

5E

AB
ABYSSAL BREWS



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 a lot of time bulking up of late. He credits his physique to

TERRANCE

Medium humanoid, chaotic neutral

Armor Class 15 (hide armor)

Hit Points 170 (31d8+31)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws DEX +5, CHA +4

Skills Acrobatics +5, Arcana +3, History +3, Sleight of Hand +5, Stealth +5

Damage Resistances cold

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elvish, Fey

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Ambusher. If Terrance has not been detected by a creature, its first attack against that creature is always a critical hit.

Sneaky In Snow. Terrance has advantage on stealth checks made while in a snowy environment.

Actions

Multiattack. Terrance makes three Merry Maker attacks.

Candy Cane. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage. Critical hits with this weapon blast the target with extremely strong peppermint cooling sensations causing them to be stunned until the start of their next turn.

Merry Maker. *Ranged Weapon Attack:* +5 to hit, range 60/100 ft., one target. *Hit:* 15 (3d8+2) cold damage. Creatures that are hit by snowballs from the Merry Maker take a 5 foot movement speed penalty until the start of their next turn.

Let It Snow (Recharge 3-6). Terrance unleashes a barrage of snowballs from his Merry Maker toward a space within 100 feet of him. Creatures within a 20 foot radius sphere of that space must attempt a DC 17 Strength saving throw, taking 4d8 cold damage and falling prone on a failed save or half as much damage and not falling prone on a successful one. Additionally, the area Terrance targeted becomes difficult terrain for 1 minute.

Reactions

Emergency Hot Cocoa. When Terrance is hit by an attack or spell attack that deals damage to him, he can use his reaction to chug a cup of emergency hot cocoa healing him for 8d4+8 Hit Points. Terrance's cocoa dispenser then takes 1 hour to produce a new cup of cocoa.

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.

- Sneaky in Snow combined with Ambusher means that you can set up quite a powerful situation where Terrance is waiting somewhere in cover near the back of the arena. When the players move forward, they will have a hard time detecting him and he can get a quick jump to cause a devastating opening barrage to the fight. This will likely send some panic through the players.
- The 5 foot movement penalty on Merry Maker will slow people regularly. Don't ignore it.
- 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.
- 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

Wondrous Item, Very Rare

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 barreled, fully automatic, wood and metal framed snowball cannon, they knew the game would never be the same.

While holding the Merry Maker in two hands, you can use an action to fire a single snowball from its internal ice machine toward a creature that you can see within 60 feet. The creature must succeed on a DC 17 Dexterity saving throw or take 1d8 cold damage and be blinded until the start of its next turn. You can do this 4 times before you must spend an action during your turn cranking the handle on the side of the mechanism to reload it.

Let it snow. Once per day, you can use an action on your turn to rapidly crank the handle unleashing a devastating blizzard of snowballs into the air. Choose a space that you can see within 60 feet to fire towards. Creatures within a 20 foot radius sphere of that space must attempt a DC 17 Strength saving throw, taking 4d8 cold damage and falling prone on a failed save or half as much damage and not falling prone on a successful one. Additionally, the area you targeted becomes difficult terrain for 1 minute. This ability resets daily at dawn.

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