

The Solstice Scar

Part 4 – Ivvora's Fate

Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Part 4 10-11 Encounter Cheat Sheet

General Conditions

Fey Allies – Each PC and companion creature gains the following one-time use benefit during Part 4: Gain damage reduction equal to half APL for the encounter or gain cold resistance equal to the APL for the encounter.

Scattered Kobolds – All kobolds take a -2 penalty on saves vs. fear effects. Kobolds attempt to run away at half hp. These kobolds count as defeated.

Surprised Dragons – Move to encounter N. The dragon in N is less prepared than usual.

Encounters

K. Leaf and Scale

Start with this encounter.

2 Frost Drakes, 2 Kobold Dragon Evangelists, Dryad

Report a success if the PCs overcome this encounter.

If PCs don't mess with Enzial, she offers The Fey's Favor, L or M. If they do mess with her, they can go to L or M with DC 27 Survival or DC 33 Perception.

The Fey's Favor

Influence Encounter (aim for about 15 minutes, 12 possible skill checks total)

Report a Fey Success if the PCs overcome this encounter.

L. Outside the Caves

Advanced Mastodon, 3 Kobold Chieftans, 3 Kobold Guilecasters

Report a success if the PCs overcome this encounter.

Report a Fey Success instead if the PCs overcome this encounter while not bringing violence on the animal.

M. Kobold Caves

Keen Purple Worm Wall Scythe Trap, 2 Kobold Skirmishers, 3 Wyvern Arrow Traps

Report a success if the PCs overcome this encounter.

N. Dragon's Lair

This area is not available until the Overseer announces that it is open.

Horralydax, 2 Kobold Dragon Evangelists

If the Surprised Dragons condition has been called, run without any buffs. If it has not been called, use the buffs in the Well-Prepared Dragons table.

K. Leaf and Scale

FROST DRAKE

CR 7

CE Large dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

w/ Power Attack bite +10 (2d6+12 plus 1d6 cold), tail slap +5 (1d8+6)

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

Special Attacks freezing mist breath

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

Languages Draconic

SQ speed surge, icewalking

SPECIAL ABILITIES

Flyby Attack When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (Reflex DC 18 half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icwalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Speed Surge (Ex) Three times per day as a swift action, a frost drake can draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

KOBOLD DRAGON EVANGELIST**CR 9**

Kobold barbarian 10

NE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +19**DEFENSE****AC** 21, touch 12, flat-footed 18 (+8 armor, +3 Dex, +1 natural, -2 rage, +1 size)**hp** 108 (10d12+38)**Fort** +11, **Ref** +7, **Will** +7; +3 morale bonus vs. fear, paralysis, and sleep**Defensive Abilities** improved uncanny dodge, trap sense +3; **DR** 2/—; **Resist** cold 10**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 *greatsword* +16/+11 (1d10+7/19–20 plus 1d6 cold), bite +10 (1d3+2 plus 1d6 cold)**w/ Power Attack** +1 *greatsword* +16/+8 (1d10+16/19–20 plus 1d6 cold), bite +7 (1d3+5 plus 1d6 cold)**Ranged** dart +14 (1d3+4 plus poison)**Special Attacks** rage (23 rounds/day), rage powers (animal fury, dragon totem^{UC}, dragon totem resilience^{UC}, dragon totem wings^{UC}, elemental rage^{APG}, lesser elemental rage^{APG}, intimidating glare)**TACTICS****Base Statistics** When not raging, the kobold evangelist's statistics are **AC** 23, touch 14, flat-footed 20; **hp** 88; **Fort** +9, **Will** +5; **Melee** +1 *greatsword* +14/+9 (1d10+4); **Str** 14, **Con** 12; **CMB** +11; **Skills** Swim +3.**STATISTICS****Str** 18, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +10; **CMB** +13; **CMD** 24**Feats** Extra Rage Power^{APG} (2), Furious Focus^{APG}, Power Attack, Skill Focus (Intimidate)**Skills** Acrobatics +8, Fly +9, Intimidate +19, Perception +19, Stealth +8, Survival +5, Swim +5; **Racial****Modifiers** +2 Perception**Languages** Draconic**SQ** crafty, fast movement**Combat Gear** *potion of cure serious wounds*, *potion of enlarge person*; **Other Gear** +2 *dragonhide breastplate*, +1 *greatsword*, darts poisoned with giant wasp poison (4), *belt of giant strength* +2, *cloak of resistance* +1, 158 gp**SPECIAL ABILITIES****Dragon Totem Wings (Su)** When a barbarian selects this rage power, the Fly skill becomes a class skill for her. While raging and wearing medium or lighter armor, the barbarian can spend a standard action to manifest a pair of spiritual dragon wings that grant her a fly speed equal to her base speed (average maneuverability). She can expend 2 rounds of her rage to instead spend an immediate action to gain this fly speed. She can end her fly speed at any time, even when it is not her turn. Each round she spends raging and flying counts as 2 rounds of rage. Her ability to fly ends automatically when she ceases raging.**Elemental Rage (Su)** While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage. Note that the barbarian can still use her lesser elemental rage power while using this rage power, but she must select a different energy type.**Elemental Rage, Lesser (Su)** As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. This power can only be used once per rage.

