

Mighty Queen Igix **CR 3**Female kobold sorcerer¹ 3

CE Small humanoid (dragonblood, reptilian)

Init +2; **Senses** darkvision 60 ft.; Listen -1, Spot -1**Languages** Draconic**AC** 22, touch 13, flat-footed 20**hp** 13 (3 HD)**Fort** +2, **Ref** +3, **Will** +2 (+3 vs. *sleep*, paralysis, and fire spells)**Spd** 30 ft.**Melee** longspear +1 (1d6-1/x3)**Ranged** light crossbow +5 (1d6/19-20)**Base Atk** +1; **Grp** 4**Combat Gear** 20 masterwork crossbow bolts, *potion of cure light wounds*, *wand of color spray* (25 charges), *wand of magic missile (3rd)* (10 charges)**Spells Known** (CL 3rd, +4 ranged touch):1st (4/day)—*mage armor**, *magic missile*, *shield**0 (6/day)—*acid splash*, *dancing lights*, *daze* (DC 12), *ghost sound*, *ray of frost*

*already cast

Abilities Str 8, Dex 15, Con 12, Int 10, Wis 8, Cha 15**SQ** light sensitivity**Feats** Draconic Heritage (red)², Draconic Vigor², Red Dragon Lineage²**Skills** Concentration +5, Craft (trapmaking) +2, Hide +6, Search +2, Spellcraft +4**Description:** 2'3", 35 lbs. Deep purple scales with flecks of bright red. She wears a tattered, smelly robe lined with fur.**Goals:** Igix's only goals are power and wealth through the domination and expansion of her tribe.**Tactics:** Igix casts *mage armor* as soon as she hears intruders approaching her inner sanctum, and she casts *shield* when she hears them in the next room. Then she readies an action to *daze* the first person to try to attack her defenders or cast a spell. Igix is protected by four guards who carry longspears but are otherwise identical to standard kobolds. Her protectors try to keep intruders at a distance while Igix pelts them with ranged attacks. If Igix is wounded, she immediately retreats and drinks her *potion of cure light wounds*.**Treasure:** Igix keeps 250 gp, 4,000 sp, and 500

cp in a sack buried under a loose pile of earth (Search DC 15). A silver dagger is hidden under her sleeping mat.

¹ Uses dragonblood sorcerer substitution levels from *Races of the Dragon*

² *Dragon Magic* feat

Vonavinyn, Ice Mage **CR 4**

Female snow elf evoker 4
 CE Medium humanoid (elf)

Frostburn 34

Init +3; **Senses** low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Elven, Sylvan

AC 14, touch 13, flat-footed 11

hp 17 (4 HD)

Immune *sleep*

Fort +2, **Ref** +4, **Will** +5 (+2 vs. enchantments)

Spd 30 ft.

Melee longsword +1 (1d8–1/19–20)

Ranged masterwork longbow +5 (1d8/x3)

Base Atk +2; **Grp** +1

Combat Gear *amulet of natural armor +1*

Spells Prepared (CL 4th, +5 ranged touch):

2nd—*bear's endurance*, *ice darts*¹, *invisibility*, *numbing sphere*¹ (DC 17)

1st—*color spray* (DC 14), *endure elements*, *mage armor*, *magic missile*, *shield*

0—*detect magic*, *light*, *mage hand*, *mending*, *ray of frost*

Prohibited schools: enchantment, necromancy

Abilities Str 8, Dex 16, Con 13, Int 16, Wis 12, Cha 8

SQ energy affinity²

Feats Cold Focus, Scribe Scroll, Spell Focus (evocation)

Skills Concentration +8, Hide +6, Knowledge (arcana) +6, Move Silently +6, Spellcraft +10

Possessions combat gear, cold weather outfit

Spellbook as above plus 0—all except enchantment and necromancy; 1st—*burning hands*, *glaze lock*¹, *identify*; 2nd—*Leomund's tiny igloo*¹, *zone of glacial cold*¹.

