



OH NO, IT'S...

TERRANCE

One of the big guy's elves has been
a bit naughty this year.

TERRANCE

A long held tradition of the far northern reaches of this realm are snowball fights that can rage on for days and nights. While the purpose is always joy and merriment, the competitive spirit of some that take part has gotten out of hand in recent years. One elf in particular, a former toy engineer by trade, has taken things even further this year by bringing forward his latest "toy" then Merry Maker. Equipped with four barrels of fully automated frozen fire power, this machine will change the landscape of snowball battles for ages to come. Who is behind this ghastly creation spreading fear and discordance amongst the elves? None other than Terrance.

Spending his formative years as an engineer's apprentice, Terrance always had a knack for taking things just a bit too far. It's rumored that he was the one behind the famed explosive gummy bear incident of '84, but Terrance has always denied that distinction. After spending years developing all manner of toys and treats for the children of the world, Terrance

became enamored with the snowball fights that would take place in the lead up to the holidays. Once all the toys were packed and ready for the big night, the elves of the northern reaches would make themselves merry by engaging in massive snowball fights.

One thing that Terrance noted that these fights lacked was efficiency and tactics. The elves simply looked at this as a past time fully of joy and a special time to let themselves go. Unfortunately, Terrance was a creature of focus, commitment, and sheer frozen will. He set to work creating all manner of machinery that could be utilized in the snowball wars. His armored snowmobile cavalry was a particularly loathsome addition to the icebound battlefields of the north, but it was his latest creation that has sent terror through the jocular hearts of the other elves.

When it was first debuted, the Merry Maker managed to knock out old Krimbo in the first round of combat. It was then that the other elves understood what they were up against. Other's noted that it looked like Terrance had been spending

TERRANCE

CREATURE 9

CN MEDIUM HUMANOID ELF

Perception +18; low-light vision

Languages Common, Elven, Fey

Skills Acrobatics +20, Crafting +20, Stealth +20 (+23 in snow), Holiday Lore +23

Str +4, **Dex** +6, **Con** +4, **Int** +6, **Wis** +3, **Cha** +3

AC 27; **Fort** +18, **Ref** +21, **Will** +18

HP 159; **Resistances** cold 10

Give Em' The Slip ➤ **Trigger** Terrance rolls a success on a Reflex save against an enemy's effect. **Effect** Terrance gets a critical success instead.

Speed 25 feet

Melee ♦ candy cane +16 (improvised), **Damage** 2d6+9 bludgeoning

Ranged ♦ merry maker +19 (range increment 60 feet), **Damage** 2d8+11 cold plus chilled weaponry

Chilled Weaponry Weapons wielded by Terrance gain the effect of the frost property rune.

Emergency Hot Cocoa ♦♦ manipulate; **Frequency** Once per hour; **Effect** Terrance downs a cup from his emergency hot cocoa dispenser restoring 6d8+20 Hit Points.

Let It Snow ♦♦♦ (manipulate); **Frequency** once per minute; **Effect** Terrance unleashes a barrage of snowballs toward a space within 100 feet of him. Creatures within a 20-foot radius of that space take 3d6 cold damage (DC 25 basic Reflex save). Creatures that fail their save are also slowed 2.

a lot of time bulking up of late. He credits his physique to his strict regimen of candy canes and Enhanced Hot Cocoa (EHC) as he calls it. No one is quite sure what he's concocted in that chocolaty mixture, but it has certainly lead to Terrance possessing and impressive athleticism that is sorely lacking from some of the other elves.

They say that war never changes, but with the introduction of such devastating weapons of snowball shaped reckoning, the battle itself has certainly been altered in a way that we may not be able to come back from. Who knows what Terrance will bring next year.

TACTICS

Terrance can rain down absolutely devastating damage from range and is best used as a back line combatant, preferably somewhere with good firing lines and plenty of things in front of him to soak up damage.

- Give em the slip makes Terrance especially adept at getting out of harm's way if spells are cast in his direction. Use it early and often to let him get out of the worst of player's damage dealing spells.
- Chilled weaponry gives Terrance powerful options to control the battlefield. He should be working often to slow down as many targets as possible to make for a better battlefield for the others on his team.
- Emergency Hot Cocoa is Terrance's fight reset. It gives him a lot of healing and can be a great surprise as he pounds hot cocoa and his wounds close.
- Cold resistance is quite beneficial as it lets him negate attacks that might be using the environment against him. Make sure to implement it.
- Let it Snow is Terrance's big boss moment. It rains down snow in an area and can be devastating if the players don't spread out.

SUGGESTED PAIRINGS

Terrance shouldn't be fought alone as he wouldn't stand much of a chance in a one-sided fight.

- Consider putting him in an elevated spot at the back of an arena where he can take cover often.
- You should always have a front line for Terrance. I recommend pairing him with other elves launching snowballs at the party or even trained animals that waylay the party on the way. Snow pit traps could also be a good idea to cause havoc on the field.



MERRY MAKER

ITEM 9

COLD MAGICAL

Price 650 gp

Usage held in 2 hands; Bulk 2

The joyous rounds of snowball fights that take place in the far northern reaches, past the wall of permafrost, are legendary amongst the workers at a certain beloved toy factory. With short days meant for work and play and long nights spent toiling away at projects, some of the elven residents of the factory started to innovate on their snowball throwing. One elf made such rapid advancement that others started to get worried. When he unveiled this 4 barrelled, fully automatic, wood and metal framed snowball cannon, they knew the game would never be the same.

Activate ◆ manipulate; **Frequency** Once per round; **Effect** You crank the handle once, firing a single snowball toward a target that you can see within 60 feet. The snowball deals 2d6 cold damage (DC 28 basic Reflex save). On a critical failure, the target is Slowed 1.

Activate ◆◆ manipulate; **Frequency** Once per day; **Effect** You rapidly crank the handle unleashing a barrage of snowballs toward a space within 100 feet of you. Targets within a 20-foot radius of that space are pelted by snowballs and must attempt a DC 28 Reflex saving throw.

Critical Success The target is unaffected.

Success The target is Slowed 1.

Failure The target is Slowed 2 and takes 3d6 cold damage.

Critical Failure As failure, but the target is Slowed 3

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