

All the items and stat blocks from the Winter is Coming Blog Carnival

www.RovingBandOfMisfits.com

Silken Hat Level 11

This black hat is made from fine silk. It is shaped like a cylinder with a brim. How odd.

Wondrous Item 9,000 gp

Power (Daily - Conjuration): Standard Action. Place this hat on the ground to conjure a Simple Snow Golem (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Standard Action. Spend a healing surge. The Simple Snow Golem recharges its Thumpitty Thump Thump power.

Special: When used in conjunction with enchanted coal and an enchanted corn cob pipe, the conjured Simple Snow Golem can choose either fire or cold damage when making attacks.

Simple Snow Golem		Level 7 Brute
Large animate construct		XP 0
HP 20; Bloodied 10		Initiative as conjurer
AC 19; Fortitude 21, Reflex 18, Will 19		Tremorsense 10
Speed 6		
Immune cold	Vulnerable 5 fire	
Standard Actions		
☑ Broom Swat (broom) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d8 + 5 cold damage.		
☑ Thumpitty Thump Thump • Encounter		
The simple snow golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a broom swat attack against that creature.		
Str 20 (+8)	Dex 8 (+2)	Wis 8 (+2)
Con 16 (+6)	Int 3 (-1)	Cha 16 (+6)
Alignment Unaligned	Languages -	

Snow Golem	Level 16 Solo Soldier
Large animate elemental	XP 7,000
HP 616; Bloodied 308	Initiative +11
AC 32; Fortitude 32; Reflex 24; Will 28	Perception +10
Speed 6	Tremorsense 10
Immune cold; Vulnerable 10 fire	
Saving Throws +5; Action Points 2	
Traits	
❄ Frost Aura • Aura 2	
Any creature that starts its turn in the aura takes 15 cold damage	
Made of Snow	
The Snow Golem ignores difficult terrain in all snowy environments	
Standard Actions	
⚡ Thumpitty Thump Thump • Recharge ⏏ II	
<i>Effect:</i> The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces. When the golem first enters a creature's space, it uses Icy Blow against that creature.	
⚡ Icy Blow • At-Will	
<i>Attack:</i> Melee Basic 2 (one creature); +25 vs. AC	
<i>Hit:</i> 3d10 + 10 damage.	
❄ Snowball (cold, force) • At-Will	
<i>Attack:</i> Ranged Basic 10 (one creature); +21 vs. Reflex	
<i>Hit:</i> 2d12 + 12 cold and force damage, and the target is knocked prone.	
Move Actions	
❄ Snow Burrow • At-Will	
<i>Effect:</i> The Snow Golem shifts up to its speed. During this shift, the Snow Golem may move through enemy squares.	
<i>Special:</i> This power can only be used on snowy terrain	
Minor Actions	
📦 Pack it back on (healing) • Encounter	
<i>Effect:</i> The Snow Golem heals 150 hit points	
Triggered Actions	
📦 Missing Chunks • Encounter	
<i>Trigger:</i> when first bloodied	
<i>Effect (Immediate Reaction):</i> Chunks of the Snow Golem that have been hacked off form into 3 Snowmen that appear anywhere on the battlefield. These new monsters are placed in initiative immediately after the triggering attack.	
⚡ Stunning Snowball • At-Will	
<i>Trigger:</i> an enemy targets the Snow Golem with an attack that could stun or daze it	
<i>Attack (Immediate Interrupt):</i> Range 20; +21 vs. Reflex	
<i>Hit:</i> The target is stunned until the end of its next turn.	
<i>Special:</i> This attack does not provoke Opportunity Attacks	
Skills Endurance +17, Nature +15, Athletics +20	
Str 24 (+15)	Dex 18 (+12) Wis 15 (+10)
Con 18 (+12)	Int 15 (+10) Cha 21 (+13)
Alignment unaligned	Languages —

