

Frozen Gardens

Winter Special



By Jan Willem van den Brink, Jesse Winter,
Ismael Alvarez and Russ Brown



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INTRODUCTION

Welcome to the *Frozen Gardens Winter Special*. *Deadly Gardens* is a series of short PDF documents that each feature a brand new plant monster to use in your Pathfinder roleplaying game or OGL campaigns. In addition to a new monster, each volume will also feature supplemental material based around the natural wilderness theme. In this special volume of the *Deadly Gardens* series we are mixing a winter theme with our normal wilderness items.

In these pages we are presenting a total of four new monsters for you to use in your games. As you would expect we have two brand new plant monsters, the Prickly Cone Pine and the Shivervine, both with winter themes. We also have the icy menace of the Snow Goons and the Snow Titan, wintery constructs made of ice and snow. In addition to monsters we have information on the *Realm of Eternal Winter*, magic items from that frosty realm, new winter terrain types, winter weather conditions, new natural hazards, new natural items and rules to use them as natural power components for spells.

THE REALM OF ETERNAL WINTER

The *Realm of Eternal Winter* is a demi-plane much like the prime material plane except that it is always in the grip of a harsh winter. Some days are a bit

warmer than others but there is always some snow on the ground, never melting away completely. The sun is fixed directly overhead, but the days are short with only about 8 to 10 hours of light. When the sun fades, the temperature drops off sharply making the long nights extremely cold. Most days in the *Realm of Eternal Winter* should be treated as severe cold and nights should be treated as extreme cold as defined in the environmental rules in the *Pathfinder Roleplaying Game Core Rulebook*. In any case the temperature never reaches anything warmer than cold weather.

This icy realm is inhabited primarily by snow elves and barbaric tribes of yeti. The only creatures that can survive the unrelenting cold are ones with the cold subtype or are otherwise adapted to living in constant cold weather. In the center of the realm stands Crystal City – a fantastic city made entirely of sparkling ice. Crystal City and the surrounding area is ruled by the enigmatic fey creature known as the Ice Princess. More than a few days travel in any direction from the city is mostly unsettled wilderness. Many savage creatures roam these icy wilds. The ancient white dragon, *Caculgarath* claims the southern portion of the *Realm of Eternal Winter* as his personal domain.

The souls of those who freeze to death in the Realm of Eternal Winter often become trapped. The anguish of their deaths causes the souls become twisted evil spirits. When severe cold weather

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persists for an extended period of time in an area of the prime material plane, the barrier between the planes can break down. These evil spirits can then escape to the prime material plane. Once free, these evil spirits can inhabit effigies made of ice and snow and become snow goons.

MAGIC ITEMS

There are many magic items from the *Realm of Eternal Winter*. Here are two examples. The *Cask of Ancient Winters* is a major artifact.

CASK OF ANCIENT WINTERS

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 20 lbs.

DESCRIPTION

This is a small cask made of mithril and set with diamonds and sapphires. Opening the *Cask of Ancient Winters* immediately causes the surrounding area within 60 feet to become extremely cold. The area within 60 to 120 feet becomes severe cold and the area within 120 to 180 feet becomes cold. The longer the cask is left open, the larger the affected area will grow. The area of extreme cold will extend by 30 feet every day. The areas of severe cold and cold are always an additional number of feet equal to the area of extreme cold. Ice and snow will begin to accumulate in the affected areas but the *Cask of Ancient Winters* will remain near the surface, never covered by more than an inch or two of snow.

Within the areas of extreme and severe cold, anyone casting a spell with the cold descriptor or that deals cold damage gain a +1 circumstance bonus to caster level for that spell. Within the same area, anyone casting a spell with the fire descriptor or that deals fire damage must succeed at a caster level check with a DC of 20 + the spell's level or the spell is countered.

Closing the *Cask of Ancient Winters* requires a DC 30 Strength check. Once the cask is closed, weather conditions return to normal, but accumulated ice and snow remain and must melt naturally.

DESTRUCTION

The *Cask of Ancient Winters* can be destroyed by transporting it to the elemental plane of fire.

WINTER'S EDGE

Aura moderate evocation; **CL** 9th

Slot none; **Price** 45,510 gp; **Weight** 2 lbs.

DESCRIPTION

This +2 *frost short sword* has a blade made of sparkling blue ice. Anyone wielding a *winter's edge* is protected from cold weather as if they were affected by *endure*

elements. As a swift action the wielder may cause the icy blade to either grow to the size of a longsword or melt away to the size of a dagger. The blade may also be reformed as a short sword as a swift action. A *winter's edge* always functions exactly like a dagger, short sword or longsword depending on the current size of its blade.

