

Rime Hound

CR 12

NE Huge Magical Beast (Cold)

Initiative: +7; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 31, **Flat-Footed:** 28, **Touch:** 13

(+5 armor, +3 dexterity, +13 natural)

HP: 147 (14d10+70)

DR: None

Fort: +14, **Ref:** +12, **Will:** +6

SR: None

Resistances: None

Immunities: Cold

Defensive Abilities: Ice Spikes, Icy Hide

Offense

Base Attack Bonus: +14; **Grapple:** +29; **Space/Reach:** 15 ft. / 15 ft.

Speed: 40 ft.

Melee: Bite +20 (2d6+10 19-20/x2) and 2 Claws +14 (1d8+7)

Special Abilities: Frost Storm, Shred

Tactics

During Combat: Rime hounds rush forward into melee combat to attack the most lightly armored opponents they can reach. A rime hound will always attempt to maximize the number of attacks it makes in a round and will rush into close melee with its foes so that it might entrap them within its Frost Storm.

Morale: Rime hounds know when they are outmatched and will flee from combat if reduced to 40 or fewer hit points. Rime hounds fighting in a pack fight to the death.

Statistics

STR 24 (+7)

DEX 17 (+3)

CON 21 (+5)

INT 11 (+0)

WIS 10 (+0)

CHA 13 (+1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Critical (Bite), Improved Initiative, Iron Will, Power Attack, Weapon Focus (Bite)

Skills: Listen +17 (17 ranks), Spot +17 (17 ranks)

Languages: Common

SQ: Fire Vulnerability

Combat Gear: None

Other Gear: None

Ecology

Environment: Arctic tundra or cold mountains

Organization: Solitary, pair, pack (4 – 16)

Treasure: Standard

Special Abilities

Fire Vulnerability: A rime hound takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frost Storm (Su): The immediate area surrounding a rime hound is constantly home to a raging icy windstorm. All ground within 15 feet of a rime hound is treated as rough terrain.

Ice Spikes (Ex): Any creature striking a rime hound with a non-reach melee attack suffers 2d12 points of damage from the icy spikes protruding from the rime hound's body. The damage dealt by this ability is half piercing damage and half cold damage.

Icy Hide (Ex): A rime hound's body is coated in plates of ice that have hardness near that of heavy armor. Rime hounds gain an armor bonus to AC equal to their Constitution-modifier.

Shred (Ex): Rime hounds are capable of swiftly ripping apart foes that they ravage with their claws. When the rime hound strikes with both claw attacks in a round, it deals 2d8+14 points of additional damage to the target. Creatures that have been shredded by a rime hound must succeed on a DC 22 fortitude save or be stunned for 1 round.

The save DC is Constitution-based.

A massive building-sized wolf-like creature stands before you. Where most wolves have fur, this being has plates of ice capped with jagged shards of ice. The thing's paws end in claws the length of short swords and its maw is filled with lengthy jagged fangs. A small but powerful ice storm rages around the creature.

Often, the deadliest thing that can be encountered in areas of freezing cold is not nature itself, but the rare beast known as a rime hound. Rime hounds are powerful hunters that are more than capable of single-

handedly slaughtering entire hunting parties sent out to gather food for their tribes.

The closest relative to rime hounds are the equally deadly creatures known as winter wolves. In reality, winter wolves were once themselves rime hounds who deluded their bloodline by mating with other species of wolves (typically wargs).

Rime hounds are capable of speaking common, though they rarely do so. Their racial language is composed of various barks, growls, and body-language.

Lore

A successful knowledge (arcana) check will reveal the following information about a rime hound:

DC 24 The massive beast before you is known as a rime hound, a powerful beast that the mighty winter wolf is descended from. This reveals all magical beast traits.

DC 29 A rime hound is capable of swiftly ripping foes apart should its claws find contact with their bodies; likewise, the jacked shards of ice protruding from the beast's body are dangerous for those that attack the rime hound in melee.

DC 34 The constant ice storm surrounding a rime hound makes approach difficult by foot.