

## Archon, Ice

CR 15

CE Medium Outsider (Chaotic, Cold, Dark Archon, Evil, Extraplanar)  
**Initiative:** +11; **Senses:** Darkvision 60 ft., Low-light Vision

### Defense

**AC:** 35, **Flat-Footed:** 34, **Touch:** 11  
(+11 armor, +1 DEX, +13 natural)

**HP:** 136 (16d8+64)

**DR:** 10/good

**Fort:** +14\*, **Ref:** +17, **Will:** +14

**SR:** 28

\*+4 racial bonus on saves vs. poison

**Resistances:** None

**Immunities:** Cold, Electricity, Petrification

**Defensive Abilities:** Icy Ground

### Offense

**Speed:** 30 ft.

**Melee:** +2 Warhammer +28/+23/+18/+13 (1d8+13 plus Ice Hammer 19-20/x3)

**Ranged:** Ice Javelin +23 (1d6+9)

**Special Abilities:** Ice Hammer, Ice Javelin, Icy Wallow, Relentless Strike

### Statistics

**STR** 28 (+9)

**DEX** 24 (+7)

**CON** 19 (+4)

**INT** 12 (+1)

**WIS** 18 (+4)

**CHA** 13 (+1)

**Base Attack** +16; **Grapple** +25; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -5 (-5 armor, -0 shield)

**Feats:** Ability Focus (Aura of Menace), Combat Reflexes, Improved Critical (Warhammer), Improved Initiative, Power Attack, Weapon Focus (Warhammer)

**Skills:** Concentration +23 (+19 ranks, +4 con), Intimidate +20 (+19 ranks, +1 cha), Knowledge (any three) +20 (+19 ranks, +1 int), Listen +23 (+19 ranks, +4 wis), Search +20 (+19 ranks, +1 int), Spot +23 (+19 ranks, +4 wis), Use Magic Device +20 (+19 ranks, +1 cha)

**Languages:** Aquan, Common, *Tongues*

**SQ:** Aura of Menace, Dark Archon Traits, Fire Vulnerability, Magic Circle against Good, Outsider Traits, Teleport, *Tongues*

**Combat Gear:** None

**Other Gear:** +3 Full-plate, +2 warhammer

### Flavor

**Environment:** Any area that is routinely below freezing

**Organization:** Solitary, pair

**Treasure:** Double standard

*A wave of overwhelming cold blasts you as the creature before you reveals itself. It looks vaguely human in shape but its flesh appears to be composed of dark blue ice, in its frozen grasp it carries a heavy, frost-covered hammer and it is clad in wicked plate armor. As its gaze finally meets yours, a feeling of utter hopelessness and menace assails your body.*

Ice archons are harbingers of freezing death; they revel in sucking the warmth from their surrounding and leaving only frozen corpses in their wake. Granted sentence by dark gods and the will to fight by being ordained by foul blood-oaths, the ice archon is a calculated killing machine.

An ice archon looks roughly like a male human who stands almost seven feet tall; where a man would be crafted of flesh and bone an ice archon is formed by the very ice itself. For creatures as large as they are, ice archons weigh very little, sitting at just over two-hundred pounds.

During combat an ice archon trusts its melee prowess to win the day; it leaps at foes and attempts to crush them under the heavy blows of its warhammer. It trusts its armor and natural resilience to avail it all the protection that it will need. Ice archons disdain using their teleport ability except in the most trying of times (such as when they are about to die).

### Ability Information

**Aura of Menace (Su):** Any hostile creature within a 20-foot radius of an ice archon must succeed on a DC 21 will save or take -2 penalty on attacks, AC, and saving throws for 24 hours or until they successfully hit the ice archon that granted the penalty. A creature that has resisted or broken the effect cannot be affected again by the same ice archon's aura for 24 hours. The save DC of this ability is increased by +2 due to the ice archon possessing the ability focus (aura of menace) feat.

**Fire Vulnerability:** An ice archon takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Ice Hammer (Ex):** In the hands of an ice archon, the warhammer is a tool of great destruction. Whenever the ice archon strikes an enemy with a warhammer that creature takes 3d6 points of cold damage (no save).

**Ice Javelin (Ex):** As a free action, the ice archon can form javelins formed from solid ice (treat as normal javelins). These are typically thrown. An ice archon may make use of this ability once per round and any javelins thrown dissolve into nothingness one hour after creation.

**Icy Ground (Ex):** All terrain within 10 feet of an ice archon is treated as rough terrain. Creatures with the cold subtype are immune to the effects of this ability.

**Icy Wallow (Ex):** The ice archon is skilled at attacking foes who are hindered by its icy ground ability. The ice archon gains a +4 bonus to attack rolls against foes that have their movement hindered by its icy ground ability.

**Relentless Strike (Ex):** As a standard action the ice archon may make a power attack for up to half his base attack bonus and ignore the usual penalty to attack rolls (ex. If an ice archon were to power attack for 8 using this ability he would deal +8 points of damage (or +16 points of damage if using a weapon two-handed) but ignore the normal -8 penalty to attack rolls). This ability is usable once every 1d4 rounds.

### Lore

A successful knowledge (the planes) check will reveal the following information about an ice archon:

**DC 26** This is an ice archon, a rare type of dark archon. This reveals all outsider traits.

**DC 31** Ice archons, as their name would imply, are beings created of solid ice, as such, they are vulnerable to fire. This reveals all dark archon traits.

**DC 36** Ice archons are capable of hurling javelins made of ice, empowering their hammers with the greatest powers of cold, and causing nearby foes great troubles should they have the hubris to challenge an ice archon in melee combat.

### New Subtype: Dark Archon

Dark archons are the opposite of normal archons; whereas archons are paragons of good and law, dark archons revel in chaos and evil.

**Traits:** A dark archon possesses the following traits (unless otherwise noted in the creature's entry).

Darkvision out to 60 feet and low-light vision. Immunity to electricity and petrification.

+4 racial bonus on saves against poison.

**Aura of Menace (Su):** A depraved aura surrounds dark archons at all times. Any hostile creature within a 20-foot radius of a dark archon must succeed on a will save to resist its effects. The save DC varies with the type of dark archon, is charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that granted the aura. A creature that has resisted or broken the effect cannot be affected again by the same dark archon's aura for 24 hours.

**Magic Circle against Good (Su):** A *magic circle against good* effects always surrounds a dark archon (caster level equals the archon's hit dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

**Teleport (Su):** Dark archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

**Tongues (Su):** All dark archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.