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TUNDRA UPDATE

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CHAPTER 1: TUNDRA

Travelers to the pristine, interminable white of the far north can be certain of a number of things. They can be certain of its remoteness, for few men travel to the furthest reaches of this cold region. They can be certain of beauty, for the majesty of this unspoiled nature is second to none. And they can be certain of danger, for everything above a certain latitude wants to kill you.

The creatures that inhabit these environments are heartily adapted to bitter cold and scarce resources. Visitors to these regions, by contrast, are often at the mercy of the uncaring elements and must be wary of a myriad of dangers, which can strike at any moment. Food and heat are at the greatest premium in the frigid climates, where little grows, and apex predators prowl the land.

TUNDRA OF REALITY

There are a number of environments in the natural world which can suitably be called tundra, and a few which can resemble a tundra, if only briefly. Proper tundra are defined by a scarcity in deeply-rooted vegetation due to cold climates, short growing seasons, and limited sunlight. Fields of snow and colossal glaciers are common features of these landscapes, which grow even more common the further north or south you travel. In fact, any planet with a conventional orbit and moderate to cold climate is likely to have these so-called 'ice caps'.

Tundra can also be caused at very high altitudes, such as is in the case of snow-capped mountain ranges where little more than rocks and ice can be found. These locales can cover expansive areas where mountains dominate, and it's not inconceivable for people to travel for weeks or months to navigate them. A combination of mountainous regions and very high latitudes are an even more extreme combination, where winds howl endlessly and temperatures plummet.

Finally, the deep winters of certain regions, especially the longest and harshest winters, might resemble a tundra enough to warrant the same treatment. Certainly, residents in these places must adapt and plan for these winters, just as a traveler to the far north would.

TUNDRA OF FANTASY

The cold, arctic regions of your campaign need not conform to the rules of reality, however. In worlds of powerful magic, persistent snow and ice can be caused by



an epic spell or a portal to another plane which leeches heat from our own. It is important, however, that the magic and your campaign abides by its own set of rules.

A portal to a plane of great cold might cause havoc in a world. Far at the periphery, the tundra might appear as any other, but as one approaches the planar disturbance at its center, the magical nature of the region becomes clear. Icy winds surge toward the planar gate, carrying warm air from the world with it, and ever more deadly and magical creatures, like ice elementals and white puddings, spawn naturally near the center and sprawl outward looking for sustenance. Those that die here might find themselves being resurrected by cold necromancy as icegaunts, and the living might glimpse the terrifying form of a white dragon, or the dreaded shivhad.

Eternal winter can also be caused by powerful magic, such as the spell *fimbulwinter*, especially if such a spell can be made permanent. These ever-wintery lands are always out of place in their world, for they are bitter cold, yet are surrounded by temperate locales. Also, they are rarely to be found without a powerful spellcaster to enforce the curse upon the land. Winter must always come with some benefit to the spellcaster, so regions afflicted by magical winter might feature constructions of ice, like paved roads or magnificent castles carved from ice. Danger in these lands might be more constructed as well. A powerful wizard is more likely to raise an army of ice elemental soldiers than let packs of winter wolves roam his lands.

NATURAL HAZARDS

Most people that visit the far north aren't slain by vicious monsters or cursed by frigid fey. Rather, they pass quietly in their sleep, as the brutally cold nights claim another victim. Numerous hazards plague the tundra, for unending cold of this place alone can bring most visitors to their knees.

EXTREME HEAT AND COLD

TEMPERATURE

Stage	DC	Condition
1	10	Unbearable Heat
2	5	Hot
3	-	Warm
4	-	Cool
5	5	Cold
6	10	Arctic Cold

A character without shelter in extreme temperatures must make a Constitution saving throw at the end of each hour or gain one level of exhaustion. This DC increases by 1 for each hour of exposure. A character wearing the appropriate gear (such as winter clothes) is considered adapted to the environment, and does not need to make a saving throw, except in Unbearable Heat and Arctic Cold.

In the daytime, temperatures in the tundra peak at Stage 4 or 5.

At night, temperatures plummet to stage 5 or 6, introducing the risk of hypothermia to travelers caught without shelter. Firewood is a scarce commodity in the tundra, so the frigid nights are especially lethal.

AVALANCHE

Sudden, immense cascades of downhill snow, avalanches are one of the deadliest things in nature. Once an avalanche begins, each character in its path (which is generally the entire side of a mountain) must make a Dexterity saving throw. On a failed save, the character takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 18 Strength (Athletics) check as an action to dig free. On a successful save, the creature takes half damage, and is still knocked prone and buried. A creature that is buried and does not dig free in 10 minutes suffocates and dies.

BLIZZARD

Blizzards are immense storms of snow and ice which can freeze creatures to death and bury them whole. Each creature in a blizzard has disadvantage on Wisdom (Perception) and Wisdom (Survival) checks which rely on

sight. Each minute a creature spends in a blizzard, it takes 1 cold damage. If the creature is wearing winter clothes, it takes no damage.

Generally, creatures in an area about to be struck by a blizzard can make a DC 12 Wisdom (Survival) check to detect the danger 5 minutes before it strikes. This might be enough time to seek shelter or make other preparations, but it is generally not enough time to escape the blizzard's path.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

FROSTBITE

Even if a character is adapted to the environment, they must properly recover when taking a long rest by setting up camp, lighting a fire, and getting warm. Failing to do so carries the risk of frostbite, a condition where circulation to the extremities, like fingers and toes, is reduced, causing severe tissue damage. A character remaining in temperatures of stage 5 or 6 for more than 24 hours without taking a long rest to regain warmth must make a DC 14 Constitution saving throw or be frostbitten. A frostbitten character's maximum and current hit points is decreased by half its level.

A character can be frostbitten multiple times, suffering cumulative hit point penalties until death. If the character becomes warm within 24 hours of being frostbitten, the most recent hit point penalty is healed, but all others are permanent and can only be healed with a *resurrection* or *wish* spell.

SNOW BLINDNESS

Despite the bitter cold, the bright white of the snow can essentially sunburn an eye, causing a temporary loss of vision called snow blindness. A character traveling through bright, snowy territory for more than 8 hours must make a DC 10 Constitution saving throw or be temporarily blinded until it finishes a long rest.

THIN ICE

Sometimes, a frozen lake or pond might only appear to be so, with patches of dangerous thin ice. A character can detect a patch of thin ice with a successful DC 12 Wisdom

(Survival) check. If a character steps on a patch of thin ice, it must make a DC 15 Dexterity saving throw. On a failed save, the character falls into the icy waters below and takes 3d6 cold damage. It can climb out of the ice with a successful DC 12 Strength (Athletics) check, or with help from a nearby ally. Each round it begins in the water until the character escapes, it takes an additional 2d6 cold damage.

SUPERNATURAL HAZARDS

In a world filled with magic, the hazards of the tundra are made that much more perilous.

AURORA ARCANIS

Mysterious, dazzling lights can appear in the tundra skies. While these streaks of color, known as the aurora arcanis, are overhead, spells can't be cast, summoned creatures disappear, and even magic items become mundane.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed for the duration. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

CREEPING COLD

The creeping cold is a living crystal that feeds on heat. In daytime, it is content to grow in very small patches atop hills in the sunlight, but at night, this crystal spreads, aggressively coating any source of heat, such as living creatures, that it encounters. Creeping cold crystals spread 5 feet each round in the direction of the warmest object within 100 feet.

If a character touches a crystal of creeping cold, it takes 2d10 cold damage. At the beginning of its turn, the creature takes this cold damage again, and each turn until the crystals are removed, the damage increases by an additional 1d10. The crystals will only leave if presented with heat greater than that of the character's body, such as a torch or a spell which deals fire damage.

FLASH FREEZE

Magical tundra are prone to immensely cold squalls of low-pressure air known as flash freezes. A flash freeze sweeps through an area one instant, and vanishes the next. A creature can detect an oncoming flash freeze one round early with a successful DC 15 Wisdom (Survival) check. Each creature in the area of a flash freeze must make a DC 15 Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and its movement speed is halved for one minute. On a successful save, a creature takes only half this damage and its movement speed is not reduced.

ICEFIRE

In the height of ferocious blizzards, bright flashes of lighting, charged with elemental cold, sometimes streak through the sky. When this lightning touches the ground, it ignites icefire, a bright blue flame that burns cold and melts sheets of ice to water. Icefire can be found shortly after being ignited, in which case it fills a 5-foot cube, or after it has spread into a wildfire, in which case it fills up to 100 randomly distributed 5-foot cubes.

At the beginning of a round, each patch of icefire creates another patch of icefire adjacent to it in a space covered in ice that it not already ignited. A cube of icefire burns for 1 minute, and can be extinguished with one gallon of water or by dealing any amount of fire damage to it. If a character touches a patch of icefire or begins its turn within a space filled with icefire, it takes 4d10 cold damage.

INFRA-ICE ISLANDS

Perhaps the most unearthly sight of the far north are the floating islands of infra-ice. It is unknown how this special ice forms, but once frozen, it repels ordinary ice with such force as to levitate entire icebergs from the ground in an eerily still floating spectacle. This ice also influences the Weave in dramatic ways as well. While within 100 feet of an infra-ice island, spell attack rolls and saving throws against spells are made with advantage.





CHAPTER 2: CLASSES

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE FROSTRAGER

In the far north, there exists a tribe of barbarians for whom mastery of the cold is the ultimate expression of strength and power. Not content to simply live in the cold, these wild men seek to draw the cold into themselves, becoming one with the snow and the frost, and learning to master the tundra with nothing more than their bare hands. Though a great many perish while undergoing the brutal rites of initiation into this path, those that survive are terrifyingly strong and exceptionally hard to kill.

