



MEDIUM (5'X5')

LEVELS 1 THRU 10

FROST MAGE

STR	DEX	CON	INT	WIS	CHA
11	13	14	18	16	9
0	+1	+2	+4	+3	-1

The Frost Mage can perform 1x Dagger OR 3 Ice Bolts OR any combination of Hail, Shatter or Detect

Magic per turn.

Ice Bolt (3): Ranged single-or-multiple-target magic attack, 100' range, cold damage

Shatter non-magical object: Ranged single target magic attack, 40' range, shatters a non-magical object

Hail (3x p/day): AOE magic attack, 10' high x 20' radius from target location, 100' range, 3 turn duration

Detect Magic (3x p/day): Allows the Frost Mage to determine if an object has magical qualities, 100' range



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Dagger: Melee weapon attack, 5' range

The Frost Mage is part of the RPG adventure *Assault on the Spider Necromancer's Lair* from *GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	13	13	13	13	13	14	14	14	14	14
Hit Points	21	51	31	100	111	106	157	194	197	170
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Dagger	2	2	6 (1d8+1)	3 (1d4+1)	4 (1d6)	6 (1d8+1)	5 (1d6+2)	5 (1d6+2)	6 (1d8+1)	10 (2d6+3)
Ice Bolt	3 (1d4+1)	3 (1d4+1)	8 (1d10+2)	5 (1d6+2)	6 (1d8+1)	10 (2d6+3)	8 (1d10+2)	8 (1d10+2)	10 (2d6+3)	15 (3D6+5)
Hail	8 (1d10+2)	7 (1d8+3)	20 (4d6+6)	11 (1d12+5)	15 (3D6+5)	22 (2d12+9)	19 (4d6+5)	18 (6d4+3)	22 (2d12+9)	36 (4d10+14)

Other_____

Other_____



MEDIUM (5'x5')

LEVELS 11 THRU 20

FROST MAGE

STR 11 0	DEX 13 +1	CON 14 +2	INT 18 +4	WIS 16 +3	CHA 9 -1
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Additional information:

The Frost Mage can move up to a maximum 30' per turn.



The Frost Mage will use her **Freezing Wand** in conjunction with Shatter Object (the wine barrels) and attempt to freeze an adversaries feet in the pooled (and frozen) wine.

See the narrative for a complete description of the magic item called the **Freezing Wand**.

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Dagger: Melee weapon attack, 5' range

The Frost Mage is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	186	149	245	259	190	192	237	408	428	325
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Dagger	11 (1d12+5)	16 (3D6+6)	11 (1d12+5)	12 (4d4+2)	19 (4d6+5)	20 (4d6+6)	20 (4d6+6)	11 (1d12+5)	12 (4d4+2)	20 (4d6+6)
Ice Bolt	17 (2d10+6)	24 (8d4+4)	17 (2d10+6)	18 (6d4+3)	28 (4d8+10)	30 (6d6+9)	30 (6d6+9)	16 (3D6+6)	19 (4d6+5)	30 (6d6+9)
Hail	39 (8d6+11)	55 (8d8+20)	40 (8d6+12)	43 (6d8+17)	66 (6d12+27)	71 6d12 + 35	71 6d12 + 35	38 (3d10+17)	43 (6d8+17)	69 6d12 +32

Other_____

Other_____