



**RISE OF THE RIME REAPER**

**ECHO OF THE GLACIAL ROAR**  
**5TH, 7TH, 17TH LEVEL**



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# CREDITS

**Writing Direction:** Max Wartelle

**Lead Writer:** Max Wartelle

**Additional Writing:** João Araújo

**Editing:** Phylea Homebrews

**Proofing:** Jessica Combart

**Art Direction:** Mohammed Bellafquih

**Interior Illustrations:** Mohammed Bellafquih, Aleksa

Drageljevic, Sam Jumisko, Martin Kirby-Jackson,  
Ryan McCowan, Michelle Mueller, Chaouki “Ciao”  
Titouhi

**Cover Illustration:** Chaouki “Ciao” Titouhi

**Cartography:** Cze & Peku

**Layout:** Kwanpo Cheng, Sally Kay Clark, Max Wartelle

# INTRODUCTION

This hunt, *The Glacial Roar*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 11, or 17. Characters who complete this hunt should earn enough experience to progress three-fifths of the way to 6th level, all of the way to 12th level, or all the way to 18th level, respectively. The adventurers must trek to a high mountain crevasse to fight a territorial glaciershark, an apex ambush predator that can burrow through ice.

The players meet a fisherwoman who has lost one of her pet iskarv cormorants to a great beast known only from ancient folklore. The party encounters a magical hot spring where they can harvest fish oil to help make themselves waterproof, as well as a would-be-adventurer lost in a field of cactice. During their hunt for the creature, the players learn how the local flora and fauna are equally adapted to extreme heat and cold, and that by attracting wild cormorants, the beast can be baited into revealing itself. The ability to deal thunder damage and proficiency in the Nature skill will be very useful in the hunt.

## BAITING

This hunt is the first to introduce the concept of baiting. This is the act by which the party attracts a monster to a set location, allowing them to prepare an ambush. This is explained in more detail on page 19.

## VARIABLE STATISTICS

Hunt Level	VDC	Vmod	Vdam
5th	13	+5	5 (2d4)
11th	15	+7	10 (3d6)
17th	17	+9	21 (6d6)

## GM TIP

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

# BACKGROUND

Sagas of the Iskbreen Mountains have long recounted battles between visitors to these snow-covered peaks and the wild beasts that claim them as their own. None are more epic than the decade-long struggle between the rusnbjørne hunter, Haidreaper, and the mother of all glaciersharks, Rimeclaw. The story tells how hunter and predator exchanged a thousand blows without ever landing a lethal stroke. Eventually, Haidreaper used her cunning and magic to thaw the ice from under Rimeclaw's feet, refreezing it around the beast so suddenly and absolutely that the glaciershark was consigned to an eternity of frozen stasis. With the vast tracts that Rimeclaw once claimed as her territories safe, the rusnbjørne flourished, farming koibuto and ice fishing with their iskarv cormorants.

However, when a party of archaeologists detonated an ancient artifact in the depths of The Low, the entire range slumped several thousand feet, and some of the permafrost began to melt. Freed from her icy prison, Rimeclaw now reclaims her territories, satiating a hunger a thousand years in the making. Ice fishers and their iskarvs have disappeared, herds of koibuto are found decimated, and the once peaceful Iskfjell Springs are deserted. Without the koibuto to keep them in check, thickets of cactice spread across the mountain slopes, a hazard to any creature incapable of burrowing below the surface. Before ecological collapse occurs and the rusnbjørne are forced from the land, the rampage of Rimeclaw must be resolved.

## SUMMARY

Here's the hunt breakdown:

- ♦ **Which Monster?** Rimeclaw, a glaciershark that has recently thawed after being frozen for thousands of years.
- ♦ **Monster's Motivation.** To claim and feed upon a huge territory.
- ♦ **Monster's Previous Actions.** Rimeclaw has been attacking the fisherfolk of the Iskbreen Mountains and is upsetting the delicate ecological balance of the area.
- ♦ **Where's the Monster?** Iskfjell Glacier.

## ADVENTURE HOOKS

How do you encourage a party to venture to the windiest, coldest glacier in the range? Use as many of the following hooks as required to stimulate your adventurers' desire to explore.

- ♦ **Curiosity: A Saga Revived.** Heliana\* is especially fond of the saga *Epic of the Ice Reaper*, and often requests it from Cacophonics\*, who wearily complies. The recent stories of an extremely territorial specimen have got her curious: could this be the same creature Haidreaper, her hero, vanquished a millennium ago? Surely not... But if it is, the legends say that Haidreaper's famous daggers are still lodged in its thick hide. If they can be brought to her, she'll pay a hearty reward!
- ♦ **Morality: Ecological Conservation.** Dr. Doolots is concerned about the ecological stability of the Iskreen Mountains. A ferocious glaciershark is decimating the koibuto population, causing a trophic cascade. These herbivores are carefully managed by local farmers and would usually keep the cactice in check. Without the koibuto, the cactice proliferates and other fauna and flora are in danger of going extinct. L'Arsene's S.N.A.R.E. (see page 34) provides an option to capture the glacier-shark instead of slaying it, and Dr. Doolots would very much like to study a specimen in captivity.
- ♦ **Compensation: Blubber Bounty.** Baron Bodrum Businesses Inc. is always after new sources of fat, grease, and oil. *Koibuto oil* is one of the best lubricants for extreme cold and those glaciers aren't going to farm themselves. If the threat can be removed, Bodrum can invest in koibuto ranching, developing a new source of wealth. There's money to be made, and the sooner the better!

\*Feel free to replace these with a hunt master and bard of your choice, respectively.

**Capture & Conservation.** After leaps in the fields of biomanancy and bounds in planar pocket technologies—thanks to Humperdink and L'Arsene, respectively—renowned huntress Heliana has been persuaded of the benefits of ecological conservation. L'Arsene's new creation, the S.N.A.R.E., allows a creature to be kept within a pocket dimension perfect for its needs. Humperdink's biomantic meddlings have produced a means of growing a copy of a creature after taking only a small sample of its body, perfect for Harvesting. With these two means at a party's disposal, killing a quarry is no longer necessary; it can simply be beaten into submission, captured, cloned, and harvested at a later date. See 'Capture' paragraphs on page 20 and 29 for more information.

## HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Rewards per Character*			
	XP	Curiosity Hook	Morality Hook	Compensation Hook
5th	4,500	900 gp	700 gp	1,400 gp
11th	15,000	5,000 gp	2,000 gp	7,000 gp
17th	47,000	13,000 gp	5,000 gp	17,000 gp

\*Includes all monsters, traps, and puzzles, averaged for a party of four.

## VADIRR

Vadirr (neutral rusnbjørne **ranger**\*) is an ice fisher born and raised in the shadow of the glacier-filled mountain, Iskjell. She is renowned among other ice fishers as being the best iskarv trainer, and, with her iskarvs Skurinn and Thurinn, has won the annual Tordenkrast ice fishing festival for the previous seven years straight. When not ice fishing, she helps raise these iskarvs' offspring as ice fishers, fetching a high price when fully mature.

Though Vadirr is taciturn at the best of times, both she and Skurinn have been especially reserved since Thurinn was eaten by Rimeclaw. Barred from her usual deep fishing lakes by the glaciershark's attacks, Vadirr has been forced to explore the shallower lakes in the lower elevations, none of which contain the valuable jewelled horseshoe crab.

She is a tall, black-furred rusnbjørne with ice-blue eyes and a passive, unimpressed expression on her ursine face. Vadirr wears thick, pale blue furs, carries a light hammer on one hip and a net-backpack filled with shellfish on her back, and she plants the spiked butt of her trident in the ground whenever she stops to fish or talk. She uses the steel toe caps of her ice skates to tap the ice and communicate with Skurinn while the iskarv is beneath the ice.

\*See *Heliana's Guide*

**Information.** Most locals know of Vadirr, and she can be found after half a day's searching amongst the hamlets and cabins to the south of Iskfjell. She is the spokesperson for the people of her region and the main NPC for this hunt. More details on the information she imparts can be found in the encounter "Meeting Vadirr" (page 8). But, in summary, she shares the following:

- A year ago\*, the entire Iskbrenian range began to slump downwards, dropping three thousand feet in elevation over several months.
- Less than a month ago, a huge glaciershark appeared. Several fisherfolk have been eaten, herds of koibuto have been slaughtered, and the populace has been forced away from Iskfjell Mountain.
- She was attacked by the glaciershark, and her pet iskarv, Thurinn, was eaten.
- Fields of cactice, normally kept in check by koibuto, have been seen spreading over the mountain-sides. They are very dangerous to move through, and clearing them up will take a long time.

\*Feel free to replace this time period with one that makes sense for your world and campaign.

## VADIRR

*Humanoid (rusnbjörne), ice fisher, she/her*

**Personality.** Reserved, stoic, matter-of-fact.

**Appearance.** Large, black fur, blue eyes, wears well-maintained leathers and steel-toe capped ice skates. Holds a trident and often has an iskarv, Skurinn, on one shoulder.

**Desire.** Peaceful solitude and a plentiful supply of horseshoe crabs.

**Fear.** That Skurinn will grow morose without her mate.

*"Do not mind the smell; it is Skurinn. I have impregnated her feathers with fish oil. She smells terrible. It is very practical."*



VADIRR

# ISKBREEN MOUNTAINS

A broad range of permanently snow-capped peaks and glaciers, this long spine of mountains is home to hardy folk, their austere demeanour a reflection of the sparse landscape they inhabit. In the high elevations, Iskbrenians use domesticated iskarvs to fish for isclams and jewelled horseshoe crabs in the deep mountain lakes. Those near to the treeline, teasingly called 'lowlanders' despite living well above 10,000 feet, provide services such as mining, lumber harvesting, smithing, and carpentry. Across all the snowfields and glaciers, one can see koibuto ranchers, carefully steering their semi-amphibious, piscine livestock to fresh stands of cactice.

**Tordenkrast.** Once a year, those endemic to the Iskbreen Mountains—principally rusnbjørne with a smattering of dwarves, golynn, and humans—gather at the enormous lake in the shadow of Iskfjell Mountain for the festival of Tordenkrast. Here they compete in iskarv fastfishing, using the cormorants to collect

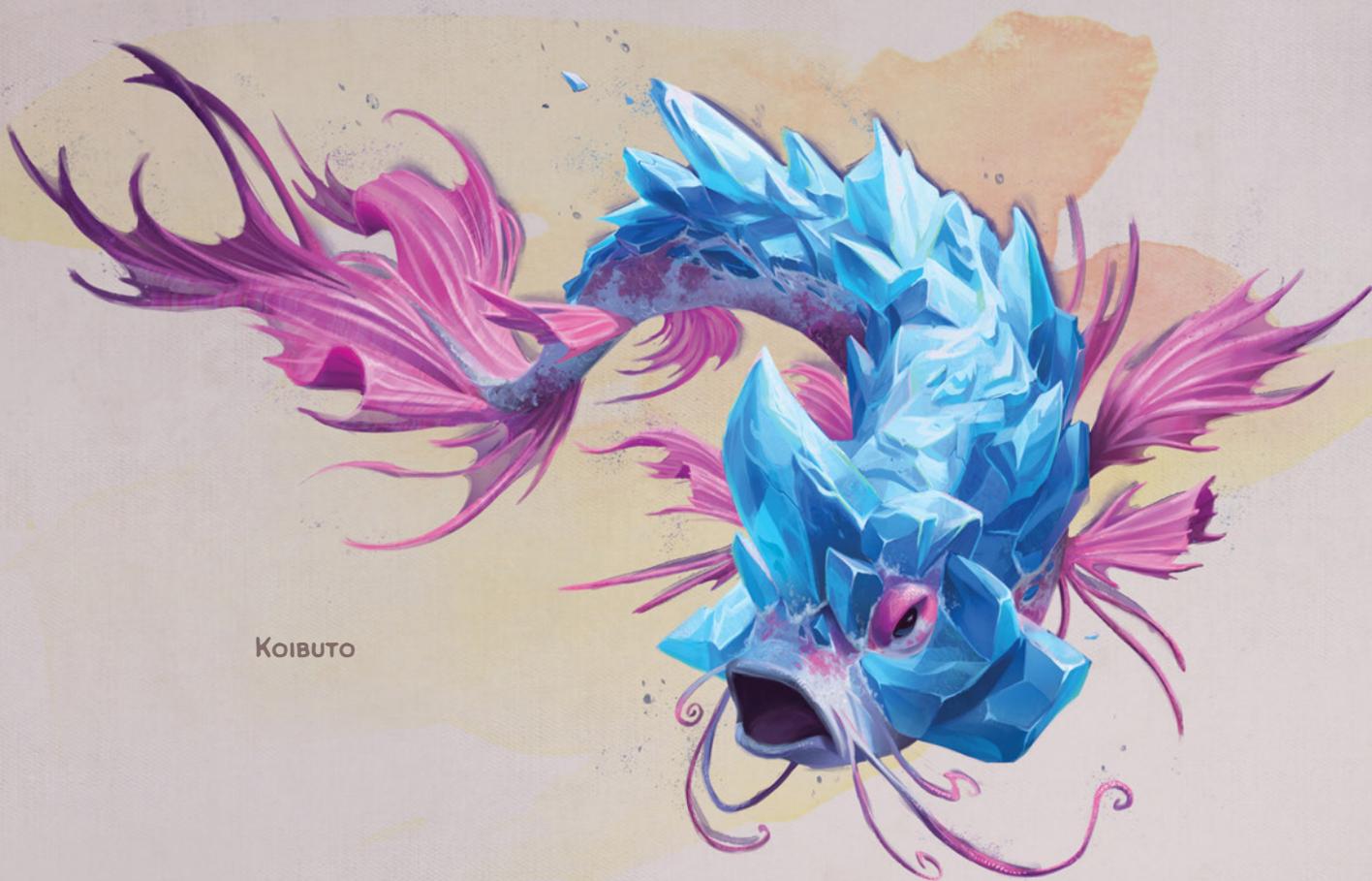
the largest mass of shellfish and lake-bottom crustacea as possible within 15 minutes; coldforging, the craft of manufacturing metal tools or works of art without the aid of fire; and ice-running, navigating an obstacle course of scalding cactice as quickly as possible. Despite being a taciturn people, the spectacle attracts tourists from afar, who delight at taking a dip in the Iskfjell Springs, half a day's descent from Iskfjell Lake.

## ISKFJELL SPRINGS

Iskbrenian hospitality is found wanting by the standards of many peoples. As the saying goes, "If I scratch your back, how will you ever learn to forge a back scratcher?" Despite this, the more charismatic and opportunistic Iskbrenians developed the natural springs found on the ascent to Iskfjell Lake. This small, heated teahouse is a lucrative attraction for visitors not acclimated to the cold climes.







KOIBUTO

## UNIQUE FLORA & FAUNA

The Iskbreen Mountains are home to creatures uniquely adapted to the extreme cold of high elevations and the heat of the hot springs. They all possess the ability to draw in heat from their surroundings, even at sub-zero temperatures, forming defensive plates of ice in the process. To do this, the creatures' internal biospheres are maintained at extremely high pressures, preventing water within their cells and guts from freezing.

**Koibuto.** These piscine Beasts have been largely domesticated to the point where they are semi-amphibious, able to last for long periods outside of deep water. They swim through snowfields or melt paths through glaciers to access thickets of cactice, which they destroy from a distance using powerful jets of water. Though all koibuto grow horns and armour of ice for defence, the horns of male koibuto can grow almost as long as their bodies during the rutting season. They joust one another in fearsome displays of splintering ice, gaining control of a harem when a competitor retreats or, worse yet, breaks their horn.

**Cactice.** Formed of thin, translucent vines in an exoskeleton of jagged ice, these teal-coloured plants

grow in thickets five to thirty feet tall. Despite being one of the primary foodstuffs of koibuto, cactice possess a formidable defensive mechanism. The vines absorb air from pockets in the snow, pumping it into chambers within the icy exoskeleton to achieve incredible air pressures. These high pressures raise the freezing point of the water, allowing normal biological functions to proceed without inhibition. When these air chambers are fractured, scalding steam bursts forth, a potentially lethal occurrence for any creature that stumbles into their midst. Cactice grow prolifically, but grazing by koibuto keeps them in check and the mountainsides navigable.

A mature cactice occupies a **5-foot-radius, 25-foot-tall cylinder**. It has **AC 13; Vdam + 10** hit points; **immunity** to fire, cold, poison, and psychic damage; **resistance** to piercing and slashing damage; and **vulnerability** to thunder damage. Each time the cactice takes damage, a section of it breaks, releasing scalding steam that causes each creature within **5 feet** of the cactice to take **Vdam** fire damage. Small or larger creatures can't move through the space a cactice occupies.

**Iskarv Cormorants.** If raised from hatching, these fleet-winged cormorants can be tamed and trained, often fetching a price of several hundred gold pieces. They are common companions to the Iskbrenian people, acting as sheepdogs to the koibuto, and retrievers of isclams and jewelled horseshoe crabs in the depths of frozen lakes. Their echolocation allows them to perceive prey even in the dark, and their unique sonic attacks can crack open the ice armour that koibuto and other arthropods employ as defence. In fact, except for the arrival of a glaciershark, attacks by squalls of wild iskarvs are one of the biggest threats koibuto ranchers face.

**Jeweled Horseshoe Crab.** On the floors of the deepest lakes, where only the strongest of the sun's rays reach, males of the rare jeweled horseshoe crabs graze on the fine rock sediment deposited by melting glaciers upstream. The hardest rocks and gemstones they

find become embedded into their ice-armour-shells along with phosphorescent plankton, the net result of which is a shimmering mosaic sure to attract a female. Iskbrenian ice fishers must train their pet iskarvs to dive as deep as possible to find these valuable creatures, and often chum the waters with isclam meat to bring the crustaceans to shallower depths.

**Glaciersharks.** Much as wolves might harry herds of sheep, or mountain lions might prey upon a rancher's cattle, glaciersharks are the bane of koibuto farmers' profits. Having been hunted to scarcity over the past millennium, glaciershark territories are reserved to the steepest, least desirable mountain slopes—those prone to avalanches and impractical for koibuto farming. Of course, an avalanche doesn't bother a glaciershark; they enjoy using their innate ability to melt ice and strong forearms to burrow through such terrain and ambush unsuspecting prey.