FROSTRAGE

At 3rd level, you learn how to draw out the ice in your veins and use it to demolish your foes. You gain resistance to cold damage and you are not at risk in Arctic Cold temperatures. Additionally, while you are unarmed and are not wearing armor or wielding a shield, you gain the following benefits:

- While raging, your skin ices over, granting you a +1 bonus to your AC.
- While raging, your hands ice over, creating long claws or spikes that allow your unarmed strikes to deal your choice of piercing, slashing, or cold damage.
- Your unarmed strikes deal 1d6 damage. As you gain levels in this class, your unarmed strike damage increases, as shown in the Frostrager Unarmed Strikes table.

FROSTRAGER UNARMED STRIKES

Barbarian Level	Unarmed Strike Damage
3rd	1d6
6th	1d8
10th	1d10
14th	1d12

LIVING GLACIER

A normal glacier is a fixture on the landscape, a mountain of ice moving a few feet each day at most. They are by no means static, but neither are they particularly rapid. A living glacier, on the other hand, moves in bizarre, unpredictable patterns and can suddenly leap into motion at a moment's notice.

At the beginning of each round, roll on the Living Glacier Movement table to determine how the glacier moves.

Characters can find themselves standing on top of or standing nearby a living glacier when it roars to life. While a living glacier is moving, each character on top of it must make a DC 12 Dexterity saving throw at the beginning of its turn or be knocked prone. If a living glacier moves into a space occupied by a creature, the creature is knocked prone, restrained under the ice, and takes 10d10 bludgeoning damage. If the ice does not move off of it, the creature takes an additional 10d10 bludgeoning damage each turn it remains under the ice.

GLACIER MOVEMENT

d10	Movement
1-2	The glacier doesn't move.
3	The glacier moves 10 feet northward.
4	The glacier moves 10 feet southward.
5	The glacier moves 10 feet eastward.
6	The glacier moves 10 feet westward.
7	The glacier moves 60 feet northward.
8	The glacier moves 60 feet southward.
9	The glacier moves 60 feet eastward.
10	The glacier moves 60 feet westward.

FROST CARAPACE

Starting at 6th level, you can thicken the ice sheet covering your body. While raging, you can use a bonus action to gain one of the following effects:

- **Frost Shell.** Until the start of your next turn, your armor class increases by 1.
- **Frozen Skin.** You gain 1d8 temporary hit points.
- **Ice Spikes.** Until the start of your next turn, any creature that hits you with a melee attack takes 1d8 cold damage.

ABOMINABLE

At 10th level, your mastery over the cold, snowy mountains of the north becomes absolute. Your speed increases by 10 feet when travelling over ice or snow, non-magical rough terrain does not slow your movement, and you gain a climb speed equal to your movement speed.

ICE REND

Starting at 14th level, you learn to shred your foes to ribbons with your ice. Once per round, after you hit a creature with two unarmed strikes while raging, you can deal additional damage equal to 1d12 + your Strength modifier.

BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF SKALDS

While most bards are content to catalog the great deeds of others and entertain drinking-halls with songs about legendary heroes, some take things a step further, dedicating themselves to a life of risk and danger so that they can write their own names into history.

This attitude is particularly common among the rugged peoples of the tundra, who view personal bravery as a principle virtue - and a vital tool for surviving in such a harsh clime. Indeed, the College of Skalds was founded by a storied poet-king in what was once his mountain stronghold. Now, the College itself is all that remains, and even reaching its doors is a stern test of a would-be skald's courage and endurance.

UNARMORED DEFENSE

When you choose this archetype at 3rd level, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier, as long as you are not wearing any armor. You can use a shield and still gain this benefit.

INSPIRE COURAGE

Also at 3rd level, whenever you grant a creature Bardic Inspiration, that creature gains a number of temporary hit points equal to your Charisma modifier.

BATTLE FURY

At 6th level, whenever there are two or more hostile creatures within 5 feet of you, your melee weapon attacks deal an additional 1d8 damage for each creature apart from the first.

LEGENDARY DEED

By 14th level, you gain the ability to channel some of your bardic magic into an aura of invulnerability that lets you perform the most heroic of deeds. As a bonus action, you



can expend a spell slot in order to gain a bonus to your Armor Class equal to the level of the slot you expended, up to a maximum of 5, for a duration of 1 minute. Once you have used this ability, you must complete a short or long rest before you can use it again.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

COLD DOMAIN

Clerics of the frigid winter gods tend to wander frozen wastelands, tending to the inhabitants there, or rescuing trapped adventurers. They serve as the primary line of defense for tundra tribes against fiends and undead who seek to amass forces in the desolate places of the world. There is a practicality and cynicism seen in cold clerics that is not found in many others. They witness the day-to-day brutality of nature in a way that others do, and are just as likely to let nature run its course as they are to resurrect someone who has died.

COLD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, snowshoes</i>
3rd	<i>animate snow, blur</i>
5th	<i>protection from energy, sleet storm</i>
7th	<i>ice storm, locate creature</i>
9th	<i>cone of cold, conjure elementals</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

SNUFF FLAME

Starting at 1st level, you can use your bonus action to extinguish any number of non-magical sources of illumination within 60 feet of you which can fit in a 5-foot cube.

CHANNEL DIVINITY: ICE SCULPTURE

Starting at 2nd level, you can use your Channel Divinity as an action to unleash the cold wrath of your god and freeze an enemy in place. Choose a hostile creature that you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the target is incapacitated and its speed is reduced to 0, as it becomes encased in a thick sheath of enchanted ice. The ice has an AC of 10, 15 hit points, and vulnerability to fire damage. A creature is freed from the ice when the ice is reduced to 0 hit points or when it thaws after 1 hour.

WHEN HELL FREEZES OVER

Starting at 6th level, when you use your Ice Sculpture Channel Divinity option against a fey, fiend, or undead, the target has disadvantage on its saving throw against being frozen.

DIVINE STRIKE

By 8th level, you gain the ability to infuse your strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 cold damage. At 14th level this increases to 2d8.

HEAT SINK

Starting at 17th level, your soul emulates your deity's cold nature and emanates a frigid aura that actively draws warmth from your surroundings. When a hostile creature starts its turn within 5 feet of you, it takes 2d10 cold damage.

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF BEAST RIDERS

The Circle of Beast Riders is composed of druids that walk in lock-step with the beasts of the wild, and learn to ride them, no matter how ferocious the beast. These druids travel far afield on the backs of wild creatures to defend the beasts of the wild from those that might harm them. And in combat, they are a terrifying force; where a knight may approach on the back of a warhorse, a beast rider will arrive atop a wild bear, wolf, or mammoth.

CIRCLE MOUNT

Starting when you choose this circle at 2nd level, you have a fearsome mount that carries you into combat. Your mount must be a Large beast, cannot fly, and can have a maximum CR of 1. You can control this mount even if it hasn't been trained to accept a rider. Its hit point maximum equals its normal maximum or four times your druid level, whichever is higher.

The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. All other rules of mounted combat apply.

If your mount dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of mount as before or a different one.

Starting at 6th level, you can tame a mount with a challenge rating as high as your druid level divided by 3, rounded down. At 15th level, you can also tame Huge mounts.

CAVALIER

At 2nd level, you can mount and dismount a creature without spending any movement.

You can also use your action to command your mount to take the Charge action. When a mount makes a Charge, it moves at least 10 feet in a straight line and can make one melee weapon attack against a creature within its reach. Additionally, when you command your mount to Charge, you can make one attack as a bonus action.

MOUNTED CASTING

At 6th level, your mount's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage as long as you are riding it.

Additionally, whenever you cast a spell which affects only yourself, you can choose for it to also affect your mount.

MOUNT WILD SHAPE

Starting at 10th level, your mount learns how to assume the shape of other beasts. As an action, you can expend two uses of Wild Shape to transform your mount into another Huge or smaller beast with a CR less than or equal to its own. Unlike your normal mounts, your wildshaped mount can fly, if its new form allows it to. Your mount follows all the rules of Wild Shape while transformed.

MAMMOTH RIDER

At 14th level, you can cast the spell *enlarge/reduce* spell on your mount at will.

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

TORCHBEARER

There are many creatures that haunt the blistering, frozen wastes of the north. For the small villages and tribes that dot the frigid landscape, these monsters are a constant threat; as such, the warriors of these groups have developed special techniques designed to prey upon these creatures' primary weakness: fire.