Energy Affinity (Ex) Vonavinyn casts cold spells as a 5th-level wizard. To use this ability, she permanently gives up the ability to obtain a familiar.

Description: 5'3", 100 lbs. White hair, blue eyes. She wears an outfit of blue and brown with a fur-lined cloak and white leather boots. Around her neck she wears the symbol of the Ice Mages, a white square inside a blue circle.

Goals: Vonavinyn has been sent by the Ice Mages to investigate the Tower of Ice that lies 5 miles west of Keldrun. The Ice Mages believe the tower contains secrets about Cryonax, Prince of Evil Cold Creatures, but there appears to be

no way inside. Vonavinyn has brought 7 uldras with her. She and her servants will attack any PCs who approach her camp.

Treasure: Vonavinyn keeps 559 gp and 5 sp in a locked chest in her tent (Open Lock DC 20). The chest also contains notes about her research on the tower and her connection with the Ice Mages.

Vona's Uldra Minions (7) **CR 1/2**

Uldra warrior 1

CE Small fey

Frostburn 158

Init +0; **Senses** darkvision 120 ft., low-light vision; Listen +0, Spot +1

Languages Common, Sylvan

AC 16, touch 11, flat-footed 16

hp 7 (1 HD)

Resist cold 5

Fort +4, **Ref** +0, **Will** +0

Spd 20 ft.

Melee longsword +3 (1d6/19–20 plus 1 cold)

Ranged shortbow +2 (1d4/x3)

Base Atk +1; **Grp** –3

Atk Options frosty touch

Combat Gear studded leather, heavy wooden shield

Spell-Like Abilities (CL 1st, +2 ranged touch):

1/day—*speak with animals*, *touch of fatigue* (DC 10)

3/day—*ray of frost*

Abilities Str 11, Dex 11, Con 14, Int 10, Wis 11, Cha 8

SQ uldra traits

Feats Weapon Focus (longsword)

Skills Handle Animal +2, Knowledge (nature) +2, Ride +2

Frosty Touch (Su) As a free action, an uldra can infuse his hands with cold. While his hands are frosty, an uldra's unarmed attacks do an additional 1 point of cold damage. Any melee weapon an uldra wields deals an additional 1 point of cold damage on a successful hit. This additional damage does not stack with a magic weapon's ability to deal cold damage (if any).

¹ *Frostburn* spell

² *Unearthed Arcana* variant evoker ability

Fat One**CR 5**

Male advanced ettercap

NE Large aberration

Init +2; **Senses** low-light vision; Listen +5, Spot +9**Languages** Common**AC** 14, touch 11, flat-footed 12**hp** 77 (9 HD)**Fort** +9, **Ref** +5, **Will** +8**Spd** 30 ft., climb 30 ft.**Melee** bite +11 (2d6+6 plus poison) and 2 claws +9 (1d4+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +16**Special Actions** poison (DC 22, 1d6 Dex/2d6 Dex), web**Abilities** Str 22, Dex 15, Con 18, Int 6, Wis 15, Cha 8**Feats** Ability Focus (poison), Great Fortitude, Multiattack, Power Attack**Skills** Climb +10, Craft (trapmaking) +4, Hide +9**Web (Ex)** See *Monster Manual* 106. Escape Artist DC 20, Strength DC 24.**Description:** 12', 1,000 lbs. Fat, bloated body with dark purple skin, almost black.**Goals:** Fat One simply wants to feed. His ettercap minions have been hunting the peaceful centaurs that live in Keldrun Forest.**Treasure:** Fat One hides a pile of 1,700 gp and a +1 heavy mace in his lair.**Ettercap Brood Swarm****CR 3**

