

SNOW GOLEM

With a perverse sense of humour, or ill will, some build larger and more menacing snowmen. By use of magic, these larger snow golems can be granted false life and made to serve a magician's will.

Capable of building its own snowmen, a snow golem can build an army of cold hearted soldiers. Though the longevity or perceived threat of an army of snowmen is questionable, the snow golem itself is an imposing and intimidating creature.

SNOWMAN

Snowmen spring into being when nearby children are endangered, alerted by their pleas for help or their innate sense for danger.

Clumsy but well meaning, snowmen use their icy surrounding to slide quickly, otherwise reduced to a waddle, though the ice does also make it easy for others to slip over, usually resulting in laughter and happiness, though sometimes tears and injuries.



SNOW GOLEM

Huge construct, lawful evil

Armor Class 15 (natural armour)

Hit Points 133 (14d12 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	11 (+0)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 11

Languages Aquan, Auran, Common

Challenge 6 (2,300 XP)

Actions

Multiattack. The golem makes two attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) cold damage.

Snowball. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage plus 10 (3d6) cold damage.

Arctic Breath (Recharge 6). The golem exhales a chilling wind in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a success.

Build Snowman (Recharge 4-6). The golem builds a snowman in an empty space within 5 feet of it. The snowman acts as an ally of the golem and obeys its spoken commands. The snowman remains until it dies, or the golem that created it dies.

SNOWMAN

Medium construct, lawful good or chaotic evil

Armor Class 9

Hit Points 35 (10d8 - 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	8 (-1)	8 (-1)	13 (+1)	15 (+2)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 11

Languages understands Aquan, Auran, and Common but can't speak

Challenge 1 (200 XP)

Icy Aura. All creatures within 5 feet of the snowman have disadvantage on saving throws made to avoid being knocked prone.

Slide. The snowman can take the Dash action as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) cold damage.

Snowball. *Ranged Weapon Attack:* +1 to hit, range 20/60 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage plus 3 (1d6) cold damage.