TORCHFIGHTING

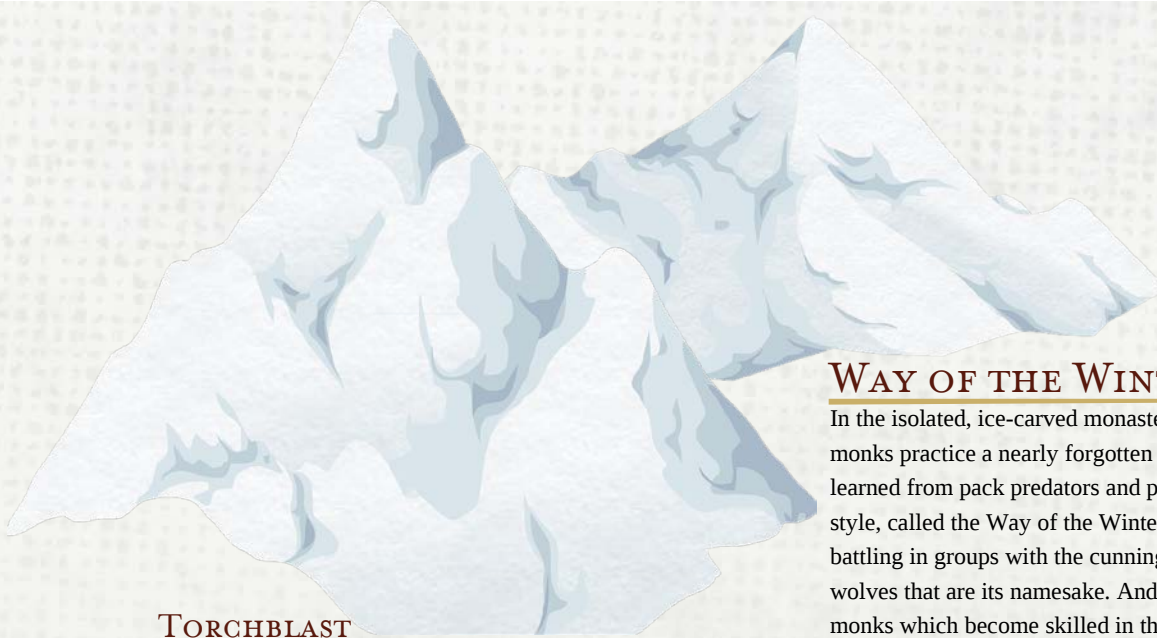
Starting at 3rd level, you become adept at fighting while wielding a torch. You can treat any torch you wield as a light, finesse melee weapon that deals 1d6 bludgeoning damage, or 1d6 fire damage if the torch is lit. Starting at 10th level, lit torches you wield deal an additional 1d6 fire damage on a hit.

Additionally, once per turn when you deal fire damage to a creature, you can deal an extra 1d8 fire damage.

WARMING LIGHT

Starting at 7th level, while you are wielding a lit torch, flaming weapon, or other form of heat-producing flame, you gain resistance to cold damage and you are not at risk in Arctic Cold temperatures. Additionally, torches you light burn for 8 hours and emit bright light out to 40 feet and dim light for an additional 40 feet.





TORCHBLAST

At 10th level, you can exhale sharply through a fire, blasting flame across a wide area. So long as you are near an open source of flame (such as a lit torch, flaming weapon, or campfire), you can use your action to breathe fire in a 15-foot cone. Creatures caught in the area of your fire breath must make a Dexterity saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus) or take 4d6 fire damage, or half that on a successful save.

At 15th level the damage of this ability increases to 6d6, and at 18th level the damage increases to 8d6.

RING OF FIRE

Starting at 15th level, you can use your torches to ward off and punish would-be attackers. While you are wielding a weapon that deals fire damage, you can use an action to take a defensive stance. Until the start of your next turn, any creature that comes into or attempts to leave your reach provokes an attack of opportunity from you which does not use your reaction.

INNER FLAME

Starting at 18th level, you can use a bonus action to ignite flames on any weapon you are wielding that does not already deal fire damage. That weapon deals an additional 2d6 fire damage per hit. This effect lasts for 1 minute or until you drop the weapon you are wielding.

MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE WINTER WOLVES

In the isolated, ice-carved monasteries of the north, skilled monks practice a nearly forgotten art of combat, one learned from pack predators and perfected by man. This style, called the Way of the Winter Wolves, emphasizes battling in groups with the cunning and ferocity of the wolves that are its namesake. And like the winter wolves, monks which become skilled in this technique also learn to channel their ki into immense cold, to produce a breath of lethal ice.

KEEN HEARING AND SMELL

Starting when you choose this tradition at 3rd level, you adopt the senses and abilities of a wolf. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

FANGS OF WINTER

At 3rd level, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can spend one ki point to deal an additional 1d8 cold damage.

ARCTIC ATTUNEMENT

Starting at 6th level, you gain resistance to cold damage and are not at risk in Arctic Cold temperatures. You ignore difficult terrain created by ice or snow.

Additionally, when you are obscured by ice or snow, you can attempt to hide as a bonus action, even if only lightly obscured.

FRIGID FOG

Starting at 6th level, you can use your action and spend 2 ki points to exhale a breath of icy fog in a 20-foot-radius sphere, centered on yourself. The sphere spreads around corners, and its area is heavily obscured, though you can see through it normally. It lasts for one minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature other than yourself that enters the fog for the first time or ends its turn there takes 1d6 cold damage.

WOLF OF WINTER

Starting at 11th level, you can spend 3 ki points as a bonus action to animate a mass of snow and ice into the form of a winter wolf. This artificial wolf has the statistics of a winter wolf. The wolf appears in an unoccupied space that you can see within 30 feet and acts on its own initiative. The winter

wolf obeys your commands and is friendly to you and your allies. The wolf crumbles into snow and ice after 1 hour.

Starting at 17th level, the wolf remains for 8 hours.

BREATH OF ETERNAL FROST

Starting at 17th level, you can spend 5 ki points to cast *cone of cold*.

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF WINTER

The Oath of Winter is a concord between a paladin and an ancient being of ice, Father Winter. With this treatise, the paladin swears to stand vanguard against the cold, but neither to unseat Father Winter from his throne of ice. So long as the paladin upholds this concord, he is made one with the winter's ice, and protected from its ravages.

TENETS OF WINTER

Your concord with Father Winter is based on the following principles:

Winter's Snow. Though the winter is long and harsh, it is not altogether evil. Your concord with Father Winter himself is proof of that.

Winter's Wind. With the coming of winter frosts are harsh dangers and frigid creatures not found in the summer. It is your duty to protect the innocent from this peril.

Winter's Throne. To seek to unseat Father Winter from his throne of ice is to break your vow. No matter the evils of his reign, you must not break your concord.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>icicle javelin, snowflake shield</i>
5th	<i>animate snow, gust of wind</i>
9th	<i>ice claw prison, sleet storm</i>
13th	<i>ice shape, ice storm</i>
17th	<i>cone of cold, geas</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Ice Armor. As a bonus action expending your Channel Divinity, you can wreath your armor in a thick layer of protective ice, which must be chipped away before you are harmed. You gain temporary hit points equal to twice your paladin level + your Charisma modifier. You subtract fire damage from your temporary hit points as if you were vulnerable to it, but if this fire damage reduces your temporary hit points to zero, you take no additional damage from it, as your melting ice neutralizes the excess heat.

North Wind. You can use your action to breathe a hoary wind, expending your Channel Divinity. Each creature within a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d8 cold damage for each point of your proficiency bonus, and its speed is reduced by half until the beginning of your next turn. On a successful save, a creature takes half as much cold damage.

A creature killed by this ability becomes a frozen statue until it thaws.

FRIGID AURA

Beginning at 7th level, you emanate bitter cold and draw heat from the room. You and friendly creatures within 10 feet of you have resistance to cold and fire damage.

At 18th level, the range of this aura increases to 30 feet.

ICEFLESH

By 15th level, your blood freezes in your veins. When you take damage, you can use your reaction to halve the damage you take.

FATHER WINTER

Starting at 20th level, you can invite upon yourself the purest cold, becoming an effigy of Father Winter himself. For the next hour, you gain the following benefits:

- You are immune to cold damage.
- On your turn, you can draw the heat from the room, extinguishing any nonmagical fires you can see within 30 feet (no action required.)
- Creatures within 5 feet which deal damage to you with a melee weapon attack immediately take 2d10 cold damage.
- The ground surrounding you rapidly ices over. Spaces adjacent to you are considered difficult terrain for creatures that you choose.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

PRIMEVAL CONCLAVE

All rangers are at home in the wilderness, drawing strength from their closeness to nature - but only a relative few take this one step further to actually become part beast themselves. These warriors, known as primevals, reach back through their racial memories to forge a bond with the animal spirits that once lived alongside ancient humanoids. The tribespeople of the frozen tundra, whose cultures and traditions preserve some of the old ways, are particularly adept at this, relying on the might of their primeval champions to defend themselves against the march of civilization.

PRIMEVAL FORM

When you choose this conclave at 3rd level, you can use your bonus action to assume the shape of an arctic beast. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your ranger level determines the beasts you can transform into, as shown in the Beast Shapes table. You cannot use this ability to transform into any beast not in the table. You can stay in a beast shape for a number of hours equal to half your ranger level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- You can add your proficiency bonus to attack rolls you make while in beast form.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form,

Revised Ranger

This archetype makes use of the revised ranger class. If you wish to use it with the ranger included in the SRD, remove the Wild Multiattack feature at 5th level.

you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

BEAST SHAPES

Ranger Level	Forms
3rd	Brown Bear, Dire Wolf, Giant Penguin
6th	Giant Elk, Polar Bear, Sabre-Toothed Tiger, Snow Spider
9th	Glyptodon (Ankylosaurus), Winter Wolf
12th	Giant Snow Spider
15th	Young Remorhaz
18th	Mammoth



WILD MULTIATTACK

At 5th level, when you take the Attack action in your beast form on your turn, you can make an additional attack as a bonus action.

PRIMAL STRIKE

At 7th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FEROCIOUS SPELLCASTING

Starting at 11th level, you can add your Wisdom modifier to the damage you deal with spells.

FERAL LINK

When you reach 15th level, the animalistic power of your Primeval Form begins to leak into your natural body. While in humanoid form, your base walking speed increases by 10 feet, you have advantage on all Wisdom (Perception) checks that rely on smell or hearing, and you gain darkvision out to a range of 60 feet if you do not have it already.

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

SLICK MOUNTEBANK

Some people of the north are infamously aloof. Typifying this is a unique breed of rogues who are often found in snowy lands: the slick mountebanks. These charming scoundrels spend their lives by the fireside in luxurious lodges and chalets, basking in the adoration of their fellows. In combat they cut dashing figures, disabling their foes using icy-slick maneuvers and sheer force of presence.

