

REIGN OF WINTER TEMPLATES

Below are two templates that can be applied to any base 2e creature to give them winter theming. Winter-Touched does not adjust the base difficulty of the creature enough to justify a full level bump. Boreal should be considered a level increase.

WINTER-TOUCHED TEMPLATE

Level Adjustment: +0

Traits: the creature gains the Cold trait

Resistances: cold (low for level)

Damage: flat cold damage on all attacks (do not change total damage formula, turn 1d6 + 3 piercing into 1d6 + 1 piercing + 2 cold)

Spells: If 'minor' spellcaster add *ray of frost* as cantrip. If a 'full' caster add *snowball*, *cone of cold*, *polar ray*, or another cold descriptor spell as level appropriate.

Terrain Bonuses:

Choose 2:

- ignore difficult terrain from ice or snow, reduce greater difficult terrain to difficult terrain.
- ignore concealment from cold related weather effects, reduce hidden condition from such effects to concealed.
- +4 to survival checks to track in winter environments.
- +4 to stealth check in winter environments.

BOREAL TEMPLATE

Level Adjustment: +1

Traits: the creature gains the Cold trait

Immunities: cold

Weakness: fire (low for level)

Attacks: +1 to all attacks.

Damage: Add Xd6 cold to all attacks, this should be enough dice to bring the damage up one level from where they were.

Defenses: +1 to AC and all Saves.

Spells: If a spellcaster add one spell with the cold trait per spell level to spells known.

Terrain: Ignore greater difficult terrain from ice and snow, gain snowsight to ignore hidden and concealed from snowfall and other cold weather effects, +4 to survival checks to track in winter environments, +4 to stealth in winter environments.