such as Jhuvumirak, home of demon lord Kostchtchie. Their intolerance of fire (despite their demonic resistance to it) and the cowardly nature of their origin-sin make them laughingstocks among demons (particularly babaus and incubi); as a result, andrazkus are sullen, resentful, and prone to take out their frustrations on weaker creatures—especially if said creatures are female.

Andrazkus prefer to lair in ice caves or tunnels dug out of hard-packed snow. Some take advantage of their cold immunity and strong swimming ability to live in simple shelters on ice floes. An andrazku's hooves and huge hands allow it to cling to ice as though it were rough stone, preventing it from slipping and allowing it to use much of the vertical space in its lair to store treasure and observe intruders.

HABITAT & SOCIETY

Andrazkus loathe associating with more powerful female demons in any way, and curse under their breath at mariliths and similar demons of great stature. Among female demons of similar power, they are quick with clever words, believable boasts, and secret confessions of desire, but these are all lies to disguise the hatred crackling beneath the surface. If given the opportunity, an andrazku would capture and torture a succubus merely because she is female (though a succubus is physically more powerful than a lone misogyny demon, and the hairy brutes have to gang up to have any chance of defeating a "weakling" succubus). Succubi and mariliths are aware of these simple-minded feelings held by andrazkus and they delight in tormenting the brutish creatures. Those female demons know they hold greater strength and power than andrazkus, and they enjoy lording

over the creatures, even going so far as to kidnap them from time to time, bringing them to their own lairs and forcing the creatures into servitude.

Andrazkus band together for strength, using their telepathy to silently coordinate their attacks. They often taunt their prey telepathically, either with words, promises of violence, or mocking laughter.

When set loose on the Material Plane, an andrazku usually forces itself into a position of power over a humanoid tribe. Some ally with frost giant tribes, especially those who worship Kostchtchie. Duller ones find better company among girallons and dire apes.

SUMMONING ANDRAZKU

Andrazkus are receptive to flattery about their size and strength. They like offers of weapons and strength-enhancing items as payment for their services. They can be assigned to guard, hunt, or retrieve; any Charisma check attempted as part a spell to convince an andrazku to undertake a mission other than these kinds of tasks takes a -2 penalty. A female summoner has a -10 penalty on all Charisma checks made to bargain unless the caster acts inferior and unworthy of the demon's aid.



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KOKOGIAK

This hulking mountain of fur and fangs looks like a white-furred bear of immense proportions with ten legs, each ending in massive, jet-black claws. Its head, with slavering jaws and a tongue dripping silvery foam, sits at the end of a long yet thickly muscled neck. Its dead black eyes are small but infinite pits of malice.

KOKOGIAK

CR 12



XP 19,200

NE Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 172 (15d10+90)

Fort +15, **Ref** +10, **Will** +9

Immune cold, illusions

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft., swim 20 ft.

Melee bite +23 (2d6+10 plus pull), 6 claws +24 (2d6+10/19-20)

Space 15 ft.; **Reach** 10 ft. (20 ft. with bite)

Special Attacks blizzard breath, forlorn gaze, pull (bite, 10 ft.)

Spell-Like Abilities (CL 15th; concentration +18)

At will—*fog cloud*, *ventriloquism* (DC 14)

3/day—*major image* (DC 16), *solid fog*

STATISTICS

Str 31, **Dex** 13, **Con** 22, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +15; **CMB** +27; **CMD** 38 (54 vs. trip)

Feats Critical Focus, Improved Critical (claws), Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (claws)

Skills Bluff +18, Climb +22, Perception +18, Stealth +11 (+19 in ice or snow), Swim +22; **Racial Modifiers** +8 Stealth in ice or snow

Languages Aquan, Common

SQ ice walker, penetrating sight, sound imitation

ECOLOGY

Environment cold coastlines, hills, or plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Blizzard Breath (Su) A kokogiak's breath weapon is a polar gale so bitterly cold that it saps vigor from those it touches. Once every 1d4 rounds as a standard action, a kokogiak can expel a 60-foot cone of blistering arctic winds, dealing 8d6 points of cold damage to all creatures struck. A successful DC 23 Reflex save halves this damage. Any creature damaged by this attack must then succeed at a DC 23 Fortitude save or become fatigued (or exhausted if it was already fatigued). The save DCs are Constitution-based.

