

ANS3

BLACKTOE GLACIER

A Regional Supplement for the Anchôromé Setting



BLACKTOE GLACIER

Also known as Wootenai by the people of Anchôromé, the glacier is named for the appearance frostbite takes on exposed extremities. This frozen land is not for the unprepared and in Wootenai of northern Anchôromé, nature is king and the elements are the enemy.

A man who keeps company with glaciers comes to feel tolerably insignificant by and by."

~ Mark Twain

A COLOSSUS OF ICE

Blacktoe Glacier stretches over 200 miles from north to south, but is less than half that from east to west. It is located on the Torillian continent of Anchôromé to the northwest of the Adusgi Forest and south of the Straight of Arûne.

The glacier rises hundreds of meters above its surrounding area and is therefore significantly colder. Mountains push upwards towards the center where it is too cold even for creatures used to subzero temperatures. The cold there is supernatural in nature.

It is believed that the glacier itself was once much larger and there was a time when a land bridge allowed contact between Blacktoe and the Ice Hunters of the Sea of Moving Ice. Similarities in creatures found only here and the Great Glacier suggest a connection as well, though those connections are likely through multiple portals.

While the deity Ulutiu once sailed far to the east of Blacktoe, here the elven god Tarsellis Meunniduïn once set foot. An outcast among the elven gods upon many worlds, his snow elven faithful have dwindled in numbers, though they still maintain a strong presence.

INHABITANTS OVERVIEW

Blacktoe is not known to have a significant human population. There are others however, and most are creatures who have adapted to the hostile environment.

There are races of humanoids which can tolerate the cold as well, including the snow elves, snow goblins, reindeer headed shatjan and bear-like urskans.

BEASTS

Polar bears, walrus, seals, reindeer, snow foxes, snow leopards and even the surprisingly large emperor penguins can be found on Blacktoe with some frequency. While relatively common, even they cannot survive the extreme cold at the center of the glacier in the Keanorin Mountain range.

ELEMENTALS

The common foe of almost all others in Blacktoe are the elementals who inhabit the Keanorin Mountains.

It is believed that an elemental lord known as Cryonax dwells here in a citadel of blood red ice. It is well known that this tentacled horror wants to subject the world to a new ice age, but his ambitions are checked by the snow elves and others who struggle to keep him contained.

While the humanoids have developed many defenses against the elementals, Cryonax's experiments created a number of foul creatures that continue to menace them. Cryonax is believed to be responsible for the dreaded tirichik and a singular monstrosity known as the shivhad.

The tirichik are dragon-centipedes who periodically hunt those who find themselves lost and the shivhad has wiped out entire settlements.

SNOW ELVES

The snow elves are the stock from which the Pasocada elves have descended. In the distant past a shaman of great wisdom named Wahnaton led them to the warmer lands of the south. The snow elves that remain have changed little since the departure of their brethren.

SHATJAN

These reindeer headed fey are concerned with one thing only, and that is the protection of their reindeer herds.

Unfortunately, this sometimes leads to conflict with the snow elves and urskans who find reindeer meat a necessity for survival. Despite their abject neutrality, the shatjan recognize the threat that the elementals pose to all life and will side with the other races on important matters.

URSKAN

A race of powerfully built bear folk, the urskans primarily inhabit the far northern regions of Wootenai. They are noble creatures, but quick to aggression.

Luckily, their remote location leads to very few interactions with others. Urskans are believed to be involved in a war of sorts with selkies found even further north in the Straight of Arûne.

SNOW GOBLINS

Other than the elementals, various monsters (and of course the hostile environment), snow goblins are the greatest threat to travelers upon the stark vastness of Blacktoe. The goblins are rarely brave enough to raid settlements, but they are experts at keeping hidden lookouts. The booming noise they create with their distended throat can draw out a full band from many miles away and mounted on their snow shredders, they are a force to be reckoned with.



Blacktoe Glacier



HISTORY

The following timeline gives an accounting of dates important in the long history of Blacktoe Glacier. These events are known by the wiser urskans and some of the eldest snow elves, but others seem to care little. Prior to these dates there are origin stories for the urskans and the snow goblins, but these stories are often conflicting and don't have a set date.

The Blacktoe timeline begins circa -14,000 DR, a few thousand years before the Crown Wars pit elf against elf elsewhere in the world. At the time, Blacktoe Glacier was even further north, and until the elves arrived there was little knowledge of what occurred in the larger world.

c. -14,000 DR

Having grown populous because of large herds of prey, the urskan tribes organize and form a council of tribes.

c. -13,900 DR

The urskan council starts to form a kingdom and selects a monarch among the chieftains known as a *brrarum*. The *brrarum*'s word is considered law which only those willing to challenge for rulership dare question.

c. -11,500 DR

The leadership of Brrarum Kaorg is questioned by his council as the herds of reindeer thin and food availability declines.

-11,412 DR

A renegade sect of gold elves flees the Crown Wars and gets as far from the fighting as possible, hiding out in the distant and unknown land which they call Wootenai.

These gold elves adapt quickly by making a pact with a renegade deity of the elves named Tarsellis Meunniduun who helps them survive the frigid temperatures. Tarsellis himself sets foot on the glacier and helps create *Reluvethel Holamoira*, the most populous center of snow elven culture to this day.

c. -6,000 DR

Perhaps in response to the urskan expansion and the resultant shrinking of reindeer herds, fey beings known as shatjan appear among them and fight off urskan raiders. The shatjan are believed to be led by the Reindeer Lord Besspar, a powerful animal spirit.

c. -5,900 DR

The urskans cannot access their primary food source easily anymore and many turn to the consumption of elven flesh. Many urskans choose to suffer rather than resort to this level of cannibalism but they are in the minority.

-5,880 DR

The snow elves go to war with the urskans and discover that the former Brrarum Kaorg has become a powerful undead creature similar to a lich.

The undead urskan monarch intended to pass his undead status onto the rest of the urskans. Kaorg believes undeath is a viable alternative to starvation, and many choose to become *makurskan* or "dark bears." The elves grow desperate in the war and turn to elemental forces to aid them.

-5790 DR

Cryonax, an archomental of evil, promises the elves victory should they perform an act of high magic to summon him to Toril from his planar home. He is summoned to the mountains of Keanorin in a blast of cold too extreme for normal creatures to endure. The archomental initially assists the elves against the urskans as promised, understanding that the bear folk are the greatest threat to his dominance over surrounding lands.

-5655 DR

The urskan kingdom is shattered by elementals and snow elves and the power of the *makurskan* is ended. The bear folk return to nomadic tribes and their numbers are greatly reduced.

Cryonax is arrogant, but not stupid, and he bides his time without initially betraying the elves.

c. -5000 DR

The intense cold of Cryonax's frozen kingdom expands outwards from the Keanorin Mountains and his elementals displace tribes of snow goblins that once remained hidden in mountain caves.

The snow goblins come into conflict with the snow elves.

-4,580 DR

Cryonax establishes a permanent portal to the Frostfell region of the elemental planes and imports greater numbers of evil elemental creatures. His attention becomes divided elsewhere in the multiverse, and his plans for Toril stall for a time. He is not seen in Wootenai for thousands of years, though the elementals remain.

-3300 DR

Incessant snow goblin raids, frequent battles with urskan tribes, occasional conflict with shatjan, and food scarcity takes its toll on the snow elves. Some attempt to move onwards towards the Keanorin Mountain range, but find it no more hospitable. After many millennia, the snow elves finally admit that the elemental creatures are no allies.

Cryonax briefly returns and creates a creature (or some say, has a child) known as a shivhad which quickly devours any who encounter it. Despite Cryonax's absence from the world, his elementals reign unopposed.

-2220 DR

Reindeer bereft of shatjan protectors appear seasonally in the south most portion of the glacier far from urskan lands but close to the elves.

The caribou are plentiful but head south during winter months when they are needed the most. A charismatic snow elf shaman named Wahnaton convinces hundreds of snow elves to follow the herd south beyond the glacier. These elves continue further south than initially planned and become the stock from which the Pasocada elves arose.

c. 400 DR

Cryonax returns for a century and spends a great amount of time experimenting on new life forms. One of his creations is a dragon-centipede hybrid known as the tirichik that escapes into the wilds. Eventually, these creatures find naturally occurring portals to elsewhere which are later discovered to lead directly to Faerûn's Great Glacier. The portals are two-way and found at the bottoms of deep crevasses. Packs of dog like walruses known as kupuk enter Wootenai from the other side.

c. 100 DR

The snow elves discover the kupuk and domesticate the loyal creatures. Strange practitioners of the art known as anagakok appear among the snow elves and gain as much respect as tribal chieftains.

560 DR

Hags known as marzanna (or bheur hags elsewhere) arrive on Wootenai through Cryonax's portal and make life even more difficult for the snow elves and urskan.

Other threats appear that were once unknown, such as remorhazes, snow spiders, winter wolves and yeti. Elven dominance shrinks further, though Reluvethel Holamoira remains strong.

615 DR

Anagakok, clerics and shaman construct a magical structure very similar to a mythal around Reluvethel Holamoira. The elves do not change the name of their cultural center, but the rare outsider who knows of its existence begin to call it Myth Reluvethel. It is about this time that the inhabitants start to use Blacktoe for the glacier in addition to the elven formal name of Wootenai.

1385 DR Year of Blue Fire

Magic goes haywire as the Weave is torn asunder ushering in the Blue Breath of Change. Already beleaguered, the snow elves lose contact with their primary deity Tarsellis and a century of famine ensues on the unknown world of Abeir. Along with the rest of Anchôrômé, Wootenai Glacier is exiled to this godless land.

c. 1400 DR (on Abeir)

Mostly due to a cessation of hostilities with the urskan, the snow elves manage to eke out a bleak, but continual existence while on Abeir. Cryonax is nowhere to be found, but his shivhad still remains a major threat. Unbeknown to the snow elves, this terrible creature actually fights off a number of invading white dragons who might have otherwise wiped out the elves.

1434 DR (on Abeir)

The urskans attempt to root out the last vestiges of Kaorg's legacy and the tribes hunt down rumors of remaining makurskan. Kaorg has never found and some makurskan are believed to still exist in the depths of glacial caves.



1485 DR

The Sundering arrives without much fanfare on Wootenai. The long memories and lifespans of the snow elves help them reconnect with their god Tarsellis relatively quickly.

Alliances are forged with the shatjan against elemental creatures who stray from the Keanorin mountains and life returns to a more simple struggle against nature for the most part. Rumors abound however, that Cryonax has returned to Blacktoe Glacier. If these rumors are true, his intentions are not likely to be good for the world.

1490 DR

A new time of ascendancy was due the urskan but they unfortunately become embroiled in conflicts with selkie from the northern waters. The status quo remains to this day, but there is hope that a new brrarum will arise in the coming years.

LOCATIONS

Considering its size, Blacktoe Glacier has hundreds of locations to explore and only some appear on the map. Each of these map locations is described in detail below.

BRISDETHO PINES

The entire forest of Brisdeetho is believed to be a singular entity of unknown origin. The pines are remarkably similar in appearance, beyond the norm even for members of the same species. The air is almost always still within the forest, yet the pines are known to whisper to one another when strangers walk among them.

The whispering is unnerving and no matter how hard one tries, the words are imperceptible. The trees do not appear to be mobile, but they do have defenses which are rumored to be quite formidable. Woe to the wielder of axe and fire!

BIKKEK CREVASSE

Other than Cryonax's Blood Ice Spire, Bikkkek Crevasse is the most feared region of Wootenai. A supposed "child" of Cryonax known as a shivhad lairs deep within. The creature preys on any who approach and the region is avoided by all creatures who know of its existence. The crevasse is located at almost the dead center of urskan and snow elf territory which is both a blessing and a bane.

Its presence prevents the worst of war between the two peoples, but it also makes positive interactions like trade nearly impossible. Even the shatjan steer their caribou herds far to the west of the crevasse, but the squeeze is tight and the shivhad has ventured outward in the past.

