

# Golem, Ice

This icy [statue](#) stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

## ICE GOLEM CR 5

**XP 1,600**

N Medium [construct](#) (cold)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +0

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### DEFENSE

**AC** 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

**hp** 53 (6d10+20)

**Fort** +2, **Ref** +1, **Will** +2

**DR** 5/adamantine; **Immune** [construct traits](#), cold, magic

**Weaknesses** vulnerability to fire

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### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +9 (1d6+3 plus 1d6 cold)

**Special Attacks** [breath weapon](#) (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

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### STATISTICS

**Str** 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +6; **CMB** +9; **CMD** 18

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### ECOLOGY

**Environment** any cold

**Organization** solitary or gang (2–4)

**Treasure** none

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### SPECIAL ABILITIES

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**Cold (Ex)** An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

**Icy Destruction (Ex)** When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

**Immunity to Magic (Ex)** An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the [slow](#) spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any [slow](#) effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

Ice golems are humanoid automatons formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.

Ice golems cannot speak, and move with the sound of cracking and popping ice. An ice golem stands 7 feet tall and weighs 500 pounds.

[Pathfinder Reference Document Link: http://paizo.com/pathfinderRPG/prd/bestiary/golem.html](http://paizo.com/pathfinderRPG/prd/bestiary/golem.html)

# Troll

*This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.*

## ADVANCED TROLL CR 6

**XP 1,600**

CE Large [humanoid](#) (giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, [scent](#); [Perception](#) +10

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### DEFENSE

**AC** 18, touch 11, flat-footed 16; (+2 Dex, +7 natural, -1 size)

**hp** 75 (6d8+48); [regeneration](#) 5 (acid or fire)

**Fort** +13, **Ref** +6, **Will** +5

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### OFFENSE

**Speed** 30 ft.

**Melee** bite +10 (1d8+7), 2 claws +10 (1d6+7)

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

**Special Attacks** [rend](#) (2 claws, 1d6+7)

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### STATISTICS

**Str** 25, **Dex** 18, **Con** 27, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** [Intimidating Prowess](#), [Iron Will](#), [Skill Focus \(Perception\)](#)

**Skills** [Intimidate](#) +11, [Perception](#) +10

**Languages** Giant

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### ECOLOGY

**Environment** cold mountains

**Organization** solitary or gang (2–4)

**Treasure** standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their

strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

[Pathfinder Reference Document Link: http://paizo.com/pathfinderRPG/prd/bestiary/troll.html](http://paizo.com/pathfinderRPG/prd/bestiary/troll.html)

[Template Reference Document Link:](#)

<http://paizo.com/pathfinderRPG/prd/bestiary/monsterAdvancement.html>

# Redcap

Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.

## REDCAP CR 6

**XP 2,400**

NE Small [fey](#)

**Init** +8; **Senses** low-light vision; [Perception](#) +12

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### DEFENSE

**AC** 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)

**hp** 60 (8d6+32); fast healing 3

**Fort** +6, **Ref** +10, **Will** +7

**DR** 10/cold iron

**Weaknesses** irreligious

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### OFFENSE

**Speed** 60 ft.

**Melee** Medium scythe +10 (2d4+10/x4), kick +4 (1d4+6)

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### STATISTICS

**Str** 18, **Dex** 19, **Con** 18, **Int** 16, **Wis** 13, **Cha** 15

**Base Atk** +4; **CMB** +7; **CMD** 21

**Feats** [Cleave](#), [Improved Initiative](#), [Power Attack](#), [Weapon Focus](#) (scythe)

**Skills** [Acrobatics](#) +15 (+27 jump), [Bluff](#) +13, [Climb](#) +15, [Escape Artist](#) +15, [Intimidate](#) +10, [Knowledge](#) (nature) +14, [Perception](#) +12, [Sense Motive](#) +12, [Stealth](#) +19

**Languages** Aklo, Common, Giant, Sylvan

**SQ** boot stomp, heavy weapons, red cap

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### ECOLOGY

**Environment** temperate forests, mountains, or underground

**Organization** solitary, pair, or gang (3–12)

**Treasure** NPC gear (leather armor, Medium scythe, other treasure)

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## SPECIAL ABILITIES

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**Boot Stomp (Ex)** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the [Spring Attack](#) feat.

