

# The Solstice Scar

## Part 4 – Ivvora's Fate

### Subtier 3-4

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

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# Part 4 3-4 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.

Kobold Monster Wrangler, 3 Kobold Snipers, Slurk, 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 17 Survival or DC 20 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

2 Kobold Bombers, Kobold Dragon Herald, Young Grizzly Bear

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

Kobold Blade, Kobold Bomber, Spiked Pit Trap

### N. Dragon's Lair

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

Giant Very Young White Dragon, 2 Kobold Dragon Heralds

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

### KOBOLD MONSTER WRANGLER

CR 1

Kobold cavalier<sup>APG</sup> 2

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +2

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#### DEFENSE

**AC** 22, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 natural, +2 shield, +1 size)

**hp** 17 (2d10+2)

**Fort** +3, **Ref** +3, **Will** +0

**Weaknesses** light sensitivity

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#### OFFENSE

**Speed** 20 ft.

**Melee** mwk lance +4 (1d6/x3)

**Special Attacks** challenge (+2, +1, 1/day)

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#### STATISTICS

**Str** 11, **Dex** 16, **Con** 10, **Int** 8, **Wis** 10, **Cha** 13

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Paired Opportunists<sup>APG</sup>, Slurk Rider<sup>MC</sup>

**Skills** Craft (trapmaking) +1, Handle Animal +9, Intimidate +6, Perception +2, Profession (miner) +2, Ride +4

**Languages** Common, Draconic

**SQ** crafty, mount (cave salamander or slurk), order of the lion (lion's call), tactician (1/day, 4 rounds, standard action)

**Combat Gear** liquid ice, *potion of cure light wounds*; **Other Gear** mwk scale mail, mwk heavy steel shield, mwk lance, 10 gp

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#### SPECIAL ABILITIES

**Challenge (Ex)** Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level.

Challenging a foe requires much of the cavalier's concentration. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge.

Thanks to the cavalier's order, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge.

**Lion's Call (Ex)** At 2nd level, an order of the lion cavalier gains the ability to rally his allies. As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

**Paired Opportunists** Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

**Slurk Rider** A kobold monster wrangler can control, guide, and communicate with slurks, as if they understood Draconic. The kobold can also spend a standard action to manipulate the nodules on a slurk's back to activate its slime ability. Both the kobold and the slurk can activate this ability during the same round.

## SLURK

CR 2

N Medium magical beast

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

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### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 17 (2d10+6)

**Fort** +6, **Ref** +5, **Will** +0

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### OFFENSE

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

**Melee** bite +4 (2d6+3)

**Ranged** slime squirt +4 ranged touch

**Special Attacks** belly grease, slime

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### STATISTICS

**Str** 15, **Dex** 14, **Con** 17, **Int** 3, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +4; **CMD** 16 (20 vs. bull rush, grapple, overrun, and trip)

**Feats** Improved Bull Rush, Improved Initiative, Improved Overrun

**Skills** Acrobatics +16, Climb +14, Escape Artist +6; **Racial Modifiers** +10 Acrobatics, +4 Escape Artist

**Languages** Boggard (can't speak)

**SQ** hunker

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### SPECIAL ABILITIES

**Belly Grease (Ex)** The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk can wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

**Hunker (Ex)** The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

**Slime (Ex)** A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling any foe hit by the slime. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a successful DC 15 Strength check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks to stay in the saddle, but a -8 penalty on Ride checks to dismount.

**KOBOLD SNIPER****CR 1/2**

Kobold fighter 1

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

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**DEFENSE****AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)**hp** 12 (1d10+2)**Fort** +3, **Ref** +3, **Will** +1**Weaknesses** light sensitivity

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**OFFENSE****Speed** 30 ft.**Melee** short sword +1 (1d4–1/19–20)**Ranged** mwk light crossbow +6 (1d6/19–20)

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**STATISTICS****Str** 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** –1; **CMD** 12**Feats** Point-Blank Shot, Precise Shot**Skills** Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3**Languages** Common, Draconic**SQ** crafty**Combat Gear** alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

## L. Outside the Caves

### KOBOLD BOMBER

CR 1

Kobold alchemist<sup>APG</sup> (alchemical trapper<sup>MC</sup>) 2

LE Small humanoid (reptilian)

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

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#### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

