



## ECOLOGY

A translucent frame typically 8-10' tall, rumbling with the force of glaciers grinding against one another, the Rime Golem is an imposing sight at the very least.

Rime golems are often only found as conjurations bound to powerful Cryomancers, Warlocks and certain Necromancers. These constructs rarely occur in nature outside of the elemental planes and regions of deep frost, far beyond the reach of mortals. Rime Golems are so rare they are often sought after as prizes, being stolen and used as pawns in the personal wars and affairs of powerful arcane masters.

## COMBAT

Comprised entirely of ice and frost, the Rime Golems bears an elemental core in the center of its chest. This core is what gives life and signifies death, once the bright blue-white energy that crackles within sputters to a dim purple-black. Their bodies shift constantly, quickly adapting to any situation – weapons sprout, glassy camouflage forms and plates of ice materialize and reinforce. Preferred weapon and combat technique includes a crude, jagged blade of ice paired with a massive fist set to crush its foes, as it trudges fearlessly into the thick of melee.

## CONSTRUCTION & PURPOSE

Aside from the common duties golems are often created to carry out, Rime Golems are often spawned from the raw spite and hubris of their creator and surroundings. The precise, unrelenting demeanor these creatures exude is unrivaled by most other constructs, their sentience seeming much more calculated and sinister than the rest.

Means for creating these creatures is a well-kept secret, only known by the most powerful lichs, warlocks and wizards and their disciples, often nestled into the farthest recesses of the world. One thing is widely known about their creation however, it is said that before one can create a Rime Golem, they must pass through the cold embrace of death – a harrowing trial run by the Raven Queen herself that must be completed within the confines of the Shadowfell.

Rime Golem	Level 10 Elite Brute	
Large natural animate	XP 1000	
<b>HP</b> 256; <b>Bloodied</b> 128	<b>Initiative</b> +11	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22	<b>Perception</b> +9	
<b>Speed</b> 6 ice walk		
<b>Vulnerable</b> 5 fire <b>Resist</b> 10 cold <b>Immune</b> disease, poison, charm, sleep		
Traits		
<b>Frozen Path</b>		
The rime golem leaves a trail of ice and frost in its wake, all squares it touches become difficult terrain. Creatures without ice walk moving into or out of these squares must succeed a DC 22 acrobatics check or immediately fall prone.		
<b>Shattering Strategist</b>		
Creatures affected by a critical hit while suffering from Rime Nova's stun and immobilize conditions and are killed instantly.		
Standard Actions		
✂ <b>Jagged Swathe</b> (weapon, cold) • <b>At-Will</b>		
<b>Attack:</b> Melee 1 (one creature); +15 vs. AC		
<b>Hit:</b> 3d8 + 9 damage, and 5 ongoing damage (save ends)		
✂ <b>Benumbing Grasp</b> (unarmed, cold) • <b>At-Will</b>		
<b>Attack:</b> Melee 1 (one creature); +13 vs. Reflex		
<b>Hit:</b> 4d8 + 8 damage and the target is grabbed, make a secondary attack.		
<b>Secondary Attack:</b> +13 vs. Fortitude		
<b>Hit:</b> 5d8 + 9 damage and the target is weakened (save ends) and loses a healing surge		
<b>Miss:</b> half damage		
● <b>Rime Nova</b> (cold, force) • <b>Encounter (recharges when first bloodied)</b>		
<b>Attack:</b> Close Burst 3 (creatures in burst); +13 vs. Reflex		
<b>Hit:</b> 5d6 + 6 damage, the target is stunned, immobilized and takes ongoing 10 cold damage (save ends all)		
<b>Aftereffect:</b> Target is weakened (save ends)		
<b>Miss:</b> half damage and the target is slowed (save ends)		
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9)	<b>Wis</b> 18 (+9)
<b>Con</b> 18 (+9)	<b>Int</b> 18 (+9)	<b>Cha</b> 18 (+9)
<b>Alignment</b> Unaligned		<b>Languages</b> -
<b>Equipment</b> : -		