Forlorn Gaze (Su) As a standard action, a kokogiak can lock its black eyes on a target within 60 feet to fascinate the creature. A successful DC 20 Will save negates this effect. Creatures that fail the save are fascinated and they see the kokogiak as a lost loved one, trusted friend in danger, or ally in desperate need. Once a creature is fascinated, the kokogiak can compel the creature to move toward it.

Once adjacent, the creature is flat-footed against the kokogiak's attacks, but the creature receives a new saving throw at the beginning of its turn to break the fascination. This is a mind-affecting effect and the save DC is Charisma-based.

Ice Walker (Ex) A

kokogiak takes no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions. It can walk

across snow crusts or thin ice without breaking through. In addition, a kokogiak can choose to not leave tracks when moving in this type of terrain.

Penetrating Sight (Ex) A kokogiak's sight is not affected by its own *fog cloud* or *solid fog* spell-like abilities. In addition, a kokogiak does not take any penalties on Perception checks while its snowing.



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Sound Imitation (Ex) A kokogiak can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

The kokogiak (called qupqugiaq by some tribes) is a deadly predator of the far northern wastes. At first glance, it appears to be a simple ravening beast or an enormous, unnaturally deformed polar bear, yet its raw power and cunning are legendary in the tales of northern nomads. Its name in some places is synonymous with cabin fever or deep-winter hallucinations that drive folk to desperation and madness, rushing out into the frozen wild in pursuit of some long-lost lover only to become lost themselves, victims of the kokogiak's dreadful might. Kokogiaks have an elongated neck, and are nearly 20 feet long from tail to nose. Over a dozen feet high at the shoulder, kokogiaks weigh between 6 and 8 tons.

ECOLOGY

Kokogiaks are amphibious in their habits, comfortable in and out of the water, though they are not able to breathe water as well as air. They spend a great deal of their time in the water, hunting seals, walruses, squids, and even whales in coastal waters and beneath the winter ice. While kokogiaks must surface periodically to breathe, their powerful claws enable them to rip through floating pack ice and make air holes nearly wherever they wish. Creating such air holes is actually a hunting technique—they lie in wait near the holes for seals and their ilk to surface to breathe, snatching their prey in their jaws and dragging it up onto the ice to feast. Kokogiaks also use the same trick in reverse, lurking underwater just below gaps in the ice and seizing prey traversing the ice above, or along rocky coastlines when the pack ice recedes. Even predatory creatures like polar bears and winter wolves might be dragged into the water to be drowned and devoured, and desperate kokogiaks are even known to scale arctic sea cliffs during spring thaws to feast on newborn seabirds and eggs, lapping up entire nests in a single flick of the tongue.

While they are well adapted to hunting in and around coastal icepacks, kokogiaks also roam far inland to prowl continental ice sheets. The same tactics kokogiaks use for hunting along the water's edge serve them well in the deep snowdrifts and icy spires and crevasses of the polar reaches. Kokogiaks scale rocky and icy peaks to lair in dens inaccessible to most creatures. From such high vantage points, they observe passersby; then, calling upon supernatural blinding fogs, they either descend upon their prey from above, snatching a target and dragging it to their elevated lairs, or burrow underneath and burst up from below, hauling prey into their frigid dens.

HABITAT & SOCIETY

Kokogiaks live in cold arctic regions, though in winter they sometimes wander into the subarctic tundra and occasionally even into the colder latitudes of temperate climes. Those venturing so far south make their homes amid the glaciers and alpine wilderness of high mountains. While most return to the forever-winter of the arctic after taking their fill of warmer climes' abundant prey, a few make their homes permanently below the arctic circle, where their predations lend their mountain homes a deadly reputation. Such alpine kokogiaks descend with the winter storms into the huddled villages in the valleys below, luring the unwary to their doom and leaving a trail of death and terror in their wakes. In communities near a kokogiak's mountain, when the first heavy storms of winter strike, locals sometimes stake animals (or even rarely an unlucky member of the community, chosen by lottery) out in the cold in an attempt to propitiate the kokogiak's hunger and turn aside its wrath from the rest of the community.