**hp** 12 (2d8)

**Fort** +2, **Ref** +6, **Will** +1; +2 vs. poison

**Weaknesses** light sensitivity

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#### OFFENSE

**Speed** 30 ft.

**Melee** mwk spear +2 (1d6–1/x3)

**Ranged** sling +5 (1d3–1)

**Special Attacks** bomb 6/day (1d6+2 fire, DC 13), bomb trap

**Alchemist Extracts Prepared** (CL 2nd)

1st—*abjuring step*<sup>UC</sup>, *endure elements*, *shield*

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#### STATISTICS

**Str** 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** –1; **CMD** 12

**Feats** Brew Potion, Extra Bombs, Throw Anything

**Skills** Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Common, Draconic, Gnome, Goblin

**SQ** alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use

**Combat Gear** *potion of invisibility*, acid, alchemist's fire (3); **Other Gear** chain shirt, mwk spear, sling, 8 gp

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#### SPECIAL ABILITIES

**Bomb Trap (Su)** At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to the DC for the alchemical trapper's bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper's bombs per day.

**KOBOLD DRAGON HERALD****CR 1**

Kobold barbarian 2

NE Small humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

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**DEFENSE****AC** 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, -2 rage, +1 size)**hp** 24 (2d12+6)**Fort** +6, **Ref** +2, **Will** +3**Defensive Abilities** uncanny dodge**Weaknesses** light sensitivity

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**OFFENSE****Speed** 40 ft.**Melee** mwk greatsword +6 (1d10+3/19-20)**Ranged** dart +5 (1d3+2)**Special Attacks** rage (7 rounds/day), rage power (intimidating glare)

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**STATISTICS****Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 13**Feats** Skill Focus (Intimidate)**Skills** Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception**Languages** Draconic**SQ** crafty, fast movement**Combat Gear** *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

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**SPECIAL ABILITIES****Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**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.

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**POTION OF ENLARGE PERSON**

NE Medium humanoid (reptilian)

**Init** +1**AC** 13, touch 9, flat-footed 12**Ref** +1**Melee** mwk greatsword +6 (2d6+4/19-20)**Ranged** dart +3 (1d3+3)**Str** 17, **Dex** 13**CMB** +5, **CMD** 14

Acrobatics +5, Stealth +5

**YOUNG GRIZZLY BEAR****CR 3**

N Medium animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +6**DEFENSE****AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 32 (5d8+10)**Fort** +6, **Ref** +7, **Will** +2**OFFENSE****Speed** 40 ft.**Melee** bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)**STATISTICS****Str** 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)**Feats** Endurance, Run, Skill Focus (Survival)**Skills** Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim**POTION OF INVISIBILITY****Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker becomes invisible for 3 minutes or until they attack.

**POTION OF INVISIBILITY****Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker becomes invisible for 3 minutes or until they attack.

**POTION OF CURE LIGHT WOUNDS****Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 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.

# M. Kobold Caves

## KOBOLD BLADE

CR 3

Kobold fighter 4

LE Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perception +2

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### DEFENSE

**AC** 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

**hp** 30 (4d10+4)

**Fort** +4, **Ref** +5, **Will** +1 (+1 vs. fear)

**Defensive Abilities** bravery +1

**Weaknesses** light sensitivity

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +11 (1d4+2/18–20)

**Ranged** mwk light crossbow +10 (1d6/19–20)

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### STATISTICS

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

**Base Atk** +4; **CMB** +3 (+5 dirty trick); **CMD** 17 (19 vs. dirty trick)

**Feats** Combat Expertise, Improved Dirty Trick, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

**Skills** Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13

**Languages** Common, Draconic

**SQ** armor training 1, crafty

**Combat Gear** *elixir of fire breath*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

## Dirty Trick

You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. If you possess the Greater Dirty Trick feat, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds your opponent's CMD. In addition, removing the condition requires the target to spend a standard action.

**Blinded** – The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

**Dazzled** – The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

**Deafened** – A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

**Entangled** – The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

**Shaken** – A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

**Sickened** – The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**KOBOLD BOMBER****CR 1**Kobold alchemist<sup>APG</sup> (alchemical trapper<sup>MC</sup>) 2

LE Small humanoid (reptilian)

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

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**DEFENSE****AC** 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)**hp** 12 (2d8)**Fort** +2, **Ref** +6, **Will** +1; +2 vs. poison**Weaknesses** light sensitivity

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**OFFENSE****Speed** 30 ft.**Melee** mwk spear +2 (1d6–1/×3)**Ranged** sling +5 (1d3–1)**Special Attacks** bomb 6/day (1d6+2 fire, DC 13), bomb trap**Alchemist Extracts Prepared** (CL 2nd)1st—*abjuring step*<sup>UC</sup>, *endure elements*, *shield*