Though the creature is thoroughly evil, its presence protects the glacier from the worst predations of white dragons whom are the shivhads favored prey. Keryvoxx's Lair is far enough south that the strange two-headed dragon does not encounter the foul beast.

HERD OF ATAPUKK

Atapukk is a shatjan of great age who has singlehandedly ensured the survival of reindeer on Wootenai. Atapukk was sired by the Reindeer Lord Bsparr, and this child of his has been given many gifts for his service.

Atapukk is not mean spirited, but he is wholly unreasonable when it comes to hunting his herd. The powerful shatjan will not tolerate the loss of a single reindeer, but he realizes he cannot be everywhere at all times. While this causes him no end to anger, when there are existential threats to the glacier as a whole he has been an honorable ally to both urskan and snow elf alike.

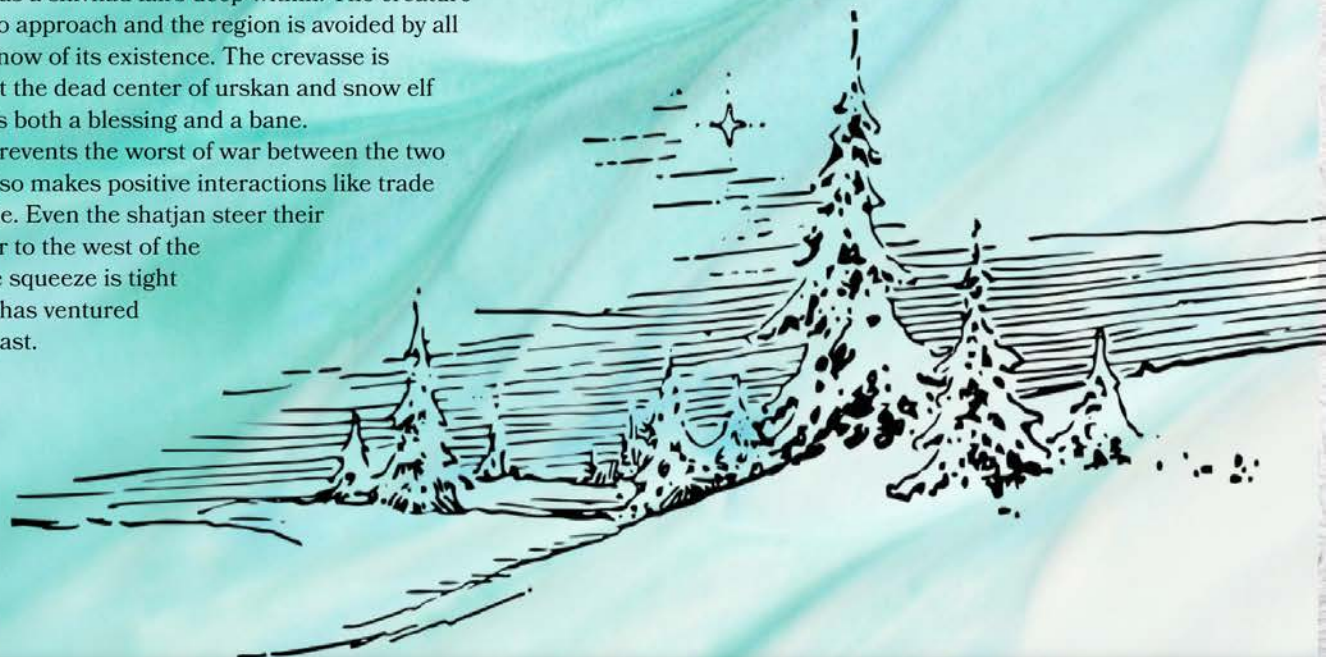
HOLAMOIRA FOREST

Holamoira is rumored to be where Tarsellis Meunniduin roams when present in the world of mortals. The forest is undoubtedly full of life, but the snow elves are limited in the number and types of prey they can cull from its snowy depths. Fey connections abound in the forest, and the snow elves do not venture too deeply, lest they anger the spirits.

KEANORIN MOUNTAINS

Like a spine running down the back of a serpent, the Keanorin mountain range runs at least two-thirds the length of the center of the glacier from north to south. The mountains are the undisputed kingdom of elementals of cold and ice, many of which are rare or unknown elsewhere.

Each elemental being has come through a portal that exists hidden somewhere in the mountains. It is here that Cryonax has his infamous Blood Ice Spire, a location which no mortal man or woman has seen and returned to speak of.



The supernatural cold within the mountains effectively keeps out living races, even those who are resistant to subzero temperatures. No beasts can be found, and vegetation is scarce. There are rumors of huge deposits of *blue ice* that could bring a fortune in other lands, but it is undoubtedly well guarded.

KERYVOXX'S LAIR

Keryvoxx is a strange dragon, believed to be a hybrid of crystal and white dragon with one head of each species. His lair is at the peak of a lonely mountain and he is not known to suffer intruders.

The dragon is also not known to be particularly rapacious but the snow elves give him a wide berth. Keryvoxx preys on the herds of caribou, polar bears, and even the occasional yeti. Only the shatjan have any true animosity towards him.

Keryvoxx avoids the mountains further north and has thus not come into conflict with the shivhad or the elementals.

MAKURSKAN WASTES

When Koarg was brrarum of the urskans, this region served as the primary home of the urskan tribes. As the urskans fell to the promise of undeath, this area slowly became a wasteland. Entire miles of landscape here are covered in *carcass ice*.

There are plenty of ruins from the urskan civilization before it descended back into tribalism. They are hard to reach however, considering the stretches of carcass ice and the numerous undead that roam the wastes.

RELUVETHEL HOLAMOIRA

While not populous by the standards of the greater Realms, Reluvethel Holamoira boasts an impressive population of 12,000 snow elves.

Much of this is made possible by a series of freshwater lakes to the west from which there seems to be a never ending supply of fish.

The snow elves are standoffish, but will welcome strangers into the town who are able to behave themselves. There is even an inn which caters to outsiders known simply as Dorgwyn's after the lovely snow elven proprietor.

Reluvethel feels like a frontier town despite the fact that it has existed for twelve to thirteen thousand years in one form or another. It has been destroyed in the past and rebuilt countless times, with the most recent after an attack from white dragons from Abeir.

In an act of high magic, a mythal-like mantle was placed over Reluvethel Holamoira two thousand years ago.

While not exactly a mythal (nor as powerful), some have taken to calling the town Myth Reluvethel, but this is technically a misnomer. The pseudo-mythal was instrumental in defeating the dragons however, and it is believed to be partially responsible for the abundance of fish.

TJRRUM

While urskan power remains scattered, their greatest population density lies in the snow caves of Tjrrum. As a center of urskan culture, even the most distant of the great tribes meet here once each year in an event known as *Krrgom*.

Krrgom is as close to a festival as the overly stern urskans will get and events such as gladiatorial fights, tests of strength and bountiful trade occur.

Krrgom has a checkered history however, as it was once the occasion where Kaorg's undead makurskan minions descended upon the unsuspecting tribes. The slaughter was devastating, and to this day the urskans silently acknowledge the event with a full hour of silence.

QUIVYRE

This lonely mountain is where the first packs of kupuk settled after arriving in Wootenai through hidden portals to the Great Glacier of Faerûn. The snow elves greatly appreciate these creatures as allies and often make a pilgrimage to Quivyre to find a lifelong family companion.

Kupuk breeding under snow elf supervision is frowned upon and most snow elves prefer kupuk gathered from the wild in order to prevent inbreeding. They rightfully fear the weakening of kupuk stock.

The region surrounding Quivyre (named after a famous kupuk which led a pack that killed a particularly nasty tirichik) is not entirely devoid of predators, and the journey from Reluvethel is not entirely without its dangers.

ADDITIONAL LOCATIONS

Some additional locations are described briefly below, but their locations are not typically found on a map.

Blood Ice Spire. This tower of blood red ice is believed to be located in the coldest valley in the Keanorin Mountains. It is the location of a portal to the Frostfell and Cryonax himself is said to reside here in times where he finds need to appear on Toril.

Lake Vorvox. This lake is believed to be somewhere near the Brisdetho Pines, but outside of the Makurskan Wastes. Not even the urskans can pinpoint its exact location. The lake has literally never been visited and it is sealed under hundreds of feet of solid ice. Since the time of the ice age, the lake has not been exposed to the air above, and sages have postulated that life unknown to the world at large must exist within its depths.

Prismat. A localized version of auroras exists in varying locations in the northern reaches of the glacier. The colors are profoundly bright in nature, lighting up the evening sky with a display of sharp greens, blues and pinks. What folks don't know is that the lights are not caused by an atmospheric event, but by flying jellyfish like creatures of enormous size who produce the light as a byproduct.

FAITHS OF WOOTENAI

Gods and Great Spirits alike are honored on Blacktoe Glacier. With the exception of Auril and some extremely rare elven devotees to Corellon, the standard Faerûnian gods do not have much of a presence here. Velsharoon had once been thought to appear to the urskans in the form of a great bear of death, but the timing of these claims is contradictory to Velsharoon's ascendancy. Myrkul would be the more likely candidate.

NANOOK

Father Bear, Nanook of the North, the Great Snow Bear

Nanook is a Great Spirit and the patron of the urskans who don't so much worship him as pay him homage. Among the bear folk, Nanook is seen as the greatest of hunters and they often beseech him for strength and endurance during their hunts.

A ghostly, titanic likeness of Nanook has appeared before the greatest of brrarum, with the last being Kaorg himself long before the monarch embraced undeath. It is rumored that Nanook appeared before a young urskan from the northwest tip of the glacier, but the rumors have not been verified.

THE REINDEER LORD

Besparr the Many-Legged, the Caribou Lord

Besparr is one of the powerful spirits known as an Animal Lord. He is the patron of the shatjan, and protector of all that is of interest to the reindeer of Toril. Mostly, he is a peaceful being, but should an existential threat to the caribou herds arise, he might make a personal appearance.

For the day to day concerns, the Reindeer Lord relies upon his fey shatjan to tend the flock. Besparr appears much like a shatjan himself, but is believed to tower over 8 feet tall. He can take the form of a Reindeer, but when he does so, he has 8 legs and can move at impossible speeds. His child Attapuk has inherited his great strength and endurance.

TARSELLIS MEUNNIDUIN

Lord of the Mountains, Patron of the Snow Elves

Tarsellis is the patron deity of the snow elves on many worlds, and the snow elves of Toril are no different. He is a god of mountains, rivers and the wilderness but on Wootenai Glacier, he also takes on a portfolio of survival.



BLACKTOE GLACIER PANTHEON

Deity/Great Spirit	Alignment	Domains	Symbol
Nanook, <i>spirit of hunters</i>	N	Nature	Polar "Snow" Bear
The Reindeer Lord, <i>spirit of reindeer</i>	N	Nature	Antlers
Tarsellis Meunniduun, <i>god of mountains, rivers, and wilderness</i>	CN	Nature, Tempest	Mountain with a river
Rellavar Danuvien, <i>god of cold and protection from elements</i>	NG	Tempest	Spear between two circles

The snow elves are devout in their worship, but do not spend inordinate amounts of time in worship. Time is simply too precious in a land where every day is a challenge to survive.

In Reluvethel, there is a temple to Tarsellis made almost entirely of *blue ice*, yet the magic of the temple also protects those who come to the temple in peace from its cold. Tarsellis is believed to have stolen the high magic required to erect a mythal from the other elven deities, though his theft was incomplete. The elven gods are not particularly fond of the snow elf patron.

RELLAVAR DANUVIEN

The Warder Against the Elements

Rellavar was once an ally to Tarsellis Meunniduun but the two deities had a falling out in the ancient past. Relavar was worshiped for protection from cold and his battles to hold off Auril are legendary.