## CACTICE



# TRACKING

Tracking in the Iskbreen Mountains is treacherous. Obvious footprints might be left in the snow, only to be wiped out by a sudden blizzard, or buried under a ton of snow by an avalanche. Cold weather gear is a necessity to survive the night; high elevations and howling winds strip the heat from any but the most insulated bones.

If you have *Heliana's Guide*, the Tracking mechanics on page 22 can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks. Whatever DCs you decide, on a successful check, a creature has a narrative encounter, while a failure results in a hostile encounter.

Four checks and two successes are required to get to the glacier at the base of Iskfjell Mountain, the hub of Rimeclaw's territory. Each check takes **6 hours**. To determine what happens after each Tracking check, first refer to the encounters in the Keyed Encounters section. After these have occurred, you can use the encounters provided in the Random Encounters section of this hunt (page 11), or the Mountain random encounters in *Heliana's Guide* (page 65).

**Hazard: Cold Nights.** The extreme cold of the Iskbreen Mountains at night is lethal. Creatures that take a long rest without appropriate cold weather gear (or that don't have resistance or immunity to cold damage) don't gain the benefits of that rest.

**Hazard: Hypothermia.** Some of the encounters apply levels of hypothermia. These have the same effects as levels of exhaustion, and stack with those levels. For example, a creature that already has two levels of exhaustion and gains two levels of hypothermia gains the effects of having four levels of exhaustion. The difference is that levels of hypothermia are lost differently to levels of exhaustion; one level of hypothermia is lost for each hour a creature spends in dry clothing around a source of heat. For example, after spending two hours around a fire, the aforementioned creature loses its two levels of hypothermia and is left with two levels of exhaustion.

## EXHAUSTION / HYPOTHERMIA

Level	Effect
1	<b>Disadvantage</b> on ability checks
2	Speed halved
3	<b>Disadvantage</b> on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to <b>0 feet</b>
6	Death

## KEYED ENCOUNTERS

The party should begin their quest with the Meeting Vadirr encounter. After this, their first successful Tracking check should result in the Scalding Hubrice encounter. The party's second encounter during their Tracking checks should be Stir the Steam, regardless of if the check is successful. Any remaining encounters can be drawn from the Random Encounters section (see page 11).

### ENCOUNTER: MEETING VADIRR

When the player characters first meet Vadirr, she is out on a small, frozen lake using her pet iskarv cormorant, Skurinn, to hunt jewelled horseshoe crabs. Vadirr is grumpy at having been displaced by the territorial Rimeclaw and at the loss of her second pet iskarv, Thurinn. Skurinn has only found isclams, a local foodstuff, which Vadirr collects in a net backpack. Noticing the party, she skates back to the rocky shore, throwing the clams to Skurinn who shatters their shells with thunderous bursts of sound from her bill. During the conversation, Vadirr opens a red-leather flask and begins to apply a fishy-smelling oil to Skurinn's wings.

**Clues.** Talking with Vadirr about iskarv fishing reveals information about how to prevent getting wet using *koibuto oil* (Clue 1, page 16) and that thunder damage cracks the ice shells of the fauna of the Iskbreen Mountains (Clue 3, page 17). Lastly, she recounts that she used to have a second pet iskarv, Thurinn, who was eaten by Rimeclaw as it tried to break the ice (Baiting, page 18).

**Side Quest.** Vadirr wants koibuto fat to make more oil. Usually, she would buy the fat from the stewards of the Iskfjell Springs, who ritualistically slaughter the koibuto. When Rimeclaw reappeared, the stewards left the springs and have not returned; now all the Iskbrenian fisherfolk are running low. If the party could get her some from Iskfjell Springs, she'd much appreciate it. She warns them not to kill more than one, as overhunting them could damage the population, and to be as respectful as possible.

**Learning.** Vadirr hands the party a pamphlet titled "Iskbreen Mountain: A Survival Guide" (see Handout 1, page 16). It describes the types of clothing and equipment that help with survival in these harsh climes, including a recipe to craft *koibuto oil* from magically preserved *Beast (koibuto) fat*. Finally, she tells the party to be wary of wild iskarvs, who are opportunistic hunters, and of the predators their thunderous booms can bring.

**Tracks.** Vadirr tells the party that she encountered Rimeclaw over two weeks ago up by Iskfjell Glacier.

## ENCOUNTER: SCALDING HUBRICE

Feathers litter the snow as a whimper echoes out from the midst of a thicket of what looks like green-tinged ice sculptures, each bristling with jagged spikes.

The noise comes from Olik (LG **tribal warrior**), a rusnbjørne youth that sought to become the hero of Iskbreen by slaying Rimeclaw. Unfortunately, he was attacked by iskarvs and dove into this thicket of cactice, receiving severe burns in the process.

If the party calls out, he explains his situation and asks for help. Olik, who has 5 hit points remaining, is in a 5-foot-square clearing within **20 feet** of cactice. He is too panicked to provide useful information.

A successful **DC 13 Wisdom (Nature)** check surmises that these must be plants, but that it is far too cold for any plants to grow. A successful **DC 15 Intelligence (Nature)** check identifies them as cactice (see Flora & Fauna, page 6), plants that survive extreme cold by retaining water at incredible pressures within an ice-and-rock exoskeleton. A successful **VDC Charisma** check using an applicable skill, or the *calm emotions* spell, can induce Olik into focusing enough to explain that he is injured and share what he knows about cactice: that, when broken, it releases scalding steam.

**Consequences.** Breaking cactice deals fire damage to those nearby (see page 6). If a cactice adjacent to Olik is damaged, he will likely die from the fire damage. If Olik can be saved, he provides knowledge of the terrain ahead,

conferring **advantage** on the party's next Tracking check, and he gives them one flask of *koibuto oil* (see page 34). He heads home, relieved, if dejected.

**Learning.** After the encounter concludes, each character can make a **VDC Intelligence or Wisdom (Nature) check**. On a success, those characters intuit that the flora and fauna of the Iskbreen Mountains store water at high pressure to prevent freezing, causing it to erupt in steam when damaged. A successful **DC 11 Intelligence (Investigation)** check of the area indicates that some of the iskarvs were eaten by Rimeclaw, leaving some feathers, bills, and feet behind.

**Tracks.** Olik has been trapped for almost 3 days. Rimeclaw's tracks lead higher in elevation, before disappearing next to a frozen lake. The hunt continues.

## ENCOUNTER: STIR THE STEAM

The climb flattens out to a short, steam-filled valley sporting trees and shrubs whose greenery pokes out from under a layer of snow. A building looms out of the mist, with a sign on the door: "*Iskjell Springs, suggested donation: 1 sp*". A locked box (**DC 10 Dexterity (thieves' tools)** check to unlock) stands next to the sign, a small coin slot in its front and contains 56 sp. The door to the building lies open, a large, four-clawed slash having cut through the door frame.

Exploring the springs reveals an assortment of pools, 10 to 30 feet in diameter, each connected to another by an assortment of tunnels and waterfalls. The pools brim with cream-and-pink fish, armour-like plates of ice running from tail to brow, where they form an impressive, horn-like protuberance. At the cooler, southernmost pools, the fish are small, around 6 inches. At the apex of the springs in the north, enormous koi almost 5 feet long leap between pools and spray squirts of water into the air. Multiple signs read: "*Respect the Koibuto*".

**Environment.** The steam is so thick that visibility is limited to **20 feet**; objects and creatures beyond that are heavily obscured. A strong wind can clear the steam for **1 round**, after which it re-condenses.

**Non-Lethal Option.** With the correct ceremony, the springs' spirits can be appeased, and a koibuto slain without causing violence. A nature-attuned character (e.g., a druid character or one with proficiency in the Nature skill) intuits that such a sacred place likely has a ceremony to kill a creature within its sanctuary. A scroll in the building that reveals the steps of the ceremony can be found with a successful **DC 11 Intelligence (Investigation)** check.

### ICE SPRING ELEMENTAL





CARTOGRAPHER:  
CZE & PEKU

MAP 1. ISKFJELL SPRINGS

1 GRID = 5 FEET



## RANDOM ENCOUNTERS

The following encounters come in two categories: narrative and hostile. Narrative encounters occur after a successful Tracking check, while hostile ones occur after a failed check. A creature with the superscript  $\sigma$  ( $^{\sigma}$ ) symbol after its name has a stat block that is modified by the changes listed in the Composition paragraph above it.

### NARRATIVE: AVALANCHE

With a rumble, snow begins to fall down the mountain slope to one side, heading straight for the gully in which the party finds itself. The party has three rounds in which to act before the snow hits them. An obvious ridge **200 feet** further onwards provides a safe haven, as does flying **30+ feet** directly upwards into the air. A creature that does not make it to safety on initiative count 0 of the third round is hit by the snow; it takes **2 x Vdam** bludgeoning damage and must make a **VDC Strength or Dexterity saving throw** (creature's choice). On a failure, the creature is buried in the snow, is **blinded** and **restrained**, and has total cover until freed. At the end of each minute a creature spends restrained in this way, it must succeed on a **VDC Constitution saving throw** or gain one level of **hypothermia** (see page 8).

A creature that makes it to safety while remaining within eyesight of the avalanche can predict the location of trapped creatures. This creature can make a **VDC + 5 Wisdom or Intelligence (Nature or Perception)** check for each creature. On a success, the location of the buried creature is known, and it can be freed with **1 minute** of digging. On a failure, the closer the result of the check to the DC, the closer the prediction is to the true location. In this case, a creature must dig for a number of minutes equal to the check's DC minus the check's result to find the creature.

A nature-attuned character can attempt the ceremony without having read the scroll. If they succeed on three **VDC Wisdom (Nature)** checks, the nature spirits are appeased and a koibuto presents itself, belly up, ready to be slain. Any creature that reads the aforementioned scroll can also attempt the ceremony, and must succeed on three **VDC + 4 Charisma (Performance)** checks, instead. If at least 1 sp per party member was donated to the box, these checks are made with **advantage**. If any party member stole from the box, any advantage is revoked and the checks are made with **disadvantage** instead. Failure on any one check results in a failed ceremony and violence as the only remaining solution.

### HOSTILE ENCOUNTER

If the party does anything hostile towards a koibuto, the springs' guardians—what look like inanimate blocks of frozen ice and spouting steam—reveal themselves. These ice spring elementals (see page 41) attack without any sense of self-preservation, focusing on the creatures closest to them. The koibuto aid them by squirting jets of water at the player characters; this can knock creatures prone and cause them to become soaking wet, making them vulnerable to the elementals' Endotherm trait. The composition of the fight depends on the hunt level:

Hunt Level	Composition
5th	3 frozen founts*, 4 koibuto*
11th	3 hoarfrost springs*, 4 koibuto*
17th	4 glacial geysers*, 4 koibuto*

\*See Appendix C

**Learning.** After the fight concludes, each character can make a **VDC Intelligence (Investigation or Nature)** check. On a success, a character intuits that these creatures' adaptations cause them to absorb heat from the environment and to be less affected by extreme temperatures.

**Tracks.** Rimeclaw's tracks lead upwards toward the glacier at the base of Iskfjell peak. The remains of koibuto bones and scales look no more than a day old.

## NARRATIVE: THE LEVIATHAN BRIDGE

The party stands before a 100-foot-deep and 40-foot-wide jagged crevasse, its bottom draped in darkness. A frigid wind howls through the chasm, and the temperature drops a few degrees from its cold embrace. Spanning the treacherous gap is an enigmatic bridge, its surface a patchwork of ice and curiously shaped protrusions that shimmer in the light like an oil sheen over water. A character physically inspecting the protrusions who succeeds on a **DC 14 Wisdom (Nature)** check determines that the bridge is the claw of a colossal arthropod and the most direct path across.

Parts of the carapace bridge are more brittle than others, and globules of a black, foul-smelling poisonous ichor lie within. To safely cross the bridge, a creature must succeed on three **VDC Dexterity (Perception)** checks to avoid the dangerous spots. On a failure, the carapace gives way and the creature is sprayed by the noxious ichor. Creatures covered in ichor are **poisoned** for **1 day**, and their speed is reduced by **5 feet** as the viscous substance begins to harden. The speed reduction stacks with each additional failed save. Spending **1 hour** cleaning themselves with a strong acid removes this speed reduction. Creatures that are covered in *koibuto oil* before the ichor afflicts them don't suffer the speed reduction.

## NARRATIVE: CAVE OF THE CRYSTALLINE CHORUS

The mouth of a cave is adorned with delicate, icicle-like crystals that shimmer in the dim light, a melodic hum emanating from within. Inside is a vast, cavernous space filled with crystalline stalactites and stalagmites, their surfaces glinting in the ethereal glow of bioluminescent fungi.

The hum grows louder inside the cavern, harmonising with the roar of an unseen, rushing river some **90 feet** away. Each creature that hears the melody must succeed on a **VDC Wisdom saving throw** to resist the enchanting call of the crystalline chorus. On a failure, the creature is **charmed** for **1 hour** or until it enters the river. A creature charmed in this way uses its movement and actions to throw itself into the icy torrent.

A creature that enters the water for the first time on a turn or starts its turn there ceases to be charmed and must immediately make a **VDC Strength saving throw**. On a failure, its speed is reduced to **0 feet**, it is swept **30 feet** downstream, and it takes **Vdam** bludgeoning damage. A creature that ends its turn in the water must succeed on a **VDC Constitution saving throw** or gain one level of **hypothermia** (see page

8). A creature that is swept over **100 feet** downstream falls **200 feet** down an icy waterfall into a lake below a glacier.

## NARRATIVE: GARDEN OF THE GLIMMERFOX

An enchanting haven blooms with resplendent flora thriving, against all odds, amongst the jagged, ice-encrusted peaks. Within the warmth of this hot spring oasis, flowers bloom in a blaze of colours, while verdant vines spiral around towering trees, shimmering with a pearlescent radiance.

Inhabiting this refuge is a glimmerfox, an elusive creature whose fur is said to grant protective properties. The player character with the highest **passive Wisdom (Perception)** score catches sight of the glimmerfox, whose luminescent fur shimmers like starlight against the ice and snow. A character who succeeds on a **VDC Charisma (Animal Handling)** check can approach the glimmerfox and stroke its downy fur once, which leaves a sparkling tuft on the character's hand. On a failure, or if any character displays any signs of aggression, the glimmerfox enters the Ethereal Plane and flees. A creature can use an action to blow the tuft into the wind to cast the *protection from energy* spell with a range of **10 feet**, no verbal components or concentration required. The fur only works if gifted by a living glimmerfox.

Bathing in the springs over a short rest removes all levels of hypothermia. Spending a long rest in the oasis removes all levels of exhaustion. After resting in the springs, a character has a sense of clarity and focus, gaining **advantage** on the next ability check or saving throw it makes within the next **24 hours**.

## FLOWERS ON THE WIND

Atop a glacier, the colossal ribs of a long-dead creature stretch towards the heavens. Ethereal beings of swirling ice play on the winds that whistle between the frost-covered bones. Within the cathedral of white and blue stands a single, crystalline flower, its petals shimmering with a prismatic array of colours that can be spotted by the character with the highest **passive Wisdom (Perception)** score. The wind creatures are protective of this place; upon noticing the party's approach, they stop their dancing and stare at the player characters, turning the whistling wind into an angry screech.

**Non-Combat Alternative.** A character who is proficient in the Nature or Religion skill discerns the sanctity of the leviathan's remains and can perform a ritual of reverence. A creature that succeeds on a **VDC Intelligence or Wisdom (Nature or Religion)**

check pacifies the wind creatures, who allow the party to approach the crystalline flower peacefully as they dissipate back into the sky. On a failed check, or if the party moves towards the ribs without attempting the check, the elementals attack.

**Composition.** The creatures use the stat blocks of the referenced creatures below with the following changes:

- **Creature type:** Elemental
- **Additional speed:** fly 60 ft.
- **Damage immunities:** cold, lightning
- **Additional trait: Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Treasure.** An *identify* spell or successful **VDC Wisdom (Arcana or Nature)** check determines the one-of-a-kind flower is pulsing with divine energy. If consumed, whenever the creature is within the Iskreen Mountains, it can cast the *locate creature* and *locate object* spells without expending a spell slot, conferring **advantage** on all Tracking checks made in the area. The flower wilts and dies within **24 hours** of being harvested.

#### WIND ELEMENTALS COMPOSITION

APL	Composition
1	3 mastiffs <sup>o</sup> , 1 ice mephit <sup>o</sup>
2	3 mastiffs <sup>o</sup> , 3 ice mephits <sup>o</sup>
3	3 giant eagles <sup>o</sup>
4	4 giant eagles <sup>o</sup>
5	3 killer whales <sup>o</sup>
6	2 killer whales <sup>o</sup> , 1 air elemental <sup>o</sup>
7	3 killer whales <sup>o</sup> , 1 air elemental <sup>o</sup>
8	4 killer whales <sup>o</sup> , 1 air elemental <sup>o</sup>
9	5 killer whales <sup>o</sup> , 1 air elemental <sup>o</sup>
10	4 killer whales <sup>o</sup> , 2 air elementals <sup>o</sup>
11	4 air elementals <sup>o</sup> , 1 tyrannosaurus rex <sup>o</sup>
12	4 air elementals <sup>o</sup> , 2 tyrannosaurus rex <sup>o</sup>
13	3 air elementals <sup>o</sup> , 3 tyrannosaurus rex <sup>o</sup>
14	3 tyrannosaurus rex <sup>o</sup> , 1 behir <sup>o</sup>
15	4 tyrannosaurus rex <sup>o</sup> , 1 behir <sup>o</sup>
16	5 tyrannosaurus rex <sup>o</sup> , 1 behir <sup>o</sup>
17	1 behir <sup>o</sup> , 2 ice devils <sup>o</sup>
18	3 ice devils <sup>o</sup>
19	1 behir <sup>o</sup> , 3 ice devils <sup>o</sup>
20	4 ice devils <sup>o</sup>

#### AVALANCHE AMBUSH

Along the edge of a frozen lake, next to a mountainside so steep it's almost a cliff, a sudden thunder rumbles as a small avalanche begins to crash down from a short distance above. Several hulking, ape-like creatures ride the wave down the slope, their white fur blending into the snow. Their overly-large mouths are brimming with serrated fangs as they roar at the party.