Once per day, the wielder may choose to have the blade of a *winter's edge* shatter and send razor sharp shards of ice flying in a 15 foot cone, which must include the target of the original attack. Roll the damage for the attack normally, including extra damage for a critical hit if the attack was a critical hit, and apply to the original target. All other creatures in the cone take cold and piercing damage equal to the amount of the attack. A DC 16 Reflex save reduces the damage by half. After using this ability the wielder must spend a move action to regrow the blade of the *winter's edge*, at any size, before it can be used to attack.

If a *winter's edge* takes damage or gains the broken condition, the wielder may spend a move action to regrow the icy blade. This removes all damage and the broken condition.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *endure elements*, *ice storm*, *shrink item*; **Cost** 22,910 gp

TERRAIN TYPES

Cold or wintry conditions produce several unique terrain types that are not found in warmer climates or seasons.

GLACIER

A glacier is a large area covered in a thick layer of ice. Movement across a glacier is difficult, costing 2 squares of movement to enter a square of glacier. The icy terrain of a glacier is very rough, containing crevasses, ice cliffs and seracs. The DC of Acrobatics and Climb checks is increased by +5.

ICE

Icy ground makes movement difficult. It costs 2 squares of movement to enter a square of icy ground. In addition the DC of Acrobatics checks is increased by +5.

ICE, SMOOTH

Smooth ice forms when water freezes over any hard, relatively flat surface. It costs 2 squares of movement to enter a square covered in smooth ice. In addition, any creature standing in or moving through an area of smooth ice must make a DC 15 Acrobatics check to avoid falling prone. Acrobatics

checks for any purpose other than to avoid falling prone are impossible.

SNOW

Six to twelve inches of snow on the ground makes movement difficult. It costs 2 squares of movement to enter a snow covered square.

SNOW, DEEP

Snow deeper than four feet is extremely difficult to move through. Creatures may only move five feet (1 square) in deep snow.

SNOW, HEAVY

One to four feet of snow makes movement very difficult. It costs 4 squares of movement to enter a square covered with heavy snow.

SNOW DRIFTS

Windy conditions can cause snow to form drifts. Drifts are smaller areas of deep or heavy snow that accumulate against the windward side of walls, buildings or any object that diverts the wind.

WINTER WEATHER

Winter weather poses a threat to the unprepared in the form of cold and exposure. All of the following types of weather can be accompanied by the cold, severe cold or extreme cold conditions.

BLIZZARD

The extreme snowfall and strong winds of a blizzard produce whiteout conditions, obscuring all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment. The wind makes ranged weapon attacks impossible. Unprotected flames are extinguished and protected flames, such as in a lantern, have a 75% chance of being extinguished. A blizzard also produces either the heavy snow or deep snow terrain type depending on the length of the snowstorm. Blizzards are typically accompanied by severe or extreme cold condition.

FOG

Fog is a low lying cloud or mist that rises from the ground. It obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment.

RAIN

Rain reduces visibility ranges to half of normal and ranged weapon attacks and Perception checks are at a -4 penalty. Unprotected flames are extinguished

and protected flames, such as in a lantern, have a 50% chance of being extinguished.

SLEET

Sleet is freezing rain that reduces visibility ranges to half of normal and ranged weapon attacks and Perception checks are at a -4 penalty. Unprotected flames are extinguished and protected flames, such as in a lantern, have a 50% chance of being extinguished. Sleet also produces either the ice or smooth ice terrain type depending on the ground surface. Sleet is typically accompanied by the cold condition.

SNOWFALL

Snowfall reduces visibility ranges to half of normal and ranged weapon attacks and Perception checks are at a -4 penalty. A day of Snowfall can also produce the Snow terrain type. Snowfall is typically accompanied by the cold or severe cold condition.

SNOWSTORM

The rapid snowfall and wind of a snowstorm reduces visibility ranges to one quarter of normal and Perception checks are at a -8 penalty. The wind makes ranged weapon attacks impossible. Unprotected flames are extinguished and protected flames, such as in a lantern, have a 50% chance of being extinguished. A snowstorm also produces either the snow or heavy snow terrain type depending on the length of the snowstorm. Snowstorms are typically accompanied by the cold or severe cold condition.

WINTER HAZARDS

Winter terrain can conceal many hazards. The following section outlines a few of them.