Furious Focus When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Giant Wasp Poison *Type* poison, injury; *Save* Fortitude DC 18; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Dex damage; *Cure* 1 save

Improved Uncanny Dodge At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

W/ ENLARGE PERSON & RAGE

Init +2

AC 19, touch 10, flat-footed 17 (+8 armor, +2 Dex, +1 natural, -2 rage)

Ref +6

Melee +1 *greatsword* +16/+11 (2d6+8/19-20 plus 1d6 cold), bite +10 (1d4+2 plus 1d6 cold)

w/ Power Attack +1 *greatsword* +16/+8 (2d6+17/19-20 plus 1d6 cold), bite +7 (1d4+5 plus 1d6 cold)

Ranged dart +12 (1d3+5 plus poison)

Str 20, **Dex** 14

CMB +15; **CMD** 25

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

POTION OF ENLARGE PERSON

Aura faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker grows one size category. This gives them a +2 size bonus to Strength, a -2 size bonus to Dexterity, a -1 penalty on attack rolls and AC, and increases the damage dice of the drinker's melee weapons by one step. If the drinker is now Large, they gain a natural reach of 10 feet.

+2 DRAGONHIDE BREASTPLATE

Medium Armor, +8 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 4,700 gp; **Weight** 30 lbs., **Size** S

Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1 GREATSWORD

Two-handed martial melee weapon, 1d10 damage; **Crit** 19-20; **Type** P;

Price 2,350 gp; **Weight** 8 lbs.; **Size** S

Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF GIANT STRENGTH +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Strength.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

L. Outside the Caves

ADVANCED MASTODON

CR 10

N Huge animal

Init +3; **Senses** low-light vision, scent; Perception +26

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)

hp 157 (14d8+98)

Fort +16, **Ref** +12, **Will** +9

OFFENSE

Speed 40 ft.

Melee gore +23 (2d8+14), slam +22 (2d6+14)

w/ Power Attack gore +20 (2d8+23), slam +19 (2d6+23)

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

Special Attacks trample (2d8+21, DC 31)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +26; **CMD** 39 (43 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +26

KOBOLD CHIEFTAIN

CR 8

Kobold fighter 5/rogue 3/assassin 1

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 26, touch 15, flat-footed 22 (+7 armor, +4 Dex, +1 natural, +3 shield, +1 size)

hp 72 (9 HD; 5d10+4d8+23)

Fort +6, **Ref** +9, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, evasion, trap sense +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 rapier +15/+10 (1d4+2/18-20)