Tarsellis has mostly assumed Relavar's role among the snow elves, but some hold to the god's ancient ways. There are entire villages devoted to the Warder Against the Elements who believe that he, far more so than Tarsellis, will be the one to break the power of Cryonax.

Rellavar Danuvien is also revered by the anagakok of Wootenai and their immunity to cold is thought to stem directly from his protection. The anagakok are individual in their needs and wants, but they are unified in their desire to take back the Keanorin Mountains from Cryonax and his elementals.

ENVIRONMENTAL HAZARDS

Survival on Blacktoe is a constant struggle for visitors and native folk alike. Threats come from creatures, but the environment is equally dangerous.

The following environmental hazards can be avoided with proper preparation. Inversely, those who set foot upon the glacier wholly unprepared last only a few hours at best.

Having a native guide (snow elves most often) almost ensures surprises will be kept to a minimum.

AVALANCHE

Avalanches are relatively common, particularly in the hills outside of the Keanorin mountains. They are also frequent within the mountains, but between the elementals and supernatural cold, they might be the least of one's worries.

Avalanches differ in severity and scope greatly. Each should have a Dexterity (Acrobatics) check to avoid or just take half damage. The damage is always a mixture of bludgeoning and cold damage, and can range from 2d4 to 2d20 for a particularly nasty one. There is also the danger of being buried which typically requires a Dexterity (Acrobatics) check to avoid and a Strength (Athletics) check to escape.

Locals can often detect the telltale signs of an impending avalanche and a guide gives travelers advantage on any saving throws.

THE COLD

As per the rules in the **DMG** on pg.110, extreme cold has the following effects.

EXTREME COLD

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

While this is how traversing the glacier affects creatures in most areas, the mountains of Keanorin reach a point of such low temperatures, that beings receive cold damage as well.

When creatures must check for exhaustion, they also suffer 7 (2d6) cold damage. While cold resistance offers immunity to exhaustion, it only halves the damage suffered here, and no amount of clothing or gear can otherwise prevent this damage.

The cold in the mountains is supernatural in nature, and even animals like reindeer avoid the region.

CREVASSE

Crevasse are formed on Blacktoe from thousands of years of movement of the glacier itself, leaving wide cracks that can lead hundreds of feet into the ice. Most crevasse's are a straight drop, and it is often difficult to detect them on the snowy white plains.

If the PCs are traveling over featureless territory and encounter a crevasse, they need to succeed on a Wisdom (Perception) check to spot with a DC depending on current conditions, or they are in danger of falling in.

Crevasse are also popular locations for predators, most commonly the dreaded tirichik. The shivhad known as Bikkok lives in a massive crevasse that stretches over 15 miles from north to south and is rumored to be hundreds of feet deep.

BLIZZARDS

Unlike the Great Glacier, Blacktoe receives a significant amount of snowfall each year, and blizzards are not infrequent. The following rules from the **DMG** apply to blizzard conditions on Blacktoe Glacier.

HEAVY PRECIPITATION

Everything within an area of heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

STRONG WIND

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Blizzards exponentially increase the dangers of falling into hidden crevasse.

STARVATION

With the exception of vast reindeer herds and bountiful fish in the frequent (but small) lakes, foraging is an extremely difficult process of one does not know where to look. Foraging for each character requires a successful DC 18 Wisdom (Survival) check each day or not enough food is found for a day's supply. If the PCs are in the company of a local guide, this DC decreases dramatically to 12. Water is readily available at any time.

ICE LAKES

Lakes on Blacktoe Glacier are always iced over, though particularly in the south the layer of ice can be thin. Characters might have to make a Dexterity (Acrobatics) save in order to avoid falling into frigid waters.

Frigid water has the following effects according to page 110 of the **DMG**.

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

In addition to the dangers of breaking through, even lakes that are safely frozen through are at best difficult to traverse. Unless there has been recent snow, the surface of a frozen lake can be considered Slippery Ice as described on page 110 of the **DMG**.

SLIPPERY ICE

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

MAGICAL ICES AND SNOWS

Magic inherent to the nature of the land itself is rampant on Blacktoe Glacier and there is a large variety of magical forms of ice and snow. Natives of the glacier can almost always identify where the magic ice exists, and its odd appearance often makes it relatively simple for outsiders as well. Carcass ice is the exception to this rule, and many a snow elf has lost their life to unmarked patches.

Each of these types of ice requires a Wisdom (Perception) check in order to detect and can be identified with an Intelligence (Nature), Intelligence (Arcana), or Wisdom (Survival) check using the DCs from the following table. Magical Ice that has no Detect DC is automatically perceived if within sight.



MAGIC ICE DCs

Magic Ice	Detect DC	Identify DC
Acid Slush	13	13
Blood Snow/Ice	—	12
Blue Ice	14	13
Carcass Ice	18	15
Ebony Ice	—	10
Lightning Pillars	—	16
Negation Snow	14	14
Razor Snow	16	14
Rustsnow	12	15
Snowflake Lichen	17	14
Quickslush		

ACID SLUSH

Acid slush has a faint green hue and any creature that starts their turn in it suffers 7 (2d6) acid damage. It is typically only a foot in depth, and it completely loses its potency when frozen or melted.

Acid slush is only found on Blacktoe in the summer months when the southern portions of the glacier thaw ever so slightly. It is prominent particularly within Holamoira Forest in regions where the wood gives way to swamp.

BLOOD SNOW/ICE

Blood snow and blood ice are poisonous and red hued. Those who start their turn in a region of blood ice or snow must make a DC 12 Constitution saving throw or become poisoned. The poisoned condition remains until the creature has left the area for ten minutes. Even if the save is successful, it must be repeated every ten minutes while the creature remains in the area.

If blood snow is part of an avalanche that strikes a creature, the creature gets buried in blood snow or if the creature gets encased in blood ice, they suffer 13 (3d8) poison damage in addition to being forced to make an additional Constitution save or become poisoned as above.

Cryonax's Blood Ice Spire is rumored to be made entirely of its namesake and the surrounding regions are known to be covered in blood snow.

BLUE ICE

Blue ice is a dark blue and opaque ice that runs in veins through the depths of the glacier and in the Keanorin Mountains in a similar manner to gold and precious metals. It sparkles with a thin layer of frost and will not melt even in warm temperatures. It requires the same amount of directly applied heat to melt that might be used to smelt iron or other metals.

Blue ice can be softened by skilled artisans which exist among both the urskans and snow elves. Blue ice is often forged into weapons and armor, giving such items added benefits. As an armor, it has the strength of steel but weighs only half as much as usual. It causes 1d4 cold damage to the wearer at the start of each turn however, unless they have cold resistance or immunity.

As a weapon, each hit from a blue ice blade or bludgeoning weapon causes an additional point of cold damage and the weapon is considered magical for the purposes of overcoming resistance or immunity.

Other than food, blue ice is the most heavily traded commodity in Wootenai. The elves have taken to forging it into transportable bars worth 50 gold pieces each.

CARCASS ICE

Carcass ice has properties identical to ebony ice except it is indistinguishable from normal ice and it is incredibly difficult to determine where a patch ends. An anagakok can instinctively identify carcass ice, as can all urskans. Taking necrotic damage does not draw attention to it, and can go unnoticed. It is often too late before one realizes their life force has been drained away.

Carcass ice is a legacy of the makurskan undead bear folk and massive patches of it exist in the northern territories of the urskan. It earned this nickname because entire herds of caribou have been known to attempt to migrate through a patch, dying long before they reach the other side.

Hundreds of carcasses all with no visible injury often lay frozen in place. Carcass ice does not retain its properties if transported. It often attracts undead beings like the entombed and icegaunts.

EBONY ICE

Ebony ice appears like a sheet of jet black ice that often arises "naturally" in regions where great evil and undeath has arisen. It is infused with negative energy and it causes 7 (2d6) necrotic damage to those who travel across its surface, affecting living creatures at the start of each turn they stand atop it or are otherwise in contact with it. Undead are bolstered by ebony ice, making all saving throws with advantage.

Ebony ice is striking in its appearance and easy to spot, making it much less of a threat, but its related carcass ice is far worse.

LIGHTNING PILLARS

Lightning pillars are columns of blue-green ice that can tower anywhere upwards of 80 feet high and be as thick as 15 feet in width. The magical ice collects ambient static electrical energy and if a living creature comes within 40 feet of one, it will discharge a jolt which causes 28 (8d6) lightning damage to the creature. The energy will arc to the creature and does not cause damage to others in its path, and a successful Dexterity saving throw halves the damage. A lightning pillar can only discharge once before requiring 24 hours to gather enough static charge to fire again.

Lightning pillars seemingly arise at random, but those who go far enough north tend to encounter them more often. Their appearance is believed to be linked to the auroras of Prismat.

NEGATION SNOW

Negation snow appears in patches with a noticeably silver or metallic sheen. Any creature who starts its turn within a patch of negation snow is subject to the effects of a *dispel magic*.

Negation snow is all that remains of a great dead magic zone that appeared after the Time of Troubles and disappeared during the Spellplague. If it is simply moved it does not retain its properties, but some snow elf anagakok might have found a way.

RAZOR SNOW

The supernatural cold of the Keanorin Mountains might be responsible for the creation of this abnormally hard snow which gains a razor sharp edge and slice those who touch it with unprotected skin. It can also shred furs and hides if it were thousands of tiny knives.

Razor snow does not appear abnormal, but those who touch it suffer 2 (1d4) slashing damage. If it is part of an avalanche or if a creature falls into razor ice, the damage increases to 10 (3d6) slashing damage in addition to the damage from the avalanche.

RUSTSNOW

This dark grayish-black powder falls alongside snow occasionally and every non magical metallic item exposed to it affected as if it had been touched by the antennae of a rust monster. Each turn, Weapons exposed to rustsnow take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Metal ammunition is destroyed.

If the object is either metal armor or a metal shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

SNOWFLAKE LICHEN

Snowflake lichen is actually a living plant that appears almost identical to actual snow, though the fact that it doesn't melt and is difficult to scrape off of stones or ice makes it recognizable.

Snowflake lichen thrives on heat and drains it from living beings which it comes in contact with. The lichen typically grows in areas where climbing is necessary and if a creature climbs through an area with snowflake lichen, they suffer 3 (1d6) cold damage for every 10 feet of movement. Snowflake lichen also makes it difficult to maintain a grip as the fingers and extremities numb, causing any Dexterity checks to suffer disadvantage while in the area.

QUICKSLUSH

Quickslush behaves in a very similar manner to quicksand, with the added danger that it is as cold as frigid water. Each creature standing in its area must succeed on a Strength saving throw or become restrained. A creature that enters the area or ends its turn there must also succeed on a Strength saving throw or become restrained.

Creatures restrained by the quicksand can use its action to make a DC 12 Strength check. On a success, it frees itself. On a failure, it sinks further into the quicksand and has disadvantage on subsequent Strength checks made to escape it, until it escapes. Quickslush has a variety of depths.

CHARACTERS

The following portion of the book details new character races and subclasses found on Blacktoe Glacier.

NEW RACES

The snow elf is a new subrace of elves suited to life in frozen lands and the urskan are a new race of anthropomorphic polar bears that live a tribal existence, but once had a great kingdom.

SNOW ELF

Snow elves of Toril are a rare and elusive subrace of elves who are only known to exist in Wootenai Glacier on Anchôromé, but might have enclaves elsewhere in the frozen north lands.

They have a range of appearances in both skin tone and hair color, but they are universally considered tall with heights for males reaching upwards of 7 feet (though this is by no means the norm).

Most snow elves have light brown or tan skin, white or pale blond hair, and silver eyes. Rarer specimens have "evolved" a bluish skin tone and these elves are considered very beautiful among their brethren, particularly the women. They strongly favor white clothing and jewelry made of bone.

In addition to the traits gained by all elves, as a snow elf, you gain the following.

Ability Score Increase. Your Constitution score increases by 1.