**Avalanche.** The avalanche is **40 feet wide** and can be avoided by a creature flying more than **15 feet** above the ground. Each creature less than 15 feet above the ground can use its reaction to make a **VDC Dexterity saving throw**, leaping to safety and landing **prone** adjacent to the avalanche on a success. On a failure, or if a creature doesn't use its reaction, a creature takes **Vdam** bludgeoning damage; is knocked **prone, blinded, and restrained**; and has total cover. The avalanche isn't deep, and a creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or a trapped creature within its reach and removing the cover and conditions on a success.

**Non-Combat Alternative.** A creature with proficiency in the Insight or Nature skills intuits that these creatures might be intimidated by a show of strength. A character that succeeds on a **VDC Strength (Intimidation)** check on the first round of combat causes the ambushers to hesitate, before slowly retreating up the slope over the following rounds.

**Composition.** The ambushers are snøangers, ape-like creatures with twisting ram horns and fists strong enough to crack boulders. The snøangers flee when reduced to one-third of their hit points or fewer, or if they are the last individual remaining. They use the statistics in the table below with the following changes:

- **Creature type:** Beast
- **Languages:** Giant
- **Damage resistance:** cold
- **Intelligence score:** 6 (-2)
- **Additional trait: Charge.** If the snøanger moves at least **20 feet** straight toward a target and then immediately hits it with a melee attack, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a **VDC Strength saving throw** or be knocked **prone**.

**Additional trait: Snow Camouflage.** The snøanger has **advantage** on Dexterity (Stealth) checks made to hide in snowy terrain.



## SNØSANGER ENEMY COMPOSITION

APL	Composition
1	3 tribal warriors <sup>o</sup> , 1 ape <sup>o</sup>
2	3 tribal warriors <sup>o</sup> , 3 apes <sup>o</sup>
3	3 apes <sup>o</sup> , 1 bugbear <sup>o</sup>
4	3 apes <sup>o</sup> , 3 bugbears <sup>o</sup>
5	4 bugbears <sup>o</sup> , 2 minotaurs <sup>o</sup>
6	3 bugbears <sup>o</sup> , 3 minotaurs <sup>o</sup>
7	3 minotaurs <sup>o</sup> , 1 hill giant <sup>o</sup>
8	4 minotaurs <sup>o</sup> , 1 hill giant <sup>o</sup>
9	5 minotaurs <sup>o</sup> , 1 hill giant <sup>o</sup>
10	4 minotaurs <sup>o</sup> , 1 giant ape <sup>o</sup>
11	4 hill giants <sup>o</sup> , 1 giant ape <sup>o</sup>
12	5 hill giants <sup>o</sup> , 1 giant ape <sup>o</sup>
13	5 hill giants <sup>o</sup> , 1 frost giant <sup>o</sup>
14	4 giant apes <sup>o</sup> , 1 frost giant <sup>o</sup>
15	5 giant apes <sup>o</sup> , 1 frost giant <sup>o</sup>
16	3 giant apes <sup>o</sup> , 3 frost giants <sup>o</sup>
17	4 frost giants <sup>o</sup> , 1 ice devil <sup>o</sup>
18	5 frost giants <sup>o</sup> , 1 ice devil <sup>o</sup>
19	4 frost giants <sup>o</sup> , 2 ice devils <sup>o</sup>
20	3 frost giants <sup>o</sup> , 3 ice devils <sup>o</sup>

## ISSLANGER

As the party traverses a frozen lake, enormous ice serpents burst through the ground, sending shards of ice flying. Each creature in the party must make a **VDC Dexterity saving throw**, taking **Vdam** slashing and **Vdam** cold damage on a failed save, or half as much damage on a successful one. Each serpent leaves a **5-foot-radius** hole where it bursts through the ice.

**The Lake.** The ice serpents, known locally as isslangers, try to grab the creatures on the surface and pull them into the lake. A creature that starts its turn in the lake must succeed on a **VDC Constitution saving throw** or take **half Vdam** cold damage and gain one level of **hypothermia** (see page 8).

**Non-Combat Alternative.** Creatures that retreat off the lake escape the ice serpents but must take a detour, adding one to the number of Tracking checks needed to reach the destination.

**Composition.** The isslangers flee when reduced to one-third of their hit points or fewer. They use the statistics of the referenced creatures in the table below with the following changes:

- ♦ **Speeds:** 20 ft., swim 50 ft.
- ♦ **Damage immunity:** cold
- ♦ **Additional trait:** *Amphibious*. The isslanger can breathe both air and water.

## ISSLANGER COMPOSITION

APL	Composition
1	2 constrictor snakes <sup>o</sup> , 1 crocodile <sup>o</sup>
2	2 constrictor snakes <sup>o</sup> , 2 crocodiles <sup>o</sup>
3	3 crocodiles <sup>o</sup> , 1 giant octopus <sup>o</sup>
4	3 crocodiles <sup>o</sup> , 3 giant octopi <sup>o</sup>
5	3 giant octopi <sup>o</sup> , 3 giant constrictor snakes <sup>o</sup>
6	3 giant constrictor snakes <sup>o</sup> , 1 giant crocodile <sup>o</sup>
7	4 giant constrictor snakes <sup>o</sup> , 1 giant crocodile <sup>o</sup>
8	3 giant constrictor snakes <sup>o</sup> , 2 giant crocodiles <sup>o</sup>
9	3 giant crocodiles <sup>o</sup>
10	2 giant constrictor snakes <sup>o</sup> , 3 giant crocodiles <sup>o</sup>
11	3 giant crocodiles <sup>o</sup> , 1 tyrannosaurus rex <sup>o</sup>
12	5 giant crocodiles <sup>o</sup> , 1 tyrannosaurus rex <sup>o</sup>
13	3 giant crocodiles <sup>o</sup> , 2 tyrannosaurus rex <sup>o</sup>
14	4 giant crocodiles <sup>o</sup> , 2 tyrannosaurus rex <sup>o</sup>
15	3 giant crocodiles <sup>o</sup> , 3 tyrannosaurus rex <sup>o</sup>
16	3 tyrannosaurus rex <sup>o</sup> , 1 remorhaz <sup>o</sup>
17	4 tyrannosaurus rex <sup>o</sup> , 2 remorhazes <sup>o</sup>
18	3 tyrannosaurus rex <sup>o</sup> , 3 remorhazes <sup>o</sup>
19	5 remorhazes <sup>o</sup>
20	6 remorhazes <sup>o</sup>

# KNOW THY ENEMY

Interacting with Vadirr and the flora and fauna endemic to the Iskbreen Mountains can reveal key information about the glaciershark's strengths and weaknesses. There are three keyed interactions: the meeting with Vadirr, which acts as the hunt's start; Scalding Hubrice, a narrative encounter with cactice; and Stir the Steam, a potentially hostile encounter with elementals and koibuto. The clues are:

- Rimeclaw can create subzero temperatures, freezing wet creatures solid.
- Creatures of the Iskbreen Mountains, including Rimeclaw, store steam within them. They have **resistance** to cold and fire damage and project gushes of scalding steam when damaged.
- Rimeclaw's armour is weak to thunder damage and provides **resistance** to slashing damage.
- Rimeclaw hunts iskarvs as they try to crack open their prey. She is drawn by their sonic booms.

## CLUE 1: FROZEN SOLID

Wet creatures in close proximity to Rimeclaw (and ice spring elementals) can be frozen solid and **restrained**. It is crucial to avoid getting wet. Finding preventative measures and developing ways of drying out quickly are great advantages.

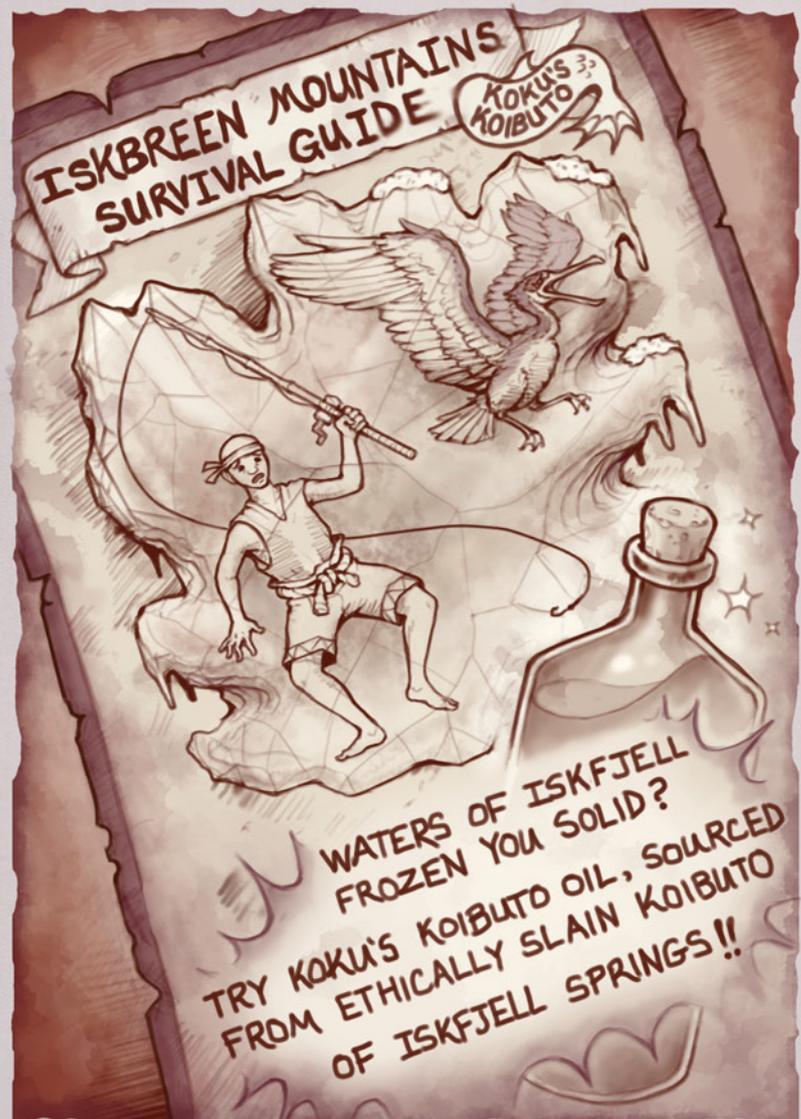
**Encounter: Meeting Vadirr.** Despite having dived beneath the ice to fetch the clams, Skurinn is remarkably dry. This is because Vadirr coated her in *koibuto oil* (page 34), a waterproofing fat derived from the koibuto fish like those found in Iskfjell Springs in Stir the Steam. During the conversation, Vadirr opens a distinctive red-leather-bound bottle and begins to apply the little remaining oil to Skurinn's wings. If asked, Vadirr explains it's important to keep iskarvs' wings well oiled or they get cold and waterlogged during long fishing trips. Wild iskarvs don't have this oil and can only fish for short periods before having to sit in the sun with their wings splayed to dry out lest they catch hypothermia or develop featherrot.

**Encounter: Stir the Steam.** The elementals have several traits in common with glaciersharks. One of these is the Endotherm trait, which causes wet creatures that start their turn near the elementals to become frozen solid and **restrained**. The 'Learning' check at the end of the encounter provides a way to give this information to your players.

## USING THE CLUE

Coating clothing and armour in *koibuto oil* (page 34) prevents a creature from becoming wet. This oil can be crafted from *Beast (koibuto) fat* found in Iskfjell Springs (the location of the Stir the Steam encounter, page 9). Olik (see the Scalding Hubrice encounter, page 9) also provides the party with a flask of the oil if rescued.

### HANDOUT 1. FROZEN SOLID



## CLUE 2: STORED STEAM

Rimeclaw has **resistance** to cold and fire damage. Moreover, after she enters her Meltwater Form, whenever her skin is pierced or slashed, she lets forth bursts of steam that deal fire damage.

**Encounter: Scalding Hubrice.** The cactice plants are representative of much of the fauna and flora of the Iskbreen Mountains. All store water in their bodies at extremely high pressures to prevent freezing. This means that, when their exoskeleton is broken (or in the case of Rimeclaw, her skin is broken), they let forth gouts of scalding steam. The 'Learning' check at the end of the encounter provides a way to give this information to your players.

**Encounter: Stir the Steam.** The elementals have several statistics in common with glaciersharks, and have a similar icy, armoured appearance. One shared statistic is their **resistance** to both cold and fire damage. Another is that, when damaged, they let out short-ranged bursts of steam that deal fire damage. The 'Learning' check at the end of the encounter provides a way to give this information to your players.

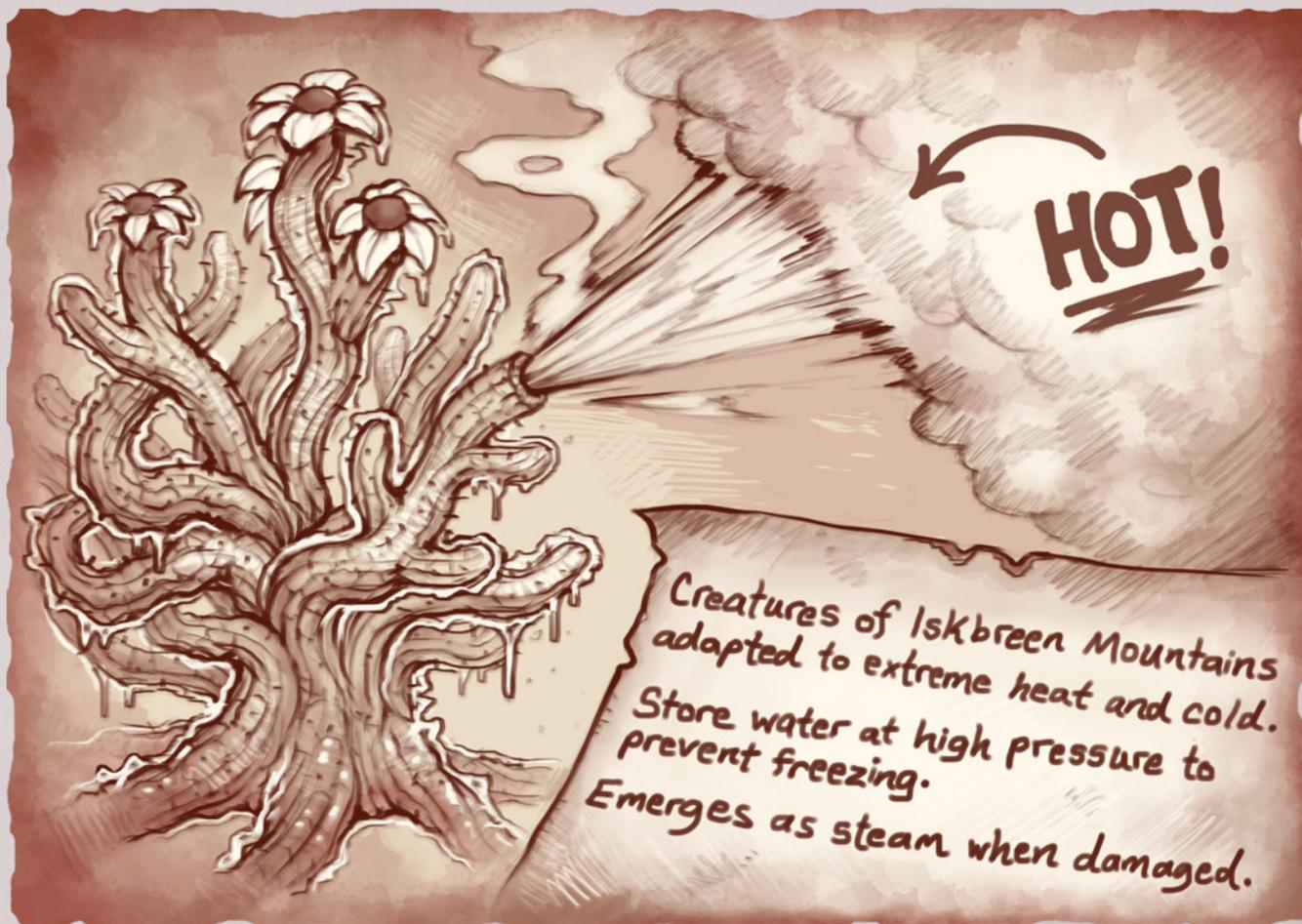
### HANDOUT 2. STORED STEAM

## CLUE 3: KNOCK-A-DOOR, YUM

Thunder damage is extremely useful for breaking Rimeclaw's ice armour. Attacks that deal thunder damage have **advantage** to hit her, and Rimeclaw has **disadvantage** on saving throws against effects that deal thunder damage. Moreover, if the damage dealt is over a threshold, the glaciershark takes extra thunder damage.

**Encounter: Meeting Vadirr.** When the party meets Vadirr, she is fishing with her iskarv, Skurinn. If asked, she explains that the fish in the Iskbreen Mountains taste foul and can even be poisonous, but the shellfish, crabs, and snails found on the lake floors are delicious. Isclams are the iskarvs favourite food. All of these creatures make shells out of ice and bits of rock. Wild iskarv rend the frozen lake surfaces and fetch these molluscs and crustacea back to the shore, where they crack the icy shells with their sonic bursts.

**Encounter: Stir the Steam.** The elementals have several statistics in common with glaciersharks. This includes their armour's **resistance** to slashing damage, and their weakness to thunder damage. In the case of the elementals, this is a damage **vulnerability**, but glaciersharks have a slightly different interaction with the damage type (see Ice Shell trait, page 38).