Special Attacks death attack (DC 12), sneak attack +3d6, weapon training (light blades +1)

STATISTICS

Str 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +6; **CMD** 20

Feats Combat Expertise, Diehard, Endurance, Greater Feint, Improved Feint, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +11, Craft (trapmaking) +3, Disable Device +2, Disguise +6, Intimidate +6, Linguistics +7, Perception +14, Profession (miner) +2, Sense Motive +6, Sleight of Hand +7, Stealth +17, Use Magic Device +5

Languages Common, Dark Folk, Draconic, Dwarven, Undercommon

SQ armor training 1, crafty, poison use, rogue talents (finesse rogue), trapfinding +1

Gear +1 breastplate, +1 heavy wooden shield, +1 rapier, belt of mighty constitution +2, 1,223 gp

KOBOLD GUILCASTER**CR 5**

Kobold sorcerer 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)**hp** 35 (6d6+12)**Fort** +3, **Ref** +4, **Will** +4**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** quarterstaff +2 (1d4–2)**Bloodline Spell-Like Abilities** (CL 6th; concentration +9)

6/day—trap rune (DC 16)

Sorcerer Spells Known (CL 6th; concentration +9)3rd (4/day)—*lightning bolt* (DC 16)2nd (6/day)—*create pit*^{APG}, *mirror image*, *scorching ray*1st (7/day)—*alarm*, *charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14)0 (at will)—*arcane mark*, *daze*, *detect magic*, *open/close*, *prestidigitation* (DC 13), *resistance*, *spark*^{APG}**Bloodline** kobold^{ARG}**STATISTICS****Str** 6, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16**Base Atk** +3; **CMB** +0; **CMD** 12**Feats** Combat Expertise, Eschew Materials, Improved Feint, Skill Focus (Craft [trapmaking])**Skills** Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; **Racial****Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Draconic, Dwarven**SQ** bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC), crafty, trap sense +2**Combat Gear** antitoxin, thunderstone; **Other Gear** quarterstaff, *circlet of persuasion*, mwk artisan's tools, 15 gp**SPECIAL ABILITIES****Bloodline Arcana** Whenever the kobold casts a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by 2.**Improved Feint** You can make a Bluff check to feint in combat as a move action.**Trap Rune (Sp)** As a standard action, the kobold can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface, picking one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than the kobold who steps on or touches the rune's area causes the rune to explode, dealing 1d8+6 points of damage to anything in the square. A successful DC 16 Reflex saving throw halves the damage. The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is 16. Each rune lasts for 24 hours or until discharged.**Trap Sense (Ex)** The kobold guilecaster gains a +2 bonus on Perception checks to notice traps, a +1 bonus on Reflex saves to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

(Feint DC = 10 + BAB + Wis modifier or 10 + Sense Motive)

Kobold Guilecaster Cheat Sheet

3rd level spells

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

2nd level spells

Create Pit (conjunction (creation), VSF, medium, 10ft by 10ft pit, 10ft deep/2lvls (max 30), 1rd + 1rd/lvl)
– REF or fall down pit. Climb DC 25 to get out. Anyone ends turn next to pit and REF +2 or fall in.

Mirror Image (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

1st level spells

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Charm Person (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) –
WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty
(max 1d6+5, FORT half)

+1 BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 gp; **Weight** 30 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 HEAVY WOODEN SHIELD

Shield, +3 **Shield Bonus**, +2 **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,157 gp; **Weight** 10 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RAPIER

One-handed martial melee weapon, 1d4 damage; **Crit** 18-20; **Type** P;
Price 2,320 gp; **Weight** 2 lbs.; **Size** S
Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF MIGHTY CONSTITUTION +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.
The wearer gains a +2 enhancement bonus to Constitution.

CIRCLLET OF PERSUASION

Aura faint transmutation; **CL** 5th; **Slot** head; **Identify DC** 20; **Price** 4,050 gp; **Weight** —
The wearer gains a +3 competence bonus to Charisma checks.