Kokogiaks are more common in the subarctic and arctic, however, and they show no loyalty or preferential treatment to any that cross their path. They occasionally enter into alliances with creatures that will hunt for them and bring them living victims to torment and eviscerate at their leisure. They are cruel and capricious masters apt to turn on those who displease them in any way or just to ensure that others serving them do not doubt their power. More often, kokogiaks extract tribute from arctic and tundra dwelling tribes, sometimes in treasure but more often in the form of sacrifice. When refused, a kokogiak seeks to punish the unwilling by using its magic to inveigle members of that tribe to wander off from their homes and into the kokogiak's waiting clutches. Victims lured away in this fashion may simply be devoured, but the cruel beast often leaves behind bloodstained clothes or more grisly trophies torn from its victims' remains, artfully displayed for the friends and family of the deceased to find. So does the kokogiak remind them of the price of defiance.

Kokogiaks are mostly solitary, though mated pairs do sometimes join forces to spread terror wherever they roam or to take down powerful rivals. Kokogiak cubs are usually encouraged to fight one another for survival, struggling to show their dominance until only one remains. Weaklings are killed and eaten or driven out into the snows to survive or not. When the strongest cub approaches maturity, the kokogiak parents are faced with a choice: drive out the youngling when it is strong enough to survive but not yet strong enough to challenge its elders, or be prepared to face its challenge within the family group. Such challenges are usually directed at the parent of its own gender, as the youth seeks to drive out and take the place of its father or mother, proving its worthiness to take its surviving parent as its own mate.

REIGN OF WINTER

SANGOI

Dressed in tattered finery, this small, bald humanoid has a gaunt and haggard face with sallow skin drawn tight against its delicate bones. Its fingers and nails are unnaturally long and spidery, its teeth needle-sharp, and its body so thin it seems it could almost disappear if it turned sideways.

SANGOI

CR 7



XP 3,200

NE Small fey

Init +9; **Senses** hear heartbeat, low-light vision; Perception +15

DEFENSE

AC 20, touch 17, flat-footed 14 (+5 Dex, +1 dodge, +3 natural, +1 size)

hp 71 (11d6+33)

Fort +6, **Ref** +12, **Will** +8

DR 5/silver

OFFENSE

Speed 30 ft.

Melee dagger +11 (1d3+1/19-20), bite +11 (1d4+1 plus 1d4 bleed) or bite +11 (1d4+1 plus 1d4 bleed), 2 claws +11 (1d3+1 plus 1d4 bleed)

Ranged dagger +11 (1d3+1/19-20)

Special Attacks blood rage, curse of misery, horrific critical, sneak attack +2d6

Spell-Like Abilities (CL 11th; concentration +15)

Constant—*hide from animals* (self only), *hide from undead* (DC 15; self only)

At will—*detect thoughts* (DC 16), *tongues*

3/day—*animal trance* (DC 16), *invisibility* (self only), *snare* (DC 17)

1/day—*control weather*, *dominate animal* (DC 17), *speak with dead* (DC 17)

STATISTICS

Str 13, **Dex** 21, **Con** 16, **Int** 14, **Wis** 12, **Cha** 19

Base Atk +5; **CMB** +5; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +19, Bluff +18, Craft (traps) +10, Diplomacy +10, Disguise +18, Escape Artist +10, Intimidate +15, Knowledge (local) +10, Knowledge (nature) +10, Perception +15, Sleight of Hand +10, Stealth +23

Languages Aklo, Common, Sylvan; *tongues*

SQ change shape (Medium or Small land animal or humanoid), sideways glance, sunlight transparency

ECOLOGY

Environment any cold or temperate land

Organization solitary or pair

Treasure standard (dagger)

SPECIAL ABILITIES

Curse of Misery (Su) As a full-round action, a sangoi can deliver its curse to an adjacent humanoid as a melee touch attack. If the target fails its saving throw, the sangoi

gains the benefit of *aid* (caster level equal to the target's Hit Dice). In addition, a sangoi gains a +2 morale bonus on attack rolls, weapon damage rolls, saving throws, and opposed skill checks against any creature affected by its curse of misery. A creature that successfully saves can not be affected by the same sangoi's curse for 24 hours. The save DC is Charisma-based.