NE Tiny aberration

Dragon 343 68**Init** +2; **Senses** low-light vision; Listen +6, Spot +5**AC** 14, touch 14, flat-footed 12**hp** 18 (4 HD)**Fort** +3, **Ref** +3, **Will** +4**Spd** 15 ft., climb 15 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** —**Special Actions** distraction, poison (DC 14, 1d3 Dex)**Abilities** Str 2, Dex 15, Con 10, Int 2, Wis 10, Cha 2**Feats** Alertness, Great Fortitude**Skills** Climb +10, Listen +6, Spot +5**Distraction (Ex):** Any living creature that begins its turn with an ettercap brood swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round.**Ettercap Traps***Dragon* 343 70**Baited Limb and Poison Spikes:** CR 4; mechanical; location trigger; no reset; DC 22 Reflex save avoids; 20 ft. high (2d6, fall); crude ground spikes (Atk +5 melee, 1d4 spikes per target for 1d4+2 each plus poison); poison (ettercap poison, DC 15 Fortitude save resists, 1d6/2d6 Dex); Search DC 20; Disable Device 17.**Dancing Dead Man:** CR 2; mechanical; manual reset; Atk +5 melee (4d6 nonlethal plus liquid webbing); liquid webbing (ettercap web, DC 13 Escape Artist or DC 17 Strength check to escape; 6 hp, hardness 0, double damage from fire); Search DC 20; Disable Device 15.**Camouflaged Tripping Strand:** CR 1; mechanical; location trigger; automatic reset; Atk +15 melee touch (trip plus entangle); entangle (ettercap web, DC 13 Escape Artist or DC 17 Strength check to escape; 6 hp, hardness 0, double damage from fire); Search DC 27; Disable Device 15.

Abysax the Red **CR 8**

Male half-fiend human barbarian 2/fighter 4
 CE Medium outsider (augmented humanoid, native)

Init +4; **Senses** darkvision 60 ft.; Listen +7, Spot +2

Languages Common, Abyssal

AC 22, touch 15, flat-footed 22; Dodge, uncanny dodge

hp 55 (6 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +9, **Ref** +7, **Will** +3

Spd 40 ft., fly 40 ft. (average)

Melee +1 *greatsword* +13/+8 (2d6+8/19–20) or 2 claws +11 (1d4+5 magic) and bite +6 (1d6+2 magic)

Ranged +1 *composite longbow* (+5 *Str bonus*) +11/+6 (1d8+6/x3)

Base Atk +6; **Grp** +11

Atk Options Power Attack, Power Critical¹, rage 1/day

Special Actions Intimidating Rage¹

Combat Gear +2 *chain shirt*, *brooch of shielding*, *cloak of resistance* +1, *oil of keen edge*, 2 *potions of cure moderate wounds*, *ring of protection* +1

Spell-Like Abilities (CL 6th)

1/day—*deseccrate*, *unholy blight* (DC 14)

3/day—*darkness*

Abilities Str 20, Dex 18, Con 15, Int 16, Wis 10, Cha 10

Feats Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Balance +3, Climb +13, Escape Artist +3, Hide +3, Intimidate +9, Jump +13, Move Silently +3, Ride +13, Survival +5, Swim +12

Rage (Ex) While Abysax is raging, his statistics change as follows:

AC 20, touch 13, flat-footed 20; Dodge, uncanny dodge

hp 67

Melee +1 *greatsword* +15/+10 (2d6+11/19–20) or 2 claws +13 (1d4+7 magic) and bite +8 (1d6+3 magic)

Grp +13

Fort +11, **Will** +5

Abilities Str 24, Con 19

Skills Climb +15, Jump +15, Swim +14

Description: 6'6", 240 lbs. A towering, red-skinned man with long, black hair and leathery wings. His mouth is full of sharp teeth and his fingers end in claws. He wears a chain shirt over his bulging muscles and pants of animal hide. He bears a tattoo of a blue hawk on his right shoulder.

Goals: Abysax has come from the Vulg lands to the east, gathering followers by conquering other tribes. Aided and advised by the green hag Bu Lytha, he seeks to conquer Keldrun. His tribe consists of 20 3rd-level barbarians and 50 1st-level warriors, plus another 50 noncombatants.

Treasure: Abysax keeps 5,605 gp and 22,500 sp in a locked chest in his tent (Open Lock DC 25). These are spoils he has collected from defeated clans and tribes.

¹ *Complete Warrior* feat