+1 BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 gp; **Weight** 30 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 HEAVY WOODEN SHIELD

Shield, +3 **Shield Bonus**, +2 **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,157 gp; **Weight** 10 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RAPIER

One-handed martial melee weapon, 1d4 damage; **Crit** 18-20; **Type** P;
Price 2,320 gp; **Weight** 2 lbs.; **Size** S
Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF MIGHTY CONSTITUTION +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.
The wearer gains a +2 enhancement bonus to Constitution.

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Aura faint transmutation; **CL** 5th; **Slot** head; **Identify DC** 20; **Price** 4,050 gp; **Weight** —
The wearer gains a +3 competence bonus to Charisma checks.

+1 BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,350 gp; **Weight** 30 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 HEAVY WOODEN SHIELD

Shield, +3 **Shield Bonus**, +2 **Max Dex**, -2 **ACP**, **ASF** 15%, **Price** 1,157 gp; **Weight** 10 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RAPIER

One-handed martial melee weapon, 1d4 damage; **Crit** 18-20; **Type** P;
Price 2,320 gp; **Weight** 2 lbs.; **Size** S
Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF MIGHTY CONSTITUTION +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.
The wearer gains a +2 enhancement bonus to Constitution.

CIRCLET OF PERSUASION

Aura faint transmutation; **CL** 5th; **Slot** head; **Identify DC** 20; **Price** 4,050 gp; **Weight** —
The wearer gains a +3 competence bonus to Charisma checks.

M. Kobold Caves

KOBOLD SKIRMISHER

CR 7

Kobold rogue (scout) 8

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +1 natural, +1 size)

hp 55 (8d8+16)

Fort +4, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee short sword +7/+2 (1d4/19–20)

Ranged +1 composite shortbow +13/+8 (1d4+1/x3)

Special Attacks scout's charge, skirmisher, sneak attack +4d6 plus 4 bleed

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +5; **CMD** 20

Feats Dodge, Mobility, Point-Blank Shot, Shot On The Run, Weapon Focus (shortbow)

Skills Acrobatics +15, Climb +7, Disable Device +21, Escape Artist +15, Knowledge (dungeoneering) +11, Perception +14, Sleight of Hand +15, Stealth +19, Swim +7; **Racial Modifiers** +2 Perception

Languages Draconic

SQ crafty, rogue talents (bleeding attack +4, deadly range^{UC}, trap spotter, weapon training), trapfinding +4

Combat Gear +1 dwarf-bane arrow, +1 gnome-bane arrow, potion of blur, sizzling arrow^{APG}; **Other Gear** +1 studded leather, +1 composite shortbow with 20 arrows, short sword, cloak of resistance +1, mwk thieves' tools, 123 gp

SPECIAL ABILITIES

Scout's Charge (Ex): At 4th level, whenever a scout makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

Skirmisher (Ex): At 8th level, whenever a scout moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the scout makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

KEEN PURPLE WORM WALL SCYTHE TRAP**CR 9****Type** mechanical; **Perception** DC 25; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** automatic (poison applies to only the first target struck)**Effect** Atk +20 melee (2d4+6/19–20/x4)**PURPLE WORM POISON****Type** poison, injury; **Save** Fortitude DC 24**Frequency** 1/round for 6 rounds**Effect** 1d3 Str damage; **Cure** 2 consecutive saves**WYVERN ARROW TRAP****CR 6****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** none**Effect** Atk +15 ranged (1d6 plus wyvern poison/x3)**WYVERN POISON****Type** poison, injury; **Save** Fortitude DC 17**Frequency** 1/round for 6 rounds**Effect** 1d4 Con damage; **Cure** 2 consecutive saves

+1 DWARF-BANE ARROW

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate conjuration; **CL** 8th; **Identify DC** 23

When this arrow is used to attack a dwarf, its enhancement bonus is increased by 2 and it deals an extra +2d6 damage on a successful hit. This damage is not multiplied on a crit.

