FRIGIDARCH

Large Elemental (Air, Cold)
Hit Dice: 12d8+60 (114 hp)
Initiative: +11 (Dex, Improved Initiative)
Speed: 20 ft, burrow 20 ft
AC: 25 (-1 size, +7 Dex, +9 natural)
Attacks: 6 tentacles +15 melee
Damage: Tentacle 1d6+4 and 1d6 cold
Face/Reach: 5 ft by 10 ft/15 ft (with tentacles)
Special Attacks: Spell-like abilities, cold, summon elemental, freeze water, fracture ice
Special Qualities: Elemental, cold subtype, cold absorption, fast healing 5, all-around vision, burrow, damage reduction 20/+1, SR 23
Saves: Fort +9, Ref +15, Will +9
Abilities: Str 18, Dex 25, Con 21, Int 16, Wis 20, Cha 20
Skills: Climb +11, Hide +14, Knowledge (the planes) +9, Listen +12, Move Silently +14, Search +10, Spot +12, Wilderness Lore +11
Feats: Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse (tentacle)

Climate/Terrain: Any cold land, aquatic and underground
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Large); 23-36 HD (Huge)

The frigidarch is a very powerful form of paraelemental, also known as a "Frost King". There are only six of them known to exist, and they serve as generals in the armies of Cryonax.

This creature has a short but wide, pyramid-shaped, six-sided body which is about four feet high and eight feet in diameter. They scuttle about on their twelve short spike-legs set on the underside of their bodies. They have six long, slender, flexible jointed tentacles set around the rim of their body that end in a jagged icicle tip. The creature's head rests at the top of its body, at the apex of its geometric form. The only features of this head are six gleaming eyes spaced equally around the head, which allows it to see in all directions at once.

COMBAT
These icy arch elementals attack with all six of their tentacles each round, and can attack the same opponent with all of them, or attack multiple targets. A frigidarch can use up to three of its tentacles to cast its spell-like abilities, and can still make melee attacks with the other three.

Spell-Like Abilities: 3/day—cone of cold and ice storm; 1/week—control weather (only used to make temperature colder).

Once every 4 rounds, the frigidarch can use the following: chill metal, control winds, snow cloud (as an iceling with a duration of 12 rounds), and wall of ice.

These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Cold (Ex): Frigidarchs' bodies generate intense cold, dealing 1d6 points of damage with their touch and to those within 10 feet of its body. Creatures attacking a frigidarch unarmed or with natural weapons take
cold damage each time their attacks hit.

**Summon Elemental (Su):** Three times per day, a frigidarch can attempt to summon 3d4 shiverbugs, 1d6 icelings, 1d4 snowfuries, or 1d2 ice paraelementals (MotP) with an 80% chance of success.

**Cold Absorption (Su):** A cold-base attack cures 1 point of damage for each die it would otherwise deal.

**Fast Healing (Ex):** A snowfury heals only if it is touching a piece of ice of at least Medium-size or if the ambient temperature is freezing or below.

**All-Around Vision (Ex):** The frigidarchs' symmetrically placed eyes allow them to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. Frigidarchs can't be flanked.

**Burrow (Ex):** A frigidarch can glide through ice or snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *control water* spell cast on an area containing a burrowing frigidarch flings the frigidarch back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

**Freeze Water (Su):** A frigidarch can freeze water by touch, affecting up to 100 square feet per round. The ice will be one inch thick for every round the frigidarch spends creating it, to a maximum of six inches thick.

**Fracture Ice (Ex):** Frigidarchs have the uncanny ability to fracture ice by slashing it with their tentacles. Such fractures are never more than 10 feet long or one foot deep, but this is usually more than enough to fracture the patch of ice a character may be standing on.

**Elemental:** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

**Cold Subtype (Ex):** Cold immunity, double damage from fire except on a successful save.