Cold Adaptation. You have resistance to cold.

Survivalist. You gain advantage on Wisdom (Survival) checks and Intelligence (Nature) checks.

Longstrider. Your long legs and wide feet give you advantages when traveling in frozen regions. You travel through snowy regions as if they were normal terrain and you gain advantage on Dexterity checks to avoid slipping on ice.

URSKAN

Urskans are powerful humanoids with features far more reminiscent of a polar bear than that of a human. They are capable of walking on two legs or four, and their preference varies by tribe. They are faster when on four legs, but cannot wield weapons other than their claws when doing so. The most savage clans don't seem to care.

ARMORED BEARS

Urskans are also known "armored bears" and rarely choose to go without it. They have a preference for armor made entirely of blue ice, but they wear metal plating just as often, depending on availability.

Traditionally, most tribes prefer to use heavy two-handed weapons like a maul if they aren't using their claws. These too are preferentially comprised of blue ice.

HONOR AND STRENGTH ABOVE ALL

Urskan alignment is variable, but above all else, the bear folk hold brute physical strength and a somewhat complex code of honor above all other moral ideals. even the most chaotic and evil urskan will avoid fighting an opponent that is disarmed and a lawful good urskan will mock a frail and fragile elfling.

Strength is not subjective to the urskan. While a wizard or warlock of great magical power might be able to take down a horde of pillaging barbarians, most urskans see such battle tactics as cowardice. Even ranged weapons like bows or slings are frowned upon. The only exception to this rule is for battling undead, particularly the makurskan, who the bear folk have come to hate with unbridled passion.



RISE OF THE MAKURSKAN

Urskans once held a large kingdom that encompassed nearly the whole of Wootenai Glacier. They crowned a monarch which came to be known as the brrarum, though the position was often fleeting and a stronger, more aggressive challenger could always hope to wrest control from a sitting brrarum.

Many tribes roamed the mountains, forests lakes and into the northern seas, but none would refuse the call of the king who held court in the stone and ice caves of Tjrrum.

Kaorg, a wise and powerful ruler, was the last to hold this title. He rose to power after killing his own sire for the position and none dared challenge the bear who was nearly twice the size of those who might think to take his throne. Kaorg's rule was marred by simple bad luck however, as the Atapukk and his powerful shatjan arrived on the glacier only a few years into his time as brrarum.

With the reindeer herds effectively cut off (or at least far more difficult to hunt), starvation and weakness spread throughout the urskans. The most vocal tribal chieftains voiced their concern that perhaps Kaorg was unworthy and that great Nanook disapproved of the way he ruled. This type of questioning was previously unknown among the loyal bear folk and Kaorg fell victim to his own ego.

At first, the brrarum hunted the weak and miserable elf-folk who had only recently settled on Wootenai. Their flesh was nowhere near as filling as caribou, but it prevented the worst effects of famine. The elves grew canny, however, and used the cowardly magics given to them unearned by their gods and mystical forces to turn away waves of armored bears. It would not have mattered had not so many urskans decided that partaking of elf flesh was as dishonorable as partaking of urskan flesh. There were revolts that Kaorg could not control.

Kaorg grew desperate, but was lucky enough to be approached by an unknown entity who promised that starvation would no longer be a problem for urskan, if only the chose to embrace the way of *makurskan*. Kaorg was the first to embrace this rite of undeath and his remaining followers joined him. Kaorg could not understand why so many had chosen to oppose him, because the entity was correct and held to his promise. Makurskan no longer even needed to consume flesh, though a hunger for souls was always there.

A RETURN TO CLANS AND TRIBES

for many years, starvation, war with the elves and eventually civil war with the makurskan led to a major decline in population and civilization. The bear folk returned to a clannish or tribal life and the kingdom scattered. To this day, some urskans speak of a return when a new brarum will arise and smash both the remaining makurskan and the annoying elemental creatures as well. Almost all agree that this day is sometime soon.

URSKAN NAMES

Urskan names follow conventions that are not seen anywhere else in the Realms and their names are mostly unheard of in other cultures. Considering they have had so few interactions with species outside of the frozen north, this is not surprising.

FAMILIAR BEARS?

Urskans certainly do show many similarities to the panserbjorne of the *His Dark Materials* trilogy of fantasy novels (and television shows and movies). Rather than make them an identical copy, however, there are occasions where their descriptions have intentionally attempted to deviate from that source. However, if your players are fans of the show and wish to play a character similar to Iofur Raknison or others from the series, the only cosmetic changes you may need to make are in the naming conventions.

Their names are always followed by a clan name, with both male and female first names being interchangeable. Typically the first name is multisyllabic as urskans do nothing that isn't grand or powerful in presentation.

First Names. Bahmandyer, Batujid, Diyryub, Doultilak, Ghouvgesh, Hurherdav, Moordjime, Naryookhkev, Ookrakh, Shepreelfan, Urshushyir, Zazehrshuz

Clan Names. Beshk, Eruhr, Hazurd, Heen, Mirmard, Nuzye, Shehruv, Taprer, Uhkirz, Ushkahr, Yazasu, Zurregmir

URSKAN TRAITS

Your urskan character has the following traits which are the end result of thousands of years of existence in a land where the environment is as hostile as any creature might be.

Ability Score Increase. Your Strength increases by 2 and your Constitution increases by 1.

Age. Urskans mature young and are considered adults at 8 years old, but cannot truly compete with their brethren, clan and tribe mates until they typically reach the age of 10. The age of an urskan is widely variable, with death by violence or accident taking most at an early age. They would otherwise die of old age typically at 70 years old.

Alignment. Urskans take on any alignment, but it is rare to find one that doesn't follow a code of honor common to all urskans. This code forces them to fight fair always, but it is not considered evil to take that which can not be protected. Cubs are considered untouchable and a whole clan will turn on a member that causes one harm. The most common alignment is neutral, followed by lawful neutral.

Size. You are similar in size and shape to a normal polar bear and can grow to from 8 feet to 11 feet tall and about 8 feet long. You weigh anywhere from 500 pounds to 1,700 pounds. Your size is Large.

Speed. If you are empty handed, your speed is 40. Otherwise your speed is 30.

Keen Smell. You gain advantage on Wisdom (Perception) checks that rely on smell.

Surefooted. You treat snow and ice as if it were normal terrain.

Cold Resistance. You have resistance to cold.

Natural Weaponry. Your claws do 1d6 slashing damage and your bite does 1d4 piercing damage.

Urskan Martial Training. You have proficiency with a breastplate, half plate, chain mail, plate armor and a maul or warhammer (used two handed only).

Great Stamina. You have a "pre level" of Exhaustion available to you which has no ill effects. Effectively, you need to suffer two levels of exhaustion before feeling negative effects and you don't die of Exhaustion unless you have suffered 7 levels.

Languages. You speak a heavily accented version of Common and Urskan. Urskans have their own alphabet and written language which is carved into stone or even blue ice with their sharp claws.

SUBCLASSES

The following subclasses are relatively common on Blacktoe Glacier.

ANAGAKOK - ARCANE TRADITION

The anagakok tradition is passed down from elder anagakok to apprentice as it has for well over a thousand years among the snow elves. There are classes with the same name and similar abilities among the Ulutians of the Great Glacier, but it is unknown if they are identical.

Anagakok are always well respected advisors among the snow elves and it is widely believed that their existence forms a bulwark against the incursion of Cryonax's hostile elementals.

COLD MAGIC SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a "Frostfell Magic" spell into your spellbook is halved.

RIMEFIRE SPELL

Beginning at 2nd Level, any spell you cast which does cold or fire damage can be replaced with *rimefire* if you choose to do so.

COLD ACCLIMATION

Beginning at 6th level, you are resistant to cold damage. If you are already resistant, you instead become immune.

Aesthetically, you grow a small layer of white hair that covers your body that grows back in 24 hours if removed.

RIMEFIRE

Rimefire is a strange form of energy manipulated by anagakok that comes from an unknown source. It moves and can spread like normal flames, but its light emanations are an amalgamation of blues, greens and whites instead of red, yellow and orange.

Damage from rimefire is split so that it does half of its damage using cold and half of its damage using fire. This means that if a creature has resistance to one of the two forms of energy, only one of the damage type is halved, resulting instead in three-quarters damage. Immunity to one form results in half damage and resistance to both cold and fire results in half damage from rimefire.

BRUTALLY COLD SPELLS

Starting at 10th level, you add your Intelligence modifier to one damage roll of any spell you cast which does cold damage, including rimefire spells.

RIMEFIRE MASTERY

Starting at 14th level, you may choose to favor one form of damage from your rimefire spells over the other.

When you cast a spell using your rimefire spell ability, it can do all cold or all fire damage as you choose. It still retains the blue-white appearance of rimefire.

FROSTRAGER - PRIMAL PATH

Barbarians known as frostragers are common among the urksans and rare among the snow elves (in addition to some exceptional snow goblins). Their blood runs like ice water and they can imbue their natural weapons with great powers, eventually extending such enhancements to normal weapons. Embracing the cold and frozen nature of Wootenai Glacier in no way quenches the fire that burns within them as they rage.

When

Urskans often choose the class because they can move at their greater speeds and use their enhanced claw attacks, but the bear folk are sometimes reluctant to remove the armor of the "armored bear" namesake.

FROST BRAND NATURAL WEAPONRY

You can cause the icy fluids within your body to come forth and coat your natural weapons, forming a layer of freezing cold ice that does extra damage. When you hit with a natural attack using a natural weapon, the target takes an extra 1d6 cold damage. Like a *frost brand* weapon, your natural weapons shed bright light in a 10-foot radius and dim light for an additional 10 feet when in freezing temperatures.

You may also use your natural weaponry to extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Activating and deactivating this ability are both bonus actions.

ICY BLOOD

Starting at 6th level, if you are injured by slashing or piercing damage while you are raging, your blood sprays in your vicinity. All creatures standing within 5 feet of you suffer 1d6 cold damage from the icy blood.

This damage increased to 1d8 at 10th level, 1d10 at 12th level, 1d12 at 16th level and 1d20 at 20th level.

You are also immune to necrotic damage caused by excessive wounding, such as the damage caused by a *sword of wounding* while you are raging.

FROST BRAND WEAPON

Starting at 10th level, you can grant the same abilities to a weapon you are holding that your natural weapons gain from your Frost Brand Natural Weaponry ability.

COLD ABSORPTION

Starting at 14th level, you gain immunity to cold. In addition, if you are injured by an attack that does cold damage, the attack instead heals you for 5 hit points up to your maximum. This healing only applies to damage caused by a spell or item that causes cold damage, not from damage caused by an exceptionally cold environment (such as that found in the Keanorin Mountains).

COLLEGE OF THE STORMSINGER

High atop mountain peaks and in the barren emptiness of the icy glacier, the bards known as stormsingers practices their far reaching song through the use of an instrument which the snow elves call the *keres* and others call the alpenhorn.

Nature itself adores the sound of a stormsinger's song and he can call upon it to do his bidding. The weather may quickly change to aid them in battle, or clearing the way for allies to travel.

BONUS PROFICIENCIES

When you join the College of the Stormsinger at 3rd level, you gain proficiency with three skills of your choice.

WINTRY BLAST

At third level, you may use your Bardic Inspiration to cast a modified version of *gust of wind* which also does 2d6 cold damage to all within its area of effect.

The effect comes from your keres/alpenhorn, or if you are without an instrument, from your mouth. Otherwise, it follows the same rules as the *gust of wind* spell using your Charisma as your spellcasting ability. *Gust of wind* is also added to your spell list which counts as a bard spell, but doesn't count against the number of bard spells you know.

STORM SPELLS

Starting at 6th level, you add *lightning bolt* and *call lightning* to your spell list. These spells count as bard spells, but do not count against the number of bard spells you know.

ALPINE ADAPTATION

At 14th level, you gain resistance to both lightning and cold. Using your Bardic Inspiration, you can extend this resistance to any creatures of your choice who are within 60 feet of you.