+1 GNOME-BANE ARROW

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate conjuration; **CL** 8th; **Identify DC** 23

When this arrow is used to attack a gnome, its enhancement bonus is increased by 2 and it deals an extra +2d6 damage on a successful hit. This damage is not multiplied on a crit.

POTION OF BLUR

Aura faint illusion; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker gains 20% concealment for 3 minutes.

SIZZLING ARROW

Ammunition; **Price** 1516 gp; **Weight** —

Aura moderate evocation; **CL** 9th; **Identify DC** 24

This +1 *corrosive* arrow continues to leak acid onto its target each round, dealing 1d6 points of acid damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from herself). Removing the arrow destroys it. The arrow dissolves once the 3 rounds pass.

+1 STUDDED LEATHER

Light Armor, +3 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.; **Size** S

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 COMPOSITE SHORTBOW (+0 STR)

Martial ranged weapon, 1d4 damage; **Crit** x3; **Range** 70ft.; **Type** P; **Price** 2,800 gp; **Weight** 2 lbs.; **Size** S

Aura faint evocation; **CL** 3rd; **Identify DC** 18

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

N. Dragon's Lair

OLD WHITE DRAGON

CR 13

CE Huge dragon (cold)

Init +4; Senses dragon senses, snow vision; Perception +27

Aura cold (10 ft, 1d6 cold), frightful presence (240 ft., DC 20)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +12, **Will** +13

DR 10/magic; **Immune** cold, paralysis, sleep; **SR** 24

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; icewalking

Melee bite +25 (2d8+13/19-20), 2 claws +24 (2d6+9), tail slap +19 (2d6+13), 2 wings +19 (1d8+4)

w/ Power Attack bite +20 (2d8+28/19-20), 2 claws +19 (2d6+19), tail slap +14 (2d6+28), 2 wings +14 (1d8+9)

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

Special Attacks breath weapon (50-ft cone, 16d4 cold, Reflex DC 24 half), crush (Small creatures, DC 24, 2d8+13), freezing fog 3/day

Spell-Like Abilities (CL 17th; concentration +19)

At will—*fog cloud*, *gust of wind* (DC 14)

Sorcerer Spells Known (CL 5th; concentration +7)

2nd (5/day)—*resist energy*, *see invisibility*

1st (7/day)—*alarm*, *grease*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *message*, *ray of frost*, *read magic*

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +17; **CMB** +28; **CMD** 38 (42 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +12, Intimidate +22, Knowledge (arcana) +22, Perception +27, Sense Motive +27, Spellcraft +22, Stealth +12, Swim +37

Languages Common, Draconic

SQ ice shape

SPECIAL ABILITIES

Cold Aura (Su) A white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn.

Freezing Fog (Sp) A white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save. An opponent that succeeds on the saving throw is immune to that same creature's frightful

presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Ice Shape (Su) A white dragon can shape ice and snow at will. This ability functions as *stone shape* (CL 13th), but targeting only ice and snow, not stone.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not take penalties on Perception checks while in snow.