CREVASSE [CR VARIES]

Found on glaciers or other areas of extremely thick ice, a crevasse is a large crack that penetrates deep into the ice. Typical crevasses range from 5 to 20 feet across and are typically twice as deep as they are wide. Crevasses are not hidden so they are easy to spot but anyone falling into a crevasse takes 1d6 points of falling damage for every 10 feet of depth. Additionally the bottom of the crevasse is filled with broken ice debris (Atk +10, 1d4 debris per target, 1d4+2 damage each). Climbing out of a crevasse requires a successful DC 30 climb check, and multiple checks may be required depending on the depth of the crevasse. The CR of a crevasse is equal to the depth/10 feet.

FROST WHEAT PATCH [CR 3]

Frost wheat patches are typically found in areas of tundra and snow, sometimes concealed by heavy snow fall. When prey approaches, it will attempt to entangle and drain warmth from creatures that walk into it. It possesses a simple predator's intelligence, and it can wait to strike. Cold climate cultures harvest frost wheat to brew beverages that stay cold, even in hot climates.

Frost wheat is considered difficult terrain costing 2 squares of movement to enter. It targets only living creatures, preferring ones that generate heat. Creatures caught in frost wheat must make a DC 15 Reflex save or become entangled. Entangled creatures then must make a DC 16 Fortitude save each round, suffering 1 Con damage until they escape. An entangled creature may attempt to break free as a move action, making a DC 15 Strength or Escape Artist check. Dealing any amount of cold damage to a frost wheat patch with an area effect will confuse its ability to sense heat for 10 minutes, rendering the area safe for crossing, or for harvest. Recognizing frost wheat requires a DC 14 Survival or Knowledge (nature) check. Those with a result of 18 or higher may also know how to fool and harvest it. A separate DC 16 Perception check is required to notice the patch when concealed in snow.

POLAR NEXUS [CR 2]

A polar nexus is a point (a single 5 foot square) on the prime material plane where the dimensional barrier between this world and the *Realm of Eternal Winter* as grown thin. The frigid energies of that plane leaking through will cause extended periods of cold and winter weather in the surrounding area. The area within 10 feet of the polar nexus is always extreme cold and within 20 feet is severe cold. Sometimes the evil spirits of snow goons can travel through the polar nexus where they look for suitable snow effigies to possess. Casting a spell with the cold descriptor within 40 feet of a polar nexus can cause an inhabitant of the *Realm of Eternal Winter* to be released through the nexus, at the GM's discretion.

SERAC [CR 4]

A serac is an ice column that is formed when internal pressure of the glacier creates intersecting crevasses and the column is pushed upward. Wind erosion will eventually weaken the serac causing it to become unstable. A successful DC 18 Knowledge (nature) check can identify an unstable serac, Moving within 10 feet of an unstable serac will cause it to collapse and potentially strike everything in a 20 foot line (Atk +15, 4d6 damage, all targets in a 20

foot line).

SNOW BRIDGE [CR VARIES]

A snow bridge is a layer of snow that covers and conceals the opening of a crevasse or pit in the ice. They are typically formed from a cornice that has extending far enough to reach the opposite side of the crevasse. Snow bridges are not structurally sound and will collapse if a small or larger creature moves across them. A snow bridge can be identified and avoided with a successful DC 20 Knowledge (nature) or DC 28 Perception check. The CR of a snow bridge is equal to 2 + the CR of the crevasse it conceals.

THIN ICE [CR 4]

When a lake, pond or other body of water freezes over completely the ice can become thick enough for creatures to walk on. This is treated as smooth ice. Sometimes the ice is too thin and brittle to hold the weight of the creatures walking on it. Areas of thin ice can be identified and avoided with a successful DC 16 Knowledge (nature) or DC 20 Perception check. A small or larger creature moving across an area of thin ice will fall through into the frigid waters below. A DC 20 Reflex save will allow the creature to grab the edge of the ice and a DC 15 Climb check or DC 12 Str check will let them pull themselves back onto the ice. A creature falling into the water is subject drowning and exposure to severe cold. Roll once per round for severe cold for any creature in the water.

PRICKLY CONE PINE

This pine stands out in the forest of evergreens due to its dark red bark, oversized pinecones and the vertical maw in its trunk.