**Heavy Weapons (Ex)** A redcap can wield weapons sized for Medium creatures without penalty.

**Irreligious (Ex)** Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

**Red Cap (Su)** A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.

[Pathfinder Reference Document Link: http://paizo.com/pathfinderRPG/prd/bestiary2/redcap.html](http://paizo.com/pathfinderRPG/prd/bestiary2/redcap.html)

# Gargoyle

*Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.*

## GARGOYLE CR 4

**XP 1,200**

CE Medium [monstrous humanoid](#) (earth)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](#) +5

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### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +6, **Will** +4

**DR** 10/magic

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### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

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### STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** [Hover](#), [Improved Initiative](#), [Skill Focus](#) ([Fly](#))

**Skills** [Fly](#) +12, [Perception](#) +5, [Stealth](#) +11 (+17 in stony areas); **Racial Modifiers** +2 [Stealth](#) (+6 in stony environs)

**Languages** Common, Terran

**SQ** freeze

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### ECOLOGY

**Environment** any

**Organization** solitary, pair, or wing (3–12)

**Treasure** standard

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### SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its [Stealth](#) check to hide in plain sight as a stone statue.

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving, allowing them to surprise their foes. Gargoyles tend toward obsessive-compulsive behaviors that are as varied as their kind is plentiful. Books, stolen trinkets, weapons, and grisly trophies harvested from fallen foes are just a few examples of the types of things a gargoyle might collect to decorate its lair and territory. Gargoyles tend toward a solitary lifestyle, though they sometimes form fearsome groups called "wings" for protection and sport. In certain conditions, a tribe of gargoyles might even ally with other creatures, but even the most stable alliances with a gargoyle tribe can collapse for the smallest of reasons—gargoyles are nothing if not treacherous, petty, and vindictive. Gargoyles have been known to dwell in the heart of the largest of cities, crouching amid the decorations of stone cathedrals and buildings where they hide in plain sight by day and swoop down to feed on vagabonds, beggars, and other unfortunates at night.

The longer a tribe of gargoyles abides in a region of ruins or buildings, the more its members come to resemble that region's architectural styles. The changes a gargoyle's appearance undergoes are slow and subtle, but over the course of years, it can shift radically.

One unusual variant of gargoyle dwells not amid buildings and ruins but under the waves of the sea. These creatures are known as kapoacincths—they have the same basic statistics as normal gargoyles, save that they have the aquatic subtype and their wings grant them a swim speed of 60 feet (but are useless for actual flight). Kapoacincths dwell in shallow, coastal regions where they can shamble up from the surf to prey on those that reside there. They are more likely to form wings, as kapoacincths prefer group living to a solitary lifestyle.

[Pathfinder Reference Document Link:](http://paizo.com/pathfinderRPG/prd/bestiary/gargoyle.html)  
<http://paizo.com/pathfinderRPG/prd/bestiary/gargoyle.html>



# Yeti

*This creature stands like a man, yet is half again the height of most men and covered with a coat of thick white fur.*

## YETI CR 4

**XP 1,200**

N Large [monstrous humanoid](#) (cold)

**Init** +1; **Senses** darkvision 60 ft., [scent](#); [Perception](#) +10

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### DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

**hp** 45 (6d10+12)

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

**Immune** cold

**Weaknesses** vulnerability to fire

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### OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +9 (1d6+4 plus 1d6 cold)

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

**Special Attacks** frightful gaze, [rend](#) (2 claws, 1d6+6 plus 1d6 cold)

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### STATISTICS

**Str** 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

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

**Feats** [Cleave](#), [Great Fortitude](#), [Power Attack](#)

**Skills** [Climb](#) +21, [Intimidate](#) +9, [Perception](#) +10, [Stealth](#) +1 (+9 in snow); **Racial Modifiers** +4 [Stealth](#) (+12 in snow)

**Languages** Aklo

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### ECOLOGY

**Environment** cold mountains

**Organization** solitary, pair, or tribe (3–8)

Treasure standard

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## SPECIAL ABILITIES

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**Cold (Su)** A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Frightful Gaze (Su)** Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Mysterious and rarely seen (save by victims), the yeti is a towering denizen of the loneliest and tallest mountain peaks. Those who dwell upon the lower reaches of such storied slopes whisper tales of "abominable snowmen" who come down from the heights to raid, taking livestock or even humans as prey and leaving behind only monstrous barefoot tracks in the bloodstained snow.

Although yeti stories are accurate in their portrayals of fierce, stealthy, and immensely strong creatures, they are not when it comes to ascribing the yeti's temperament and source. They dwell in small tribes atop their distant mountains, where they are sheltered from contact with most other races. Those with violent or cruel natures are usually forced out of tribes to live lonely lives as exiles, and without the support of a tribe such yeti are often driven to raiding lowlander settlements, thus perpetuating the myth of the yeti as a demon made flesh.