### HANDOUT 3. KNOCK-A-DOOR, YUM

## BAITING

Rimeclaw is an ambush predator that bursts from frozen ground to consume her prey. As described throughout this hunt, Rimeclaw eats iskarvs and is attracted by their sonic booms as they try to crack lake ice or break the shells of the molluscs and crustacea they plumb from lakes' depths. The party can attract iskarvs either by bringing their favourite food, isclams, or creating loud booms using magic, such as the *concussion* spell (see page 35) or items with the Loud property like magitech firearms (see *Heliana's Guide* or *L'Arsene's Ledger*).

**Encounter: Meeting Vadirr.** Vadirr explains that her other pet iskarv, Thurinn, was eaten by Rimeclaw

as he fished up near Iskfjell Glacier. Thurinn was cracking open some jewelled horseshoe crabs as they sheltered in a crevasse at the edge of a glacier when the beast exploded out of the frozen ice wall and swallowed the bird whole. Vadirr provides the party with 10 isclams (5 days' rations) to aid with their journey.

**Encounter: Scalding Huris.** Olik tells the party he dove into the thicket to flee iskarvs whose sonic booms were shattering the rock at his heels. He didn't see anything but, as he dove for cover, something enormous exploded out of the ice and he saw only a few iskarvs flying away. On the road, the party sees the remnants of iskarvs: feathers, bills, and webbed feet.

## BAITING RIMECLAW

Bait must be set in the right place to attract Rimeclaw. For the purposes of this hunt, the right place is Iskfjell Glacier, where Thurinn, one of Vadirr's iskarv, was eaten. Regardless of which option is chosen, the bait attracts iskarvs, which starts Wave 1, and the fighting in Wave 1 attracts Rimeclaw, who appears in Wave 2.

**Live Bait.** If the party brings isclams or other molluscs from the lake depths and cracks one open, they need only wait **1d6 × 10 minutes** until wild iskarvs catch scent of the food and swoop in, triggering Wave 1. The number of clams brought affects the difficulty of the first wave; too few and the iskarvs turn on the player characters, too many and the party must fight off extra assailants.

Each player character with proficiency in Nature or Survival can make a **VDC Wisdom (Nature or Survival)** check to assess how many isclams would be appropriate. On a success, a creature estimates the right number (10 to 20). On a failure a creature estimates too few (less than 10), while a creature who fails by 5 or more estimates too many (21+).

**Trick Bait.** The party can try and emulate the sound of iskarvs to attract Rimeclaw. A player character must make a **VDC** check, using any ability that makes sense, and they can add their proficiency bonus if they use a method that involves the Nature or Performance skill or a percussive musical instrument. On a success, the noise attracts other iskarvs, rather than Rimeclaw, and Wave 1 begins. The party can surprise the iskarvs if every party member takes the Hide action and succeeds on a **VDC Dexterity (Stealth)** check. On a failure, the iskarvs try to sneak up on the party and surprise them (+Vmod to Dexterity (Stealth)).

### HANDOUT 4. BAITING



# THE BATTLE AHEAD

Within the winding crevasses of a glacier, the party fights wild iskarvs (Wave 1), after which the glacier-shark reveals itself, drawn by the commotion. The fight with Rimeclaw is split into two waves (Wave 2 and Wave 3), representing the glaciershark in its normal and Meltwater forms. This section details the battle's location, the composition and enemies in each wave, and the battle's finale.

**Waves.** The battle is divided into three consecutive phases called waves. Each wave begins with a description, read aloud, and summary of what environmental effects, if any, begin or end. Next, the enemies and their tactics are listed. Finally, the conditions for that wave ending are described.

## WET CONDITION

Wet is a new condition introduced in this hunt. A wet creature is one that has recently been swimming or soaked in water, or who has been affected by an effect such as the koibuto's Squirt action (see page 46). Wet creatures have **disadvantage** on saving throws against spells and effects that deal cold or lightning damage, **disadvantage** on saving throws made to resist the effects of extreme cold, and **advantage** on saving throws against spells or effects that deal fire damage. A creature that takes 5 or more fire damage in a single instance, removes its wet clothing or armour (creatures with wet fur remain wet even if they do this), or that spends 1 hour around a source of heat loses this condition.

In this hunt, wet creatures can be frozen solid and **restrained** by the glaciershark's Subzero legendary action, its Freeze lair action, or the Endotherm trait (see ice spring elementals and glaciersharks, Appendix C). A creature restrained in this way that takes **half Vdam** or more fire damage in a single instance, or that uses its action to succeed on a **VDC Strength** check, is freed. To make things easier, you can use these variable statistics (VDC and Vdam) instead of those presented in the statistics in Appendix C. Applying *koibuto oil* (see page 34) to fur, clothing, or armour makes a creature **immune** to the wet condition while it wears that clothing or armour.

# ISKFJELL GLACIER

In a basin shaded by the enormous snow-covered mountain, Iskfjell, is a labyrinthine glacier. Finding any quarry, let alone one capable of burrowing through rock and ice, is a difficult task in this warren. However, the glaciershark is a hungry beast, and she is quickly drawn to the sound of hunting iskarvs. When the party complete their final tracking check, you can read the following:

Following the ruptures in frozen lakes and snowdrifts, your tracking brings you to the base of a colossal glacier. From afar, the ravines that marked its face looked like wrinkles on aged, blue-grey skin, but up close, the fissures are enormous. The howl of wind careens out of each ice gully, but one, with the telltale gouges of clawed feet, hums with an especially foetid stench. Feathers and bones can be seen among scat a shortways in, and the screeching caw of iskarvs atop the glacier is warning to the dangers that lingering out in the open might bring.

**Baiting.** A short journey into the glacier's crevasses reveals a location littered with the detritus that the glaciershark often frequents: the perfect place to bait a trap. See Map 2. Iskfjell Glacier for a visual representation. The party can set their bait here to lure iskarvs and initiate Wave 1.

## CAPTURE

If the party possesses S.N.A.R.E., they can attempt to capture Rimeclaw for cloning (see page 29). Rimeclaw can only be captured using a S.N.A.R.E. when she has fewer than 10% of her hit points remaining in her Meltwater Form. Rimeclaw otherwise automatically succeeds on saving throws against the S.N.A.R.E.

## GENERAL INFORMATION

Rimeclaw's resting spot lies within a twisting labyrinth of snow and ice. Towering, water rounded walls diffract the thin crescent of open sky into diffuse, dim blue light.

**Light.** During day time, the canyon floor is dimly lit; most of the sky is obscured by the twisting walls. At night, the canyon is in darkness.

**Walls & Floor.** The walls and floor are made of ice, with some rocks and boulders entrained. The walls are **200 feet** high; the curves of the walls provide three-quarters cover against ranged attacks that originate more than 60 vertical feet from the target.

**Echoes.** Sound carries 10 times further than normal within the glacier.

**Hazard: Ice Floor.** All surfaces in the glacier are made of ice and are difficult terrain. A creature that takes the Dash action and is not wearing crampons (see page 30) must succeed on a **DC 13 Dexterity saving throw** at the end of its turn or fall **prone**.

**Hazard: Icefall.** Whenever a spell or effect that deals thunder damage occurs, roll a d20 and add the damage of the spell or effect (for example, *thunder wave's* **2d8** could add 9 to this roll). If the value is equal to or higher than 20, a chunk of ice falls into the crevasse. Roll a d20 each for the X- and Y-coordinates, and consult Map 2. Iskfjell Glacier to see where the ice falls. A creature that occupies the space that a chunk of ice falls into must make a **VDC Dexterity saving throw**, taking **Vdam** bludgeoning damage on a failure, or half as much damage on a success.

CARTOGRAPHER:  
CZE & PEKU

MAP 2. ISKFJELL GLACIER

1 GRID = 5 FEET



## WAVE 1

Wave 1 begins when the party fulfils the requirements of the Live Bait or Trick Bait options in the Baiting Rimeclaw section (page 19). If neither option is fulfilled, iskarvs detect the party's presence at an inopportune time for the party and attack, **surprising** them. You can read aloud the following if the party succeeds on either of the bait options. Choose the option in [square brackets] as appropriate for the type of bait used.

Drawn by the [scent of shellfish/sound of thunderous hunting], iskarvs descend from the tall blue expanse above. The golden feathers of their under-wings flash with dangerous brilliance, excited caws echoing around the crevasse's glassy walls. Spotting the source of the [scent/sound], they tuck into sleek, dusk-blue missiles, plummeting towards the ravine floor below.

### BAITING

If the party brings fewer than ten isclams, the iskarvs are not sufficiently distracted and immediately search for more. They find the party and aren't surprised. If the party brings ten to twenty isclams, the enemies in Wave 1 are distracted for 2 rounds and can be surprised.

If the party brings more than twenty isclams, in addition to the effects of bringing ten to twenty, additional iskarv arrives at the start of the third round of combat:

- ♦ **Level 5:** 1 iskarv
- ♦ **Level 11:** 1 squall of iskarv fledglings
- ♦ **Level 17:** 1 squall of iskarvs

### ENEMIES

The enemies in Wave 1 are wild iskarvs, opportunistic predators.

**Level 5.** The Wave 1 combatants are:

- ♦ 5 iskarvs (CR 3)

**Level 11.** The Wave 1 combatants are:

- ♦ 2 iskarv alphas (CR 8)
- ♦ 4 squalls of iskarv fledglings (CR 5)

**Level 17.** The Wave 1 combatants are:

- ♦ 5 squalls of iskarvs (CR 10)
- ♦ 2 iskarv alphas (CR 8)

### TACTICS

**Iskarvs.** These Beasts are hit-and-run skirmishers. They typically start their turn flying about 25 feet above the ground, fly so they are over a target, and then use their Dive bonus action to gain additional movement. They dive bomb 20 feet straight down, use the Multiattack action to make a Beak attack followed by a Caw attack, and then fly straight back up, taking advantage of their Fleet-winged trait to impose disadvantage on opportunity attacks. If the player characters are closely grouped, or an iskarv starts its turn next to player characters, the iskarv uses its Sonicaw action, if available.

**Fleeing.** Iskarvs have no desire to fight to the death. Individual iskarvs (including swarms) flee when reduced to half of their hit points or fewer. Remaining iskarvs route when fewer than half their number remain.

### END OF WAVE

Wave 1 ends at the end of the round when the number of enemies remaining is fewer than half the original number at the start of the wave (level 5: two remaining; level 11: two remaining; level 17: three remaining). On initiative count 0 of this round, roll initiative for Rimeclaw, who appears on her initiative count on the next round.



## WAVE 2

Wave 2 starts immediately after Rimeclaw rolls initiative (see End of Wave, Wave 1). The ground shakes slightly and the remaining iskarvs flee. On her initiative count, Rimeclaw appears at an advantageous location for her, and the combat continues.

The air explodes with a jagged assortment of icy shards as a lizard-like creature some 15 feet tall launches itself from the ravine wall. The air is a muddling confusion of falling snowflakes, panicked screeches, and golden flashes as the iskarvs raggedly beat their wide wings to escape the newly-emerged monster.

A ridge of blue-white spikes runs along the glaciershark's spine from snout to tail, folding into thick plates that cover its back and shoulders. Its armour, claws, and teeth all appear to be made of the same blue-white of the glacier ice. The serrated claws gouge into the feather-strewn ground as its muscles tense, ready to pounce.

### ENEMIES

The enemy in Wave 2 is Rimeclaw in her normal form.

**Level 5.** The Wave 2 combatant is:

- 1 **young glaciershark** (normal form; CR 10)

**Level 11.** The Wave 2 combatant is:

- 1 **adult glaciershark** (normal form; CR 18)

**Level 17.** The Wave 2 combatant is:

- 1 **ancient glaciershark** (normal form; CR 24)

### TACTICS

In this phase, Rimeclaw fights like a brawler; she positions herself close to enemies she observes to have a low AC, taking the Multiattack action on her turn. Rimeclaw's burrowing speed lets her move through any part of the glacier and avoid squeezing even when the map would indicate it is too narrow. This burrowing speed can also provide a way of flanking player characters who have taken cover around corners in the crevasse.

**Legendary Actions.** Rimeclaw uses her legendary actions to make additional Claw attacks. If two or more player characters can fit within the area of her Subzero legendary action, she uses that instead.

**Lair Actions.** Rimeclaw tries to wet creatures on one turn and freeze them on the following turn. To do this, she first uses Melt (if the creatures are grouped) or Water Blade (if they are dispersed). Then, she uses her Freeze lair action to target as many creatures as possible.

### END OF WAVE

When Rimeclaw's hit points are reduced to 0 and her Meltwater Form triggers, Wave 2 ends and Wave 3 begins.





RIMECLAW  
MELT-WATER FORM



ALEKSA DRAGELJEVIC; PREVIOUS: ALEKSA DRAGELJEVIC

## WAVE 3

As Rimeclaw is reduced to 0 hit points, her ice armour shatters and sloughs off, revealing the axlotol-esque body beneath.

The frigid air is splintered by the tinkle of shattering glass as the creature's icy armour, serrated claws, and jagged fangs fall to the ground. In their place, steam hissing from a dozen small cuts, is the newt-like creature, a fan of scarlet frills splaying like a headdress around its toothless face. Like enormous splinters, two daggers are visible beneath the skin of her taut belly. With a gurgling roar, the skin turns a furious shade of fuschia as it surveys its assailants with renewed malice.

### ENEMIES

The enemy in Wave 3 is Rimeclaw in her Meltwater Form.

**Level 5.** The Wave 3 combatant is:

- 1 **young glaciershark** (Meltwater Form; CR 10)

**Level 11.** The Wave 3 combatant is:

- 1 **adult glaciershark** (Meltwater Form; CR 18)

**Level 17.** The Wave 3 combatant is:

- 1 **ancient glaciershark** (Meltwater Form; CR 24)

### TACTICS

Without her heavy armour, Rimeclaw gains access to her Endotherm and Stored Steam traits, as well as her Deadly Leap and Steam Breath actions, but loses her Ice Shell trait (with a commensurate decrease in AC) as well as her Bite and Claw attacks.

On her turn, Rimeclaw uses her Steam Breath whenever it is available and can target 2 or more enemies. Otherwise, she uses her Multiattack action to make a Deadly Leap, targeting as many creatures as possible, followed by a Slam attack. Her preferred target for this latter attack is a prone or restrained creature.

**Legendary Actions.** Rimeclaw uses her Deadly Leap legendary action as much as possible, resorting to jumping straight up and down if she is already atop two or more creatures. If she can't use this action for some reason, she uses Hot Spring instead, avoiding the disadvantage the obscuring mist imposes thanks to her tremorsense.

**Lair Actions.** Because of her Endotherm trait, Rimeclaw wants to wet as many creatures as possible, so alternates between Melt and Water Blade. On her turns, she moves within 10 feet of as many wet creatures as possible to freeze them with her Endotherm trait.

### END OF WAVE

This wave ends when Rimeclaw's Meltwater Form is reduced to 0 hit points, or she is captured by a S.N.A.R.E..



## FINALE

If Rimeclaw is killed, proceed to Rimeclaw Slain. If the party captures the glaciershark in a S.N.A.R.E., go to Rimeclaw Captured. If she beats the party (the player characters die or flee), jump to the Aftermath.

### RIMECLAW SLAIN

Rimeclaw slumps, steam hissing from her many wounds and melting the ice around her until the glaciershark lies partially submerged in the rapidly-refreezing puddle. The air is remarkably still in the battle-worn crevasse. The claws and icy armour that once adorned her blubbery red-and-white form lie scattered, the gouges in the rock and ice evidence of the terrible strength the beast once wielded. In the distance, the crack of hunting iskarvs is a reminder that the glacier is no place to hang about.

### RIMECLAW CAPTURED

With a sound like steam being sucked through an impossibly small funnel, the monstrous amphibian deforms, as if space and time were arguing over which direction was the past. Then, just like that, the air is still in the battle-worn crevasse. The claws and icy armour that once adorned Rimeclaw's blubbery red-and-white form lie scattered, the gouges in the rock and ice evidence of the terrible strength the beast once wielded. In the distance, the crack of hunting iskarvs is a reminder that the glacier is no place to hang about.

## AFTERMATH

What happens in the Iskbreen Mountains depends on whether Rimeclaw was defeated (slain or captured) or bested the party. That being said, there are a couple of occurrences that take place regardless of the outcome:

- With the aid of Skurinn, Vadirr raises two more iskarvs from the clutch waiting back home and wins the Tordenkrast ice fishing festival for an eighth consecutive year.
- Skurinn never takes another mate.

In a rare show of community, a statue of Thurinn is carved and unveiled to Vadirr at the next Tordenkrast festival.

### RIMECLAW SLAIN OR CAPTURED

- With Rimeclaw gone, the ranchers quickly move herds of koibuto in to feed on the prolific cactice. The area's ecological balance is maintained.
- If Rimeclaw is harvested, the *gullinbursti tusk* daggers are found lodged in her blubber. If Rimeclaw is captured, the daggers (and any other foreign objects embedded in her such as ammunition) fall in the space she occupied. See Gullinbursti Tusk Rarity table for details (page 29).
- If the daggers are given to Heliana, she is psyched to receive them and rewards the party well (see Hunt Rewards table, page 2). L'Arsene is a little salty and makes comments to the effect of "I could easily make something better".
- Baron Bodrum Businesses Inc. rewards the party (see Hunt Rewards table, page 2) and starts trying to develop the area, much to the chagrin of the locals. A stealth campaign involving sending iskarvs to destroy the foundations of BBB Inc's buildings causes the conglomerate to give up on yet another failed BBB operation.

### RIMECLAW CAPTURED

- Some time later, Dr. Doolots rewards the party with a scroll of *vapourderm* and *coldsnap* (page 35) after studying Rimeclaw within the S.N.A.R.E..
- If presented with one of Rimeclaw's components, Humperdink clones a soulless copy of the glacier-shark that can be harvested for everything but *essence* 12 days later.

### RIMECLAW WINS

- Rimeclaw's territory expands to encompass a huge area. She begins breeding and producing offspring that spread the glaciershark territory further.
- Cactice expand and the region is almost impassable except to flying creatures and glaciersharks, further affirming the glaciersharks' reign over the domain.
- Squalls of iskarvs learn to mob and hunt glacier-sharks. Observing this, Vadirr trains a veritable army of them, and the Iskbrenians manage to keep the glaciersharks' expansion in check, limiting it to half of the Iskbrenian range.
- Inspired by Haidreaper, Olik tracks Rimeclaw to her lair and tries to use a similar technique to freeze the glaciershark. He fails and ends up freezing himself into a cryogenic stasis.