COOL CUSTOMER

When you choose this archetype at 3rd level, you gain the ability to take the Hide action while in plain sight, by making a Charisma (Stealth) check to act nonchalant. This ability does not function in combat, and you cease to be hidden if you attack, cast a spell, or act out of the ordinary.

COLD SHOULDER

Starting at 9th level, if you move at least 10 feet in a straight line, you can use your bonus action to shove a creature.

FROSTY GAZE

By 13th level, you are so cool that people clamor for your attention and feel physical pain when you reject them. As an action, you can force a creature within 60 feet that you can see and the can see you to make a Wisdom saving throw against a DC of 8 + your Charisma modifier + your proficiency bonus. On a failure, the creature takes 4d6 cold damage and is incapacitated for one round. Once a creature has been affected by this ability, it is immune to it for 24 hours.

CHILLIN' LIKE A VILLAIN

At 17th level, you master the art of relaxation. You regain all your hit points when you take a short rest. In addition, you and anyone who takes a long rest with you may break their long rest into two non-consecutive 4-hour chunks and still gain the same benefits of a normal long rest.

SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

RIMEBORN

Your innate power is tied to the fundamental forces of cold. You might have been left to die in the icy wasteland and experienced a moment of zero temperature, or you might have been born amidst a cursed winter. However you came into your power, the cold is now a part of you at the deepest level. Your skin is ice to the touch and you draw heat in from the air around you. Even your spells are tinged with ice, for your cantrips can freeze your foes in their tracks.



FREEZING CANTRIP

Starting at 1st level, whenever you deal damage with a sorcerer cantrip on your turn, you can use your bonus action to wreath the spell in frigid ice. The spell deals cold damage instead of its normal damage type and the target's speed is halved until the beginning of your next turn.

ICE WALL

By 6th level, as a bonus action, you can create a wall of ice on a solid surface within 30 feet. The wall is 2 feet thick, 10 feet high, 10 feet wide, and lasts for one minute or until you use this ability again.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall of your choice. Or, if there is space for the creature above the formed wall, you can choose for it to be pushed up atop the wall when it is formed.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points, and it is vulnerable to fire damage. Reducing the wall to 0 hit points destroys it.

FROZEN SARCOPHAGUS

Beginning at 14th level, as an action, you can encase yourself in protective ice for a short time. Until the beginning of your next turn, you can't move or act. During this duration, you have immunity to bludgeoning, piercing, and slashing damage and resistance to all other damage.

The magical cold also mends your wounds. When you are frozen, you regain hit points equal to your sorcerer level + your Charisma modifier.

Once you use this ability, you must complete a short or long rest before using it again.

COLD SNAP

At 18th level, you can use your action to unleash a blast of freezing energy, potentially freezing solid those around you. Each creature you choose within 30 feet of you must make a Constitution saving throw or be paralyzed until the beginning of your next turn.

Once you use this ability, you must finish a long rest before using it again.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and

expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE NORTH WIND

Sometimes known by the name Boreas, the Old North Wind is the immortal harbinger of winter and ice. It is a bitter, merciless entity, constantly in battle with his three brothers. However, he hates none more so than the South Wind. Once a year, he begins to win in his struggle, driving the frosts further south, but each time victory seems nearest, his brothers ally against him, and the frosts recede once again.

The North Wind vows to blanket the entire world in endless winter, and schemes endlessly against his the warm creatures of the world. He empowers and employs warlocks to strike out against them further south where he himself cannot venture.

NORTH WIND EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall, snowflake shield</i>
2nd	<i>animate snow, gust of wind</i>
3rd	<i>frostmail, wind wall</i>
4th	<i>ice shape, ice storm</i>
5th	<i>cloudkill, cone of cold</i>

MARK OF THE NORTH

Upon forging the bond with your patron at 1st level, a magical tattoo appears on your body, which you can use as an arcane focus for your warlock spells. You can change the damage of any warlock cantrip you cast to cold damage.

Additionally, you gain resistance to cold damage and are not at risk in Arctic Cold temperatures. You ignore difficult terrain created by ice or snow.

GLACIAL PRISON

At 6th level, you can use your power to freeze enemies. Whenever you deal cold damage with a spell of 1st level or higher, you can force all enemies affected by the spell to make a Constitution saving throw. On a failure, a creature is stunned until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

ICE GLIDE

At 10th level, you can briefly float with the north wind beneath your feet. You gain the ability to fly at your normal movement speed. You must begin and end your movement on solid ground, otherwise you fall.

TIME FREEZE

By 14th level, you can momentarily freeze time itself, allowing you to take an action as a bonus action instead. Other creatures can't use their reactions while you take this action. After using this ability, you must take a short or long rest before using it again.

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF SIMULACRA

Many view the snow as a byproduct of cold weather and a portent of colder times to come, but wizards have long known the potential of snow and ice as special components for their spells. With the right words and gestures, a particularly long ritual, and a potent illusion, a mass of snow or ice can be molded into the exact likeness of a creature, creating a lifelike doppelganger known as a simulacrum.

This spell has such versatility and such usefulness, an entire school of magical thinking has sprung up around its use: the School of Simulacra. Its practitioners are called simulators, and are always, except in rare circumstances, accompanied by simulacrums of their own creation.

COPYCAT

Starting at 2nd level, your study of simulacra has taught you the amazing skill of copying almost anything you

watch. When a creature you can see makes an ability check, attack roll, or saving throw, you can use your reaction to record the result of that roll and the type of roll it was (an ability check or saving throw using a particular ability score, or a melee, ranged, or spell attack roll). When you make a roll of the same type, you can replace your roll with this recorded roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MINOR SIMULACRUM

Starting at 6th level, when you finish a long rest, you can create an illusory duplicate of yourself or another willing creature in your company. The duplicate is a creature, partially real and formed from ice or snow and lasts for 24 hours before it collapses into a melting heap. It can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has one-fourth the creature's hit point maximum and is formed without any equipment. The duplicate cannot cast spells or make more than one attack on each of its turns. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

This simulacrum can't be repaired and reverts to snow if it is reduced to 0 hit points.

DUPLICATE SPELL

By 10th level, you can even copy spells by sight. When you see a wizard spell cast, you can fix its form in your mind for up to 24 hours. You can only have one such spell memorized at a time. While this spell is in your mind, you can copy it into your spellbook without having a written copy of the spell. Doing so requires the same amount of gold, but takes half the amount of time.

MASTER SIMULATOR

Starting at 14th level, you have become a master of crafting and controlling simulacra. Casting the simulacrum spell and repairing damaged simulacra requires half as much time and gold. In addition to your minor simulacrum, you can have up to two active duplicates created by the simulacrum spell at one time.

CHAPTER 3: EQUIPMENT

Anyone that travels to a land of perpetual winter without preparation is destined to find an icy grave. This chapter contains information about equipment and magic items that adventurers to these environments might find beneficial or essential for survival.

ADVENTURING GEAR

Item	Cost	Weight
Clothes, Winter	10 gp	10 lb.
Crampons	5 gp	1 lb.
Hut, Portable	100 gp	75 lb.
Ice Axe	10 gp	2 lb.
Chalk, Ice	1 sp	-
Kayak	25 gp	50 lb.
Skis and Poles	15 gp	6 lb.
War Sled	300 gp	150 lb.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Clothes, Winter. Specially-designed warm clothing grants its wearer immunity to the dangers of Cold and Arctic Cold temperatures

Crampons. These spiked attachments can be fitted to any kind of footwear as an action. While wearing them, ice and icy surfaces do not count as difficult terrain, but base walking speed is reduced by 10 feet.

Hut, Portable. This collapsible hut has enough room to sleep four medium creatures, and provides sufficient shelter to protect from extreme weather such as blizzards or sandstorms.

Ice Axe. An ice axe is a necessary component of a climbing kit when scaling ice cliffs; the kit cannot be used without one. In addition, it can be used as a simple weapon that deals 1d4 piercing damage and has the light and thrown (20/60) properties.

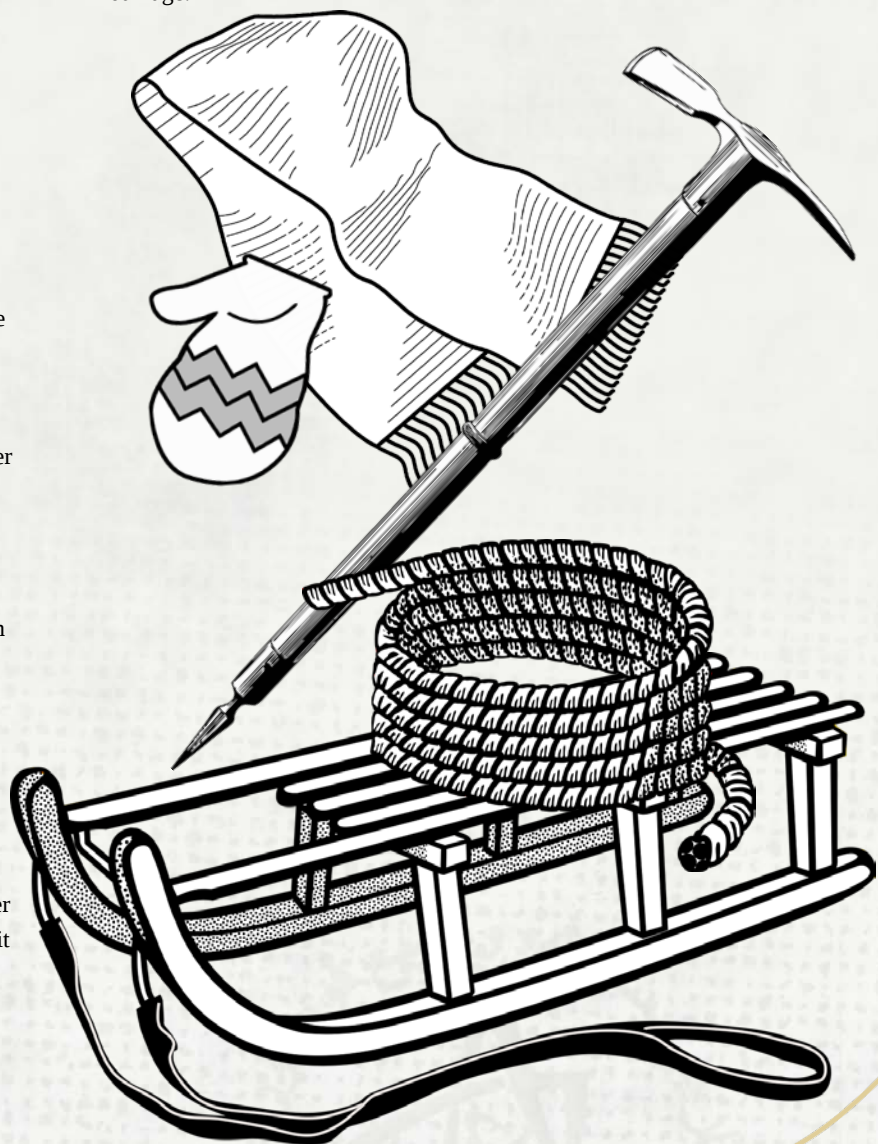
Ice Chalk. These waxy sticks come in many colors. They can write on icy surfaces, much as regular chalk writes on stone.