PRICKLY CONE PINE

CR 12

XP 1,9200

N Huge plant

Init +3; Senses blindsight 120 ft., low-light vision, tremorsense 60 ft.; Perception +22

DEFENSE

AC 27, touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size)

hp 161 (17d8+85)

Fort +15, Ref +6, Will +9

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 3 slams +19 (1d8+9), bite +19 (2d6+9)

Ranged 3 spiked pinecones +11 (2d6+9)

Space 15 ft.; Reach 15 ft. (5 ft. with bite)

Special Attacks animate conifer

STATISTICS

Str 28, **Dex** 9, **Con** 20, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +12; **CMB** +23; **CMD** 30

Feats Critical Focus, Greater Weapon Focus (spiked pinecone), Improved Initiative, Iron Will, Lightning Reflexes, Sickening Critical, Skill Focus (Survival), Step Up, Weapon Focus (spiked pinecone)

Skills Perception +22, Survival +22

Languages Common

ECOLOGY

Environment cold forests and mountains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Animate Conifer (Su) A prickly cone pine can, as a move action, animate one large or larger coniferous tree within 60 feet of it. This ability cannot affect plant creatures. The prickly cone pine can choose any of the following four effects when animating a tree. All effects are centered on the animated tree.

Drop needles: The animated tree drops a cloud of needles in a 15 foot radius, hampering vision in the area. It continues dropping needles for one minute. For this duration, the prickly cone pine can't target the tree with its animate conifer ability. This ability is otherwise similar to *fog cloud*, except that wind has no effect on it.

Grasping roots: The roots of the animated tree make a trip attack against all creatures within 20 feet. The roots use the prickly cone pine's combat maneuver bonus. The roots do not provoke attacks of opportunity and cannot be tripped.

Shoot needles: The animated tree shoots a hail of needles in all directions. The needles deal 3d8 piercing damage to all creatures within 30 feet and cause them to be sickened for 1d4 rounds. A DC 18 Reflex save reduces the damage by half and negates the sickened effect. The save DC is Charisma-based.

Swing Branches: The animated tree lashes out with its branches. The tree deals 5d6 bludgeoning damage to all creatures within 15 feet. A DC 18 Reflex save reduces the damage by half. The save DC is Charisma-based.

Spiked Pinecone (Ex) Swinging its branches, a prickly cone pine can throw three spiked pinecones as a full round action or a single spiked pinecone as a standard action (make an attack roll for each pinecone). This attack has a range increment of 30 feet, with a maximum range of 150 ft. Spiked pinecones deal bludgeoning and piercing damage.

Found in dense, evergreen forests, this intelligent pine exerts a limited control over normal coniferous

trees in its vicinity. This allows the carnivorous plant to kill creatures out of reach of its own branches. The tree seldom moves from its spot, except to devour victims.

The prickly cone pine tree can grow to over thirty feet tall. It produces pinecones year-round. Apart from producing seeds, the cones also serve the tree as a deadly weapon. Full-grown pinecones are the size of an adult human's head and can weigh up to ten pounds. Some of the scales of the cones stick out and end in sharp points. A prickly cone pine flings these cones at its prey with great strength.

The vertical mouth near the base of the tree's trunk is filled with 'teeth' that look like short, sharpened stakes. Prickly cones rarely have anything to say, but when they do speak they utter words at a sluggish pace in a low, droning voice.



SHIVERVINE

Vines dripping with icicles extend out from a central stalk that is crowned with a beautiful crystalline flower that appears to be made of ice.

SHIVERVINE

CR 6

XP 2,400

N Large plant (cold)

Init +1; Senses blindsight 60 ft., low-light vision; Perception +2

Aura cold (20 ft.)

DEFENSE

AC 19 touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 67 hp (9d8+27)

Fort +9, Ref +4, Will +3

Defensive Abilities camouflage; Immune cold, plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 5 ft.

Melee 2 slams +10 (1d8+5 plus grab)

Ranged 3 petal spines +6 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks blood drain (1d2 Con), constrict (1d8+5), strangle

STATISTICS

Str 21, Dex 13, Con 16, Int –, Wis 14, Cha 10

Base Atk +6; CMB +13 (+17 grapple, +17 trip); CMD 24 (can't be tripped)

SQ camouflage

ECOLOGY

Environment cold desert, caves, and glaciers

Organization solitary, pair, patch (3-5)

Treasure incidental

SPECIAL ABILITIES

Aura of Cold (Su) A shivervine is surrounded by an aura of extreme cold. All creatures within 20 feet take 1d6 points of cold damage on the shivervine's turn.

Blood Drain (Su) A shivervine heals 5 hp each round it drains blood.

Camouflage (Ex) Since a shivervine looks like a cluster of icicles when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival

or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Death Throes (Su) When a shivervine dies its body explodes in a flash of intense cold dealing 4d6 points of cold damage to all creatures within the shivervine's aura of cold. A DC 17 Reflex save halves this damage. This save is Constitution-based.

Petal Spines (Ex) A shivervine can launch up to three petal spines from its flower base each round with a range increment of 30 feet. Most shivervines have about 34 petals.