# TREASURE

Once the party has defeated Rimeclaw, in addition to securing the *gullinbursti tusk* daggers, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

## GULLINBURSTI TUSK RARITY

Hunt Level	Rarity
5th	Uncommon
11th	Rare
17th	Very rare

GULLINBURSTI TUSKS



# HARVESTING

Rimeclaw, a glaciershark, has the following unique components, in addition to ones normal for a Beast. Knocked off of the glaciershark during its change to Meltwater Form are four pouches of *Beast (glaciershark) claws*, one *Beast (glaciershark) horn*, and two pouches of *Beast (glaciershark) teeth*, which require only harvesting supplies to preserve (if you use that optional rule). The food component for the unique recipe is *Beast (glaciershark) fin* (count as a bone for the purposes of cooking) and is used to make *glacier fin soup*.

## GLACIERSHARK UNIQUE HARVEST TABLE

Component DC	Component
5	<i>Pouch of claws</i> (4)
10	<i>Fin</i> (4), <i>Horn</i> (1)
15	<i>Gill frond</i> (8)
20	<i>Ice plates</i> (5)

**Capture.** If Rimeclaw is captured, only her claws, teeth, and horn remain to be harvested. If presented with one of these components, Humberdink can grow a clone of the glaciershark. Harvesting of this corpse must begin within **1 minute** of the cloning process finishing, which takes **12 days**, in order to yield magical components. *Essence* can't be harvested from the clone.

# CRAFTING

The following unique items can be crafted from the glaciershark's components.

## GLACIERSHARK HARVEST TABLE

Item	Item type	Rarity	Attunement	Components	Essence	Value*
<i>Cold Shoulder</i>	Wondrous item	Rare	Required	<i>Beast (glaciershark) hide</i>	<i>Robust</i>	2,970 gp
		Very rare			<i>Potent</i>	12,400 gp
		Legendary			<i>Mythic</i>	53,660 gp
<i>Icewalkers</i>	Wondrous item	Common	Socketable	—	—	40 gp
<i>Frosticuffs</i>	Weapon (spiked cestus)	Uncommon	—	<i>Beast (glaciershark) gill frond</i>	<i>Frail</i>	460 gp
		Rare			<i>Robust</i>	1,950 gp
		Very rare			<i>Potent</i>	9,930 gp
<i>Glacial Gunlance</i>	Weapon (gunlance)	Uncommon	Required	<i>Beast (glaciershark) horn</i>	<i>Frail</i>	760 gp
		Rare			<i>Robust</i>	4,430 gp
		Very rare			<i>Potent</i>	12,780 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

# APPENDIX A - ITEMS

This appendix presents both magical and nonmagical items. Each item has a name, two lines of metadata (the bits in *italics*), and the item's function. For nonmagical items, the first line of metadata shows the item type as well as its 'off-the-shelf' purchase value and weight. The second line details the duration, DC, and tools required for the Manufacturing check to make such an item (see *Heliana's Guide to Monster Hunting* for the full Crafting mechanics).

For magic items, the first line of metadata shows the item's type, rarity, and attunement requirements (if any). The second, 'Component' line details the magical component needed to craft this item using the Enchanting and/or Forging rules from *Heliana's Guide*. These components can be harvested from slain creatures (see *Heliana's* for the full Harvesting mechanics).

Magic items also present rarity variants for the items. These are instructions of how to change the item's text to create a variant of the item that is balanced for a different rarity. Rarer items are more powerful than less rare items (see *Heliana's Guide* or *L'Arsene's Ledger of Treasures and Trinkets* for more on rarity variants).

## ADVENTURING GEAR

### CRAMPONS

*Adventuring gear; value 5 gp; weight 0.5 lb  
2-hour, DC 11 Manufacturing check using Smith's tools*

These spiked foot accessories give you extra traction in snow and ice at the cost of a little bit of mobility. Crampons take **1 minute** to attach to your footwear. Once attached, your walking speed is reduced by **5 feet**, but you do not suffer the effects of difficult terrain due to ice. When combined with a suitable hand tool like a war pick or ice axe, you gain a climbing speed of **20 feet** on terrain made of ice.

## WEAPONS

### GUNLANCE

*Martial melee weapon; value 150 gp; weight 8 lb  
36-hour, DC 19 Manufacturing check using Carpenter's, Smith's, Tinker's, or Woodcarver's tools*

Gunlances are martial melee weapons, taking the form of one-handed polearms with built-in short-range

firearms. They have the Heavy, Reach, Unwieldy, and Versatile (1d10) properties, and deal **1d8** piercing damage on a hit. They also have the Special: Point-Blank property.

**Unwieldy.** This weapon is large and difficult to wield. Drawing or stowing the weapon requires a bonus action, and your speed is reduced by **10 feet** while you wield it.

**Special: Point-Blank.** As a bonus action while wielding this weapon, you can prime it for shooting. The next time you hit with a melee attack using this weapon before the end of your turn, the attack deals an extra **1d4** thunder damage.

## MAGIC ITEMS

### COLD SHOULDER

*Wondrous item, very rare (requires attunement)  
Component: Beast (glaciershark) ice plates*

The icy plates of the fearsome glaciershark stand strong against the crushing might of warhammers, the deadly edges of blades, and even goutts of scorching flames. And if, somehow, a blow manages to penetrate your defences, they can help reduce the swelling, too.

This item has 3 charges and regains all expended charges daily at dawn.

**Frostplate.** As a bonus action while wearing this pauldron, you can expend 1 charge to cause plates of ice to grow across your body, ending the wet condition on yourself and granting you 4d6 temporary hit points that last for 1 minute, or until you use another bonus action to make them melt away. While you have these temporary hit points, you have a +1 bonus to AC and vulnerability to thunder damage.

**Winterproof.** As a reaction when you take cold damage while wearing this pauldron, you can syphon some of that damage into growing icy plates to protect yourself. You immediately use the Frostplate property, without expending a charge, and reduce the cold damage taken by the amount of temporary hit points you gain from it.

---

**Rare variant:** You don't gain a bonus to AC while you have temporary hit points from the Frostplate property.

**Legendary variant:** Increase the charges to 5.

## FROSTICUFFS

Weapon (spiked cestus), uncommon

Component: Beast (glaciershark) gill frond

"Put 'em up. Shoot 'em out. Grow 'em back."

— Instructions on the use of frosticuffs, Heliana.

**Three-Shooter.** This weapon has three spikes made of ice. When you make an attack using this weapon, you can choose for it to be a ranged weapon attack, which you make by shooting one of the spikes. The attack roll uses your Dexterity or Strength modifier (your choice), and has a normal range of **20 feet** and a long range of **60 feet**. Once all three spikes have been shot, the weapon deals bludgeoning damage instead of piercing damage. As a bonus action while wielding the cestus, you can draw in heat from your surroundings, causing all missing spikes to reform.

**Heatsink Strike.** When you hit a creature with an attack using this weapon, you can cause the creature to unwillingly drain heat from its surroundings. If you do, the attack deals an additional **3d6** fire damage, and all of this weapon's missing spikes reform. Once this property of the cestus has been used, it can't be used again until the next dawn.

**Rare variant:** You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the fire damage to **4d6**.

**Very rare variant:** You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the fire damage to **6d6**.

## GLACIAL GUNLANCE

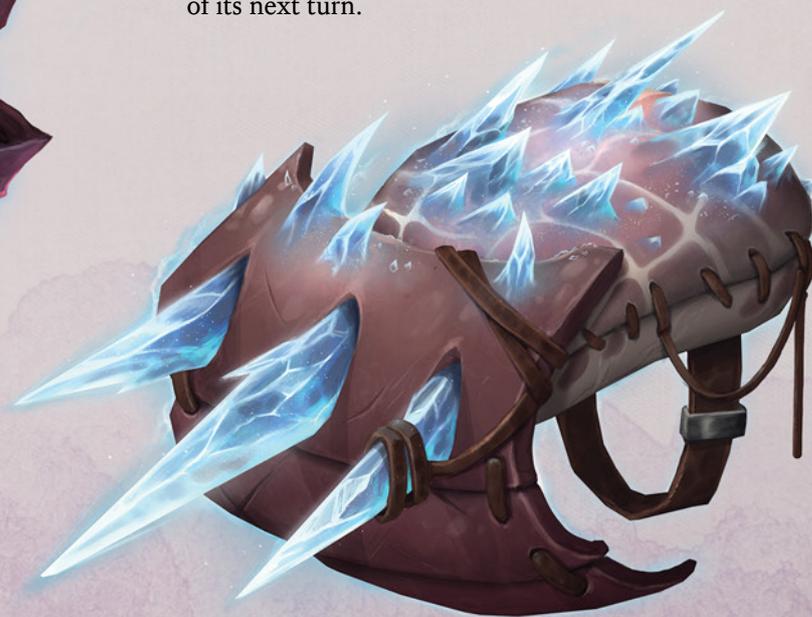
Weapon (gunlance), rare (requires attunement)

Component: Beast (glaciershark) horn

First, they look down the barrel of this weapon and flinch, anticipating a flash of light and the impact of a bullet. Then, they sigh in relief when they realise it's just water. Finally, they shiver as the ice solidifies around their immobilised bodies, and wish that it had been a bullet instead.

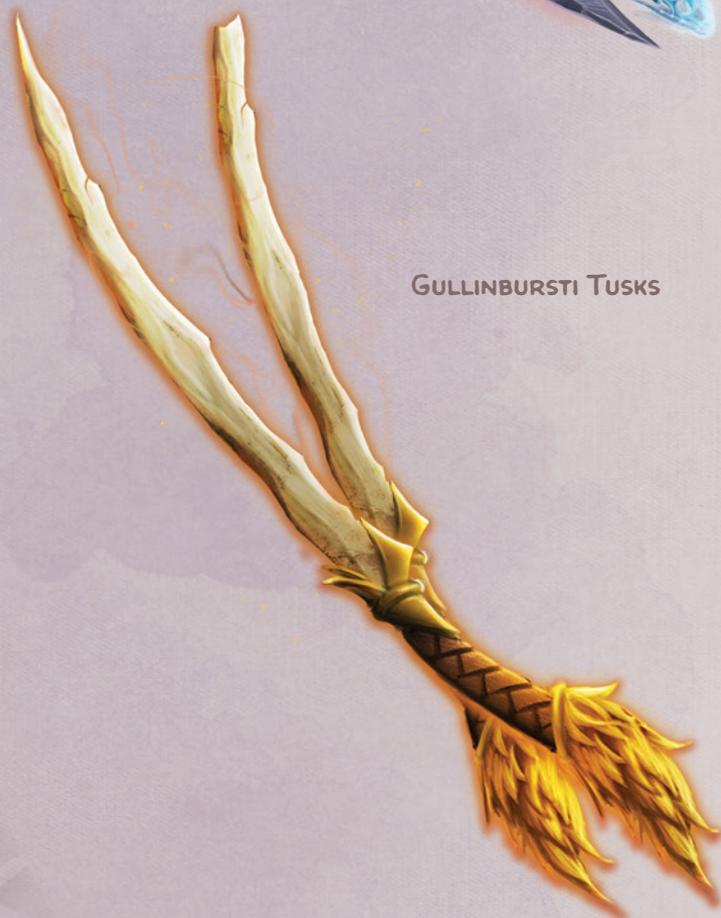
This item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. This gunlance sprays gouts of hot steam, causing its Special: Blast property to deal fire damage instead of thunder damage.

**Cold Shower.** As a bonus action while wielding this weapon, you can expend **1 charge** to spray water from its barrel in a **15-foot cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or become **wet** (see page 20) until the end of its next turn.





GLACIAL GUNLANCE



GULLINBURSTI TUSKS

**Quick-Freeze.** When you hit a creature with an attack using this weapon, you can expend **1 charge** to chill the blade (no action required), causing the attack to deal an extra **1d6** cold damage. If the creature is wet, it must succeed on a **DC 15 Strength saving throw** or be **restrained** by ice that forms around it until the end of its next turn.

---

**Uncommon variant:** Reduce the charges to **4** and the **DCs** to **13**.

**Very rare variant:** You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **16** and the cold damage to **2d6**.

## GULLINBURSTI TUSKS

*Weapon (dagger), uncommon (requires attunement)*

*Component: beast (giant boar) tusk*

Commonly found as pairs, these rough, gold-and-ivory daggers are said to have been forged using leftover materials from the forging of Gullinbursti, the great Golden Boar. A restless aura suffuses these blades, from its golden-haired hilt to its ivory points.

You can attune to two of these daggers and they count as a single magic item with regard to the number of magic items you can attune to. While wielding two of these daggers, you gain a **+1 bonus** to attack and damage rolls made with them, and you can use the Boar's Charge and Spirit of the Golden Boar properties.

**Boar's Charge.** If you move at least **20 feet** straight towards a creature and then immediately hit it with an attack using this dagger, the target takes an additional **2d6** piercing damage. If the target is a creature, it must succeed on a **DC 13 Strength saving throw** or be knocked **prone**. Once this property of the daggers has been used, it can't be used again until the next dawn.

**Spirit of the Golden Boar.** You call forth Gullinbursti's residual power. As an action, you can speak the command word, aim your daggers, and a golden boar charges in a **5-foot-wide, 30-foot-long line** from you. Each creature in the line must make a **DC 13 Dexterity saving throw**, taking **3d6** radiant damage on a failure, or half as much damage on a success. Once this property of the daggers has been used, it can't be used again until the next dawn.

---

**Rare variant:** Increase the **DCs** to **15**, the attack and damage bonus to **+2**, the damage of Boar's Charge to **2d8**, and the damage of Spirit of the Golden Boar to **4d6**.

**Very rare variant:** Increase the **DCs** to **16**, the attack and damage bonus to **+3**, the damage of Boar's Charge to **2d10**, and the damage of Spirit of the Golden Boar to **5d6**.

## ICEWALKERS

Wondrous item, common (socketable)

Component: pouch of Beast (glaciershark) claws

A set of trusty *icewalkers* won't make bad falls hurt any less... but it can make it so that you're not the only one hurting.

This item can be socketed on shoes, sabatons, or other footwear.

**Cramp-on-Demand.** As a bonus action while wearing the socketed footwear, you can cause spikes of ice to form on this item, or melt away. While the spikes are formed, the item works as a set of crampons (see page 30).

**Icicle Drop.** If you fall on another creature while wearing the socketed footwear with the ice spikes formed, you can use your reaction to deal **1d6** piercing damage plus **1d6** cold damage to that creature, in addition to any other damage it takes from the impact. The spikes then shatter, and must be formed again using the Cramp-on-Demand property.

### FALLING ON ANOTHER CREATURE

When a creature falls on another creature, use the following rule to determine how much damage each one takes. The creature being fallen on can make a **DC 15 Dexterity saving throw** to attempt to avoid the collision. On a failed save, the damage from the fall is split evenly between the two creatures, and both are knocked **prone**. On a successful save, the creature being fallen on moves to an unoccupied space within **5 feet** of the space it's occupying, and the falling creature takes damage and is knocked **prone** as normal. If the creature being fallen on is unaware of the falling creature, it automatically fails this saving throw.

### ICEWALKERS



## ISKSTROMMING

Magical meal (1 ingredient: flesh), rarity varies

Unique ingredient: Beast (glaciershark) flesh,

Iskstromming is a delicacy of the Iskbreen Mountains, and is enjoyed nowhere else. Pungent, salty, and tongue-numbingly cold, its failure to conquer the culinary world surprises no-one.

The effect of a magical meal typically last **8 hours** or until you consume another magical meal, whichever comes first.

**Ingredients.** The ingredients for this meal are *flesh* and *spice*. The unique ingredient, *Beast (glaciershark) flesh*, replaces the *flesh*. A creature that consumes this meal gains the following effects for the duration, in addition to those normally gained for the ingredients in this meal (see *Heliana's Guide*, page 145-146).

**Endotherm.** Once per turn, when a creature that touches you or hits you with a melee attack while within **5 feet** of you takes cold damage. The potency of the effect increases with the rarity of the meal:

### ENDOTHERM EFFECT SCALING

Rarity	Damage
Uncommon	1
Rare	2
Very rare	3
Legendary	4

## KOIBUTO OIL

*Wondrous item, common*

*Component: Beast (koibuto) fat*

There's no clothing more waterproof, nor more flammable, than that enriched with this fishy oil. Though careful filtering removes the worst of the rotten fish aroma, its olfactory stimulation reminds one of pungent summers amongst the Iskbrenian fisherfolk.

**Waterproof.** A bottle of *koibuto oil* contains **1d4 + 2** doses. The oil takes **10 minutes** per dose to apply and can be used to impregnate clothing, hair, fur, and feathers. To become fully waterproofed, a Small or Tiny creature requires 1 dose, a Medium creature 3 doses, a Large creature 9 doses, a Huge creature 20 doses, and a Gargantuan creature 50 doses. The waterproofing lasts for **2d4 + 2 days**, or until the clothing or creature is washed thoroughly over the course of **1 hour**.

While fully waterproofed, a creature can't become wet. In addition, if a fully waterproofed creature comes into contact with an open flame, it immediately sets on fire. It takes **2d6** fire damage at the start of each of its turns until it, or a creature within reach of it, uses an action to pat out the flames.

Creatures have **advantage** on Perception checks that rely on smell made to detect creatures waterproofed with *koibuto oil*.

## S.N.A.R.E

*Wondrous item, uncommon*

*Component: Construct (divine-infused\*) lifespark*

After the success of Heliana's tome on monster hunting, Dr. Doolots became concerned with the possible extinctions that may arise from overly zealous monster hunters. With the project-management skills a Baron Bodrum Businesses boardroom could only dream of, Doolots simultaneously oversaw the development of pocket-dimension technology, advancement in the field of biomantic cloning, and persuaded the Planes' most influential monster hunter, Heliana, that monster conservation was as valuable as putting their heads on a wall.