Kayak. A kayak is a lightweight boat powered by rowing. Its base speed is 2 mph, it requires 1 medium or small rower and can hold one additional medium or smaller creature, can carry no cargo and has an AC of 12 and 50 hit points.

Skis and Poles. Skis can be donned or doffed as an action. While wearing skis, a creature may only move downhill on snow or ice - but their base speed is quadrupled while doing so. Likewise, their long jump distance is also quadrupled. A skier can't dash unless they are holding a pole in each hand.

War Sled. A war sled is a large vehicle, festooned with spikes and usually pulled by vicious worgs. It requires one driver, and the fighting platform can accommodate up to two more medium or smaller creatures, who benefit from half cover. The sled itself has an AC of 15, 100 hit points and a damage threshold of 10.

Any creature that the war sled moves within 5 feet of must make a Dexterity saving throw (DC equal to half the total distance moved this turn) or take 1d8 slashing damage.



MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

ARROWS OF ICE

Weapon (arrow), rare

You have a +1 bonus to attack rolls made with this piece of magic ammunition. On a hit, the target takes an additional 1d6 cold damage. Once this ammunition hits a target, it becomes a nonmagical arrow.

BLIZZARD BOLT

Weapon (crossbow bolt), very rare

When this bolt strikes a solid surface, such as a creature, object, wall, or floor, it explodes with a wintry blast. Each creature within 20 feet of the point of impact must make a DC 17 Dexterity saving throw. A creature takes 4d6 cold damage on a failed save, or half as much on a successful one.

BLUE ICE CHEST

Wondrous item, uncommon

This chest, lined with magical blue ice, maintains a constant internal temperature of 20 degrees Fahrenheit. Frozen items placed inside will never melt, and food will never spoil. It has a capacity of 12 cubic feet or 300 lb.

FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figure

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Basalt Glyptodon (rare). This basalt statuette resembles the armadillo-like glyptodon. It can become a glyptodon (which uses the statistics for an ankylosaurus) for up to 6 hours. Once it has been used, it can't be used again until 10 days have passed.

Coral Zeuglodon (rare). This brightly-colored statuette represents a monstrous shark. It can become a zeuglodon (which uses the statistics for a plesiosaurus, except that it is Huge size, instead of Large) for up to 4 hours. Once it has been used, it can't be used again until 4 days have passed.

Iron Megaloceros (rare). This iron statuette is of a megaloceros. It can become a megaloceros (which uses the statistics for a giant elk) for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed. The iron megaloceros (unlike ordinary creatures of its ilk) is immune to being poisoned and charmed and has darkvision with a range of 60 feet.

Malachite Smilodon (very rare). This malachite statuette looks like a smilodon. It can become a smilodon (which uses the statistics for a saber-toothed tiger) for up to 2 hours. Once it has been used, it can't be used again until 24 hours have passed.

HORN OF WINTER

Wondrous item, rare (crystal or mammoth ivory), very rare (diamond) or legendary (dragonbone)

You can use an action to blow this horn. In response, arctic monsters appear within 60 feet of you. They vanish after 1 hour or when they fall to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of *horns of winter* are known to exist, each made from a different material. The horn's type determines which monster it summons, as well as any requirements for its use. The GM chooses the horn's type or determines it randomly from the options below:

d100	Horn Type	Monster(s) Summoned	Requirement
1-40	Crystal	Remorhaz	None
41-75	Mammoth Ivory	Adult White Dragon	Resistance to cold damage
76-90	Diamond	2 Remorhazes	Not at risk in Arctic Cold temperatures
91-100	Dragonbone	Ancient White Dragon	Immunity to cold damage

If you blow the horn without meeting its requirement, the summoned monster(s) will attack you. If you meet the requirement, they are friendly to you and your companions, and will follow your commands.

ICICLE ROD

Rod, uncommon (requires attunement by a warlock)

While attuned to this rod, a warlock can change the damage type of any spell they cast to cold damage. In addition, they can use an action to cast the spell *icicle javelin* from the rod without using a spell slot.

RIMEFANG

Weapon (longsword), artifact (requires attunement)

Rimefang was the signature weapon of a fey prince known as the Winter Witch, a capable swordswoman despite her vast magical prowess - she is frequently depicted carrying it, even today. It is believed that the Winter Witch carved the blade herself, its rough, jagged edges a reflection of her cruel character.

What is known for certain is that this sword was made from a piece of black ice from a hidden layer of the Abyss, which the Winter Witch stole from under the noses of a trio of balors, believing that the accursed material could be used to bring eternal winter to the Material Plane. This turned out to be false, but the unmelting ice, poisonous to the touch, makes a fine weapon nonetheless.

Bards tell a story of how the witch quenched *Rimefang* after shaping it by plunging it into her father's body. However, this tale is likely apocryphal, and is due to confusion with another weapon. In any case, the blade remained at her side for centuries, until it was lost on one of her many failed invasions of the Material Plane. As yet, the Winter Witch has made no attempt to recover it, perhaps because she now views it as a symbol of defeat.

The sword appears as a long, tapered shard of black ice with a square end and crudely-wrapped hilt. It has no crossguard, pommel or decoration, giving it a severe, brutal appearance that somewhat belies the powerful enchantments contained within. It is said that anyone seeking to attune themselves to the sword must cut themselves with it and endure its searing venom.

Magic Weapon. *Rimefang* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. It also functions as a *frost brand*, is weightless, and has the finesse property.

Random Properties. *Rimefang* has the following randomly determined properties:

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Blessings of Winter. While attuned to this sword, you gain resistance to cold damage and are not at risk in Arctic Cold temperatures. You ignore difficult terrain created by ice or snow.

Summon Frostlings. If you are holding the sword, you can use your action to cast the spell *conjure minor elementals* from it to summon 8 frostlings. You can't use this property again until the next sunset.

Abyssal Ice. Any creature hit by *Rimefang* must make a DC 19 Constitution saving throw or suffer 2d8 poison damage and be restrained in ice for 1 round.

Destroying the Sword. *Rimefang* was fashioned from the unmelting ice found at the heart of the Abyss and can only be destroyed by being thrown into the volcanoes found within the Hells.

SNOWFLAKE SHURIKEN

Weapon (dart), uncommon

Any creature hit by one of these magical shuriken takes an additional 1d4 cold damage and must make a DC 13 Constitution saving throw. On a failure, the target's speed is reduced by 10 feet until the end of its next turn.

Once it hits a target, the dart loses its properties and becomes nonmagical.

VIAL OF ICY SHEETS

Potion, rare

You can pour out the contents of this vial as an action to create a 10-foot radius region of slippery ice. This area is difficult terrain. Each creature that enters this area or begins its turn there must make a DC 15 Dexterity saving throw or fall prone.

Alternatively, you can pour out the vial's contents upon an object that can fit in a 5-foot cube, encasing it in slippery ice. Any creature that attempts to carry or wield this object must make a DC 15 Dexterity saving throw to pick up the item, and another saving throw at the beginning of each of its turns to avoid dropping it.

Icy sheets last for 5 rounds before they evaporate away into nothingness.

If the contents of a *vial of icy sheets* are swallowed, it is considered an ingested poison, as the ice coats the mouth, throat, and stomach of the poor fool who drank it. A creature that ingests it must make a DC 15 Constitution saving throw. On a failed save it is poisoned for 1 hour and takes 21 (6d6) points of cold damage. On a successful save, the creature takes half damage, and isn't poisoned.

CHAPTER 4: SPELLS

The spells, which are derived from the frigid magic of the north, are available to any spellcaster that journeys there.

ANIMATE SNOW

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (meltwater from a glacier)

Duration: Concentration, up to 10 minutes

This spell creates a snowy servant from snow within 60 feet. Your spell imbues the target with a semblance of life for the duration, raising it as two separate snowmen.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you animate two additional snowmen for each slot level above 2nd.

CALL AVALANCHE

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A wave of snow springs into existence at a point you choose within range. You can make the wave up to 300 feet long, 300 feet high, and 50 feet thick. The wave lasts for the duration.