Curse of Misery: Touch—contact; save Will DC 19; frequency 1 day; effect permanent crushing despair.

Hear Heartbeat (Ex) A sangoi can hear the beating hearts of living creatures nearby, granting it blindsense 30 feet and blindsight 5 feet; it can locate all creatures taking bleed damage within 30 feet as if it had blindsight. This ability does not reveal the location of creatures without hearts, including elementals, oozes, plants, undead, and incorporeal creatures.

Horrific Critical (Ex) When a sangoi enters a blood rage, its claws and teeth elongate and sharpen, threatening a critical hit on a roll of 18-20 (in addition to the other benefits of blood rage). If a sangoi reduces a humanoid to -1 or fewer hit points with a critical hit from one of its natural weapons, it can tear out the target's heart and consume it as a free action (Fortitude DC 19 negates), killing it instantly. If successful, the sangoi gains 1d8 temporary hit points and a +2 enhancement bonus to Strength. Any humanoid within 30 feet who witnesses this attack must succeed at a DC 19 Will save or become shaken and sickened for 1d4 rounds (this is a mind-affecting fear effect). The save DCs are Charisma-based.

Sideways Glance (Su) Sangois fade from view when in a creature's peripheral vision. They automatically gain concealment against creatures that they flank with another creature (another sangoi or otherwise). They can also attempt a Bluff check to feint in combat as a swift action, but only against a foe that can clearly see them.

Sunlight Transparency (Ex) Direct sunlight causes a sangoi to partially fade from view. Their bodies become almost transparent (20% miss chance), and they become fatigued and take a -10 penalty on Disguise checks as long as they remain in direct sunlight.

Sangois are malevolent nocturnal fey that haunt small towns and graveyards. Because of their taste for blood and their similar habits, they are sometimes mistaken for vampires. Sangoi appear as short, emaciated humanoids seldom over 4 feet tall and weighing 35 to 40 pounds.

ECOLOGY

Sangois thirst for the blood of the living, preferring humanoid blood, but settling for animal blood when humanoids are in short supply or when they are operating in disguise and do not wish to reveal their presence with

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an open attack. Though it is much harder to acquire, they are especially fond of the blood of good-aligned magical beasts, unicorns in particular. While blood provides physical nourishment for them, they also draw psychic sustenance from inflicting anguish and despair.

Sangois are expert trappers, catching large and small animals with magic or mundane snares. Trapped beasts might be mutilated for a sangoi's pleasure, though the wicked fey more likely dominates them and uses them to commit murder and mischief.

HABITAT & SOCIETY

Sangois are natives of the fey realms of the First World, but they spend little time there. Most of their time is spent roaming the Material Plane, lurking in shadows and places where death and sorrow linger, such as graveyards and ruins. They are wanderers, moving from village to village in search of their next victims. When a target is located, a sangoi (or, rarely, a pair of sangois working together) seeks to isolate the victim in order to murder it and take its form. The sangoi poses as its victim, while draining the emotional, mental, and physical energy out of those that give them succor with its curse of misery.

Sangoi consider themselves hunters of a sort, seeking children born with certain unique characteristics or deformities, such as those born covered with a caul, or who bear a particular birthmark or hair or eye color. Sangois fear those with such marks, whatever they might be, believing they render them powerless against such creatures and that if those with the marks are able to grow to maturity, they will bring ruin to the sangoi. Each individual sangoi has its own particular mark it grows to fear.

Children so marked are spirited away from their mortal parents and slain, sold as slaves to an evil fey master, or simply imprisoned in the depths of a sangoi's lair, all to quell whatever threat the sangois believe they pose.

