

The Solstice Scar

Part 4 – Ivvora's Fate

Subtier 7-8

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 7-8 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.

Frost Drake, Kobold Battle Master, Ice Newt Mount, 2 Kobold Bombers, 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 23 Survival or DC 28 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

Dire Polar Bear, 2 Kobold Blades, Kobold Yapper

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

2 Falling Block Traps, Kobold Guilecaster, 2 Kobold Master Trappers, Wyvern Arrow Trap

N. Dragon's Lair

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

Adult White Dragon, 2 Kobold Battle Masters, 2 Ice Newt Mounts

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.

Icewalking (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 BATTLE MASTER CR 6

Kobold cavalier 7

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 natural, +2 shield, +1 size)

hp 57 (7d10+14)

Fort +7, **Ref** +4, **Will** +4; +2 bonus vs. paralysis and sleep

Resist electricity 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 lance +11/+6 (1d6+2/×3) or
mwk short sword +10/+5 (1d4+1/19–20)

Special Attacks banner +2/+1, breath weapon (30-ft. line, 2d6 electricity damage, Reflex DC 14 half, usable 1/day), cavalier's charge, challenge (+7, +2, 3/day)

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +7; **CMD** 18

Feats Draconic Aspect (blue), Draconic Breath, Improved Initiative, Mounted Combat, Shield Wall^T,
Weapon Focus (lance)

Skills Craft (trapmaking) +3, Handle Animal +9, Perception +13, Profession (miner) +3, Ride +5, Stealth +9,
Swim +5

Languages Common, Draconic

SQ crafty, expert trainer +3, mount (cave salamander), order of the dragon (aid allies), tactician (2/day, 6
rounds, standard action)

Combat Gear *dust of dryness*; **Other Gear** +1 banded mail, mwk heavy steel shield, +1 lance, mwk short
sword, *cloak of resistance* +1

SPECIAL ABILITIES

Aid Allies At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one
of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check.

Banner As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus
on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th
level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small
or larger and must be carried or displayed by the cavalier or his mount to function.

Cavalier's Charge The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted
(instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a
charge attack while mounted.

Challenge Twice per day, the 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. The challenge remains in
effect until the target is dead or unconscious or until the combat ends.

In addition, because of the Order of the Dragon, allies get a +2 morale bonus to hit the target of his
challenge as long as he is threatening it.

Shield Wall Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield.

Tactician At 1st level, a cavalier receives a teamwork feat (Shield Wall) as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats.

Lance Attack

	Normal	Charge	Challenge	Challenge + Charge
Attack	+11/+6	+16	+13/+8	+17
Normal Damage	(1d6+2)	(2d6+4)	(1d6+9)	(2d6+18)
Critical Damage	(3d6+6)	(4d6+8)	(3d6+27)	(4d6+36)

ICE NEWT MOUNT

CR —

Variant cave salamander animal companion

N Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 armor, +2 Dex, +6 natural)

hp 45 (6d8+18)

Fort +7, **Ref** +7, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+6)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Iron Will, Toughness

Skills Acrobatics +2 (+6 to jump), Climb +8, Perception +7, Stealth +6, Swim +8

SQ combat riding, devotion, ice walker, tricks (attack, combat riding, come, defend, down, guard, heel)

Gear leather armor

SPECIAL ABILITIES

Ice Walker (Ex) An ice newt mount can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

DUST OF DRYNESS

Aura moderate transmutation; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** 850 gp; **Weight** —

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an outsider with the elemental and water subtypes, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

+1 BANDED MAIL

Heavy Armor, +8 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 1,400 gp; **Weight** 35 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 LANCE

Two-handed martial melee weapon, 1d6 damage; **Crit** x3; **Type** P;

Price 2,310 gp; **Weight** 2 lbs.; **Size** S

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

A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

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.

KOBOLD BOMBER**CR 1**

Kobold alchemist (alchemical trapper) 2

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +3**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**OFFENSE****Speed** 30 ft.**Melee** mwk spear +2 (1d6–1/×3)**Ranged** sling +5 (1d3–1) or

bomb +6 touch (1d6+2 fire)

Special Attacks bomb 6/day (1d6+2 fire, DC 13), bomb trap**Alchemist Extracts Prepared** (CL 2nd)1st—*abjuring step*^{UC}, *endure elements*, *shield***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**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.

Abjuring Step (abjuration, VSM, personal, 1rd/lvl) – You can take 2 five-foot steps each round and can cast non-attack spells and use spell-like abilities without provoking AoOs. This discharges when you make an attack, cast a harmful spell, or move more than 5ft as a single move action.

Endure Elements (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between –50 and 140°F

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

POTION OF INVISIBILITY

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

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

ACID FLASK

Price 10 gp; **Weight** 1 lb.

You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

ALCHEMIST FIRE

Price 20 gp; **Weight** 1 lb.

Alchemist's fire is a mix of several volatile liquids that ignite when exposed to air. You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Crafting this item is a DC 20 Craft (alchemy) check.

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Price 20 gp; **Weight** 1 lb.