When the wave appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 10d4 bludgeoning damage and 10d4 cold damage, or half as much damage on a successful save.

At the start of each of your turns after the wave appears, the wave, along with any Huge or smaller creatures in it, moves 50 feet in a direction you choose. Any creature



inside the wave or whose space the wave enters when it moves must succeed on a Strength saving throw or take 9d4 bludgeoning damage and 9d4 cold damage. A creature can take this damage only once per round. Additionally, any exposed flames that the avalanche moves over, including those created by spells of 8th level or lower, are extinguished. At the end of the turn, the wave's height is reduced by 30 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d4 for both damage types. When the wave reaches 0 feet in height, the spell ends.

Any Huge or smaller creature caught in the avalanche is prone and restrained for the duration of the spell.

DETECT FIRE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, you sense the presence of heat from natural and magical sources within 60 feet of you. This includes fires, fire spells, fire-imbued magic items, fire elementals, fiend-pact warlocks, and clerics of deities with the light domain. The heat produced by living creatures can be detected within 30 feet.

FIMBULWINTER

9th-level transmutation

Casting Time: 10 minutes

Range: Self (100-mile radius)

Components: V, S, M (a crystal snowglobe worth at least 1000 gp)

Duration: 180 days

You change the weather to a state of permanent winter, or strengthen winter conditions already present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The GM determines the current natural weather conditions. You then choose what wintry conditions you want to manifest; these can include supernatural and extreme conditions such as Arctic Cold Temperatures, hurricane winds and blanket snowfall. Lakes, rivers, and even seas can be frozen over during a *fimbulwinter*, and crop failures and famine are likely.

You control the general tendencies of the weather, such as the direction and intensity of the wind, though it is always cold and wintry. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

The snowglobe focus can be smashed by using an action to make a DC 20 Strength check. If successful, the spell ends, and the weather gradually returns to normal over the next 10 minutes.

FREEZING TOUCH

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and attempt to freeze it in place. Make a melee spell attack against the target. On a hit, the target takes 8d8 cold damage and is restrained. At the end of each of its turns, the creature makes a Constitution saving throw. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for the duration, and if it succeeds three times, the spell ends immediately. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. Additionally, any creature reduced to zero hit points by damage from this spell is immediately frozen (and stable) as if it had failed three saves against the spell.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. While petrified, it is immune to cold damage and vulnerable to fire damage.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to ice until the effect is removed.

FROSTMAIL

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of water or piece of ice)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a chain shirt, made of glimmering ice, appears on their body. The target's base AC becomes 14 + its Dexterity modifier. Additionally, whenever a creature hits the target of this spell with a melee attack, the attacker takes 1d4 cold damage. The spell ends if the target dons armor or if you dismiss the spell as an action.

ICE CLAW PRISON

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal claw)

Duration: Concentration, up to 1 minute

You choose an unoccupied 10-foot square area that you can see within range. A large clawed hand made from razor-sharp ice appears there and lasts for the spell's duration. It acts at your command, though it cannot move from its initial location.

The hand is an object that has AC 18 and hit points equal to half your hit point maximum. If it drops to 0 hit points, the spell ends. The claw doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can command the claw to perform one of the following tasks:

Slash. The claw lashes out at a target within 10 feet of itself. Make a melee spell attack using your own spell attack bonus. On a hit, the target takes 2d8 slashing or cold damage (your choice.)

Imprison. The claw grabs a large or smaller target within 10 feet of itself. The target must succeed on a Strength saving throw against your spell save DC or be dragged into the claw's space and restrained for the duration. To escape, the restrained target can make a Strength check against your spell save DC on the end of each of its turns. On a success, the target escapes and is no longer restrained by the hand, but on a failure it takes 1d6 cold damage.

While a creature is restrained by the hand, the hand can't imprison or slash another creature. The claw can slash a creature it has restrained.

Release. The claw releases an imprisoned target, which is no longer restrained.

ICE SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of ice)

Duration: Instantaneous

You touch an ice object of Medium size or smaller or a section of ice no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large block of ice into a weapon, idol, or coffer, or make a small passage through a wall of ice, as long as the wall is less than 5 feet thick. You could also shape an ice door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

ICICLE JAVELIN

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small icicle)

Duration: Instantaneous

You fling a massive icicle toward a target of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 cold damage. If the target is also adjacent to a wall, or a similar large, immobile object, it may also be pinned to that surface on its next turn. At the beginning of its turn, the target can make a Strength saving throw. On a failed save, it has a speed of 0 until the end of its turn.

REFRIGERATE

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You touch one object weighing up to 30 lb., fixing its temperature at 20 degrees Fahrenheit for the spell's duration. Food and drink under the influence of this spell will not spoil, though it does not preserve corpses for the purposes of *raise dead* spell or similar magic.

SNOWFLAKE SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, M (a few snowflakes)

Duration: 1 hour

You create an intricate fractal of ice, shaping it to form a shield. This shield hovers in your space and protects you. For the duration of this spell, while you are not already wielding a shield, your AC increases by 2. This spell ends early if you take fire damage.

SNOWSHOES

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprig from an evergreen tree)

Duration: Concentration, up to 1 hour

You transform the footwear of yourself and your companions, enabling you all to walk easily on snow. For the duration, each creature you choose within 30 feet of you (including you) can walk on snow or ice without being impeded or imperiled in any way. Furthermore, your feet do not penetrate through snow, meaning that you do not leave an obvious trail in snowy conditions.

THAW

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a frozen object, causing any nonmagical ice or snow in a 10-foot cube to melt into water. The meltwater is drinkable if desired.

WINTER FLOWER

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a crystal flower)

Duration: 24 hours

You cause a Small white flower to grow in an unoccupied 5-foot square you can see within range. The flower has an AC of 15, 3 hit points, and vulnerability to fire damage. During the duration of the spell, you can use a bonus action to command it to explode in a shower of ice. Alternatively, the flower will explode if it is reduced to 0 hit points. When the flower explodes, each creature within 30 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 10d8 cold damage, or half as much on a successful one. The flower withers and dies if it does not explode within 24 hours.

CHAPTER 5: MONSTERS

Beasts and monstrosities that wander the tundra are uniquely adapted to the frigid conditions and have developed new, insidious means of hunting prey. Included in this chapter are the statistics of many such monsters adventurers might encounter.

COLD RIDER

Mounted atop its undead steed and armored in heavy plate, a cold rider cuts a fearsome figure in any environment. In the frozen tundra - its favorite terrain - it is imperious; more than a match for any heavy cavalry force from greener lands.

Unseelie Creations. Cold riders are created from humans and elves by evil fey creatures using dark and unspeakable rituals wherein the victim's heart is removed from their body and replaced with some other object, usually a stag's heart, a shard of ice or a pine cone. Though they retain their memories of life, a cold rider's personality is invariably twisted and evil - they love to inflict violence and depravity of all kinds, and gleefully serve their creators as soldiers and enforcers. This moral corruption is mirrored in their appearances, which are mutated with animalistic features such as antlers, horns and hooves.

Cold Hearts, Cold Steel. In battle, cold riders are brutal, taking cruel delight in the slaughter they spread. They almost always fight from horseback, usually as heavy lancers, using terror and shock to break whatever foes they face. To this end, they are known to favor grisly and gruesome images, affixing rotten corpses to their battle standards and choosing names for themselves to inspire fear and dread in the hearts of mortals.

On foot, these undead horrors fight with polearms, combining fearless discipline, tireless endurance and centuries of combat experience to stand head and shoulders above other heavy infantry forces.

Undead Nature. A cold rider doesn't require air, food, drink, or sleep.

COLD RIDER

Medium undead, any evil alignment

Armor Class 18 (plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	15 (+2)	13 (+1)

Skills Animal Handling +6, Intimidation +3, Stealth +4

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life, Sylvan

Challenge 3 (700 XP)

Horse Master. The cold rider has advantage on ability checks and saving throws related to controlling and staying on a mount. Furthermore, it has advantage on any melee attack made against a target smaller than its mount while it is mounted.

Innate Spellcasting. The cold rider's spellcasting ability is Charisma (spell attack bonus +3, spell save DC 11). The cold rider can innately cast the following spells, requiring no material components:

At will: *find steed* (warhorse skeleton only), *ray of frost*, *snowshoes*

1/day: *freedom of movement*

ACTIONS

Multiattack. If the cold rider is mounted, it makes one attack with its lance and its mount makes one melee weapon attack if it has any in its stat block. If the cold rider is on foot, it makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.



FROSTLING

Wherever you travel in the winter lands, you should expect to find large numbers of diminutive, cowardly frostlings. The blue-skinned creatures are perfectly adapted to cold environments and will not hesitate to prey on those less prepared for the harsh environment, catching and eating whatever creatures prove foolish enough to leave themselves exposed.

Opportunistic Hunters. Frostlings tend to gather together into large bands for mutual protection. These bands live and hunt together, sometimes becoming large enough to threaten civilized people despite their rudimentary technology. Armed with stone spears and leather shields, frostlings rely on numbers, surprise and environmental factors to overcome stronger foes. Often, they will attack caravans that get stuck in the snow or individuals who get lost in the endless whiteness of the North.