Strangle (Ex) A shivervine has an unerring talent for seizing their victims by the neck. A creature that is grappled by a shivervine cannot speak or cast spells with verbal components.

All shivervines have a central plant that looks like a crystalline, frozen daisy with two large vines extending from the base. These vines grip the walls and ceilings of frozen caves and are often mistaken for dangling icicles because of the crystalline spikes that protrude from them.

From their rocky perches, shivervines ambush



prey by detaching from the walls to impale and constrict. Wounds from its spikes are often severe, but even more deadly is the shivervine's ability to quickly drain a foe's blood. Those that manage to escape a shivervine's grasp often fall victim to crystal petals fired from the daisy.

Having adapted to survive in frigid environments without loamy soil, shivervines absorb the blood of their prey for sustenance.

Many frost giant tribes cultivate shivervines to deter unwanted visitors, but these odd plants have other practical applications. Shivervines' ability to drain blood is also often utilized to drain meat for storage, assuming the plants are frequently supplied with new meat to curb their appetites.

SNOW GOON

This macabre, animated snowman sports wooden branches for arms and two black coal stones for eyes above a gaping maw filled with icicle teeth.

SNOW GOON

CR 6

XP 2,400

CE Medium construct (augmented outsider, cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, snow vision; **Perception** +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 72 (8d10+20)

Fort +2, **Ref** +3, **Will** +0

Defensive Abilities amorphous; **Immune** cold, construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., snow trek

Melee 2 claws +11 (1d6+3), bite +11 (1d8 plus 1d6 cold and critical freeze)

Special Attacks critical freeze

Spell-Like Abilities (CL 5th; concentration +6)

At will—*snowball* (DC 12)

STATISTICS

Str 16, **Dex** 13, **Con** —, **Int** 14, **Wis** 7, **Cha** 12

Base Atk +8; **CMB** +11; **CMD** 22

Feats Improved Initiative, Power Attack, Toughness, Vital Strike

Skills Climb +11, Perception +6, Stealth +9, Survival +6

Languages common

SQ freeze

ECOLOGY

Environment any cold

Organization solitary, pair, or gang (3-12)

Treasure standard

SPECIAL ABILITIES

Critical Freeze (Su) The bite of a snow goon carries a chilling cold. On a critical hit, the victim must succeed at a DC 15 Fortitude save or become fatigued. A creature that is already fatigued becomes exhausted instead. These conditions last until the creature spends 1 hour warming up in a place where the temperature is above freezing. The save DC is Charisma-based.

Freeze (Ex) A snow goon that uses freeze can take 20 on its Stealth check to hide in plain sight as an inanimate snowman.

Snow Trek (Ex) Snow goons can move through snow and icy terrain without any penalties or hampered movement.

Snow Vision (Ex) A snow goon can see perfectly well in snowy conditions and does not take any penalties on Perception checks due to snowfall, snowstorms or blizzards.

Snow goons are humanoid effigies constructed of ice and snow and inhabited by evil spirits from the *Realm of Eternal Winter*. A snow goon can only be constructed during prolonged periods of intense cold or in an area flooded by energy from the *Realm of Eternal Winter* such as a polar nexus. In fact, they are often created by accident in such conditions when someone builds a snowman which is then inhabited by the spirit of the snow goon.

Snow goons quickly multiply as they are able to build others of their kind. A single snow goon can construct another within 24 hours. Once there are two or more snow goons, each pair can build another overnight. When a snow goon gang has grown to half a dozen members or more, they will sometimes spend a week to create a snow titan to bolster their ranks.