During use, this device simultaneously analyses a creature, sends this information to a quantum-linked receiver which creates a bespoke biome for it within a pocket dimension, and teleports that creature to the pocket dimension. This menagerie of pocket dimensions can be accessed within the Loot Tavern, which Heliana plans to make into an Astral Safari.

**Capture.** As an action, you can arm and throw the *S.N.A.R.E.* at a creature within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or be trapped inside a pocket dimension from which it can't escape by any means short of a *wish* spell. A creature with a CR of 13 or higher, or who has more than 25% of its Hit Point maximum automatically succeed on this saving throw. A creature with fewer than 10% of its Hit Point maximum automatically fails on this saving throw.

The pocket dimension has the correct terrain, humidity, and other environmental factors required for the creature to flourish. Using clones of Mushy, the hyphan familiar, and several arcanomechanical constructs, Heliana keeps these creatures fed and watered.

---

**Rare variant:** Increase the **DC** to **15** and the CR of creatures that automatically succeed to 17+.

**Very rare variant:** Increase the **DC** to **16** and the CR of creatures that automatically succeed to 21+.

**Legendary variant:** Increase the **DC** to **17** and the CR of creatures that automatically succeed to 25+.

**Artifact variant:** Increase the **DC** to **18** and the CR of creatures that automatically succeed to 29+.

\*Found in CREO and Unit M3T4L in *Forge of the Divine Machine*.

# APPENDIX B - SPELLS

## COLDSNAP

3rd-level evocation\*

**Casting Time:** 1 action

**Range:** 60 feet (20-foot-radius sphere)

**Components:** V, S, M (A shard of gypsum)

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You choose a point you can see within range, causing temperatures within a **20-foot-radius sphere** centred on that point to plummet. Water in the area instantly freezes solid, thawing **10 minutes** later at room temperature, **1 hour** later in cold conditions, and **1 minute** later in hot ones. Each creature in the area must immediately make a **Constitution saving throw**. On a failure, a creature takes **4d8** cold damage and has its speed halved until the end of its next turn. On a success, a creature takes half as much damage and suffers no other effects.

In addition, a wet (see page 20) creature in the area must make a **Strength saving throw**, becoming **restrained** for **1 minute** on a failure. A creature restrained in this way can use its action to make a **Strength** check against your **spell save DC**, freeing itself on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

## CONCUSSION

Evocation cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a *thdoom* that can be heard **100 feet** away, you cause a sudden increase in the air pressure surrounding a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become **deafened** until the start of your next turn.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## VAPOURDERM

2nd-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (A piece of cactice)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (water), Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, reinforcing its skin as you cause it to bloat with stored steam. Whenever the creature takes **5** or more piercing or slashing damage in a single instance, it emits a gout of scalding steam, and each creature within **5 feet** of it takes **14 (4d6)** fire damage. After this effect has triggered, it can't trigger again until the start of the creature's next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

# APPENDIX C - CREATURES

## GLACIERSHARKS

In an explosion of snow and ice, a glaciershark ambushes a squall of resting iskarvs, sluggish and immobile after gorging on isclams. Apex predators found amongst high mountain glaciers and in vast polar expanses, these amphibians are adroit burrowers, clawing through rock and ice to surprise unsuspecting prey.

**Multiform Mimicry.** The two forms of glaciersharks have long confused zoologists; the rounded, blubbery form with its mottled cream-and-burgundy colouration bears almost no resemblance to the jagged ice-covered monster that haunts the nightmares of many Iskbrenian children. It is this latter depiction, the beast's hunting form, that earns the glaciershark its name. The ridges of dorsal ice plates that cut through a lake's frozen surface moments before it attacks are well known from the saga, *Epic of the Ice Reaper*. Perceptive researchers also note the similarity of the glaciershark's angled maw to that of the magnetite dragons, perhaps a form of fear-inducing mimicry.

**A Throng of Ice and Fire.** One of the defining characteristics of glaciersharks is their ability to manipulate heat. A glaciershark can absorb latent heat from even frigid waters, growing plates of ice which act like armour, as well as claws and teeth for burrowing and savaging prey. As with many Iskbrenian creatures, glaciersharks store this heat beneath thick layers of blubber and keep their internal biosphere at extraordinary pressures. If its unarmoured hide is punctured, water is released in a blast of hot steam, a final defence in its territorial duels.

**Hot and Bothered.** A glaciershark's sex depends on the temperature of water in which its egg is laid. To prepare for mating, a glaciershark sheds its icy accoutrements and returns to its unarmoured, amphibian state, also known as its Meltwater Form. A male then searches for a female—a process which can be arduous given glaciersharks' vast territories—and, after mating, the female lays two clutches of eggs. The largest is always beneath a lake's frozen surface and becomes females, while a second clutch is laid in one of the numerous hot springs that dot the mountain range, becoming males. Regardless of ice bath or steamy spa, the life of a juvenile glaciershark is a brutal cannibalistic battle from which fewer than one percent of the tadpoles reach maturity.

**Crafty and Carnivorous.** Glaciersharks' skin is adorned with thousands of sensors that allow it to 'see' through vibrations. Combined with its ability to burrow, this makes it an excellent ambush predator; it can pinpoint the location of feeding iskarvs on a lake's surface and devour them, the clams they eat, and the ice they sit upon in one fell swoop. Should its quarry be agile enough to escape this attack, a glaciershark can eject its icy claws at high velocities, skewering fleeing prey out of the sky. If ever there were a hunter to admire, it is surely this beast.



## LAIR & LAIR ACTIONS

Though a glaciershark's territory might extend dozens of miles, its lair is usually a much more confined and secluded area where it can doff its icy armour in safety. Typically, this can be a sheltered recess within a glacier's crevasse, an underground cave system protected by a lake's frozen surface, or a hot spring whose thick steam shields it from prying eyes.

On initiative count 20 (losing initiative ties), the glaciershark takes a lair action to cause one of the following effects; the glaciershark can't use the same effect two rounds in a row:

**Freeze.** A **20-foot-radius sphere** centred on a point within the lair suddenly drops in temperature. Each creature in the area must make a **VDC Constitution saving throw**, taking **Vdam** cold damage on a failure, or half as much damage on a success. A

creature in the area that doesn't have resistance or immunity to cold damage has its speed halved. Any water in the area freezes; a creature that is swimming or submerged in water is **restrained**, and a creature that is wet must succeed on a **VDC Strength saving throw** or become **restrained** as per the glaciershark's Endotherm trait.

**Melt.** A **20-foot cube** of ice in the lair melts, causing any creatures standing on the surface in the area to fall into the water and become wet.

**Water Blade.** Up to three tendrils of water slash at nearby creatures. Each tendril makes a melee spell attack (**Vmod** to hit) against different creatures within **30 feet** of one of the bodies of water in the lair. On a hit, a creature takes **half Vdam** slashing damage and becomes **wet**.



# YOUNG GLACIERSHARK

*Huge Beast, Unaligned*

**Armour Class** 19 (Ice Shell), 16 (natural armour) in Meltwater Form

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

**Saving Throws** Dex +5, Con +9, Wis +5

**Skills** Perception +5, Stealth +5

**Damage Resistances** cold, fire, slashing

**Condition Immunities** charmed, frightened, wet

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 15

**Languages** —

**Challenge** 10 (5,900 XP, or 11,800 XP with Meltwater Form)

**Proficiency Bonus** +4

**Amphibious.** The glaciershark can breathe air and water.

**Ice Shell.** The glaciershark's crystalline ice armour conducts thunder. It has **disadvantage** on saving throws against effects that deal thunder damage, and attacks that deal thunder damage have **advantage** to hit it. Whenever it takes **6** or more thunder damage in a single instance, it takes an extra **5 (2d4)** thunder damage. Lost when Meltwater Form triggers.

**Ice Walk.** The glaciershark ignores difficult terrain caused by ice.

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

**Standing Leap.** The glaciershark's long jump is up to **40 feet** and its high jump is up to **20 feet**, with or without a running start.

## MELTWATER FORM

If the glaciershark would be reduced to 0 hit points, its current hit point total instead resets to **126** hit points, it gains **14** temporary hit points, its AC changes to 16 (natural armour), it loses its resistance to slashing damage, it loses its Ice Shell trait, and it gains the Endotherm and Stored Steam traits. Additionally, the glaciershark can now use the Deadly Leap and Steam Breath actions and the options in the "Meltwater Actions" section for **1 hour**. Award a party an additional 5,900 XP (11,800 XP total) for defeating the glaciershark after its Meltwater Form activates. This trait recharges after the glaciershark finishes a short or long rest.

**Endotherm.** A creature that touches the glaciershark or hits it with a melee attack while within **5 feet** of it takes **3 (1d6)** cold damage. At the start of the glaciershark's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **10 feet** of the glaciershark must succeed on a **DC 12 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way is freed if it takes **2** or more fire damage in a single instance, or if it uses its action to succeed on a **DC 12 Strength** check.

**Stored Steam.** Whenever the glaciershark takes **5** or more piercing or slashing damage, it emits goutts of scalding steam, and each other creature within **5 feet** of it takes **3 (1d6)** fire damage.

## ACTIONS

**Multiattack.** The glaciershark makes one Bite attack and one Claw attack. In its Meltwater Form, the glaciershark instead makes two Slam attacks, and can replace one of these with its Deadly Leap.

**Bite (Lost in Meltwater Form).** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* **15 (2d10 + 4)** piercing damage plus **3 (1d6)** cold damage. Lost when Meltwater Form triggers.

**Claw (Lost in Meltwater Form).** *Melee or Ranged Weapon Attack:* **+8** to hit, reach 5 ft. or range 90/180 ft., one target. *Hit:* **9 (2d4 + 4)** slashing damage plus **3 (1d6)** cold damage. Lost when Meltwater Form triggers.

**Slam.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* **13 (2d8 + 4)** bludgeoning damage plus **3 (1d6)** cold damage.

**Deadly Leap (Meltwater Form Only).** With a spray of ice and steam, the glaciershark leaps up to its maximum jumping distance without provoking opportunity attacks. If it lands in a space occupied by another creature, each creature in the space must make a **DC 16 Dexterity saving throw**. On a failure, a creature is knocked **prone** and takes **10 (3d6)** bludgeoning damage. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed **5 feet** out of the glaciershark's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls **prone** in the glaciershark's space.

**Steam Breath (Meltwater Form Only; Recharge 5-6).** The glaciershark exhales scalding steam in a **40-foot cone**, heavily obscuring the area until the start of its next turn. Each creature in the area when it uses this action must make a **DC 16 Constitution saving throw**, taking **27 (5d10)** fire damage on a failure, or half as much damage on a success.

## LEGENDARY ACTIONS

The glaciershark can take 2 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 glaciershark regains spent legendary actions at the start of its turn.

**Claw.** The glaciershark makes one Claw attack. Lost when Meltwater Form triggers.

**Move.** The glaciershark moves up to half its speed without provoking opportunity attacks.

**Subzero (Costs 2 Actions).** The glaciershark inhales, draining the heat out of those in a **20-foot cone** and causing obvious crystals of ice to form in the air. Each creature in the area must succeed on a **DC 16 Constitution saving throw** or have its speed halved until the end of its next turn. Wet creatures that fail this saving throw are **restrained** as per the glaciershark's Endotherm trait instead.

At the end of the next player character's turn, the glaciershark exhales a cascade of razor-sharp ice fragments in a **40-foot cone** that matches the orientation of the previous cone. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking **9 (2d8)** slashing damage and **9 (2d8)** cold damage on a failure, or half as much damage on a success.

## MELTWATER ACTIONS

If the glaciershark's Meltwater Form has activated in the last hour, it can use the options below as legendary actions.

**Deadly Leap.** The glaciershark uses its Deadly Leap action.

**Hot Spring.** The glaciershark produces heavily obscuring steam in a **30-foot radius** centred on it that moves with it until the end of its next turn.

# ANCIENT GLACIERSHARK

*Huge Beast, Unaligned*

**Armour Class** 23 (Ice Shell), 18 (natural armour) in Meltwater Form

**Hit Points** 270 (20d12 + 140)

**Speed** 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	25 (+7)	6 (-2)	17 (+3)	8 (-1)

**Saving Throws** Dex +9, Con +14, Wis +10

**Skills** Perception +10, Stealth +9

**Damage Resistances** cold, fire, slashing

**Condition Immunities** charmed, frightened, wet

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 20

**Languages** —

**Challenge** 24 (62,000 XP, or 124,000 XP with Meltwater Form)

**Proficiency Bonus** +7

**Amphibious.** The glaciershark can breathe air and water.

**Ice Shell.** The glaciershark's crystalline ice armour conducts thunder. It has **disadvantage** on saving throws against effects that deal thunder damage, and attacks that deal thunder damage have **advantage** to hit it. Whenever it takes **12** or more thunder damage in a single instance, it takes an extra **9 (2d8)** thunder damage. Lost when Meltwater Form triggers.

**Ice Walk.** The glaciershark ignores difficult terrain caused by ice.

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

**Standing Leap.** The glaciershark's long jump is up to **40 feet** and its high jump is up to **20 feet**, with or without a running start.

## MELTWATER FORM

If the glaciershark would be reduced to 0 hit points, its current hit point total instead resets to **270** hit points, it gains **60** temporary hit points, its AC changes to 18 (natural armour), it loses its resistance to slashing damage, it loses its Ice Shell trait, and it gains the Endotherm and Stored Steam traits. Additionally, the glaciershark can now use the Deadly Leap and Steam Breath actions and the options in the "Meltwater Actions" section for **1 hour**. Award a party an additional 62,000 XP (124,000 XP total) for defeating the glaciershark after its Meltwater Form activates. This trait recharges after the glaciershark finishes a short or long rest.

**Endotherm.** A creature that touches the glaciershark or hits it with a melee attack while within **5 feet** of it takes **9 (2d8)** cold damage. At the start of the glaciershark's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **10 feet** of the glaciershark must succeed on a **DC 15 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way is freed if it takes **10** or more fire damage in a single instance, or if it uses its action to succeed on a **DC 15 Strength** check.

**Stored Steam.** Whenever the glaciershark takes **5** or more piercing or slashing damage, it emits goutts of scalding steam, and each other creature within **5 feet** of it takes **7 (2d6)** fire damage.

## ACTIONS

**Multiattack.** The glaciershark makes one Bite attack and two Claw attacks. In its Meltwater Form, the glaciershark instead makes two Slam attacks, and can replace one of these with its Deadly Leap.

**Bite (Lost in Meltwater Form).** *Melee Weapon Attack:* **+14** to hit, reach 5 ft., one target. *Hit:* **26 (3d12 + 7)** piercing damage plus **9 (2d8)** cold damage. Lost when Meltwater Form triggers.

**Claw (Lost in Meltwater Form).** *Melee or Ranged Weapon Attack:* **+14** to hit, reach 5 ft. or range 90/180 ft., one target. *Hit:* **17 (3d6 + 7)** slashing damage plus **9 (2d8)** cold damage. Lost when Meltwater Form triggers.

**Slam.** *Melee Weapon Attack:* **+14** to hit, reach 5 ft., one target. *Hit:* **23 (3d10 + 7)** bludgeoning damage plus **9 (2d8)** cold damage.

**Deadly Leap (Meltwater Form Only).** With a spray of ice and steam, the glaciershark leaps up to its maximum jumping distance without provoking opportunity attacks. If it lands in a space occupied by another creature, each creature in the space must make a **DC 22 Dexterity saving throw**. On a failure, a creature is knocked **prone** and takes **28 (8d6)** bludgeoning damage. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed **5 feet** out of the glaciershark's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls **prone** in the glaciershark's space.

**Steam Breath (Meltwater Form Only; Recharge 5-6).** The glaciershark exhales scalding steam in a **90-foot cone**, heavily obscuring the area until the start of its next turn. Each creature in the area when it uses this action must make a **DC 22 Constitution saving throw**, taking **66 (12d10)** fire damage on a failure, or half as much damage on a success.

## LEGENDARY ACTIONS

The glaciershark 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 glaciershark regains spent legendary actions at the start of its turn.

**Claw.** The glaciershark makes one Claw attack. Lost when Meltwater Form triggers.

**Move.** The glaciershark moves up to half its speed without provoking opportunity attacks.

**Subzero (Costs 2 Actions).** The glaciershark inhales, draining the heat out of those in a **30-foot cone** and causing obvious crystals of ice to form in the air. Each creature in the area must succeed on a **DC 22 Constitution saving throw** or have its speed halved until the end of its next turn. Wet creatures that fail this saving throw are **restrained** as per the glaciershark's Endotherm trait instead.

At the end of the next player character's turn, the glaciershark exhales a cascade of razor-sharp ice fragments in a **60-foot cone** that matches the orientation of the previous cone. Each creature in the area must make a **DC 22 Dexterity saving throw**, taking **27 (6d8)** slashing damage and **27 (6d8)** cold damage on a failure, or half as much damage on a success.

## MELTWATER ACTIONS

If the glaciershark's Meltwater Form has activated in the last hour, it can use the options below as legendary actions.

**Deadly Leap.** The glaciershark uses its Deadly Leap action.

**Hot Spring.** The glaciershark produces heavily obscuring steam in a **30-foot radius** centred on it that moves with it until the end of its next turn.

# ADULT GLACIERSHARK

*Huge Beast, Unaligned*

**Armour Class** 21 (Ice Shell), 17 (natural armour) in Meltwater Form

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	6 (-2)	15 (+2)	8 (-1)

**Saving Throws** Dex +7, Con +11, Wis +8

**Skills** Perception +8, Stealth +7

**Damage Resistances** cold, fire, slashing

**Condition Immunities** charmed, frightened, wet

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 18

**Languages** —

**Challenge** 18 (20,000 XP, or 40,000 XP with Meltwater Form)

**Proficiency Bonus** +6

**Amphibious.** The glaciershark can breathe air and water.

**Ice Shell.** The glaciershark's crystalline ice armour conducts thunder. It has **disadvantage** on saving throws against effects that deal thunder damage, and attacks that deal thunder damage have **advantage** to hit it. Whenever it takes **12** or more thunder damage in a single instance, it takes an extra **9 (2d8)** thunder damage. Lost when Meltwater Form triggers.