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A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Crafting this item is a DC 20 Craft (alchemy) check.

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L. Outside the Caves

DIRE POLAR BEAR CR 8

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (10d8+70)

Fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +14, Survival +7, Swim +21

KOBOLD BLADE

CR 3

Kobold fighter 4

LE Small humanoid (reptilian)

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

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

OFFENSE

Speed 30 ft.

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

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

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 YAPPER**CR 7**

Kobold bard (dragon yapper) 8

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +2**DEFENSE****AC** 22, touch 16, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 natural, +1 size)**hp** 31 (8d8–8)**Fort** +0, **Ref** +10, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +7/+2 (1d4/19–20)**Ranged** +1 *shortbow* +13/+8 (1d4/×3)**Special Attacks** bardic performance 20 rounds/day (move action; countersong, frightful song [DC 16], distraction, inspire competence +3, inspire courage +2, suggestion [DC 16], yapping song [DC 16])**Bard Spells Known** (CL 8th; concentration +10)3rd (2/day)—*confusion* (DC 15), *deep slumber* (DC 15), *haste*2nd (5/day)—*blur*, *heroism*, *hold person* (DC 14), *mirror image*1st (5/day)—*alarm*, *charm person* (DC 13), *grease* (DC 13), *silent image* (DC 13), *ventriloquism* (DC 13)0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *resistance***STATISTICS****Str** 8, **Dex** 18, **Con** 6, **Int** 13, **Wis** 10, **Cha** 15**Base Atk** +6; **CMB** +4; **CMD** 19**Feats** Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (shortbow)**Skills** Acrobatics +14, Bluff +13, Craft (trapmaking) +3, Perception +2, Perform (oratory) +13, Perform (sing) +13, Profession (miner) +2, Sleight of Hand +14, Spellcraft +12, Stealth +18**Languages** Common, Draconic, Sylvan**SQ** bardic knowledge +4, crafty, lore master 1/day, versatile performance (sing, oratory)**Gear** +1 *chain shirt*, +1 *short sword*, +1 *shortbow* with 20 arrows, 410 gp**SPECIAL ABILITIES****Frightful Song (Su)** A dragon yapper can amplify his voice to sound like an actual dragon. Enemies within 30 feet become shaken unless they succeed at a DC 16 Will save. A successful save renders targets immune to this ability for 24 hours. Frightful song is a mind-affecting ability, and a fear effect that uses audible components.**Yapping Song (Su)** A dragon yapper can use performance to annoy those that hear it, causing them to take a –2 penalty on attack and damage rolls (minimum 1) and a –2 penalty on saves against fear effects and charm effects as long as the dragon yapper continues performing. Yapping song is a mind-affecting ability that uses audible components, but is not language-dependent.

Kobold Yapper's Cheat Sheet

3rd level spells

Confusion (enchantment(compulsion)[mind-affecting], VSMDf, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

Deep Slumber (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

2nd level spells

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

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.

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

Grease (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Silent Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound

Ventriloquism (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

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 goutts 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

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This strange bubbling elixir bestows upon the drinker the ability to spit goutts 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

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs., **Size** S

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

+1 SHORTSWORD

Light martial melee weapon, 1d4 damage; **Crit** 19-20; **Type** P; **Range** 70ft.; **Size** S

Price 2,330 gp; **Weight** 2 lbs.

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

+1 SHORTBOW

Two-handed martial ranged weapon, 1d4 damage; **Crit** x3; **Type** P; **Range** 70ft.; **Size** S

Price 2,330 gp; **Weight** 2 lbs.

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

You need two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow, but not a regular shortbow. A shortbow fires arrows.

M. Kobold Caves

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)

FALLING BLOCK TRAP

CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

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/×3)

WYVERN POISON

Type poison, injury; **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Effect 1d4 Con damage; **Cure** 2 consecutive saves

KOBOLD MASTER TRAPPER**CR 4**

Kobold rogue 5

LE Small humanoid (reptilian)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE**AC** 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 natural, +1 size)**hp** 31 (5d8+5)**Fort** +2, **Ref** +10, **Will** +2**Defensive Abilities** evasion, trap sense +1, uncanny dodge**Weaknesses** light sensitivity

OFFENSE**Speed** 30 ft.**Melee** dagger +3 (1d3–1/19–20)**Ranged** mwk shortbow +9 (1d4/x3)**Special Attacks** sneak attack +3d6

STATISTICS**Str** 8, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +1; **CMD** 15**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Craft [trapmaking])**Skills** Acrobatics +11, Appraise +8, Climb +6, Craft (trapmaking) +13, Disable Device +13, Escape Artist +11, Perception +11, Profession (miner) +3, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Draconic**SQ** crafty, rogue talents (trap spotter, cunning trigger^{APG}), trapfinding +2**Combat Gear** *necklace of fireballs I*; **Other Gear** +1 *chain shirt*, dagger, mwk shortbow with 20 arrows, mwk artisan's tools, mwk thieves' tools, 62 gp

SPECIAL ABILITIES**Cunning Trigger (Ex)** A rogue with this talent can use a swift action to set off any trap within 30 feet that she constructed.