Snow Man	Level 16 Soldier
Medium animate elemental	XP
HP 50; Bloodied 25	Initiative +12
AC 32; Fortitude 33; Reflex 30; Will 25	Perception +16
Speed 4	Tremorsense 10
Immune cold; Vulnerable 10 fire	
Standard Actions	
⚡ Icy Slam • At-Will	
<i>Attack:</i> Melee Basic 1 (one creature); +23 vs. AC	
<i>Hit:</i> 2d12 + 11	
❄ Snowball • At-Will	
<i>Attack:</i> Ranged Basic 10 (one creature); +23 vs. AC	
<i>Hit:</i> 4d10 + 7	
Skills Endurance +18, Intimidate +18, Athletics +21	
Str 26 (+16)	Dex 14 (+10) Wis 17 (+11)
Con 20 (+13)	Int 15 (+10) Cha 20 (+13)
Alignment unaligned	Languages —

Frostbite **Disease**
Extreme appendages like fingers and toes turn black and go numb.

Stage 0: The target recovers from the disease.
Stage 1: The target takes a -5 penalty to all Dexterity-based skill checks
Stage 2: In addition to the effects of Stage 1, the target's speed decreases by 2.
Stage 3: In addition to the effects of Stages 1 and 2, the target takes a -2 penalty to Reflex defense.
Check: At the end of each extended rest, the target makes an Endurance check if the disease is at stage 1 or 2. An ally trained in Heal can make a moderate DC check to grant the target a +2 bonus to this Endurance check.
Easy DC Fail: The stage of the disease increases by one.
Easy DC: No Change
Moderate DC: The stage of the disease decreases by one
Special: When near a non-magical fire source, the target is granted a +2 circumstance bonus to this Endurance check. When inside a man-made structure (like a tavern), the target is granted a +4 circumstance bonus to this Endurance check.

FROSTBURN

Level: 6
Category: Volatile
Time: 30 minutes
Component Cost: See below
Market Price: 250 gp
Key Skill: Arcana or Thievery (no check)

Frostburn **Alchemical Item**
This glass orb has three compartments. When it hits the ground, a sheet of ice appears, drawing heat from the surrounding environment.

Lvl 6	150 gp	Lvl 21	18,000 gp
Lvl 11	700 gp	Lvl 26	90,000 gp
Lvl 16	3,600 gp		

Alchemical Item
Power (Consumable – Zone, Cold): Standard action. Area burst 1 within 5. Any creature starting its turn in the zone or moving through the zone must make a DC 15 Acrobatics check or fall prone. In addition, all creatures within the zone gain vulnerable 5 cold. The zone lasts until the end of the encounter.
Level 11: DC 19, vulnerable 10 cold
Level 16: DC 22
Level 21: DC 26, vulnerable 15 cold
Level 26: DC 29

Snow Drift **Obstacle**
Hazard
As you take a step onto what you think is snow covered solid ground, the snow gives way beneath you.

Hazard: An area of drifted snow covers a treacherous dip in the terrain.
Nature
 ♦ DC Moderate: Any character can make a Nature check to notice all snow drifts within 3 squares of him or her; Difficult DC in a snowstorm.

Trigger
 The hazard attacks whenever a character enters one of the hazard's squares.

Attack (Snow Drift)
Immediate Reaction **Melee**

Target: The creature that triggered the hazard.
Attack: Level +4 vs. Reflex
Hit: Level x d6 cold damage, and ongoing 5/10/15 (by tier) cold damage (save ends).
Effect: Any creature entering the snow drift is slowed until the end of its next turn.

Countermeasures
 ♦ Athletics Moderate DC: An adjacent character can tamp down the snow as a minor action, disabling that square's attack power, and turning that square of the snow drift into difficult terrain.
 ♦ Acrobatics Difficult DC: A character can move across the snow drift as if it were difficult terrain, and not trigger the attack power.

Snowy Tree **Single-Use Terrain**
Giving the snow laden tree a heavy knock sends its burden cascading over nearby foes.

Minor Action
Requirement: You must be adjacent to a snowy tree.
Check: Moderate DC Athletics check to knock the snow off the tree.

Success: The snow is knocked off the tree, making an attack in a close blast 3.
Target: Each creature in blast
Attack: Level +3 vs. Reflex
Hit: Ongoing 5/10/15 (by tier) cold damage (save ends)
Effect: The target is slowed (save ends) and the blast area becomes difficult terrain.