MAGIC

The following pages detail new magic found on Wootenai, but might also be found elsewhere.

FROSTFELL MAGIC SPELLS

The following spells can be added to the spell lists as the DM sees fit. Together, they are collectively known as *Frostfell Magic*. Alternatively, you could require the Frostfell Magic Adept feat in order to add the spells.

FROSTFELL MAGIC ADEPT (FEAT)

Prerequisite: The ability to cast at least one spell

When you gain this feat, you add all *frostfell magic* spells to your spell list. In addition, if you must learn spells, you can choose one of the frostfell magic spells as a spell you know without it counting against your total.

Finally, spells you cast ignore resistance to cold damage.

SPECIAL NOTE:

As DM, you should decide if any of the Frostfell Magic spells are restricted from certain classes.

ARCTIC HAZE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 30 foot radius sphere of fog consisting of thousands of tiny ice shards centered on a point you choose within range. The area is considered heavily obscured and temperatures drop dramatically causing 2d6 cold damage each turn a creature ends their turn within the sphere.

In addition, creatures within the area take 1d6 piercing damage for every ten feet of movement through the affected area from hundreds of tiny cuts.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the fog increases by ten feet for every level above 3rd.

AURA OF COLD

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sphere of blue ice)

Duration: Concentration, up to 10 minutes

A thin layer of frost covers your body which emanates cold within a 10 radius which moves with you. Creatures within this area suffer 1d6 cold damage at the start of their turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for every level above 1st.

BINDING SNOW

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of snow or ice)

Duration: 1 minutes

Snow arises from the ground in a 10 foot square centered on a point within range which you choose and it quickly freezes solid into ice. For the duration of the spell the area becomes difficult terrain for the duration.

When the snow appears, each creature standing in its area must succeed on a Dexterity saving throw or become restrained for their turn. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or become restrained.

BLIZZARD

6th-level transmutation

Casting Time: 1 action

Range: 240 feet

Components: V, S, M (a diamond worth at least 100 gp which is not consumed)

Duration: Concentration, up to 10 minutes

You summon a blizzard which appears instantaneously at a point within range and has a 120 foot radius. This type of blizzard and its conditions are described on page 10.

BONE CHILL

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of bone and a cube of ice)

Duration: Instantaneous

A ray of burning frost erupts from your fingertips and streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 3d6 cold damage and if it has a bone skeletal structure (including chitin), it must make a Constitution saving throw or become paralyzed until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d6 for every level above 2nd and the paralysis lasts an additional one of your turns.

BOREAL WIND

6th-level evocation

Casting Time: 1 action

Range: Self (100-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

A strong blast of arctic air originates from your position and blasts from you in a direction you choose for the spell's duration. The boreal wind disperses gas or vapor, and it extinguishes candles, torches, and even protected flames like lanterns to extinguish.

Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you and any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

In addition, a creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one at the beginning of each of its turns that it starts in the area of effect. A creature killed by this spell becomes a frozen statue until it thaws.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

BRUMAL STIFFENING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cube of blue ice)

Duration: 1 minute

You target a weapon within range. The weapon becomes frail and brittle from an intensely cold stiffening and becomes covered in a layer of frost. For the duration of the spell, each time the weapon strikes a target, the wielder must make a successful Dexterity save against your spell DC or the weapon shatters after causing normal damage.

Magic weapons which are uncommon or rare allow the wielder to make this save with advantage, and very rare or legendary weapons are immune. *Frost brand* and *flame tongue* weapons are also immune.

CALL AVALANCHE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

When this spell is cast on a location within range, an avalanche of ice and snow falls with a 15 foot radius. All creatures in the area suffer 1d8 bludgeoning and 1d8 cold damage and must make a Dexterity (Acrobatics) save or get stuck under the snow. If the creature is buried, it begins to suffocate and must make a successful Strength (Athletics) check against your spell DC to escape.

At Higher Levels. When you cast this spell using spell slots of higher level the radius by 5 feet for every two levels above 3rd. This means the radius is 20 feet as a 5th level spell, 25 feet as a 7th level spell and 30 feet as a 9th level spell. In addition, the damage die increases for every two levels above 3rd. At 5th level the bludgeoning and cold damage uses 1d10, at 7th level the damage is 1d12 each and at level 9 it is 1d20 each.

COLUMN OF ICE

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours (see below)

A column of ice 10 feet wide and 50 feet tall springs up from the ground at a point which you select within range. Creatures in the area must make a Dexterity saving throw to get out of the column's way or they are raised into the air as the pillar grows beneath them and they fall prone. If there is a ceiling lower than the column's maximum height, creatures on the column are also crushed, suffering 4d6 bludgeoning damage.

The column of ice lasts 24 hours before it melts, but it will remain permanently in temperatures below freezing. In high temperatures, the column will melt faster at the DM's discretion.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the height of the column increases by 10 feet for every level above 3rd.

COMETSTRIKE

9th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

An icy comet hurtles from the sky or the space above a location you designate within range. Each creature in a 40-foot-radius sphere centered on the location must make a Dexterity saving throw.

A creature takes 20d6 cold damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Structures that are hit by a cometstrike take twice as much damage, and for 1 hour following the cometstrike the area is considered heavily obscured as dust and debris fill the air (or cloud water).

CONTROL SNOW AND ICE

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a bit of ice and an equal amount of sulphur)

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any freestanding snow, ice or slush inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Melt. You cause all ice or snow within the area to melt. There is no sense of heat applied to the area, ice and snow simply transforms into water. In temperatures below freezing, this effect only lasts for the duration of the spell, but in regions that are above freezing, the effect is permanent.

Lower. Ice and snow within the area lowers to minimum depth of 1 inch, and up to 20 feet of ice or snow can be lowered in such a way.

Raise. Ice and snow in the area increases in height by up to 20 feet as determined by the caster.

Transmute. The caster can change the form of snow, ice or slush to another of the listed forms. At the end of the duration, if the temperatures are below freezing, slush becomes ice permanently.

CRACK ICE

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an icicle which you smash)

Duration: Instantaneous

You target ice within range that can be no smaller than a 10 foot cube and forcefully shatter it. Elemental creatures made of ice suffer 8d6 damage, though creatures can make a Constitution save to take half damage.

This spell can be used to clear ice flows, crack ice bridges or destroy ice structures as well, each of which suffer double the listed damage. If this spell is cast at the foot of a creature that stands on an ice covered body of water that is less than 10 feet of an ice covering, the creature must make a Dexterity saving throw or fall into the frigid waters below.

CRUNCHY SNOW

1st-level conjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a handful of snow)

Duration: 8 hours

You summon a two inch layer of snow that covers the ground in a 30 foot radius. Walking on the crunchy snow is loud and clearly audible, even through walls and can be heard from up to 500 feet away.

The sound is loud enough to awaken sleeping creatures within the 500 foot radius.

DEATH HAIL

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of ebony ice)

Duration: Concentration, up to 1 minute

Black hail rains down in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. Creatures within the area are drained of their vitality and make all Strength and Constitution saving throws with disadvantage for the spell's duration.

ENTOMB IN ICE

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a clear gemstone worth at least 100 gp which is consumed in the casting)

Duration: Instantaneous

You trap a living creature in a block of ice. It suffers 4d6 cold damage each turn it is in the ice and also begins to suffocate. The creature may, at the start of each of its turns make a Strength saving throw to escape.

Nearby allies can destroy the ice which has AC13 and 15 hit points. However, the entombed creature will take half the damage inflicted on the ice as well.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may entomb one additional creature per level above 6th that stands no more than 15 feet from the target.

EVERGREEN

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Self (120-foot radius)

Components: V, S, M (a small living branch of an evergreen tree)

Duration: 24 hours

You create a 120 foot zone where all normal plant life is immune to cold for the duration. This immunity extends to normal plants only and does not apply to plant creatures like treants, assassin vines or even awakened plants.

FIMBULWINTER

9th-level transmutation

Casting Time: 10 minutes

Range: Self (5-mile radius)

Components: V, S, M (Diamond dust worth 1000 gp which is consumed in the casting)

Duration: 1 year

A more powerful form of *control weather*, *fimbulwinter* can last for a whole year unless it is dispelled.

Use the precipitation, temperature and wind conditions listed under the *control weather* spell, but each time this spell is cast you may only adjust the conditions to later stages. The effects gradually move towards the new stage during a 24 hour period.

FLASH FREEZE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You instantaneously freeze a ten foot cube of liquid at a point of your choosing within range. This spell can create a block of ice in water (which floats and can hold up to four Medium sized creatures) or it could be used to freeze the internal liquids in a living body. Creatures within the radius suffer 4d6 cold damage, though creatures comprised entirely of water suffer double damage. A successful Constitution saving throw halves the damage.

FLESH TO ICE

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of preserved meat and ice)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into a statue of ice. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to frost over and become transparent. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken or melted while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

FREEZE METAL

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target a moving object which is made out of metal (such as a vehicle), a creature made at least partially from metal (such as some modrons) or a creature wearing metal (such as plate armor). The metal instantly freezes stiff and the creature or object is restrained for the duration of the spell.

If the DM determines the particular creature does not have enough metal for such an effect to occur, there spell has no effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures or objects must be within 30 feet of each other when you target them.

FROST WEAPON

1st-level transmutation

Casting Time: 1 action

Range: Touch or 60 feet (see below)

Components: V, S

Duration: Concentration, up to 10 minute

You imbue one weapon with the *frost brand* magical quality for the duration of the spell.

As a secondary affect, you may also attempt to quench a flame tongue weapon within 60 feet by making a ranged spell attack against a creature wielding a flame tongue weapon.

An affected weapon may not ignite for the duration of the spell and you do not have to maintain concentration for this to occur.

FROSTBITE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You target a creature within range that must make a Constitution saving throw. If they fail the save, they take 8d6 cold damage and must roll a 1d4 and consult the following table to determine which extremity has been targeted by *frostbite*.

Roll 1d4	Extremity Affected	Effect
----------	--------------------	--------

1	Nose and Ears	Suffer disadvantage on Wisdom (Perception) checks
---	---------------	---

2	Cheeks	Suffer disadvantage on Charisma based skill checks and saving throws
---	--------	--

3	Toes	Speed cut in half
---	------	-------------------

4	Fingers	Suffer disadvantage on attack rolls in melee
---	---------	--

The effects of *frostbite* are permanent until at least 1/2 the damage caused by the spell is recovered either through rest or magical healing.

HEAT LEECH

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of snow lichen)

Duration: 1 minute

You target a creature within range that must make a Constitution saving throw. If they fail the save, they take 1d6 cold damage as a small sphere of intense cold within their body drains them of their internal warmth. At the start of each of your turns up to the duration, the target must repeat the save or suffer an additional 1d6 damage.

HIBERNATE

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a leech and a pinch of snow or snow lichen)

Duration: 1 month

You target a willing creature which goes into a form of suspended animation. The creature is incapacitated, but does not need to eat or drink for the duration of the spell. In addition, the creature is stabilized if it is dying.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hibernation lasts for one additional month for each slot level above 4th.

ICE FORTRESS

8th-level conjuration

Casting Time: 10 minutes

Range: 100 feet

Components: V, S, M (a scale model of the ice fortress made of blue ice which is not consumed and 500 gp in diamond dust which is consumed)

Duration: 24 hours

You create a fortress made of blue ice which is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a Ladder running along one wall to connect them. The Ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your Command, which you can speak as a Bonus Action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The roof, the door, and the walls each have 100 Hit Points, immunity to damage from nonmagical Weapons excluding siege weapons, and resistance to all other damage except for fire. Only a *wish* spell can repair the fortress or a recasting of *ice fortress*. Each casting of *wish* causes the roof, the door, or one wall to regain 50 Hit Points.