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**STATISTICS****Str** 8, **Dex** 16, **Con** 8, **Int** 15, **Wis** 13, **Cha** 8**Base Atk** +1; **CMB** –1; **CMD** 12**Feats** Brew Potion, Extra Bombs, Throw Anything**Skills** Acrobatics +3, Craft (trapmaking) +9, Disable Device +6, Escape Artist +3, Knowledge (engineering) +4, Perception +3, Profession (miner) +3, Stealth +10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Common, Draconic, Gnome, Goblin**SQ** alchemy (alchemy crafting +2, identify potions), crafty, mutagen (+4/–2, +2 natural, 20 minutes), poison use**Combat Gear** *potion of invisibility*, acid, alchemist's fire (3); **Other Gear** chain shirt, mwk spear, sling, 8 gp

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**SPECIAL ABILITIES**

**Bomb Trap (Su)** At 2nd level, an alchemical trapper can use one of her bombs to make a trap. Setting a bomb trap is a full-round action that provokes attacks of opportunity. A bomb trap fills a single 5-foot square and cannot be placed in the same area as any other trap. The alchemical trapper needs the same materials required for making a bomb. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to the DC for the alchemical trapper's bombs. All bomb traps have location triggers and do not reset. The alchemical trapper can use any one discovery that applies to a bomb when making a bomb trap. The bomb trap lasts 10 minutes for each alchemist level the trapper has. If the bomb trap is not disabled or exploded within that time frame, the trap becomes inert. Creating a bomb trap uses one of the alchemical trapper's bombs per day.

**SPIKED PIT TRAP****CR 2****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)**ELIXIR OF FIRE'S BREATH****Aura** moderate evocation; **CL** 11th; **Slot** —; **Identify** DC 26; **Price** 1,100 gp; **Weight** —

This strange bubbling elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The target can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

**POTION OF CURE MODERATE WOUNDS****Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify** DC 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

**POTION OF INVISIBILITY****Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify** DC 18; **Price** 300 gp; **Weight** —

The drinker becomes invisible for 3 minutes or until they attack.

# N. Dragon's Lair

**GIANT VERY YOUNG WHITE DRAGON**

**CR 5**

CE Medium dragon (cold)

**Init** +5; **Senses** dragon senses, snow vision; Perception +10

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## DEFENSE

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**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 52 (5d12+20)

**Fort** +8, **Ref** +5, **Will** +4

**Immune** cold, paralysis, sleep

**Weaknesses** vulnerability to fire

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## OFFENSE

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**Speed** 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking

**Melee** bite +9 (1d8+6), 2 claws +9 (1d6+4), 2 wings +4 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (30-ft cone, 4d4 cold, Reflex DC 16 half)

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## STATISTICS

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**Str** 19, **Dex** 12, **Con** 19, **Int** 8, **Wis** 11, **Cha** 8

**Base Atk** +5; **CMB** +9; **CMD** 20 (24 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Initiative

**Skills** Fly +9, Intimidate +7, Perception +10, Sense Motive +2, Stealth +9, Swim +20

**Languages** Draconic

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## SPECIAL ABILITIES

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**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 HERALD****CR 1**

Kobold barbarian 2

NE Small humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

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**DEFENSE****AC** 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, -2 rage, +1 size)**hp** 24 (2d12+6)**Fort** +6, **Ref** +2, **Will** +3**Defensive Abilities** uncanny dodge**Weaknesses** light sensitivity

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**OFFENSE****Speed** 40 ft.**Melee** mwk greatsword +6 (1d10+3/19-20)**Ranged** dart +5 (1d3+2)**Special Attacks** rage (7 rounds/day), rage power (intimidating glare)

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**STATISTICS****Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 13**Feats** Skill Focus (Intimidate)**Skills** Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception**Languages** Draconic**SQ** crafty, fast movement**Combat Gear** *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

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**SPECIAL ABILITIES****Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**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.

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**POTION OF ENLARGE PERSON**

NE Medium humanoid (reptilian)

**Init** +1**AC** 13, touch 9, flat-footed 12**Ref** +1**Melee** mwk greatsword +6 (2d6+4/19-20)**Ranged** dart +3 (1d3+3)**Str** 17, **Dex** 13**CMB** +5, **CMD** 14

Acrobatics +5, Stealth +5

### **POTION OF CURE LIGHT WOUNDS**

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

The drinker regains 1d8+1 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.

### **POTION OF CURE LIGHT WOUNDS**

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

The drinker regains 1d8+1 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.