When such a child is found, a sangoi begins lurking about the home in the guise of an animal and might even take the form of a pet to attract the child's affection. Its curse falls upon the household with this infiltration, though sangois credit their chosen targets with immunity to their powers, or even the ability to block their powers from affecting others. Sangois attempt to abduct their targets at birth when possible, but often they do not discover them until a target is older. In such cases, sangois try to kill or kidnap their targets using dominated wild animals or traps set up to look like natural accidents.

Once a victim has been taken, a sangoi changes its shape to assume the victim's form, usually spending

several days reading the victim's thoughts or speaking with its corpse to learn about it so it might better impersonate him. The sangoi then returns to the victim's home and assumes its life, going about his daily business while keeping out of direct sunlight when possible, often feigning illness or injury.

Once the sangoi enters its victim's home, its curse of misery begins to take hold, sapping the life and spirit from the family and friends of its victim. The sangoi amuses itself with the abuse and murder of domestic animals through traps and magical compulsion, and calls foul weather to cast a pall upon the house while it waits for the family of its victim to slip into ennui. Once those in the house fall into utter despair, the sangoi plans elaborate murders in which it renders its targets helpless, often with traps using common household objects and implements, and then carves out and greedily devours the hearts of its helpless victims, savoring the sour tang of fear that lingers in broken hearts even after death.



REIGN OF WINTER

SVATHURIM

This hulking creature has the lower body of a massive stallion with eight thick legs. Rising from its equine body is the trunk of a muscled humanoid with icy blue skin and a prodigious white beard rimed with ice. Piercing blue eyes glare beneath beetled brows and a spiraling pair of horns which curl upward.

SVATHURIM

CR 11

XP 12,800
CE Huge monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 26, touch 11, flat-footed 23 (+4 armor, +3 Dex, +10 natural, +1 shield, -2 size)

hp 147 (14d10+70)

Fort +11, **Ref** +12, **Will** +11

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee mwk lance +22/+17/+12 (2d6+9/x3), gore +16 (2d6+4), 2 hooves +16 (1d8+4) or
2 slams +21 (1d8+9), gore +21 (2d6+9), 2 hooves +16 (1d8+4)

Ranged mwk composite longbow +16/+11/+6 (2d6+9/x3)

Space 15 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks thunderous trample, trample (1d8+13, DC 26)

STATISTICS

Str 29, **Dex** 17, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +14; **CMB** +25 (+27 bull rush, +27 overrun); **CMD** 38 (40 vs. bull rush, 40 vs. overrun, 50 vs. trip)

Feats Charge Through^{AP6}, Great Fortitude, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Natural Jousting (see the sidebar), Power Attack

Skills Acrobatics +12 (+20 when jumping), Climb +12, Intimidate +25, Perception +19, Survival +14, Swim +20;

Racial Modifiers +8 Acrobatics when jumping

Languages Giant, Skald

SQ skyrunner, undersized weapons

ECOLOGY

Environment cold hills, mountains, or plains

Organization solitary, pair, warband (3–6), or clan (1–4 svathurim plus 2–12 frost giants)

Treasure standard (mwk chain shirt, mwk light steel shield, mwk lance, mwk composite longbow with 40 arrows, other treasure)

SPECIAL ABILITIES

Skyrunner (Su) When charging, running, or taking a double move, a svathurim can stride across open air as if it were using *air walk*. This movement is very taxing, and a svathurim must succeed at a DC 14 Constitution check at the end of each round it uses this ability to avoid being fatigued for 1 minute. This DC increases by 2 each round after the

first. Returning to the ground resets the DC to 14, but does not negate any ongoing fatigue or exhaustion. A svathurim cannot trample when using this ability.

Thunderous Trample (Su) Any creature damaged by a svathurim's trample attack must succeed at a DC 22 Fortitude save or be deafened for 1 minute. The save DC is Constitution-based.

Undersized Weapons (Ex) Although a svathurim is Huge, its upper torso is the same size as that of a Large humanoid. As a result, it wields weapons as if they were one size category smaller than their actual size (Large for most svathurim).