If this spell is cast on the same location simultaneously for thirty consecutive days, the ice fortress becomes permanent, though chunks of blue ice removed from the ice fortress immediately melt.

ICE SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (dead white pudding in a jar)

Duration: Instantaneous

You touch an object made of ice of Medium size or smaller or a section of ice no more than 5 feet in any dimension and form it into any shape that suits your purpose.

So, for example, you could shape a block of ice into a weapon like a spear or even a statue. You could also make a small passage through a wall of ice, as long as the wall is less than 5 feet thick.

You could also shape an ice door or its frame to seal the door shut. The object you create can have up to two hinges made of ice and a latch, but finer mechanical detail isn't possible.

If the temperature is below freezing, the ice melts as any other ice would.

ICE SKATE

1st-level transmutation

Casting Time: 1 action

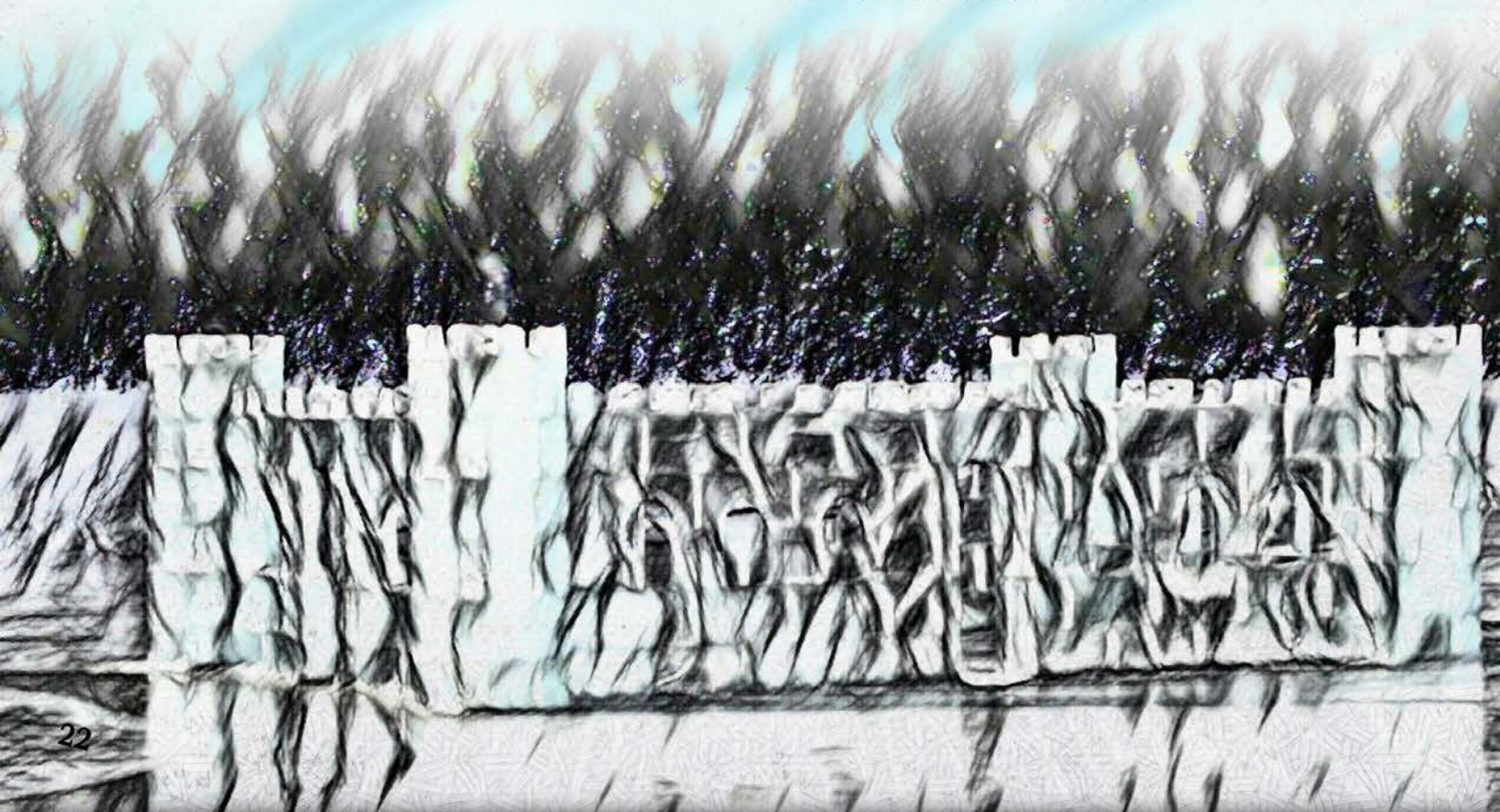
Range: Touch

Components: V, S

Duration: 10 minutes

You touch a creature who then treats ice as normal terrain and automatically succeeds on Dexterity saves in order to keep from falling prone. In addition, their walking speed on ice doubles for the spell's duration. The ice must be relatively flat and consistent in order to gain this speed increase.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can affect an additional creature for each slot level above 1st.



ICE SLICK

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You select a point within range of the spell and create a slippery region of ice with a 20 foot radius. Creatures in the area treat it as difficult terrain and those who start their turn in the area must make a Dexterity saving throw to avoid falling prone.

ICICLES

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

You summon forth water on an overhang or doorway within range which quickly freezes and forms large icicles. The overhang can be no larger than a 5 foot square. Creatures who walk underneath the overhang cause the icicles to fall which cause 5d6 piercing damage, allowing a Dexterity save for half damage.

It is easy to see the icicles, but a creature must make a Wisdom (Perception) check against your spell DC in order to notice anything is amiss.

IVORY FLESH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 6 hours

A creature you touch becomes pale white as if it were made of ivory or snow. Both its skin and equipment are affected as such. Because of this coloration change, the creature gains advantage on all Dexterity (Stealth) checks when in a snowy or icy environment.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can affect an additional creature for each slot level above 1st.

MELD INTO ICE

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You step into an icy object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the ice for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses even if the ice is transparent. For the time that you are within the ice, you are immune to cold damage.

While merged with the ice, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the ice. You can use your movement to leave the ice where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the ice doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The ice's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

MINDFROST

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a stone covered in frost)

Duration: Concentration, up to 1 minute

You target a creature in range that cannot be a construct or undead. The creature must make an Intelligence saving throw or suffer 3d6 cold damage and 3d6 psychic damage as its neural pathways are frozen. A creature who is affected by the spell cannot maintain concentration and makes all Intelligence checks at disadvantage for the duration of the spell.

SNOWSIGHT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (goggles with lenses made of glass or ice)

Duration: 4 hours

A creature you touch sees normally in an area that is heavily obscured by precipitation such as a blizzard or fog.

SNOWSONG

6th-level enchantment

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V

Duration: Concentration, up to 1 minute

Snowsong creates a zone around you which fills with a gentle precipitation of snow. You designate allies and enemies within the area. When the snow lands on allies, it evaporates and they hear a gentle lilting song that gives them certain advantages and enemies instead feel a numbing cold and hear a discordant jangle.

Snowsong bestows the following benefits and banes on allies and enemies.

Allies. All Charisma saves and skill checks are made at advantage. Rolls made in defense to melee attacks are also made at advantage. All allies gain resistance to cold.

Finally, all allies are healed of 1d4 hit points every turn they start within an area of snowsong.

Enemies. The discordant sounds are extremely distracting in nature, and enemies who cast a spell which requires a verbal component must make a Wisdom saving throw or waste their attempt at casting the spell.

The snowsong also causes angry red welts on exposed patches of skin causing 2d4 cold damage every time they start a turn in the area of the snowsong.

WINTER'S EMBRACE

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You select a target creature within range who is immediately covered in sheets of ice and bumps of snow. The target must make a Dexterity saving throw. If it is successful, the snow and ice immediately slough off and the creature is unaffected. However, if it fails its save, the creature takes 6d6 cold damage and gains a level of exhaustion.

The maximum number of levels of exhaustion a creature can gain from repeated castings of this spell is 3. The creature recovers from these levels normally during a long rest.

BLACKTOE GLACIER MAGIC ITEMS

The following magic items are a sampling of those which were originally found or constructed by inhabitants of Blacktoe Glacier. Many have spread beyond its borders.

CHICLE OF THE BOREAL WIND

Wondrous Item, rare

Chicle is normally a product of the hardened sap of the evergreen tree known as sapodilla which is given flavor and chewed rather than eaten. Chicle of the boreal wind is instead made from the sap of the trees of Brisdetho Pines when it can be obtained. It is often enchanted by an anagakok brave enough to enter the mysterious wood.

Chicle of the boreal wind allows the one who chews it to cast the spell *boreal wind* from their mouth once as an action. The saving throw is based on the chewer's level and uses Wisdom to determine the save DC.

Chicle of the boreal wind typically comes in small paper packages of four pieces.

FIGURINES OF WONDROUS POWER

Wondrous Items, varies

Figurines of wondrous power are a popular creation among the snow elves, who seem to enjoy bestial companions when braving the wilderness. *Soapstone kupuk* are a particular favorite as is the *quartz snowbear*, but use of the latter offends urskans so snow elves who have dealings with the bearfolk refuse to own such items.

The *basalt sled* is a much rarer item only ever used by the few humans who venture onto the glacier. Snow elves are not known for their frequent use of sleds.

Each of these figurines of wondrous power follow the standard rules for such items outlined in the DMG.

Basalt Sled (Very Rare). The basalt sled consists of a pack of five snow dogs (treat as mastiffs with resistance to cold) and a sled which can hold up to 500 lb and move at a speed of 40 across snow and ice.

The sled can be activated for up to 12 hours, and the dogs will fight for the owner. Once a fight is concluded however, the dogs and sled revert to a statue and cannot be used again for 7 days. Otherwise, the *basalt sled* can be used every day.

Quartz Snow Bear (Rare). The quartz snow bear can become a polar bear for up to 1 hour. Once it has been used it cannot be used again for 5 days. The polar bear will fight for its owner.

Soapstone Kupuk (Rare). The soapstone kupuk can be activated for up to 8 hours. Once it has been used, it can't be activated again for two days. It fiercely protects its owner.

ICICLE ROD

Rod, very rare (requires attunement)

The icicle rod looks like an actual icicle that is approximately 1 foot long. The attuned owner gains resistance to cold and can wield the rod as a *shortsword +1* that is also a *frost brand* short sword.

In addition, the owner may use the rod to fire an icicle from its tip and make a ranged melee attack. If the icicle strikes it does 2d6 cold damage and suffer the affects of the spell *heat leech* for the remainder of a minute. This ability can be used three times daily.

RING OF THE ICY SOUL

Ring, very rare (requires attunement)

Owning and attuning to this ring is a double edged sword. You gain immunity to cold damage but become vulnerable to fire damage. In addition, you may substitute cold damage for fire damage in one spell you cast in between each short and long rest. The spell's appearance matches the new damage type.

SIMULACRUM ELIXIR

Wondrous item, legendary

This elixir appears as if it is the clearest and purest water and is only ever held in blue ice containers and potion bottles. If a realistic rendition of a creature made from snow or ice is formed by the owner of the elixir and some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; the elixir may be poured on it to form a *simulacrum*.

Other than the fact that the simulacrum does not require powdered ruby as a component and the fact that the creator doesn't need to know the spell, the simulacrum is otherwise identical to one created by the *simulacrum* 7th level spell.

As it is with the spell, a creature may only own one simulacrum at a time and further simulacrums created by elixir or spell cause the previous ones to melt into a pool of water.

VIAL OF ICY SHEETS

Wondrous item, uncommon

You pour this translucent, blue tinged liquid on the ground as an action and it quickly covers a radius of 30 feet with you at its center. The affected area is treated as if the *ice slick* spell had been cast upon it, but you have the *ice skate* ability as long as you remain within the radius.

The ice slick lasts for 10 minutes before melting. Bottles of clear glass holding this liquid typically have 1d4 applications.