KOBOLD DRAGON EVANGELIST**CR 9**

Kobold barbarian 10

NE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +19**DEFENSE****AC** 21, touch 12, flat-footed 18 (+8 armor, +3 Dex, +1 natural, -2 rage, +1 size)**hp** 108 (10d12+38)**Fort** +11, **Ref** +7, **Will** +7; +3 morale bonus vs. fear, paralysis, and sleep**Defensive Abilities** improved uncanny dodge, trap sense +3; **DR** 2/—; **Resist** cold 10**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 *greatsword* +16/+11 (1d10+7/19–20 plus 1d6 cold), bite +10 (1d3+2 plus 1d6 cold)**w/ Power Attack** +1 *greatsword* +16/+8 (1d10+16/19–20 plus 1d6 cold), bite +7 (1d3+5 plus 1d6 cold)**Ranged** dart +14 (1d3+4 plus poison)**Special Attacks** rage (23 rounds/day), rage powers (animal fury, dragon totem^{UC}, dragon totem resilience^{UC}, dragon totem wings^{UC}, elemental rage^{APG}, lesser elemental rage^{APG}, intimidating glare)**TACTICS****Base Statistics** When not raging, the kobold evangelist's statistics are **AC** 23, touch 14, flat-footed 20; **hp** 88; **Fort** +9, **Will** +5; **Melee** +1 *greatsword* +14/+9 (1d10+4); **Str** 14, **Con** 12; **CMB** +11; **Skills** Swim +3.**STATISTICS****Str** 18, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +10; **CMB** +13; **CMD** 24**Feats** Extra Rage Power^{APG} (2), Furious Focus^{APG}, Power Attack, Skill Focus (Intimidate)**Skills** Acrobatics +8, Fly +9, Intimidate +19, Perception +19, Stealth +8, Survival +5, Swim +5; **Racial****Modifiers** +2 Perception**Languages** Draconic**SQ** crafty, fast movement**Combat Gear** *potion of cure serious wounds*, *potion of enlarge person*; **Other Gear** +2 *dragonhide breastplate*, +1 *greatsword*, darts poisoned with giant wasp poison (4), *belt of giant strength* +2, *cloak of resistance* +1, 158 gp**SPECIAL ABILITIES****Dragon Totem Wings (Su)** When a barbarian selects this rage power, the Fly skill becomes a class skill for her. While raging and wearing medium or lighter armor, the barbarian can spend a standard action to manifest a pair of spiritual dragon wings that grant her a fly speed equal to her base speed (average maneuverability). She can expend 2 rounds of her rage to instead spend an immediate action to gain this fly speed. She can end her fly speed at any time, even when it is not her turn. Each round she spends raging and flying counts as 2 rounds of rage. Her ability to fly ends automatically when she ceases raging.**Elemental Rage (Su)** While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage. Note that the barbarian can still use her lesser elemental rage power while using this rage power, but she must select a different energy type.**Elemental Rage, Lesser (Su)** As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. This power can only be used once per rage.

Furious Focus When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Giant Wasp Poison *Type* poison, injury; *Save* Fortitude DC 18; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Dex damage; *Cure* 1 save

Improved Uncanny Dodge At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

W/ ENLARGE PERSON & RAGE

Init +2

AC 19, touch 10, flat-footed 17 (+8 armor, +2 Dex, +1 natural, -2 rage)

Ref +6

Melee +1 *greatsword* +16/+11 (2d6+8/19-20 plus 1d6 cold), bite +10 (1d4+2 plus 1d6 cold)

w/ Power Attack +1 *greatsword* +16/+8 (2d6+17/19-20 plus 1d6 cold), bite +7 (1d4+5 plus 1d6 cold)

Ranged dart +12 (1d3+5 plus poison)

Str 20, **Dex** 14

CMB +15; **CMD** 25

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

POTION OF ENLARGE PERSON

Aura faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker grows one size category. This gives them a +2 size bonus to Strength, a -2 size bonus to Dexterity, a -1 penalty on attack rolls and AC, and increases the damage dice of the drinker's melee weapons by one step. If the drinker is now Large, they gain a natural reach of 10 feet.

+2 DRAGONHIDE BREASTPLATE

Medium Armor, +8 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 4,700 gp; **Weight** 30 lbs., **Size** S

Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1 GREATSWORD

Two-handed martial melee weapon, 1d10 damage; **Crit** 19-20; **Type** P;

Price 2,350 gp; **Weight** 8 lbs.; **Size** S

Aura faint evocation; **CL** 3rd; **Identify DC** 18

BELT OF GIANT STRENGTH +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Strength.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.