Ancient tales claim the first svathurims spawned from Thremyr, akin to the creation stories of frost giants, ice trolls, winter wolves, and other creatures of snow and ice. The stories claim that when Thremyr fell into the Steaming Sea, he shed great icebergs that transformed into smaller copies of the god himself. The frost giants, spawned from his shedding body, worship this slumbering god as their creator, and thus consider svathurims their kin. The hindquarters of an adult svathurim are up to 10 feet tall and 16 feet long, while their giant trunk and head reach up to 18 feet on average. Svathurims typically weigh over 5 tons and may live up to 500 years, far longer than their frost giant kin.

ECOLOGY

Svathurims dwell deep in the frozen wastes of the tundra and arctic regions of Golarion, amid the great glaciers covering the Crown of the World. They occasionally travel along the frozen shores of polar seas, hunting seals, walruses, and whales that venture too close to shore or dragging vast nets through subarctic shallows during salmon runs. It is uncommon for svathurims to live in the vast boreal forests of the north, where their great bulk impedes movement among the trees, though some clans do dwell in the high mountains, springing from peak to peak in prodigious leaps and using their supernatural skyborne gallops.

Svathurims are omnivorous and always hungry, able to subsist on scrub plants and kelp in times of great need, or even to eke out bare subsistence on the algae and lichen embedded in ice and rocks. However, they greatly prefer fresh, uncooked meat, and will devour every scrap of whatever they kill. Their grinding teeth are capable of reducing bone to meal, so even the toughest of a victim's remains generally end up in a svathurim's gullet. In the cold and pitiless environment of the north, nothing can be wasted.

Svathurim males outnumber females by a wide margin, and these creatures are indiscriminate in their mating habits. The rare svathurim mares are little more selective in their affections than the males, and

there is no shortage of males willing to court them. Ironically, many adult male svathurim are killed or wounded in competition for the attentions of females, either maimed and driven off by more dominant males or slain and presented as a trophy to prove worthiness to a female. Female svathurim are never monogamous, though, as mating with many males confuses the issue of parentage enough to keep their offspring safe from the predations of many adult males, lest a male inadvertently eradicate a foal svathurim that may be his own flesh and blood.

HABITAT & SOCIETY

Svathurims live in clans, typically headed by the strongest and most accomplished hunter in the group, whether male or female. In some clans, svathurims gain status by the number of offspring they produce, though parentage is difficult to prove for males and leads to frequent disputes.

Where females are both strong and fertile, they are able to assert dominance both by their own strength and by the loyalty and support of those children willing to fight for them. Of course, no svathurim can feel too secure in his position, as once-loyal supporters may shift their allegiance on a whim, and even faithful children may decide that they have grown strong enough to betray their parent to a rival or gather support (often from siblings) to take power in their own right.

Svathurims sometimes build large corrals of stone, ice, or rarely bone or wood where such materials are available in plenty. Usually unroofed, these monolithic barriers serve mostly to keep predators away from their young or to protect their stores of treasure or food gathered by the clan from raiders. A rare few svathurims build more secure enclosed lodges or delve permanent hostels in caves. Svathurims that choose to settle in one area are most likely to live among frost giants.

Frost giants view svathurims with a mix of fear, respect, awe, and revulsion. Most know well the tale of the svathurims' creation, and while not all take this as evidence of pseudo-divinity and a shared creation myth, few deny the svathurims' speed, strength, and skill at hunting and killing. For some giant clans, satisfying a svathurim's whims is a small price to pay for the advantages gained by an alliance with them.

NEW FEAT

Nearly all svathurims have the following feat, which is common among tauric creatures.

NATURAL JOUSTER (COMBAT)

Prerequisite: Centaur (or any tauric creature at the GM's discretion)

Benefit: You gain proficiency with the lance. You can wield a lance one-handed as if you were mounted, and you deal double damage with a lance while charging.

Svathurims collect treasure as frost giants do, favoring precious metals in raw nuggets that are then hammered into crude tribal jewelry. Bracelets, armbands, and rings and chains they can braid into their hair, beards, and long horse-like tails are favored treasures, as are inlays and carvings made of mammoth or walrus ivory. Those in subarctic regions collect amber and rare boreal hardwoods, polishing the latter to a luxurious shine and engraving them with runic inscriptions and genealogies both real and imagined.