**Ice Walk.** The glaciershark ignores difficult terrain caused by ice.

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

**Standing Leap.** The glaciershark's long jump is up to **40 feet** and its high jump is up to **20 feet**, with or without a running start.

## MELTWATER FORM

If the glaciershark would be reduced to 0 hit points, its current hit point total instead resets to **207** hit points, it gains **40** temporary hit points, its AC changes to 17 (natural armour), it loses its resistance to slashing damage, it loses its Ice Shell trait, and it gains the Endotherm and Stored Steam traits. Additionally, the glaciershark can now use the Deadly Leap and Steam Breath actions and the options in the "Meltwater Actions" section for **1 hour**. Award a party an additional 20,000 XP (40,000 XP total) for defeating the glaciershark after its Meltwater Form activates. This trait recharges after the glaciershark finishes a short or long rest.

**Endotherm.** A creature that touches the glaciershark or hits it with a melee attack while within **5 feet** of it takes **4 (1d8)** cold damage. At the start of the glaciershark's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **10 feet** of the glaciershark must succeed on a **DC 13 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way is freed if it takes **5** or more fire damage in a single instance, or if it uses its action to succeed on a **DC 13 Strength** check.

**Stored Steam.** Whenever the glaciershark takes **5** or more piercing or slashing damage, it emits gouts of scalding steam, and each other creature within **5 feet** of it takes **4 (1d8)** fire damage.

## ACTIONS

**Multiattack.** The glaciershark makes one Bite attack and one Claw attack. In its Meltwater Form, the glaciershark instead makes two Slam attacks, and can replace one of these with its Deadly Leap.

**Bite (Lost in Meltwater Form).** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 21 (**3d10 + 5**) piercing damage plus 4 (**1d8**) cold damage. Lost when Meltwater Form triggers.

**Claw (Lost in Meltwater Form).** *Melee or Ranged Weapon Attack:* **+11** to hit, reach 5 ft. or range 90/180 ft., one target. *Hit:* 15 (**3d6 + 5**) slashing damage plus 4 (**1d8**) cold damage. Lost when Meltwater Form triggers.

**Slam.** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 21 (**3d10 + 5**) bludgeoning damage plus 4 (**1d8**) cold damage.

**Deadly Leap (Meltwater Form Only).** With a spray of ice and steam, the glaciershark leaps up to its maximum jumping distance without provoking opportunity attacks. If it lands in a space occupied by another creature, each creature in the space must make a **DC 19 Dexterity saving throw**. On a failure, a creature is knocked **prone** and takes 21 (**6d6**) bludgeoning damage. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed **5 feet** out of the glaciershark's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls **prone** in the glaciershark's space.

**Steam Breath (Meltwater Form Only; Recharge 5-6).** The glaciershark exhales scalding steam in a **60-foot cone**, heavily obscuring the area until the start of its next turn. Each creature in the area when it uses this action must make a **DC 19 Constitution saving throw**, taking 44 (**8d10**) fire damage on a failure, or half as much damage on a success.

## LEGENDARY ACTIONS

The glaciershark 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 glaciershark regains spent legendary actions at the start of its turn.

**Claw.** The glaciershark makes one Claw attack. Lost when Meltwater Form triggers.

**Move.** The glaciershark moves up to half its speed without provoking opportunity attacks.

**Subzero (Costs 2 Actions).** The glaciershark inhales, draining the heat out of those in a **30-foot cone** and causing obvious crystals of ice to form in the air. Each creature in the area must succeed on a **DC 19 Constitution saving throw** or have its speed halved until the end of its next turn. Wet creatures that fail this saving throw are **restrained** as per the glaciershark's Endotherm trait instead.

At the end of the next player character's turn, the glaciershark exhales a cascade of razor-sharp ice fragments in a **60-foot cone** that matches the orientation of the previous cone. Each creature in the area must make a **DC 19 Dexterity saving throw**, taking 18 (**4d8**) slashing damage and 18 (**4d8**) cold damage on a failure, or half as much damage on a success.

## MELTWATER ACTIONS

If the glaciershark's Meltwater Form has activated in the last hour, it can use the options below as legendary actions.

**Deadly Leap.** The glaciershark uses its Deadly Leap action.

**Hot Spring.** The glaciershark produces heavily obscuring steam in a **30-foot radius** centred on it that moves with it until the end of its next turn.

## ICE SPRING ELEMENTALS

While the borders of the elemental planes are well known—the demi-plane of ice where water and air meet, that of steam where fire and water mix—the primordial soup is where things get interesting. From this mixing pot of raw elemental energy, unique creatures arise, such as the ice spring elemental. Embodiments of water, fire, and air, these beings gain the crystalline armour of ice and the debilitating weapon of steam.

**Out of Place.** Ice spring elementals are not native to the Material Plane and generally appear there for one of two reasons. The first and most common is that they are invited, so to speak, by druids who task them with protecting sacred sites. The more organic and rare occurrence is for these creatures to cross over from the Elemental Planes at places where the border between such places is thin. These beings are as wild and unpredictable as the primordial chaos from which they were birthed and are generally best avoided.

### ICE SPRING ELEMENTAL

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## FROZEN FOUNT

Large Elemental, Unaligned

**Armour Class** 14 (natural armour)

**Hit Points** 66 (7d10 + 28)

**Speed** 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	5 (-3)	10 (+0)	6 (-2)

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralysed, petrified, poisoned, unconscious, wet

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

**Languages** Primordial

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Endotherm.** A creature that touches the elemental or hits it with a melee attack while within **5 feet** of it takes **3 (1d6)** cold damage. At the start of the elemental's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **5 feet** of the elemental must succeed on a **DC 12 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way that takes **2** or more fire damage in a single instance, or that uses its action to make a **DC 12 Strength** check and succeeds, is freed.

**Elemental Nature.** The elemental doesn't require air, food, or water.

**False Appearance.** If the elemental is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the elemental move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the elemental isn't an ordinary rock and ice geyser.

**Glacier Glide.** The elemental can burrow through nonmagical, unworked earth, ice, snow, and stone. While doing so, the elemental doesn't disturb the material it moves through. The elemental ignores difficult terrain caused by ice.

**Stored Steam.** Whenever the elemental takes **3** or more damage in a single instance, it emits goutts of scalding steam, and each other creature within **5 feet** of it takes **2 (1d4)** fire damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **13 (2d8 + 4)** bludgeoning damage plus **3 (1d6)** cold damage.

**Steam Eruption (Recharge 6).** The elemental exhales scalding steam in a **20-foot cone**, heavily obscuring the area until the end of the next turn. Each creature in the area when it uses this action must make a **DC 14 Constitution saving throw**, taking **11 (2d10)** fire damage on a failure, or half as much damage on a success.

## HOARFROST SPRING

Large Elemental, Unaligned

**Armour Class** 16 (natural armour)

**Hit Points** 136 (13d10 + 65)

**Speed** 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralysed, petrified, poisoned, unconscious, wet

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11

**Languages** Primordial

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Endotherm.** A creature that touches the elemental or hits it with a melee attack while within **5 feet** of it takes 4 (**1d8**) cold damage. At the start of the elemental's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **5 feet** of the elemental must succeed on a **DC 13 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way that takes **5** or more fire damage in a single instance, or that uses its action to make a **DC 13 Strength** check and succeeds, is freed.

**Elemental Nature.** The elemental doesn't require air, food, or water.

**False Appearance.** If the elemental is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the elemental move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the elemental isn't an ordinary rock and ice geyser.

**Glacier Glide.** The elemental can burrow through nonmagical, unworked earth, ice, snow, and stone. While doing so, the elemental doesn't disturb the material it moves through. The elemental ignores difficult terrain caused by ice.

**Stored Steam.** Whenever the elemental takes **6** or more damage in a single instance, it emits gouts of scalding steam, and each other creature within **5 feet** of it takes 3 (**1d6**) fire damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) bludgeoning damage plus 4 (**1d8**) cold damage.

**Steam Eruption (Recharge 6).** The elemental exhales scalding steam in a **30-foot cone**, heavily obscuring the area until the end of the next turn. Each creature in the area when it uses this action must make a **DC 16 Constitution saving throw**, taking 22 (**4d10**) fire damage on a failure, or half as much damage on a success.

## GLACIAL GEYSER

Large Elemental, Unaligned

**Armour Class** 17 (natural armour)

**Hit Points** 195 (17d10 + 102)

**Speed** 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	5 (-3)	14 (+2)	10 (+0)

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralysed, petrified, poisoned, unconscious, wet

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 12

**Languages** Primordial

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Endotherm.** A creature that touches the elemental or hits it with a melee attack while within **5 feet** of it takes 9 (**2d8**) cold damage. At the start of the elemental's turn, any unheated water within **5 feet** of it freezes. A wet creature that starts its turn within **5 feet** of the elemental must succeed on a **DC 14 Strength saving throw** or become **restrained** by the ice that solidifies around it. A creature restrained in this way that takes **10** or more fire damage in a single instance, or that uses its action to make a **DC 14 Strength** check and succeeds, is freed.

**Elemental Form.** The elemental doesn't require air, food, or water.

**False Appearance.** If the elemental is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the elemental move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the elemental isn't an ordinary rock and ice geyser.

**Glacier Glide.** The elemental can burrow through nonmagical, unworked earth, ice, snow, and stone. While doing so, the elemental doesn't disturb the material it moves through. The elemental ignores difficult terrain caused by ice.

**Stored Steam.** Whenever the elemental takes **10** or more damage in a single instance, it emits gouts of scalding steam, and each other creature within **5 feet** of it takes 7 (**2d6**) fire damage.

### ACTIONS

**Multiattack.** The elemental makes two Slam attacks

**Slam.** *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 + 6**) bludgeoning damage plus 9 (**2d8**) cold damage.

**Steam Eruption (Recharge 6).** The elemental exhales scalding steam in a **40-foot cone**, heavily obscuring the area until the end of the next turn. Each creature in the area when it uses this action must make a **DC 18 Constitution saving throw**, taking 33 (**6d10**) fire damage on a failure, or half as much damage on a success.

## ISKARVS

Iskarv are cormorant-like waterfowl with an 8-foot wingspan that are endemic to areas with year-round frozen lakes. They are well-adapted to life in the extreme cold and have evolved several unique organs that allow them to hunt beneath the thick ice of such regions.

**Cawfully Loud.** While some birds twitter dainty ditties, and others screech terror-inducing cries, iskarvs create deafening cracks with their birdsong. This sound allows them to crack crystalline substances such as the ice atop frozen lakes or the armour that protects the shellfish and koibuto of the Iskbreen Mountains. After breaking through lake ice, they use this sonic adaptation as a form of echolocation, finding isclams which they bring back to the surface to be cracked open and eaten.

**Fly First, Swim Second.** Young iskarvs learn to fly long before they develop the waterproof outer feathers that mark adult birds and learn to swim. This means they are dependent on their parents for an extended period; while they can escape to the skies to evade predators, they can't source their own food. Their ability to sonicaw progresses over a matter of weeks from a sharp cough to an ear- (and ice-) splitting thundercrack.

## ISKARV

Medium Beast, Unaligned

**Armour Class** 13

**Hit Points** 75 (10d8 + 30)

**Speed** 20 ft., fly 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	6 (-2)

**Skills** Acrobatics +5, Perception +4

**Damage Resistances** cold

**Senses** blindsight 20 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Aqueous Echolocation.** While submerged in a liquid, the iskarv's blindsight range is tripled, but the blindsight does not extend beyond the boundary of the liquid. The iskarv has **disadvantage** on saving throws made to avoid the deafened condition, and it can't use its blindsight while deafened.

**Divebomb.** If the iskarv moves at least **20 feet** directly downwards toward a creature and then immediately hits it with a Beak attack, the target takes an extra 7 (**2d6**) piercing damage.

**Fleet-winged.** Creatures have **disadvantage** on opportunity attacks against the iskarv while it is flying.

**Keen Hearing.** The iskarv has **advantage** on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Multiattack.** The iskarv makes one Beak attack and uses its Caw.

**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage and, if the target is a Small or smaller creature, it is **grappled (escape DC 9)**. Until this grapple ends, the target is **restrained**, and the iskarv can't use its Beak on another target.

**Caw.** The iskarv makes a sound burst in a **5-foot cone**. Each creature in the area must succeed on a **DC 13 Constitution saving throw** or take 9 (**2d8**) thunder damage and become **deafened** until the start of the iskarv's next turn. This sound can be heard for **300 feet**.

**Sonicaw (Recharge 5-6).** The iskarv exhales a thunderous crack in a **15-foot cone**. Each creature in the area must make a **DC 13 Constitution saving throw**, taking 18 (**4d8**) thunder damage and becoming **deafened** for **1 minute** on a failure, or half as much damage and not becoming deafened on a success. This sound can be heard for **600 feet**.

### BONUS ACTIONS

**Dive.** The iskarv gains additional movement this turn equal to its flying speed. It can only use this movement to move directly downwards.

## SQUALL OF ISKARV FLEDGLINGS

Large Swarm of Small Beasts, Unaligned

**Armour Class** 13

**Hit Points** 90 (12d10 + 24)

**Speed** 20 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

**Skills** Acrobatics +6, Perception +5

**Damage Resistances** bludgeoning, cold, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 20 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Aqueous Echolocation.** While submerged in a liquid, the squall's blindsight range is tripled, but the blindsight does not extend beyond the boundary of the liquid. The squall has **disadvantage** on saving throws made to avoid the deafened condition, and it can't use its blindsight while deafened.

**Divebomb.** If the squall moves at least **20 feet** directly downwards toward a creature and then immediately hits it with its Beaks attack, the target takes an extra 5 (**2d4**) piercing damage.

**Fleet-winged.** Creatures have **disadvantage** on opportunity attacks against the iskarv while it is flying.

**Keen Hearing.** The squall has **advantage** on Wisdom (Perception) checks that rely on hearing.

**Swarm.** The squall can occupy another creature's space and vice versa, and the squall can move through any opening large enough for a Small iskarv. The squall can't regain hit points or gain temporary hit points.

### ACTIONS

**Multiattack.** The squall makes two Beaks attacks. It can replace any of these attacks with its Caws.

**Beaks.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (**4d4**) piercing damage, or 5 (**2d4**) piercing damage if the squall has half of its hit points or fewer.

**Caws.** The squall makes a sound burst in a **5-foot cone**. Each creature in the area must make a **DC 13 Constitution saving throw**, taking 9 (**2d8**) thunder damage on a failure, or 4 (**1d8**) thunder damage if the squall has half of its hit points or fewer. In addition, a creature is **deafened** until the start of the squall's next turn on a failure. This sound can be heard for **300 feet**.

**Sonicaw (Recharge 5-6, must have at least half its hit points).** The squall exhales a thunderous crack in all directions. Each other creature within **10 feet** of the squall must make a **DC 13 Constitution saving throw**, taking 22 (**5d8**) thunder damage and becoming **deafened** for **1 minute** on a failure, or half as much damage and not becoming deafened on a success. This sound can be heard for **600 feet**.

### BONUS ACTIONS

**Dive.** The squall gains additional movement this turn equal to its flying speed. It can only use this movement to move directly downwards.

## ISKARV ALPHA

Medium Beast, Unaligned

**Armour Class** 16 (natural armour)

**Hit Points** 153 (18d8 + 72)

**Speed** 20 ft., fly 60 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	4 (-3)	17 (+3)	9 (-1)

**Skills** Acrobatics +8, Perception +6

**Damage Resistances** cold

**Senses** blindsight 30 ft., passive Perception 16

**Languages** —

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Aqueous Echolocation.** While submerged in a liquid, the iskarv's blindsight range is tripled, but the blindsight does not extend beyond the boundary of the liquid. The iskarv has **disadvantage** on saving throws made to avoid the deafened condition, and it can't use its blindsight while deafened.

**Divebomb.** If the iskarv moves at least **20 feet** directly downwards toward a creature and then immediately hits it with a Beak attack, the target takes an extra 10 (**3d6**) piercing damage.

**Fleet-winged.** Creatures have **disadvantage** on opportunity attacks against the iskarv while it is flying.

**Keen Hearing.** The iskarv has **advantage** on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Multiattack.** The iskarv makes one Beak attack and uses its Caw twice.

**Beak.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (**1d10 + 5**) piercing damage and, if the target is a Small or smaller creature, it is **grappled (escape DC 13)**. Until this grapple ends, the target is restrained, and the iskarv can't use its Beak on another target.

**Caw.** The iskarv makes a sound burst in a **10-foot cone**. Each creature in the area must succeed on a **DC 15 Constitution saving throw** or take 18 (**4d8**) thunder damage and become **deafened** until the start of the iskarv's next turn. This sound can be heard for **300 feet**.

**Sonicaw (Recharge 5-6).** The iskarv exhales a thunderous crack in a **30-foot cone**. Each creature in the area must make a **DC 15 Constitution saving throw**, taking 36 (**8d8**) thunder damage and becoming **deafened** for **1 minute** on a failure, or half as much damage and not becoming deafened on a success. This sound can be heard for **600 feet**.

### BONUS ACTIONS

**Dive.** The iskarv gains additional movement this turn equal to its flying speed. It can only use this movement to move directly downwards.

## ISKARV



### SQUALL OF ISKARVS

*Huge Swarm of Medium Beasts, Unaligned*

**Armour Class** 14

**Hit Points** 152 (16d12 + 48)

**Speed** 20 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	3 (-4)	14 (+2)	6 (-2)

**Skills** Acrobatics +8, Perception +6

**Damage Resistances** bludgeoning, cold, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned

**Senses** blindsight 20 ft., passive Perception 16

**Languages** —

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Aqueous Echolocation.** While submerged in a liquid, the squall's blindsight range is tripled, but the blindsight does not extend beyond the boundary of the liquid. The squall has **disadvantage** on saving throws made to avoid the deafened condition, and it can't use its blindsight while deafened.