MONSTERS

There are hundreds of different kinds of creatures found on Blacktoe Glacier, many of an elemental nature, and many who are just simple beasts. The following collection only represents a few of the threats (or maybe even allies) that a party might encounter.

ENTOMBED

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

Damage Immunities cold, poison

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities fire

Condition Immunities exhaustion, poisoned

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

Languages the languages it knew in life

Challenge 11 (7200 XP)

Ice Glide. The entombed can burrow through ice and snow. While doing so, the entombed doesn't disturb the material it moves through.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (5d6+6) bludgeoning damage plus 14 (4d6) cold damage. The target must also make a DC 16 Dexterity check or it is grappled by the entombed (escape DC 16). The entombed may only have one Medium or smaller creature grappled at a time.

Immure. The entombed may forego attacking to drag a creature with it into ice using its ability to ice glide. The creature will then begin to suffocate and suffer 7 (2d6) cold damage at the start of each of its turns unless it frees itself or is freed. A creature can break itself free with a successful Strength check with a DC of 17.

Create Spawn. The entombed targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died after having been immured by any entombed. The target's body rises as a new entombed under the control of its creator in the space of its corpse. The entombed can have no more than three entombed under its control at one time and entombed under the control of another cannot use this ability.



ENTOMBED

Entombed are terrible undead formed from creatures who died and were buried by snow or ice, most often the result of an avalanche. They are powerful creatures that appear like dessicated corpses "entombed" in a shell of ice that only roughly outlines the form of a humanoid.

Juggernauts of Ice. The "body" of an entombed as it is the general size and shape of the largest of ogres, and its fists are solid ice. Hiding behind a locked door is no way to escape from these terrible beings as they will simply smash down doors to pursue the living.

Trapped Souls. When an entombed is created, their souls cannot pass onto the afterlife and are trapped within the icy shell that forms their new and powerful body. The soul suffers, and it desires to enact the same suffering on those they encounter. There is nothing an entombed wishes to do more than create spawn of its kind. The undead are smart enough to seek ways to go beyond their limits and every entombed dreams of building an army of their spawn. Fortunately for the world, the magic of their creation will not allow it.

Undead Nature. An entombed doesn't require air, food, drink, or sleep.

ICEGAUNT

Icegaunts could easily be mistaken for some form of zombie cursed to wander the frozen wastes seeking victims mindlessly or under the control of a powerful necromancer. Such a description would ignore the malevolent intelligence that these beings hold however, and while they often do follow a master, icegaunts most certainly have motivations of their own.

Guides to the Desperate. While few would ignore their undead nature were it plainly apparent, icegaunts are able to pass themselves off as weathered and wrinkled humanoids with a cold and bony handshake. Icegaunts were generally created from former polar explorers and they are often quite capable guides. Most have arisen as a result of dark rites to the powers of cold. In Wootenai Glacier, this usually means as sacrifices to Cryonax.

As such, they often seek out the desperate and the lost and will temporarily act faithfully as a guide. For a time, an icegaunt might even offer a glimmer of hope, but invariably they lead their charges into the waiting maw of a tirichik or other beast of the cold waste.

If the predator is overcome, the icegaunt will be there waiting to finish the deed. And if a victorious predator leaves anything behind, the icegaunt uses its ability to create spawn to form a new icegaunt.

Undead Nature. An icegaunt doesn't require air, food, drink, or sleep.



ICEGAUNT

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +6

Damage Immunities cold

Damage Resistances necrotic

Senses darkvision 60 ft. passive Perception 12

Languages the language it knew in life

Challenge 2 (450 XP)

Create Spawn. A humanoid slain by an icegaunt rise as spawn at the next midnight. Spawn are under the command of an icegaunt and are icegaunts in every way except they do not have the create spawn ability unless their master is destroyed. An icegaunt may have no more than 5 icegaunt spawn under its command at a time and loses this ability once it reaches its maximum.

ACTIONS

Multiattack. The icegaunt makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage plus 3 (1d6) cold damage



KERYVOXX

Keryvoxx is a unique creature in more than one way. To begin with, something about his nature causes the shivhad to utterly leave him be. All other dragons on Wootenai have been mercilessly hunted down and eaten by the dreaded spawn of Cryonax, yet for some reason Keryvoxx remains unmolested.

Keryvoxx himself is also a bizarre creature who appeared shortly after the Blue Breath of Change swept across the land in the 1380s DR. Somehow, the tearing of the weave brought together two disparate dragons and merged them into one two headed beast with a singular personality.

Keryvoxx was the name of a crystal dragon who mostly kept to himself on the world of Toril. The gem dragon occupied a parallel location to the white dragon Auraughithatilor on Aveit and when the Spellplague swept across the land, the white dragon was subsumed into Keryvoxx's body. His personality all but disappeared.

Keryvoxx, now with two heads, maintains his isolation upon a lonely mountain in Wootenai far from the elementals. He has not changed terribly much in personality, though the snow elves complain that he has become somewhat more aggressive.

Still, the dragon is not a threat if left alone. A neutral and unassuming bystander, Keryvoxx is amused by the struggle for survival felt by the small folk of Wootenai and he seeks to neither do harm, nor assist its inhabitants.

The dragon knows much about the glacier however, and knowledge seekers often trespass upon his mountain looking for answers that only he might have. Keryvoxx remains unpredictable, but he open to both flattery and expensive gifts. Keryvoxx is for all intents and purposes, the oracle of Blacktoe.



KERYVOXX

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	16 (+3)	13 (+1)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +6, Cha +9

Skills History +8, Perception +11, Persuasion +9, Stealth +5

Damage Immunities cold

Senses passive Perception 21, blindsight 60 ft., darkvision 120 ft.

Languages Common, Draconic, Auran

Challenge 14 (11500 XP)

Ice Walk. Keryvoxx can move across and climb icy surfaces without needing to make an ability check.

Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Innate Spellcasting. The keryvoxx's spellcasting ability is Charisma (spell save DC 17). The keryvoxx can innately cast the following spells, requiring no material components:

At will: *calm emotions*, *detect thoughts*

3/day each: *charm person*, *color spray*

ACTIONS

Multiattack. Keryvoxx can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 4 (1d6) Cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) damage.

Frightful Presence. Each creature of Keryvoxx's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature

is immune to Keryvoxx's Frightful Presence for the next 24 hours.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) damage.

Blinding Presence. Keryvoxx shines with an internal light. Each creature within 120 feet that can see the dragon must succeed on a DC 17 Wisdom saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Keryvoxx's Blinding Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The creature exhales cold in a 60-foot cone. Each creature in the area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a saving throw.

Crystal Dragon Breath Weapons (Recharge 5-6).

Keryvoxx uses one of the following breath weapons with his crystal dragon head.

Razor Breath Keryvoxx exhales razor-sharp crystalline shards in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) slashing damage on a failed save, or half as much damage on a successful one.

Blinding Breath Keryvoxx breathes a beam of blinding light in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 19 Constitution saving throw or be blinded for 1d4 rounds and takes 10 (3d6) radiant damage, or half as much damage on a successful save.

LEGENDARY ACTIONS

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

Detect. Keryvoxx makes a Wisdom (Perception) check.

Tail Attack. Keryvoxx makes a tail attack.

Wing Attack (Costs 2 Actions). Keryvoxx beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Keryvoxx can then fly up to half its flying speed.

KUPUK

Large monstrosity, lawful neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages understands Common

Challenge 2 (450 XP)

Keen Hearing And Smell. The kupuk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kupuk has advantage on attack rolls against a creature if at least one of the kupuk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kupuk makes 2 attacks; one with its bite, and one with its tail spike.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Tail Spike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

KUPUK (WOOTENAI)

The dog-like kupuk are a boon to the snow elves of Wootenai that have existed on the glacier for well over 1000 years. They are loyal creatures that are notoriously overprotective of children of any race. While they are not as prevalent among the urskans, they are also not unknown among the bear folk. Wootenai kupuk instinctively despise snow goblins and are mortal enemies to snow goblin shredders.

Ancient Immigrants. The kupuk arrived on Wootenai Glacier (when it was called only that) in a time when portals to Faerun's Great Glacier were somewhat commonplace. Tirichik emigrated from Wootenai and Kupuk came through from the other side. From their earliest days, the kupuk formed packs that hunted down and destroyed many packs of winter wolves, making the glacier much safer over time for more civilized folk. Eventually, they were domesticated by the snow elves, and while there are still many wilds packs, most live in elven communities.

More than Canine. Kupuk of Wootenai have diverged a bit in evolution from their Great Glacier brethren and the two species have significant differences in appearance. The Wootenai breed has lost its pronounced tusk and their skin has taken a whiter color than the dun or tan kupuk of Faerun. Their tails are still unmistakable however. Long and furred, the kupuk tail is remarkably prehensile and as capable of grabbing and manipulating an object as an arm. The tail is spiked, but it is retractable, and they never extend the spike around humanoids that they consider friends, family or allies.

While it is less so than the Great Glacier kupuk, some features of the canine have similarities to those of walruses. Their howl is the mournful howl of a wolf.

MAKURSKAN

The makurskan are undead bear folk that perpetuate their kind among those who face hunger. They are as cruel and inimical to life as any other undead creature, but ultimately, they were born out of necessity. Even today, thousands of years after their emergence and after many conflicts with their living brethren, the bear folk still feel pity and regret for those who have chosen this path.

An Ancient Undead. Thousands of years ago, the urskan race faced starvation upon the arrival of the fey shatjan and the disappearance of their reindeer herds. The bear folk faced only dire choices as many turned to cannibalism. When even that horror could not address their needs, the Brrarum Kaorg, monarch of the bear folk, became a lich of sorts and offered freedom from the pains of hunger.

While undeath might not have been the ideal choice, many followed Kaorg and he delivered on his promises. At one time, there were almost as many makurskans as there were urskans, but thousands of years have whittled away at their numbers dramatically.



Few new makurskans are created in modern times, but the transition is not unknown.

An Ancient Monarch. Somewhere in the northern reaches of Wootenai, Brrarum Kaorg is rumored to still exist. Even in undeath, the bear king claims to have only ever had the best interests of the urskan in mind, even if he has to murder all of those who feel differently than he. Some believe that the current urskan war with the selkies of the northern straight was incited by Kaorg, but nothing has been proven.

Undead Nature. An icegaunt doesn't require air, food, drink, or sleep.

MAKURSKAN

Large undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	7 (-2)

Skills Perception +4

Damage Immunities poison

Damage Resistances cold, necrotic

Condition Immunities exhaustion, poisoned

Senses passive Perception 14

Languages Common, Urskan

Challenge 5 (1800 XP)

Keen Smell. The makurskan has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The makurskan makes 2 attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage and the target must succeed on a DC 14 Constitution saving throw or it takes an additional 5 (1d10) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An urskan slain by this attack rises 24 hours later as a makurskan. The makurskan has no control over its spawn.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.



PRISMAT

The prismat are massive jellyfish-like creatures that live in the upper atmosphere in colder regions of Toril. Though they are not the sole cause of the phenomenon known as the auroras (or "northern lights"), but in localized regions, they are often a source.

Auroras. The prismats are believed to be creatures from a realm known as the Plane of Radiance, though how they arrived on Toril is unknown. Even in that obscure realm they are enigmatic creatures which consume charged particles in cold climes and produce many colored lights as a byproduct, almost exclusively during evening hours on the Prime.

Live and Let Live. Prismat motivations are unknown, but they are non-hostile if left alone. Though huge in size, their coloration matches the daytime sky and given their high altitude, prismats cannot be observed from the ground easily.

While generally unaggressive, prismats attack larger creatures that they perceive as threats and have been known to swarm such powerful beings as white dragons. A flying character might not raise a prismat's ire, but it is not a terribly intelligent creature and it might mistake a flying ship as a large predator.