CONSTRUCTING A SNOW GOON

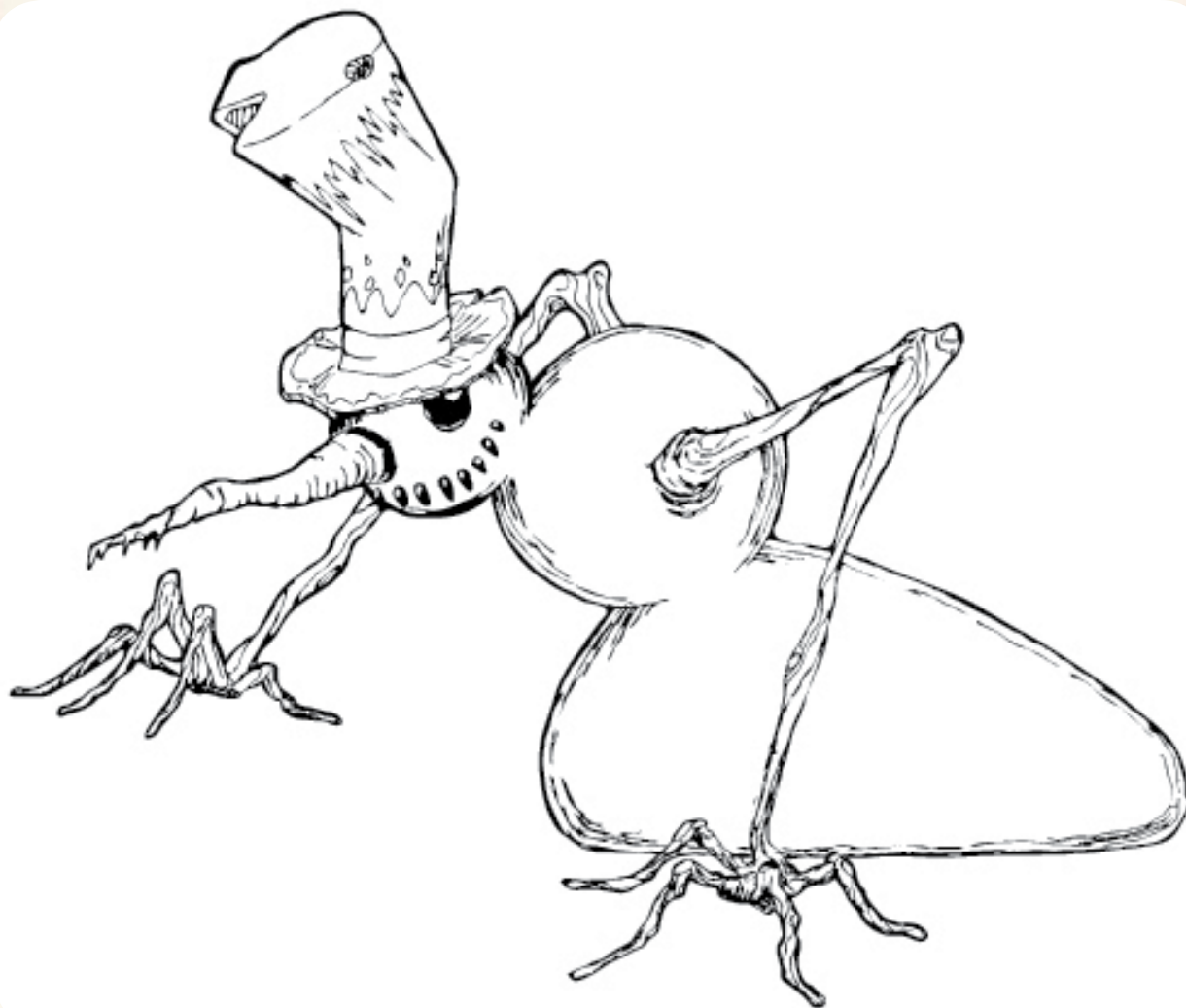
A snow goon's body is constructed of ice and snow with a living snowball as its heart, wooden arms and two pieces of coal for eyes. A carrot for a nose, top hat and scarf are stylish but not necessary.

SNOW GOON

CL 7th; **Price** 20,100 gp;

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *snowball*, creator must be caster level 7th; **Cost** 10,100 gp



SNOW TITAN

This giant, animated snowman stand 20 feet high. Deadwood logs form its arms and its eyes are two large black stones set above a gaping maw filled with icicle teeth.

SNOW TITAN

CR 12

XP 19,200

CE Huge construct (augmented outsider, cold)

Init +0; **Senses** darkvision 60 ft., low-light vision, snow vision; **Perception** +16

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 157 (18d10+58)

Fort +6, **Ref** +8, **Will** +4

Defensive Abilities amorphous; **DR** 10/magic; **Immune** cold, construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., snow trek

Melee 2 claws +24 (2d6+8), bite +24 (2d8+8/19-20 plus 2d6 cold and deep freeze)

Ranged snow boulder +16 (4d6+8 plus 1d6 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks deep freeze, snow boulder

Spell-Like Abilities (CL 7th; concentration +6)

3/day—flurry of snowballs (DC 13)

1/day—ice storm

STATISTICS

Str 26, **Dex** 11, **Con** —, **Int** 12, **Wis** 7, **Cha** 12

Base Atk +18; **CMB** +28 (+30 bull rush); **CMD** 38 (40 vs. bull rush)

Feats Awesome Blow, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Climb +26, **Perception** +16, **Survival** +16

Languages common

SQ freeze

ECOLOGY

Environment any cold

Organization solitary or with gang (3-12) of snow goons

Treasure standard

SPECIAL ABILITIES

Deep Freeze (Su) The bite of a snow titan carries a chilling cold. The victim must succeed at a DC 20 Fortitude save or become fatigued. A creature that is already fatigued becomes exhausted instead and one that is already exhausted becomes paralyzed. These conditions last until the creature spends 1 hour warming up in a place where the temperature is above freezing. The save DC is Charisma-based.

