

FROSTFIEND**CR 8****XP 4,800**

Male yeti sorcerer 8

NE Large monstrous humanoid (cold)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)**hp** 117 (14 HD; 8d6+6d10+56)**Fort** +10, **Ref** +9, **Will** +13**Immune** cold**Weaknesses** vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.**Melee** 2 claws +14 (1d6+5 plus 1d6 cold)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** cold, frightful gaze, rend (2 claws, 1d6+7 plus 1d6 cold)**Bloodline Spell-Like Ability** (CL 8th, +11 ranged touch)

6/day—elemental ray (1d6+4 cold)

Sorcerer Spells Know (CL 8th)4th (3/day)—*fire shield*3rd (6/day)—*fireball* (DC 17), *fly*, *protection from energy*2nd (7/day)—*acid arrow*, *invisibility*, *knock*, *scorching ray**1st (7/day)—*alarm*, *burning hands** (DC 15), *chill touch* (DC 15), *floating disk*, *mage armor*, *magic missile*0—*acid splash*, *bleed*, *dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *resistance*

*These spells always deal a type of damage determined by your element. In addition, the subtype of these spells changes to match the energy type of your element.

Bloodline elemental (water)

STATISTICS

Str 21, **Dex** 14, **Con** 19, **Int** 9, **Wis** 10, **Cha** 18**Base Atk** +10; **CMB** +16; **CMD** 28**Feats** Arcane Strike, Cleave, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Power Attack**Skills** Climb +22, Intimidate +20, Linguistics +0, Perception +9, Stealth +2 (+10 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)**Languages** Aklo, Common**SQ** bloodline arcana**NPC Gear** *headband of aluring charisma* +2, *lesser silent metamagic rod*