

# The Solstice Scar

## Part 4 – Ivvora's Fate

### Subtier 5-6

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).

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](https://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](https://paizo.com).

# Part 4 5-6 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 Kobold Blades, Kobold Guilecaster, 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 20 Survival or DC 24 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 Snipers, Kobold Yapper, Polar 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 Guilecaster, Kobold Master Trapper, 2 Wall Scythe Traps

### N. Dragon's Lair

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

Giant Juvenile White Dragon, 2 Kobold Blades

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 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*<sup>APG</sup>, *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*<sup>APG</sup>

**Bloodline** kobold<sup>ARG</sup>

---

#### 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

### 3<sup>rd</sup> level spells

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

### 2<sup>nd</sup> 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.

### 1<sup>st</sup> 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)

## **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.

### **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

### **CIRCLET OF PERSUASION**

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

The wearer gets a +3 competence bonus on Charisma-based checks.

## L. Outside the Caves

### KOBOLD SNIPER

CR 1/2

Kobold fighter 1

LE Small humanoid (reptilian)

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

#### 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

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +1 (1d4–1/19–20)

**Ranged** mwk light crossbow +6 (1d6/19–20)

#### 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

### POLAR BEAR

CR 5

N Large animal

**Init** +3; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

**hp** 52 (5d8+30)

**Fort** +10, **Ref** +7, **Will** +4

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +9 (1d8+7), 2 claws +9 (1d6+7 plus grab)

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

#### STATISTICS

**Str** 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

**Base Atk** +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

**Feats** Endurance, Run, Skill Focus (Survival)

**Skills** Perception +8, Survival +8, Swim +19

**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

### 3<sup>rd</sup> 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.

### 2<sup>nd</sup> 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.

### 1<sup>st</sup> 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)

## **+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*<sup>APG</sup>, *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*<sup>APG</sup>

**Bloodline** kobold<sup>ARG</sup>

---

### 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

### 3<sup>rd</sup> level spells

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

### 2<sup>nd</sup> 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.

### 1<sup>st</sup> 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)

## **WALL SCYTHE TRAP**

**CR 4**

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

### **EFFECTS**

**Trigger** location; **Reset** automatic

**Effect** Atk +20 melee (2d4+6/x4)

**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<sup>APG</sup>), 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

# N. Dragon's Lair

## GIANT JUVENILE WHITE DRAGON

CR 8

CE Large dragon (cold)

**Init** +5; **Senses** dragon senses, snow vision; Perception +14

### DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 112 (9d12+54)

**Fort** +12, **Ref** +7, **Will** +6

**Immune** cold, paralysis, sleep

**Weaknesses** vulnerability to fire

### OFFENSE

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

**Melee** bite +15 (2d6+10), 2 claws +15 (1d8+7), tail slap +10 (1d8+10), 2 wings +10 (1d6+3)

**w/ Power Attack** bite +12 (2d6+19), 2 claws +12 (1d8+13), tail slap +7 (1d8+19), 2 wings +7 (1d6+6)

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

**Special Attacks** breath weapon (40-ft cone, 8d4 cold, Reflex DC 20 half)

**Spell-Like Abilities** (CL 9th; concentration +9)

At will—*fog cloud*

### STATISTICS

**Str** 25, **Dex** 12, **Con** 23, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +9; **CMB** +17; **CMD** 28 (32 vs. trip)

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

**Skills** Fly +7, Intimidate +12, Perception +14, Sense Motive +2, Spellcraft +12, Stealth +9, Swim +27

**Languages** Draconic

**SQ** ice shape

### SPECIAL ABILITIES

**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 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.

### **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

### **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