Freeze (Ex) A snow titan that uses freeze can take 20 on its Stealth check to hide in plain sight as an inanimate snowman. This results in a Stealth check of 12 due to its size.

Snow Boulder (Su) A snow titan can conjure a boulder sized snowball and throw it as a ranged attack with a range increment of 50 feet.

Snow Trek (Ex) Snow titans can move through snow and icy terrain without any penalties or hampered movement.

Snow Vision (Ex) A snow titan can see perfectly well in snowy conditions and does not take any penalties on Perception checks due to snowfall, snowstorms or blizzards.

A snow titan is a giant humanoid effigy inhabited by a powerful evil spirit from the *Realm of Eternal Winter*. A snow titan can only be constructed during prolonged periods of intense cold or in an area flooded by energy from the Realm of Eternal Winter such as a polar nexus. Most snow titans are constructed by gangs of snow goons that have grown to an unruly size, however it is not unheard of for an evil winter witch or other spellcaster to create one to serve as a minion.

Snow titans stand approximately 20 feet tall and weigh about 4,000 pounds.

NATURAL ITEMS

Natural Items are rare and unusual objects that have been harvested from plants, animals, magical beasts or other monsters. Typical natural items are portions of a plant's or creature's anatomy that give the creature its unusual powers or abilities, such as the glowing glands of a fire beetle. In this section we present a selection of new natural items. See *Deadly Gardens Extra: Natural Items* for

CONSTRUCTING A SNOW TITAN

A snow titan's body is constructed of ice and snow with a living snow boulder as its heart, wooden arms and two pieces of coal for eyes.

SNOW TITAN

CL 13th; **Price** 100,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *flurry of snowballs*, *ice storm*, creator must be caster level 13th; **Cost** 50,500 gp

the complete rules on harvesting and preserving natural items. It is available for free download at <http://rustedirongames.com/2015/11/26/deadly-gardens-extra-natural-items/>.

NATURAL ITEM DESCRIPTIONS

Each specific natural item has a description with the following elements.

Source and Harvest The creature from which the item can be harvested and the skill and DC required.

Yield The number of items or doses that can be harvested from each source creature.

Price and Weight The price and weight of the item.

Description This is the description of the items unusual properties.

FROST WHEAT

Source Frost Wheat Patch; **Harvest** Knowledge (nature) DC 18

Yield ½ bushel per 12 squares of Frost Wheat; **Price** 150 gp; **Weight** 30 lbs.

Frost Wheat can be used as normal wheat for most purposes, but can also be used to brew ale that is always cool to the taste even on the hottest of days.

LIVING SNOWBALL

Source Snow Goon; **Harvest** Knowledge (arcana) DC 16 **Yield** 2 snowballs; **Price** 100 gp; **Weight** ½ lb.

A living snowball is still imbued with some of the energy from the Realm of Eternal Winter. However that energy will quickly fade and the living snowball will melt after 3 days unless it is alchemically preserved and stored in freezing temperatures. A living snowball is required in the construction of snow goons, but can also be used as a weapon. Treat a living snowball as a splash weapon with a 30 foot range increment that deals 3d6 points of cold damage and 3 points of splash damage. The splash damage can be reduced to half with a DC 14 Reflex save.

LIVING SNOW BOULDER

Source Snow Titan; **Harvest** Knowledge (arcana) DC 22
Yield 1 snow boulder; **Price** 500; **Weight** 20 lbs.

A living snow boulder is still imbued with some of the energy from the Realm of Eternal Winter. However that energy will quickly fade and the living snowball will melt after 7 days unless it is alchemically preserved and stored in freezing temperatures. A living snow boulder is required in the construction of a snow titan. If a living snow boulder is rolled down a snow covered slope it will create a small avalanche. Any creature within 100 feet downhill in a 60 degree cone from the point the snow boulder is released could be caught in the avalanche. Anyone caught in the area is subject to battering by the avalanche (Atk +15, 4d6 damage). Anyone struck by the attack must make a DC 15 Reflex save to avoid being knocked prone and possibly trapped in the debris. The chance of being trapped is 20% plus the amount of damage taken. A trapped character is subject to severe cold conditions but must make a fortitude save every minute. A trapped character can free herself with a DC 25 Strength check or her companions can spend several (1d10) minutes digging them out.