Elemental Spirits. Though frostlings look like humanoids, they are in fact possessed of elemental spirits - hence their incredible resistance to cold. Those who fight with frostlings quickly learn not to get too close, for they are known to explode in a shower of ice when killed.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

FROSTLING

Small elemental, neutral evil

Armor Class 13 (hide armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	10 (+0)	10 (+0)	9 (-1)	11 (+0)

Skills Survival +1

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 9

Languages Aquan, Auran

Challenge 1/4 (50 XP)

Death Burst. When the frostling dies, it explodes in a burst of ice. Each creature within 10 feet must make a DC 10 Constitution saving throw, taking 3 (1d6) cold damage on a failed save or half as much on a successful one.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ICE ELEMENTAL

Elementals are incarnations of the elements that make up the universe, and the various quasi-elements formed by these elemental intersections. Such elementals can be summoned by spellcasters and powerful beings, or can be found spontaneously forming where the appropriate elemental energy is in abundance.

Living Element. The Elemental Planes are the source of the elemental energy which composes the various materials found on the prime Material Plane. On when translated from these planes by powerful magic or natural planar gates, elemental energy can manifest a physical shape and a dull consciousness which embodies that particular type of element. Like beasts of the Material Plane, these elemental spirits have no society of culture.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., burrow (ice only) 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities fire, thunder

Damage Resistances acid, cold; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Aquan, Auran

Challenge 5 (1,800 XP)

Ice Form. The elemental always floats in water, rising at a rate of 120 feet per round if submerged. Furthermore, the elemental is not impeded by icy or snowy terrain, and it can burrow through solid ice (such as glaciers or permafrost) without disturbing the material it moves through. Any creature that starts its turn grappling or being grappled by the elemental takes 5 (1d10) cold damage and has its movement speed reduced by 10 feet for the duration of that turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Flash Freeze (Recharge 6). All liquid water within 120 feet of the elemental instantly freezes and each creature within that range takes 22 (4d10) cold damage. A creature without a burrow speed that is submerged in water when this ability is used is shunted to the nearest unoccupied space and takes 4d10 bludgeoning damage.

Ice Elemental. Ice elementals originate in the freezing region where the Plane of Water meets the Plane of Air. In this place, whose temperature defines the very concept of cold throughout the multiverse, ice elementals spring into existence naturally amidst a floating sea of icebergs.

Ice elementals are large, bulky creatures of translucent white that are usually found on the Material Plane in icy caves and within glaciers. In a fight they assail their targets at close range, attempting to trap them in flash-frozen water so that the inexorable cold can sap their strength away.

ICEGAUNT

In the barren and lifeless tundra, the dead do not always rot. Corpses left in the ice have been known to undergo a process of natural mummification, becoming desiccated husks that can endure for thousands of years. When such a corpse is raised by a necromancer, it does not become an ordinary zombie, but is instead termed an 'icegaunt' - an altogether more fearsome monster.

Ancient Zombies. Under normal circumstances, zombies must be created from fresh corpses whose flesh has not yet had time to rot away. This means that ordinary zombies are made from the recently-deceased. Icegaunts are one of the few exceptions to this; these are zombies that likely died centuries ago and therefore possess a deep and powerful connection to the past. Having lain unchanged for so long, preserved in ice, these bodies remember with greater clarity what it is to move and fight; and as such, they possess a grudge against the living that has been nursed for untold years.

ICEGAUNT

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	15 (+2)	4 (-3)	8 (-1)	8 (-1)

Damage Vulnerability fire

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the icegaunt to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the icegaunt drops to 1 hit point instead.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) cold damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a zombie rises from the corpse 1d4 hours later.

RUSLKA

Medium fey, chaotic neutral

Armor Class 14

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	19 (+4)

Skills Deception +6, Persuasion +6, Stealth +8

Damage Immunities cold

Senses passive Perception 12

Languages Aquan, Elvish, Sylvan

Challenge 1 (200 XP)

Magic Resistance. The rusalka has advantage on saving throws against spells and other magical effects.

Amphibious. The rusalka can breathe both air and water.

Ice Stride. Once on its turn, the rusalka can use 10 feet of its movement to step magically into one piece of ice within its reach and emerge from a piece of ice within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second location. Both sections of ice must be Large or larger.

Innate Spellcasting. The rusalka's innate spellcasting ability is Charisma (spell save DC 14). The rusalka can innately cast the following spells, requiring no material components:

At will: *ray of frost, water breathing*

3/day each: *snowshoes, thaw*

1/day each: *fog cloud, ice shape, pass without trace*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Fey Charm. The rusalka targets one humanoid or beast that it can see within 30 feet of itself. If the target can see the rusalka, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the rusalka as a trusted friend to be heeded and protected. Although the target isn't under the rusalka's control, it takes the rusalka's requests or actions in the most favorable way possible.

Each time the rusalka or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the rusalka dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the rusalka's Fey Charm for the next 24 hours.

The rusalka can have no more than one humanoid and up to three beasts charmed at a time.

Tougher, Smarter, Faster, Stronger. An icegaunt's tough, leathery hide is permanently rimed with frost, making them vastly more durable than the common zombie. Furthermore, having absorbed the natural magic of the glaciers and been animated by powerful necromancy, an icegaunt benefits from various supernatural powers, including complete immunity to fatigue and the ability to drain the strength of living creatures.

Undead Nature. Icegaunts don't require air, food, drink, or sleep. In addition, they can be raised using the *create undead* spell (1 at 7th level, 2 at 8th, 3 at 9th), and their frozen corpses are likely to possess ancient knowledge if questioned using *speak with dead*.

RUSLKA

Rusalka are water nymphs that live solitary lives in icy polar waters. Many a mortal has been known to become obsessed with these fey beauties, despite it being common knowledge that such obsessions rarely end well.

Bound to Nature. Much like dryads and naiads, rusalka are bound to the land - or in their case, a stretch of northern water - and will suffer dire consequences if it becomes polluted or damaged. While the arctic seas are not often at risk of pollution by humanoids, the constant fluctuations in salinity thanks to the melting and freezing of sea ice do present a threat to any rusalka that are bound to them. Too much change in either direction could cause sickness, depression and even death for the nymph.

Lonely Spirits. Rusalka are generally reluctant to leave their homes, lest they be unable to prevent the water from being poisoned. By unfortunate consequence, most of these creatures lead extremely lonely lives. The odds of another intelligent creature stumbling upon a rusalka's hermitage are slim, and there are few who would willingly seek out these obscure souls, for there is little profit and much danger in such a venture.

Friends for Life. When rusalka interact with humanoids, it is usually in order to slake their thirst for companionship. They use their beauty and guile to ensnare anyone who passes too close to their lairs, resorting to threats and violence if necessary to keep their new 'friend' close. Since rusalka usually live underwater, few humanoids are willing to stay long, even if the nymph is generous enough to cast a *water breathing* spell on them. Suffice to say, few are allowed to escape alive.



SHIVHAD

Shivhads are horrific tundra monsters, rivaled only by ancient white dragons for the apex of the arctic food chain. Few adventurers survive an encounter with a shivhad and it is likely that the extreme rarity of these creatures is the only thing keeping them from completely dominating their environment.

Aberrant Spiders. These spider-like aberrations skitter on eight gargantuan legs, towering over their prey or using their burrowing skills to attack from below. The shivhad's body is covered in hundreds of eyes, with nine thick tentacles emanating from it. Six of the tentacles end in toothy maws while the other three bear vicious claws that

dangle below the body, slashing at anyone foolhardy enough to stand between the shivhad's legs.

Inscrutable Minds. As well as being utterly fearsome in combat, shivhads are also incredibly intelligent, with an uncanny skill for language. Shivhads pick up strange tongues quickly and can impersonate any accent or dialect without flaw, though their preference is to speak with all six mouths at once, creating a booming, jumbled cacophony. Their motives are completely alien; some carve out empires in the snow, subjugating any other intelligent creatures they find. Others set themselves up as gods, demanding bloody sacrifices from their followers. Still others are content to sleep for centuries, waking only when another shivhad steps onto its home glacier.

SHIVHAD

Gargantuan aberration, chaotic evil

Armor Class 16 (natural armor; 21 while on home glacier)

Hit Points 277 (15d20 + 120)

Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	26 (+8)	21 (+5)	14 (+2)	12 (+1)

Saving Throws Wis +9, Cha +8

Skills Athletics +15, Insight +9, Nature +12, Perception +9, Stealth +10, Survival +9

Damage Immunities cold

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 19

Languages any six languages

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the shivhad fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shivhad has advantage on saving throws against spells and other magical effects.

Cold Aura. At the start of each of the shivhad's turns, each creature within 5 feet of it takes 10 (3d6) cold damage, and liquid water in the aura that isn't being worn or carried freezes. A creature that touches the shivhad or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

Glacier Bond. The shivhad forms a magical connection with its home glacier. While it is in contact with the glacier, it can sense the locations of any other creature on the glacier within 10 miles. No creature can be hidden from the shivhad while touching its glacier. Furthermore, the shivhad gains a +5 bonus to its AC while on the glacier.

Hit and Run. If the shivhad is hidden under snow or ice, it can make a bite attack against a target directly above it, then Hide again as a bonus action.

Reactive. The shivhad can take one reaction on every turn in a combat.

Towering Form. The shivhad takes up its entire space, but Medium and smaller creatures can move and stand underneath it without penalty. Attacks made against the shivhad by creatures underneath it have advantage. Furthermore, the shivhad can't burrow into the ground while creatures are underneath it.

Creatures under the shivhad can be seen from outside but have half cover against anything other than the shivhad.

ACTIONS

Multiattack. The shivhad makes six attacks with its bite and three attacks with its claw.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage. In addition, the target must make a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage.

Crush. The shivhad attempts to crush any creatures underneath it. Each creature in the shivhad's space must make a DC 23 Dexterity saving throw, taking 78 (12d12) bludgeoning damage on a failed save, or half as much damage on a successful one. On a successful save, a creature is ejected to the nearest unoccupied space. A creature can choose to fail this save.

