

Thin Ice Terrain Attack

That ice does look thin, and those orcs do look heavy. With a well-placed blow, this could be your lucky day.

At-Will ♦ Terrain, Ice

Standard Action †1

Requirement: You must be adjacent to a patch of ice and have an at-will or basic attack with the Axe, Hammer, Thunder, or Force keyword.

Target: all creatures fully on the ice terrain

Attack: (the stat that is used in the at-will or basic attack above) vs. Reflex

Hit: The target is dazed and takes 5 ongoing ice damage per tier (save ends both). The target may not save against this power if it occupies a square where the ice was.

Miss: Slide the target the shortest distance to a square not on the ice.

Effect: The sheet of ice is now broken to reveal the cold water beneath. All creatures entering an affect square treat as if hit by this power.

Shattered Crystals Terrain Reaction

Ice is sharp when it breaks, And it sure does break easily. With a well-timed shove, you can cut your opponent to ribbons.

At-Will ♦ Terrain

Immediate Reaction

Trigger: You must use forced movement to move a creature into a breakable structure of ice (The target may save to fall prone instead of moving into the object).

Target: One creature which you have moved into an ice structure.

Effect: 1d8+Wisdom damage, and the ice is shattered, transforming the squares it occupies into difficult terrain.

Snowball Terrain Attack

It might not be effective, but it sure is demoralizing.

At-Will ♦ Terrain

Minor Action †5

Requirement: You must have a free hand and be standing on snow.

Target: one creature

Attack: Dexterity + 3 vs. Reflex

Hit: 1d4 damage and any intimidate check you make against the target before the end of your next turn receives a +2 power bonus.

Special: Damage from a snowball cannot kill a creature. If a snowball reduces a creature to zero or fewer hit points, that creature is only knocked out until the end of the encounter.