The source of such cruel madness can often be traced to a singular source—proximity to strange, eldritch dimensions. The yetis' mountain lairs rise high in places where the boundaries between this world and others rasp thin. It is unclear if the yeti are invaders from these dimensions or Material Plane natives influenced by otherworldly realms, but it seems certain that whatever their origins, the yeti are no friends to those who dwell beyond, and may even act as guardians against intrusions from such strange worlds into the Material Plane.

[Pathfinder Reference Link: http://paizo.com/pathfinderRPG/prd/bestiary/yeti.html](http://paizo.com/pathfinderRPG/prd/bestiary/yeti.html)

# Army Ant Swarm

*A writhing carpet of ants seethes over the ground, consuming everything in its path.*

## ARMY ANT SWARM CR 5

XP 1,600

N Fine [vermin](#) ([swarm](#))

**Init** +2; **Senses** darkvision 60 ft., scent; [Perception](#) +4

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### DEFENSE

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**AC** 20, touch 20, flat-footed 18; (+8 size, +2 Dex)

**hp** 49 (11d8)

**Fort** +7, **Ref** +5, **Will** +3

**Defensive Abilities** [swarm traits](#); **Immune** weapon damage

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### OFFENSE

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**Speed** 30 ft., climb 30 ft.

**Melee** swarm (3d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** cling, consume, distraction (DC 15)

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### STATISTICS

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**Str** 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +8; **CMB** —; **CMD** —

**Skills** [Climb](#) +10, [Perception](#) +4; **Racial Modifiers** +4 [Perception](#)

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### ECOLOGY

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**Environment** any tropical

**Organization** solitary, pair, patrol (3–6 swarms), or legion (7–16 swarms)

**Treasure** none

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### SPECIAL ABILITIES

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**Cling (Ex)** If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round.

As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

**Consume (Ex)** An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

The notoriety of the army ant swarm is well earned. Constantly on the march, a hive of army ants is capable of eating anything that gets in the way of its unabating swath of destruction and ruin.

[Pathfinder Reference Link: http://paizo.com/pathfinderRPG/prd/bestiary/ant.html](http://paizo.com/pathfinderRPG/prd/bestiary/ant.html)

# Mimic

*What appeared to be a chest filled with treasure comes to life as it grows long, glistening tentacles and a number of sharp teeth.*

## ADVANCED ENRAGED MIMIC CR 7

**XP 3,200**

N Medium [aberration](#) (shapechanger)

**Init** +5; **Senses** darkvision 60 ft.; [Perception](#) +16

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### DEFENSE

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**AC** 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 Enraged)

**hp** 66 (7d8+35)

**Fort** +8, **Ref** +7, **Will** +8

**Immune** acid

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### OFFENSE

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**Speed** 10 ft.

**Melee** slam +11 (1d8+9 plus adhesive)

**Special Attacks** [constrict](#) (slam, 1d8+6)

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### STATISTICS

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**Str** 25, **Dex** 16, **Con** 23, **Int** 14, **Wis** 17, **Cha** 12

**Base Atk** +5; **CMB** +9; **CMD** 20 (can't be tripped)

**Feats** [Improved Initiative](#), [Lightning Reflexes](#), [Skill Focus \(Perception\)](#), [Weapon Focus \(slam\)](#)

**Skills** [Climb](#) +17, [Disguise](#) +12 (+30 when mimicking objects), [Knowledge](#) (dungeoneering) +12, [Perception](#) +16; **Racial Modifiers** +20 [Disguise](#) when mimicking objects

**Languages** Common

**SQ** mimic object

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## ECOLOGY

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**Environment** any

**Organization** solitary

**Treasure** incidental

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## SPECIAL ABILITIES

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**Adhesive (Ex)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 19 Reflex save. A successful DC 19 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex)** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on [Disguise](#) checks when imitating an object in this manner. [Disguise](#) is always a class skill for a mimic.

Mimics are thought to be the result of an alchemist's attempt to grant life to an inanimate object through the application of an eldritch reagent, the recipe for which is long lost. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of man-made objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims.

Though mimics are not inherently evil, some sages believe that mimics attack humans and other intelligent creatures for sport rather than merely for sustenance. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 900 pounds. Legends and tales speak of mimics of much greater sizes, with the ability to assume the form of houses, ships,

or entire dungeon complexes that they festoon with treasure (both real and false) to lure unsuspecting food within.

Pathfinder Reference Link: <http://paizo.com/pathfinderRPG/prd/bestiary/mimic.html>

Pathfinder Reference Link Enraged: Permanent *rage* spell:  
<http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/rage.html>

Pathfinder Reference Link Advanced:  
<http://paizo.com/pathfinderRPG/prd/bestiary/monsterAdvancement.html>