**Divebomb.** If the squall moves at least **20 feet** directly downwards toward a creature and then immediately hits it with its Beaks attack, the target takes an extra 7 (**2d6**) piercing damage.

**Fleet-winged.** Creatures have **disadvantage** on opportunity attacks against the iskarv while it is flying.

**Keen Hearing.** The squall has **advantage** on Wisdom (Perception) checks that rely on hearing.

**Swarm.** The squall can occupy another creature's space and vice versa, and the squall can move through any opening large enough for a Medium iskarv. The squall can't regain hit points or gain temporary hit points.

### ACTIONS

**Multiattack.** The squall makes three Beaks attacks. It can replace any of these attacks with its Caws.

**Beaks.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the squall has half of its hit points or fewer. If the squall has more than half its hit points and the target is Large or smaller, it is **grappled (escape DC 14)**. Until this grapple ends, the target is **restrained**. The squall can have one Large creature or up to three Medium or smaller creatures grappled in this way.

**Caws.** The squall makes a sound burst in a **10-foot cone**. Each creature in the area must make a **DC 15 Constitution saving throw**, taking 18 (**4d8**) thunder damage on a failure, or 9 (**2d8**) thunder damage if the squall has more than half of its hit points or fewer. In addition, a creature is **deafened** until the end of its next turn on a failure. This sound can be heard for **300 feet**.

**Sonicaw (Recharge 5-6, must have at least half its hit points).** The squall exhales a thunderous crack in all directions. Each other creature within **15 feet** of the squall must make a **DC 15 Constitution saving throw**, taking 45 (**10d8**) thunder damage and becoming **deafened** for **1 minute** on a failure, or half as much damage and not becoming deafened on a success. This sound can be heard for **600 feet**.

### BONUS ACTIONS

**Dive.** The squall gains additional movement this turn equal to its flying speed. It can only use this movement to move directly downwards.

## KOIBUTO

Koibuto are a generally placid piscine Beast which, at maturity, reaches a length of between 5 and 7 feet, and a weight of close to 600 pounds. With an armour of thick, icy plates and the ability to squirt powerful jets of water, koibuto fear few predators in the mountains.

**Meltway.** Koibuto cut their own highways through snow and ice by expelling the heat they absorb during periods spent lolling in hot springs. Like seals, koibuto find places sheltered from predators when they sun themselves, absorbing heat to be released later as they migrate to the next patch of cactice. Koibuto can even form their icy armour in such a way as to focus the sun's rays like a lens, accelerating the process.

**Cactice Cullers.** Cactice can be a real pain if allowed to grow uninhibited. Iskbrenian fauna has learnt to avoid the hazard by either taking to the sky or burrowing beneath it. Koibuto, however, have adapted to eat it. With their powerful water jets they break the dangerous thickets, releasing their steam at a safe distance before moving in to munch on the chlorophyll-filled ice.

## KOIBUTO

Medium Beast (Yokai), Unaligned

**Armour Class** 16 (Ice Shell)

**Hit Points** 52 (8d8 + 16)

**Speed** 10 ft., burrow 15 ft., swim 30 ft. (see Melt)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	15 (+2)	5 (-3)

**Damage Resistances** cold, fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Ice Shell.** The koibuto's crystalline ice armour conducts thunder. It has **disadvantage** on saving throws against effects that deal thunder damage, and attacks that deal thunder damage have **advantage** to hit it. Whenever it takes 5 or more thunder damage in a single instance, it takes an extra 4 (1d8) thunder damage.

**Melt.** The koibuto can swim through snow at least 3 feet deep, and can burrow through ice by melting a channel.

**Semi-Amphibious.** The koibuto can breathe air and water, but must be submerged in water once every 4 hours or take 9 (1d8) necrotic damage at the end of each 4-hour period.

**Stored Steam.** Whenever the koibuto takes 3 or more damage in a single instance, it emits gouts of scalding steam, and each other creature within 5 feet of it takes 2 (1d4) fire damage.

### ACTIONS

**Ram.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

**Squirt.** Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 1 bludgeoning damage, and the target becomes **wet** and must succeed on a **DC 12 Strength saving throw** or be pushed back 5 feet.



KOIBUTO

# APPENDIX D - FAMILIAR



1

## GROWTH I

PREREQUISITE: BECOME COMPANION

"Baby shark, doo-doo, doo-doo..."

3

## BURROWER

PREREQUISITE: —

"Or as I like to call it, brrrr-ower."

## FROSTFIN

PREREQUISITE: —

"FINtastic!"

5

## GROWTH II

PREREQUISITE: GROWTH I

"...Juvenile shark, doo-doo, doo-doo?..."

## MULTIATTACK

PREREQUISITE: —

"Coldsnap incoming."

## STEAM BREATH I

PREREQUISITE: —

"It's a portable sauna..."

9

## GLACIAL GUARD

PREREQUISITE: —

"Like a million ice cubes down your back."

## FROSTPLATE I

PREREQUISITE: —

"Ice, ice, armour..."

13

## GROWTH III

PREREQUISITE: GROWTH II

"...you've gotten too big for this song."

## FROSTPLATE II

PREREQUISITE: FROSTPLATE I

"...Alright, stop. Refrigerate and listen."

## STEAM BREATH II

PREREQUISITE: STEAM BREATH I

"...a really deadly portable sauna."

17

## HEATSINK

PREREQUISITE: —

"It can and WILL take the heat."

## RIMEPUP

"Wherever it roams, the rimepup leaves little puddles in its wake. Be careful not to step in those, alright? Most of them are just water from its ice armour, but some... aren't."

— Heliana, Needs New Shoes

**Type:** Beast

**Creature Component:** any glaciershark

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

In stark contrast to their distant cousins, the glacier-sharks, rimepups are not only docile, but extremely affectionate... although many argue that this isn't a point in their favour. A simple lick from this creature's frosty tongue can cause nasty ice burns, and the jagged armour on its back is likely to cut deep gashes across a tamer's legs when the rimepup tenderly rubs against them. Nevertheless, there are those who proudly sport a tapestry of scratches upon their calves and assert that a rimepup's undying devotion and ferocity in combat are well worth the pain of its love.

If any of the rimepup's traits or actions require a saving throw, it is always against the rimepup's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the rimepup's Constitution modifier

# MONSTER TRAINER

## GROWTH I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The rimepup's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Bite attack increases to a **d6**.

## BURROWER

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The rimepup gains a burrowing speed of **20 feet**. This speed is increased to **30 feet** in snow or ice. In addition, the rimepup gains tremorsense out to a range of **5 feet**.

## FROSTFIN

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

The size of the rimepup's fin increases, and it gains the ability to shoot it at its foes. The rimepup gains a new weapon attack: Frostfin. The damage die for both the slashing and cold damage of the Frostfin attack increases with the die size specified in the rimepup's Growth improvements.

**Frostfin.** *Melee or Ranged Weapon Attack:* **Str modifier + PB** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* **1d6 + Str modifier** slashing damage plus 1d6 cold damage.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The rimepup's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage dice of its Bite and Frostfin attacks increase to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the rimepup can make two attacks, only one of which can be a Frostfin attack.

## STEAM BREATH I

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the rimepup can exhale a blast of scorching steam in a **20-foot cone**. Each creature in the area must make a **Constitution saving throw**, taking 10 (**3d6**) fire damage on a failed save, or half as much damage on a successful one. Success or fail, the creature then becomes **wet** for **1 minute**, or until it uses an action to wipe or shake itself dry.

Once the rimepup uses this action, it can't do so again until its tamer finishes a short or long rest.

When the rimepup's tamer reaches 9th level in the tamer class, this action's damage increases to 17 (**5d6**).

## FROSTPLATE I

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The rimepup gains **resistance** to fire damage. In addition, it gains a **+2 bonus** to AC while it isn't wearing armour.

## RIMEPUP

*Tiny Beast, Unaligned*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	11 (+0)	8 (-1)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 10

**Damage Resistances** cold

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Amphibious.** The rimepup can breathe air and water.

**Fierce Loyalty.** The rimepup has **advantage** on saving throws against being charmed.

**Snowstep.** The rimepup ignores difficult terrain caused by snow or ice.

**Thunderstruck.** When the rimepup takes thunder damage from a creature, it must succeed on a **DC 11 Wisdom saving throw** or be **frightened** of the creature for **1 minute**. The rimepup can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the rimepup has been frightened in this way, it can't be frightened in this way again until it or its tamer finishes a long rest.

## ACTIONS

**Slam.** *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage. If the target is a creature smaller than the rimepup, the target must succeed on a **DC 12 Strength saving throw** or be knocked **prone**.

## GLACIAL GUARD

**Prerequisite:** 9th-level tamer

**Type:** Active (bonus action)

As a bonus action, the rimepup can touch another willing creature, causing protective ice plates to form over that creature's body for **1 minute** or until the creature uses an action to remove them. While a creature has these ice plates, it gains a **+2 bonus** to AC and takes **5 (1d10)** cold damage at the start of each of its turns.

Once the rimepup uses this action, it can't do so again until its tamer finishes a short or long rest.

## FROSTPLATE II

**Prerequisite:** 13th-level tamer, Frostplate I

**Type:** Passive (companion)

The rimepup gains **immunity** to cold damage. In addition, it gains a **+2 bonus** to AC while it isn't wearing armour. This improvement is in addition to the bonus from Frostplate I.

## GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The rimepup's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its Bite and Frostfin attacks increase to a **d10**.

## STEAM BREATH II

**Prerequisite:** 13th-level tamer, Steam Breath I

**Type:** Active (action)

The damage of the rimepup's Steam Breath action increases to **24 (7d6)** and the area of the cone increases to **30 feet**. When the rimepup uses this action, it can choose to emit steam from the pores in its body instead of exhaling it. If it does so, the action affects each creature within **15 feet** of the rimepup, instead of those in a 30-foot cone.

When the rimepup's tamer reaches 17th level in the tamer class, the damage of the Steam Breath action increases to **31 (9d6)**.

## HEATSINK

**Prerequisite:** 17th-level tamer

**Type:** Active (bonus action)

As a bonus action, the rimepup drains heat from the area around it into its body. Each creature within **15 feet** of the rimepup must make a **Constitution saving throw**, taking **13 (3d8)** cold damage on a failed save, or half as much damage on a successful one. Wet creatures that fail the saving throw are also **restrained** for **1 minute** as the water on their bodies solidifies into ice. A restrained creature or another creature within reach can use its action to make a **Strength** check against the rimepup's **save DC**, freeing the restrained creature on a success.

In addition, if the rimepup has the Steam Breath I improvement, it regains an expended use of its Steam Breath when it takes this bonus action.

Once the rimepup uses this bonus action, it can't do so again until its tamer finishes a long rest.



# APPENDIX E - RACES

## RUSNBjørNE

Historically solitary and nomadic in nature, rusnbjørne have, within the past centuries, begun forming increasingly larger communities. Elements within this burgeoning civilisation have adopted social norms and morals much closer to those found within human and elven cultures: using money in place of bartering, behaving deferentially towards nobles, and even beginning to worship their deities. Indeed, various magical universities now include skiving rusnbjørne amongst their alumni, and remote mountain-top monasteries prize the mosepel bear-people as monks and clerics. Even the more solitary rusnbjørne are sought after as guides for trading caravans or adventurers that delve into the mountains or tundra.

**Honour and Exile.** Rusnbjørne place great store in honourable conduct. Disagreements between the bear-folk are often decided in single combat, a trait inherited from their days of innate territorial conflict. However, unlike their bestial cousins, the polar bears, rusnbjørne duels are never to the death; to kill another rusnbjørne is to invite exile.

## AWAKENING

All rusnbjørne chant the saga of their awakening while they travel, the iambic hexameter a metronome by which they keep a steady pace. The epic recounts the tale of a race of opposable-thumbed polar bears that was enlightened by the Giant Ordning, becoming the ursine Humanoids now known as rusnbjørne.

Initially kept as companions by frost giants, interest in this malleable-yet-ferocious people was quickly piqued in the other giant races. Stone giants taught them the way of masonry and spirituality, so that they might carve their own homes within the mountains and connect with the divine. Fire giants taught them the ways of the forge and fostered within them a sense of reverence for the products of their crafts. Cloud giants, however, saw them only as play things, and tricked them with sweet drinks and false words into fighting for their own entertainment.



At one such event, these cruel giants plied the chief of the rusnbjørne with alcohol and hallucinogens and then presented him with his rival. In his addled state, the chief slew his adversary and was thus exiled. Seeing this callousness, the other rusnbjørne broke with the giants, joining their king in exile to explore the rock and ice of the high elevations free from the Ordning's control for the first time. This event, the Bjørneskil, is taught to all rusnbjørne cubs and is celebrated even by the nomadic isklanders, who rarely congregate in large groups.

## OF FUR AND IRON

With a distinctively bestial appearance, rusnbjørne take great pride in their ability to smith, weave, and whittle. From a young age, cubs are taught the family's traditional craft, attaining an enviable proficiency before the young of many cultures would even begin an apprenticeship. Many nights and holidays amongst rusnbjørne families are spent working on such collective projects, from matching jewelled brooches, to figureheads of family fishing vessels, to tapestries depicting their family's heritage. Rusnbjørne see this skill set as more than a source of employ—indeed, many simply pursue it as a hobby—but as a means of declaring that they are more than the beasts hunters stalk in the wilds.

While rusnbjørne have, in a relatively short period, spread far from the high ice in which they were first encountered, the *Bjørneskil* saga recounts in detail their first sorrowful encounter with humans. Like the wild beasts that stalk amongst ice flows and beneath the frozen crust of high alpine lakes, rusnbjørne have thick, insulating fur, a prized commodity. When hunters first encountered the rusnbjørne, they mistook them for polar bears, slaughtering them for their pelt and creating a cultural wound whose scars run especially deep in the nomadic isklanders. Since that day, rusnbjørne wear the labours of their craft proudly, such that only the most unscrupulous of poachers could slay one in error.

## RUSNBJØRNE TRAITS

Your rusnbjørne character has certain characteristics in common with all other rusnbjørne.

**Suggested Ability Score Increase.** Your Constitution and Strength scores increase by 1.

**Age.** Rusnbjørne mature at the same rate humans do, and are expected to become independent in their mid-teens. They can live to 80 years.

**Anatomy.** You have two arms and two legs.

**Creature Type.** You are a Humanoid.

**Languages.** You can speak, read, and write Common and Giant.

**Size.** Rusnbjørne are over 7 feet tall and average in excess of 300 pounds. Your size is Medium.

**Speed.** Your walking speed is **30 feet**.

**Darkvision.** Accustomed to the dark of glacier crevasses and mountain caves, rusnbjørne have evolved to see in dark and dim conditions. You can see in dim light within **60 feet** of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

**Crafters of the Ordning.** A gift from the Ordning, the ability to fashion tools and clothing separates rusnbjørne from their distant, bestial cousins. You gain proficiency with one set of artisan's tools of your choice.

**Olfactory Hunter.** You have **advantage** on Perception checks that rely on smell.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Ursine Claws.** You have long claws that you can use to make unarmed strikes. When you hit with them, the strike deals slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, if not wearing footwear, ice and snow is not difficult terrain for you.

**Subrace.** At least three subraces of rusnbjørne are found in the world: the nomadic isklander of the high ices, the mystic mosepel of the deep forests, and the cosmopolitan skiving of cities and universities. Choose one of these subraces.

## ISKLANDER RUSNBjørNE

As an isklander rusnbjørne, you are a naturally gifted survivalist, and are often suspicious of conurbations, only visiting them when needed. It is said you cannot trick an isklander, for from the sagas of their ancestors they have learnt to always be wary of deception. Isklanders espouse that they follow the original way of life, that practised by the first rusnbjørne after the Bjørneskil, and which is closest to their ursine ancestors. They are almost uniformly white-furred and carnivorous, the latter a product of the lack of vegetation in the wilds they roam and a culture-wide scorn for fruit and vegetables.

**Suggested Ability Score Increase.** Your choice of your Constitution or Wisdom score increases by 1.

**Iceborn Predator.** You are adapted to travel in sub-zero conditions. You have **resistance** to cold damage and proficiency in the Survival skill.

**Eye for Deception.** You gain proficiency in the Insight skill.

## MOSEPEL RUSNBjørNE

As nomadic rusnbjørne descended from the high elevations and latitudes, they encountered great wooded expanses brimming with game and fruit. Free from the bleak icy expanses, these travellers adapted to eat all the bounty of the forest, to climb the broad redwoods, and to appreciate the harmony of natures. As a mosepel rusnbjørne you likely have fur of russet, deep green, or black, though some rare few still display the brilliant white of their isklander forebears. While some have formed tree-top cities, others continue their nomadic wanderings, though all have an eye towards the protection of the world that nourishes them.

**Suggested Ability Score Increase.** Your choice of your Dexterity or Wisdom score increases by 1.

**Curved Claws.** Because of your claws, you have a climbing speed of 30 feet.

**Hunter and Forager.** You gain proficiency in one of the following skills: Nature, Perception, Stealth, or Survival.

**Beast Speech.** You can cast the *Speak with animals* spell with this trait. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using spell slots you have of any level.

Wisdom is your spellcasting ability for this spell when you cast it with this trait.

## SKRIVING RUSNBjørNE

Along the cobblestone roads the nomads journey, until at last they arrived amongst the spires of stone and sparks of magic, a siren song to the hearts of wanderers the world over. As a skriving rusnbjørne, you seek to ingratiate yourself in long-established society through study and communication. As a new and expanding race, ignorant folk commonly compare the rusnbjørne to the ferocious and primitive beasts of the high icefields. Challenging this misconception is a constant task for the skriving, who see the amendment of this distorting stereotype as a collective racial goal.

**Suggested Ability Score Increase.** Your choice of your Intelligence or Charisma score increases by 1.

**Studious.** You gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, Medicine, or Nature.

**Linguistic Assimilation.** You can speak, read, and write one additional language of your choice. You can cast the *comprehend languages* spell, but only as a ritual. You can also cast it using spell slots you have of any level.

Intelligence or Charisma is your spellcasting ability for this spell when you cast it with this trait (choose when you select this race).

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