ANTITOXIN

Price 150 gp; **Weight** –

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

THUNDERSTONE

Price 30 gp; **Weight** 1 lb.

You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

CIRCLLET OF PERSUASION

Aura faint transmutation; **CL** 5th; **Slot** head; **Identify DC** 20; **Price** 4,500 gp; **Weight** —

NECKLACE OF FIREBALLS I

Aura moderate evocation; **CL** 10th; **Slot** neck (doesn't take up slot); **Identify DC** 25; **Price** 1,650 gp; **Weight** 1 lb.

This item appears to be a string of beads, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

A *necklace of fireballs I* has 1 5d6 sphere and 2 3d6 spheres.

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs., **Size** S

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

NECKLACE OF FIREBALLS I

Aura moderate evocation; **CL** 10th; **Slot** neck (doesn't take up slot); **Identify DC** 25; **Price** 1,650 gp; **Weight** 1 lb.

This item appears to be a string of beads, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

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+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs., **Size** S

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

N. Dragon's Lair

ADULT WHITE DRAGON

CR 10

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22

Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., 5d6 rounds, DC 17)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +9, **Will** +10

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 21

Weaknesses vulnerability to fire

OFFENSE

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

Melee bite +20 (2d6+10/19-20), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

w/ Power Attack bite +16 (2d6+22/19-20), 2 claws +15 (1d8+15), 2 wings +10 (1d6+7), tail slap +10 (1d8+22)

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

Special Attacks breath weapon (40-ft cone, 12d4 cold, Reflex DC 21 half)

Spell-Like Abilities (CL 13th)

At will—*fog cloud*, *gust of wind*

Spells Known (CL 1st)

1st (4/day)—*shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *mending*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +13; **CMB** +21; **CMD** 32 (36 vs. trip)

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

Skills Fly +11, Intimidate +17, Knowledge (arcane) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31

Languages Common, Draconic

SQ icewalking, 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.

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.

Icwalking (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 BATTLE MASTER CR 6

Kobold cavalier 7

LE Small humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 12, flat-footed 22 (+8 armor, +1 Dex, +1 natural, +2 shield, +1 size)

hp 57 (7d10+14)

Fort +7, **Ref** +4, **Will** +4; +2 bonus vs. paralysis and sleep

Resist electricity 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 lance +11/+6 (1d6+2/x3) or

mwk short sword +10/+5 (1d4+1/19–20)

Special Attacks banner +2/+1, breath weapon (30-ft. line, 2d6 electricity damage, Reflex DC 14 half, usable 1/day), cavalier's charge, challenge (+7, +2, 3/day)

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +7; **CMD** 18

Feats Draconic Aspect (blue), Draconic Breath, Improved Initiative, Mounted Combat, Shield Wall^T, Weapon Focus (lance)

Skills Craft (trapmaking) +3, Handle Animal +9, Perception +13, Profession (miner) +3, Ride +5, Stealth +9, Swim +5

Languages Common, Draconic

SQ crafty, expert trainer +3, mount (cave salamander), order of the dragon (aid allies), tactician (2/day, 6 rounds, standard action)

Combat Gear *dust of dryness*; **Other Gear** +1 banded mail, mwk heavy steel shield, +1 lance, mwk short sword, *cloak of resistance* +1

SPECIAL ABILITIES

Aid Allies At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check.

Banner As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Cavalier's Charge The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge Twice per day, the 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. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

In addition, because of the Order of the Dragon, allies get a +2 morale bonus to hit the target of his challenge as long as he is threatening it.

Shield Wall Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your

ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield.

Tactician At 1st level, a cavalier receives a teamwork feat (Shield Wall) as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats.

Lance Attack

	Normal	Charge	Challenge	Challenge + Charge
Attack	+11/+6	+16	+13/+8	+17
Normal Damage	(1d6+2)	(2d6+4)	(1d6+9)	(2d6+18)
Critical Damage	(3d6+6)	(4d6+8)	(3d6+27)	(4d6+36)

ICE NEWT MOUNT

CR —

Variant cave salamander animal companion

N Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 armor, +2 Dex, +6 natural)

hp 45 (6d8+18)

Fort +7, **Ref** +7, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+6)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Iron Will, Toughness

Skills Acrobatics +2 (+6 to jump), Climb +8, Perception +7, Stealth +6, Swim +8

SQ combat riding, devotion, ice walker, tricks (attack, combat riding, come, defend, down, guard, heel)

Gear leather armor

SPECIAL ABILITIES

Ice Walker (Ex) An ice newt mount can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

DUST OF DRYNESS

Aura moderate transmutation; **CL** 11th; **Slot** —; **Identify DC** 26; **Price** 850 gp; **Weight** —

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an outsider with the elemental and water subtypes, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

+1 BANDED MAIL

Heavy Armor, +8 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 1,400 gp; **Weight** 35 lbs., **Size** S
Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 LANCE

Two-handed martial melee weapon, 1d6 damage; **Crit** x3; **Type** P;

Price 2,310 gp; **Weight** 2 lbs.; **Size** S

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

A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

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.