

PATHFINDER Wolf (M)(CR½): XP 200

N Small [animal](#), **Init** +2; **Senses** [low-light vision](#); [Perception](#) +1

DEFENSE

AC 13, [touch](#) 13, [flat-footed](#) 11 (+2 [Dex](#), +1 [size](#))
hp 10 (1d8+1), **Fort** +3, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.
Melee bite +3 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +0; **CMB** +0; **CMD** 12
Feats [Weapon Finesse](#)
Skills [Acrobatics](#) +10, [Climb](#) +5; **Racial Modifiers** +4
[Acrobatics](#), +4 [Climb](#)

PATHFINDER Sickly Wolf(M)(CR½): XP 135

N Small [animal](#), **Init** +3; **Senses** [low-light vision](#), [scent](#); [Perception](#) +4

DEFENSE

AC 13, [touch](#) 14, [flat-footed](#) 11 (+3 [Dex](#), +1 [size](#))
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., [climb](#) 20 ft., [swim](#) 20 ft.
Melee bite +1 (1d4 plus [disease](#))
Special Attacks [disease](#)

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4
Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)
Feats [Skill Focus](#) ([Perception](#))
Skills [Climb](#) +11, [Perception](#) +4, [Stealth](#) +11, [Swim](#) +11;

SPECIAL ABILITIES**Disease (Ex)**

Filth fever: Bite—injury; save **Fort** DC 11; onset 1d3 days; frequency 1/day; effect 1d3 [Dex](#) [damage](#) and 1d3 [Con](#) [damage](#); cure 2 consecutive saves. The save DC is Constitution-based.

5E Winter Wolf (MR)(CR3): XP 700

Large monstrosity, neutral evil.

DEFENCE

AC: 13 (natural), **HP:** 75 (10d10+20), **Immune:** Cold

OFFENCE

Speed 50 ft.
Melee: Bite +6 (2d6 +4 piercing), **DC14 Str** or prone
Range: Cold Breath (recharge 5-6), 15-foot cone

STATISTICS

Str 18 (+4), **Dex** 13 (+1), **Con** 14 (+2), **Int** 7 (-2)
Wis 12 (+1), **Cha** 8 (-1)

SKILLS

Perception +5, **Stealth** +3,
Languages: Common, Giant, Winter Wolf

ABILITIES

Advantages: Wisdom (Perception) checks that rely on hearing or smell. Dexterity (Stealth) checks made to hide in snowy terrain

Pack Tactics: Advantage on an attack roll against a creature if a wolf's ally is within 5 ft. of the creature and the ally isn't incapacitated.

Cold Breath: The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

5E Yeti (MR)(CR3): XP 700

Large monstrosity, chaotic evil.

DEFENCE

AC 12 (natural), **HP** 51 (6d10+18), **Immune:** Cold

OFFENCE

Speed 40 ft, **climb** 40 ft
Melee Claw **x2** +6 (1d6 +4 slashing) + (1d6 cold)
Ranged Chilling Gaze (3d6 cold) DC13 **Con** save 30ft

STATISTICS

Str 18 (+4), **Dex** 13 (+1), **Con** 16 (+3), **Int** 8 (-1), **Wis** 12 (+1), **Cha** 7 (-2)

SKILLS

Perception +3, **Stealth** +3, **Darkvision** 60 ft, **multiattack**.
Languages: Yeti

ABILITIES

Advantages: Wisdom (Perception) checks reliant on smell. Dexterity (Stealth) checks in snowy terrain.

Fear of Fire: Disadvantage on attack and ability rolls until the end of its next turn after taking fire damage.

Chilling Gaze: If the target within 30ft can see the yeti; **Con** DC13 or 3d6 cold damage and paralyzed for 1 minute (unless immune to cold). Target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On ending, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.