SHIVERVINE WHIP

Source Shivervine; **Harvest** Knowledge (nature) DC 16
Yield 1 whip; **Price** 300 gp; **Weight** 2 lbs.

Trimming part of the vine from the Shivervine plant yields a subtle vine that can be used to create a weapon. A DC 20 Craft (weaponsmithing) check produces a masterwork whip or scorpion whip that is treated as if it was crafted from Frost-Forged Steel except that it has the hit points and hardness of leather.

SPIKED PINECONES

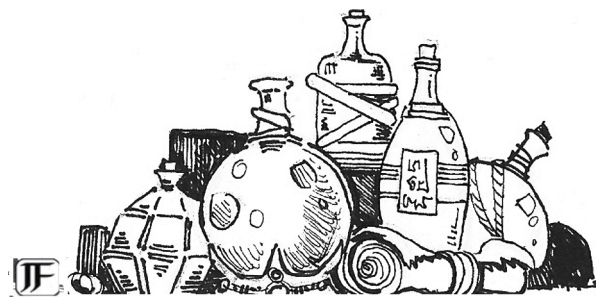
FROST FORGED STEEL

Weapons crafted from frost-forged steel channel cold away from the wearer; this does not grant the wielder energy resistance. Instead, the blade absorbs and channels cold to the parts of the weapon that contact enemies. If the weapon is exposed to 10 points or more of cold damage, the weapon adds +1d4 points of cold damage to its attacks for the next 2 rounds. If the wielder is wearing frost-forged armor and using a frost-forged weapon, this bonus damage increases to 1d6 points of cold damage and lasts for 4 rounds. This bonus damage does not stack with cold damage from weapon enhancements such as frost or icy burst.

Source Prickly Cone Pine; **Harvest** Knowledge (nature) DC 22

Yield 1d4 pinecones; **Price** 10 gp; **Weight** 8 lbs

The spiked pinecones of the prickly cone pine can be used as simple thrown weapons that deal 2d6 points of damage. The range increment is normally 30 feet, but due to the weight of the cones if the thrower's strength is less than 18, reduce the range increment by 5 feet for every 2 points it is below 18. A spiked pinecone is destroyed once it has been thrown.



YETI PELT

Source Yeti; **Harvest** Knowledge (nature) DC 14

Yield 1 pelt; **Price** 1,000 gp; **Weight** 5 lbs.

A yeti pelt can be made into a winter cloak or hide armor. A cloak will provide a +5 circumstance bonus on Fortitude saves against exposure to cold weather (counts as a cold weather outfit). Hide armor made from a yeti pelt can be enchanted with resist energy against cold for half price.

NATURAL POWER COMPONENTS

Similar to alchemical power components, a natural power component is a natural item used as a material component or focus for a spell in order to alter or augment the spell's normal effects. Spells followed by an (M) expend the natural item as a material component; those followed by an (F) use the item as a focus and do not expend it. In both cases, the item does not have its normal effect and does not affect any other parameters of the spell. You cannot use the same item as both a focus and a material component at the same time. The following is a list of natural items that can be used as power components.

LIVING SNOWBALL

The energy from a living snowball can be applied to several cold based spells.

Cone of Cold (M) Make ranged attack to throw the living snowball at a point with 20 feet. If you hit AC 10 then the spell originates from that point in the direction of your choice. If you miss, then the spell fails.

Fireball (M) The spell deals cold damage instead of

fire damage.

Flurry of Snowballs (M) Any creature that fails the Reflex save for the spell becomes fatigued from exposure to cold. A successful Fortitude save with the same DC as the Reflex save negates the fatigue.

Icy Prison (M) The DC of the spell's Reflex save is increased by +2.

Snowball (F) The DC of the spell's Fortitude save is increased by +2.

SPIKED PINECONE

Spiked pinecones can be used as natural power components for a number of plant related spells.

Barkskin (M) The target of the spell grows thorny spikes. Creatures striking the target of the spell with non-reach melee weapons, unarmed strikes or natural attacks take 1d4 points of piercing damage.

Plant Growth (M) When used for *overgrowth* the plants also become thorny causing 1d4 points of damage to anyone cutting away or moving through the overgrown area.

Plant Shape I, II or III (M) You also gain the benefits

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of thorn body for the first minute of the spell's duration.

Thorn Body (F) The duration of the spell is extended by 3 rounds.

PREVIEW

Look for our regular volumes in the *Deadly Gardens* series that should soon begin releasing on a monthly basis. In addition, our next special volume, the *Sunken Gardens Spring Special* will be available in April 2016.



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