REACTIONS

Opportunistic Slash. When a creature moves underneath the shivhad, the shivhad makes a claw attack against it.

LEGENDARY ACTIONS

The shivhad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shivhad regains spent legendary actions at the start of its turn.

Burrow. The shivhad burrows underground. No opportunity attacks may be made against it during this move.

Blood Drain. The shivhad makes a bite attack against a creature standing beneath it. If the attack hits, the shivhad regains hit points equal to half the damage dealt.

SNOWMAN

Snow is relatively simple for a mage to animate, being abundant, pliable and easy to shape. Animated snowmen are therefore used as disposable servants and soldiers by many tundra-based wizards and sorcerers.

Simple but Friendly. Snowmen are not very intelligent, being only able to process the most rudimentary of thoughts and highly susceptible to tricks and deceptions. Snowmen have almost no concept of themselves or their place in the world; famously, snowmen do not understand that they can die and will therefore willingly approach fires and other sources of deadly heat. This simpleminded nature combined with their cheerful disposition makes them suitable playmates for children and animals.

Snowman Armies. Although an individual snowman is not an especially effective fighter, they can be dangerous when a wizard creates large numbers of them and coordinates their attacks with care. By grappling with and smothering enemy combatants, phalanxes of snowmen can be used to pin hostile formations in place, providing the mage-commander with ample opportunity to deploy their spellcasting power to best effect.

Construct. A snowman does not require air, food, drink or sleep. It does, however, melt if left in direct sunlight too long.

SNOWMAN

Medium construct, neutral good

Armor Class 9

Hit Points 9 (2d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	4 (-3)	6 (-2)	2 (-5)

Damage Vulnerability fire

Damage Resistances cold, piercing

Condition Immunities exhaustion, unconscious

Senses passive Perception 8

Languages Common

Challenge 1/8 (25 XP)

Rebuild. If there is snow on the ground, a damaged snowman can be repaired back to its maximum hit points by any creature that spends 1 minute working on it.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Smother. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage and the target is grappled (escape DC 11). Until this grapple ends, the creature is restrained and the snowman cannot smother another target. If the target is a fire elemental, it takes double damage from this attack, but the snowman is instantly destroyed.

WENDIGO

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4, Survival +3

Damage Immunity cold

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Stench. Any creature that starts its turn within 5 feet of the wendigo must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the wendigo's Stench for 24 hours.

ACTIONS

Multiattack. The wendigo makes one attack with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Frightful Presence. Each creature of the wendigo's choice that is within 120 feet of the wendigo and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wendigo's Frightful Presence for the next 24 hours.

WENDIGO

Wendigos were human once. Whether or not they remember that fact is another matter entirely.

A Broken Taboo. The tribal people of the North despise cannibalism, believing it to be the most evil act a person could possibly perform. Anyone suspected of breaking this taboo is immediately cast out of the tribe - if they are not killed on the spot. Of course, surviving the frozen wastes alone is a desperate task, so many of these outcasts turn to the dark power of half-forgotten gods, begging to be granted the strength to stay alive. The price for this power is high: whether or not the fugitive was a cannibal in the first place, their new patron leaves them no say in the matter, transforming them into a savage wendigo.

Feast on Flesh. A wendigo requires human flesh to live. They are infected with an unceasing hunger that drives

them to hunt and kill their former kin. When the opportunity to feed presents itself, a wendigo attacks in a relentless frenzy, paying no heed to its own safety and only retreating when badly outnumbered.

WHITE PUDDING, OOZE

Oozes defy the conventions of other living things. Even without organs, skin, senses, or any discernable anatomy, oozes thrive where other creatures would starve by having a simple, yet effective survival strategy: envelop and digest anything within reach.

Simple Predators. Much like molds and fungi, oozes thrive in dark, moist spaces. They prowl around in the dark, earless and eyeless, relying on vibration alone to seek out movement and possible prey. Oozes are mindless, acting on rudimentary instinct to find and consume.

In a fiendishly clever adaptation, oozes require no special method to digest eat or digest; they simply envelop organic material into their bodies and slowly dissolve it. The entire ooze is digestive – a mass of acidic slime that can break down any organic thing into its component parts, given enough time. Different oozes can digest different materials, but all oozes can liquefy an adventurer.

Adventuring Hazards. Oozes unwittingly participate in the defense of dozens of ancient tombs. Veteran adventurers warn that tidy paths in decrepit tombs shouldn't be trusted. If a place seems too clean, it might be swept routinely by a patrolling ooze.

Moreover, a hapless ooze might compound the deadliness of an already hazardous trap. A routine pitfall trap is made downright lethal when a black pudding has already fallen to its bottom.

Fortunately for adventurers, the slow death an ooze provides affords greater opportunity for rescue. It's far easier to pull someone from the belly of an ooze than it is to pull them from the belly of a dragon, after all.

Ooze Nature. An ooze doesn't require sleep.

White Pudding. White puddings are a subspecies of black pudding found in arctic seas. They lurk in the water, indistinguishable from a mundane ice flow, ambushing any creature that gets too close. By necessity, they feed mainly on marine mammals and large fish, but are strongly attracted to humanoid flesh when it is nearby.

WHITE PUDDING

Large ooze, unaligned

Armor Class 8

Hit Points 126 (12d10 + 60)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 8 (3,900 XP)

Magic Resistance. The pudding has advantage on saving throws against spells and other magical effects.

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While swimming, the pudding is completely indistinguishable from an ice flow.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent, cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 18 (4d8) acid damage and 9 (2d8) cold damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to piercing or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.



CREATURES OF THE COLD

This section contains statistics for various animals, critters, and vermin which might be found roaming the icy tundra. They are organized alphabetically. Many of these creatures, such as arctic foxes and snowy owls, make excellent familiars for witches and wizards.

ARCTIC FOX

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages –

Challenge 0 (10 XP)

Keen Hearing and Sight. The fox has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Snow Camouflage. The fox has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

GIANT PENGUIN

Medium beast, neutral

Armor Class 9 (12 when underwater)

Hit Points 45 (6d8 + 18)

Speed 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	8 (-1)	15 (+2)	13 (+1)

Skills Performance +3

Damage Immunities cold

Senses passive Perception 12

Languages Giant Penguin

Challenge 1/2 (100 XP)

Underwater Charge. If the giant penguin moves at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 10 (3d6) piercing damage. In addition, the penguin's Dexterity score increases to 14 while it is underwater.

ACTIONS

Multiattack. When on land, the giant penguin makes two slam attacks.

Beak. *Melee Weapon Attack:* +1 to hit (+4 when underwater), reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage (5 (1d6 + 2) when underwater).

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



GIANT SNOW SPIDER

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +9

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 14

Languages –

Challenge 4 (1,100 XP)

Pounce. If the spider moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the spider can make a second bite attack against it as a bonus action.

Snow Camouflage. The spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

PENGUIN

Tiny beast, unaligned

Armor Class 9 (12 when underwater)

Hit Points 3 (1d4 + 1)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	12 (+1)	2 (-4)	13 (+1)	9 (-1)

Skills passive Perception 11

Languages –

Challenge 0 (10 XP)

Underwater Charge. If the penguin moves at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 3 (1d6) piercing damage. In addition, the penguin's Dexterity score increases to 14 while it is underwater.

ACTIONS

Beak. Melee Weapon Attack: +1 to hit (+4 when underwater), reach 5 ft., one target. *Hit:* 1 piercing damage.

SNOW SPIDER

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (6d8 + 12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	3 (-4)	10 (+0)	2 (-4)

Skills passive Perception 11

Languages –

Challenge 0 (10 XP)

Pounce. If the spider moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the spider can make a second bite attack against it as a bonus action.

Snow Camouflage. The spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

SNOWY OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+2)	10 (+0)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages –

Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Snow Camouflage. The owl has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

WINTER WOLF PUP

Tiny monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	12 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Resistance cold

Senses passive Perception 13

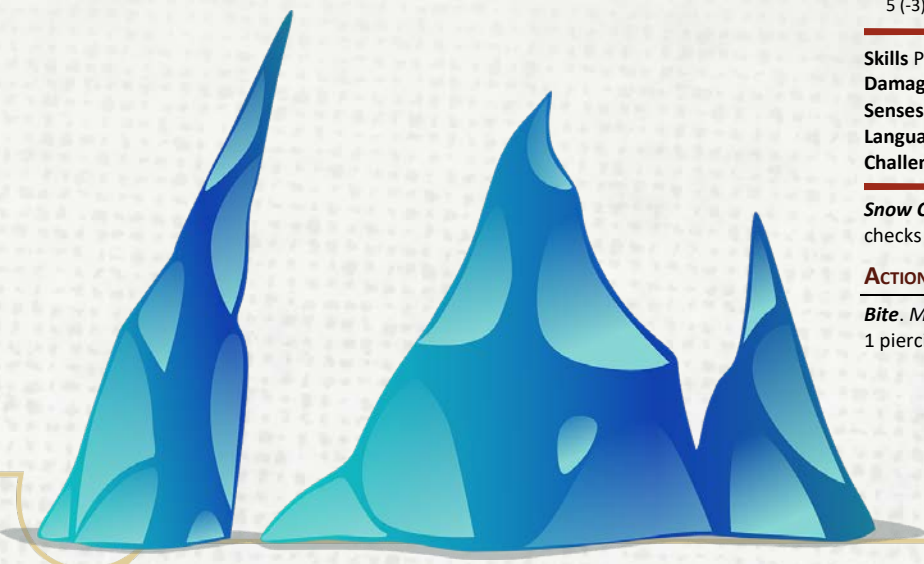
Languages –

Challenge 0 (10 XP)

Snow Camouflage. The pup has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



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