Young Prismats. Prismats only come to ground to lay a single egg upon the highest mountains. It is believed that young prismats spend their first year in a hydra-like land-bound form which is vulnerable to predators. Other rumors suggest that such creatures can be tamed with great amounts of patience to bear a rider.



PRISMAT

Huge monstrosity, neutral

Armor Class 14

Hit Points 85 (9d12 + 27)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	4 (-3)	13 (+1)	8 (-1)

Saving Throws Wis +4, Cha +2

Skills Perception +4

Damage Immunities cold

Senses blindsight 60 ft., passive Perception 14

Languages telepathy only with other prismats 150 ft.

Challenge 7 (2900 XP)

Prismatic Aura. When in bright light, the prisma's bulb continuously emits a double strength *color spray*. This version of the spell is emitted as a bonus action at the start of each of the prisma's turns and it has a radius of 30 feet, while affecting 12d6 hit points of creatures. The save DC is 16.

ACTIONS

Spines. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 14 (4d4+4) piercing damage and the target must make a DC 16 Constitution save or suffer an additional 7 (2d6) poison damage and the target is poisoned for 1 minute.

Intense Aurora (Recharge 6). When the prisma is not in bright light, it may emit charged particles which have the effect of a *prismatic spray* with a 60 foot radius instead of a 60 foot cone.

SHATJAN

The shatjan are fey with a body shape reminiscent of tall humans with the exception of their hairy bodies, short caribou tails and antlered heads.

Guardians of the Herd. Shatjan are fey guardians brought into existence by the will of the Reindeer Lord Beparr. While individual reindeer do not worship like intelligent folk may, Beparr heard their collective cries when urskan and snow elf hunted them to near extinction.

In response, Beparr sent forth the shatjan led by his only child Atapukk. Atapukk is fanatical in his desire to protect the herds, and they have thrived under his watchful eye.

Nomadic Fey. Like the caribou themselves, the shatjan are a nomadic species of fey who rarely remain in one spot for long. In the relatively warmer summertime, shatjan are known to congregate at the edges of forests and form temporary settlements. Though their rituals are mostly unknown, during this time the fey beings are known to produce offspring very much like and the young grow to maturity very quickly.

These times are noteworthy for their brevity. Snow elves and urskans alike realize that these few short weeks might be the only time to stock up on reindeer meat for the upcoming year.



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SHATJAN

Medium fey, lawful neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Int +4, Wis +6, Cha +4

Skills Perception +6, Survival +6

Damage Immunities cold, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses passive Perception 16

Languages Common, Sylvan

Challenge 5 (1800 XP)

Chilling Aura. A shatjan may lower the temperature in a

30 foot radius surrounding itself with a numbing cold. This forces all creatures of the shatjan's choice who start their turn within the area to make a DC 15 Wisdom saving throw or act as if under the effects of a *slow* spell for the remainder of their turn.

ACTIONS

Multiattack. The shatjan makes 2 attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Frost Breath (Recharge 5-6). The shatjan can breath frost and cold in a 30 foot cone causing 35 (10d6) cold damage to all creatures in the area or half as much damage if they succeed on a successful DC 15 Dexterity saving throw.

SHIVHAD

Gargantuan monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 412 (25d20 + 150)

Speed 60 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	23 (+6)	22 (+6)	14 (+2)	12 (+1)

Saving Throws Dex +9, Wis +9, Cha +8

Damage Immunities cold

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 60 ft. passive Perception 12

Languages Aquan, Auran, Common, Elvish, Goblin, Sylvan, Urskan

Challenge 21 (33000 XP)

Absorb Cold. If the shivhad is struck with an attack that does cold damage, it heals 5 hit points instead.

Cold Aura. The shivhad radiates an aura of extreme cold. Any creature within 60 feet of the shivhad at the

start of its turn takes 17 (5d6) cold damage. This aura also puts out non magical flames.

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

ACTIONS

Multiattack. The shivhad makes 2 attacks: one with its bite and one with its tentacles.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 25 (3d10+9) piercing damage.

Tentacles. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one creature. *Hit:* 21 (6d6) necrotic damage and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, this reduction lasts until the target finishes a short or long rest.

Wingbind (Recharge 5-6). The shivhad's haze can cause a creature's wings to stiffen. The target creature must make a DC 19 Constitution saving throw or it can no longer fly, potentially taking falling damage.

SHIVHAD (WOOTENAI)

The shivhad is a terrible spiderous monstrosity grander in size than the most ancient of dragons and in fact, white dragons are known to be their favored prey. The shivhad are not unique creatures, but thankfully only a single one is said to live upon Blacktoe Glacier, deep in the Bikkrek Crevasse from which it emerges annually to hunt.

Child of Cryonax. Though it is not perhaps the origin of all shivhad, the Bikkrek Crevasse shivhad is believed to be the child of the archomental Cryonax. Cryonax's attention is not always directed towards Blacktoe, or even Toril in general and during his long absences he believes his child will maintain the balance of power on the glacier. For certain, the great spider tolerates no dragons but one, and hunts down such creatures mercilessly. Perhaps due to its remote location, the two headed dragon Keryvoxx escapes the shivhad's ire.

Giants too are targeted by the shivhad and frost giants have never been able to establish a settlement on Wootenai, in part because of the shivhad's predations.

Unwitting Protector. The shivhad is undoubtedly a cruel and destructive monstrosity that has been known to decimate entire towns and villages of both snow elves and urskans. However, the beast is also likely responsible for their continued success and survival. White dragons, particularly during the exile of Anchôromé on Abeir, would have been a far more disastrous addition to the already numerous threats of Wootenai.

Hidden Motivations. One would be a fool to believe the Bikkrek Crevasse shivhad an unintelligent beast. The creature has an intelligence that it keeps secret even from its father and it has motivations far beyond that of a simple predator.

Secretly, the shivhad has maintained a small cult of followers who believe it to be a Great Spirit or deity of sorts, and obtaining that level of power is at the core of its motivations. The shivhad is not quite ready to make its moves and it has a patience that spans many centuries.



SNOW GOBLIN

While Wootenai is known for its massive monstrosities, cruel elementals and deadly environment, more snow elf and urskan deaths each year are attributed to snow goblin raiders mounted on their vicious shredders.

Blue Skinned Nightmares. Snow goblins are vicious little humanoids who have no morality and see all creatures as a potential food source, with the exception of their own kind.

The goblins were the original inhabitants of the Keanorin Mountains before the elementals and Cryonax came to dominate those lands and the displaced goblins have taken their frustration out on everyone they can eat.

Perhaps in their homeland the goblins would not be as bloodthirsty, but in a land where starvation is a real threat there is no room for mercy.

Booming Call. Other than their blue skin and light covering of white fur in older specimens, snow goblins look very much like their kin elsewhere on Toril. However, they also have a frog-like throat sack that can be used to make booming calls that can travel many miles on the stark icy plains.

Once upon a time, these calls would echo through the mountain ranges, traveling even further than they are capable of now, but those days are long past. Snow goblin lookouts use this ability to notify others of potential danger or prey. Woe to the lost individual whose presence is noted with a bass howl from the distance.

SNOW SHREDDER

Snow shredders are natural creatures who emerged from the Keanorin Mountains with their snow goblin masters and allies. They serve as mounts for snow goblin raiders and are as vicious as worgs or winter wolves.



SNOW SHREDDER

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	9 (-1)

Skills Perception +2

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Understands Goblin but cannot speak

Challenge 1 (200 XP)

Arsonphobia. Snow shredders fear fire and will make attacks at disadvantage against targets that are wielding it. This includes creatures the shredder has observed casting fire magic. The fire must be large enough to be capable of damage (holding a candle does not qualify, for example).

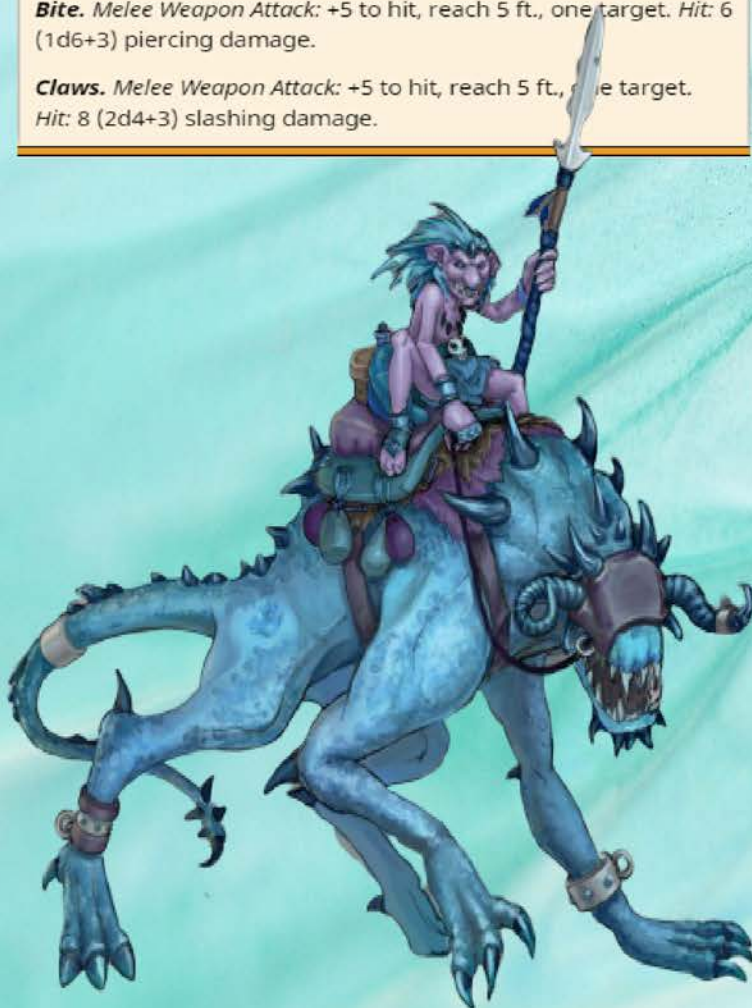
Ice Walk. A snow shredder can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the shredder extra movement.

ACTIONS

Multiattack. The snow shredder makes 2 attacks: one with its claws and one with its bite.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage.



SNOW GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 16 (hide armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3, Perception +2, Stealth +5, Survival +2

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/4 (50 XP)

Ice Walk. The snow goblin can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the goblin extra movement.

Nimble Escape. The snow goblin can take the Disengage or Hide actions as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

SNOW GOBLIN RAIDER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (hide armor)

Hit Points 26 (4d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3, Perception +2, Stealth +5, Survival +2

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Ice Walk. The snow goblin can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the goblin extra movement.

Mounted Stealth. A snow goblin mounted on a snow shredder can extend its Stealth skill to its mount so they behave as one creature using the goblin's skill bonus.

Nimble Escape. The snow goblin can take the Disengage or Hide actions as a bonus action on each of its turns.

ACTIONS

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

Multiattack. The snow goblin raider makes 2 attacks with its bone spear or shortbow.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

SNOW SPIDER

The snow spider is a vicious predator that hides in frozen caverns. It is a hunting spider that does not spin webs.

Snow spiders are known best for striking quickly and paralyzing their prey, dragging victims into the depths where the snow spider takes advantage of the terrain against those who follow. For simple vermin, the spider is quite clever. It is difficult to outsmart or trap such creatures, particularly in their own caverns.

Cryonax's Playthings. Cryonax finds the creatures amusing and often opens temporary portals to warmer lands to send such creatures through with the sole purpose of sowing chaos. It is believed that the shivhad of Bikkek Crevasse has some relation to such creatures, though nothing is confirmed.

Valuable Eggs. Snow spider eggs are considered a delicacy among the urskans and a clutch can bring up to 250 gp in rare sapphires from the bear folk. Some anagakok use the eggs to create special elixirs that grant resistance to cold.

SNOW SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Damage Resistances cold

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 3 (700 XP)

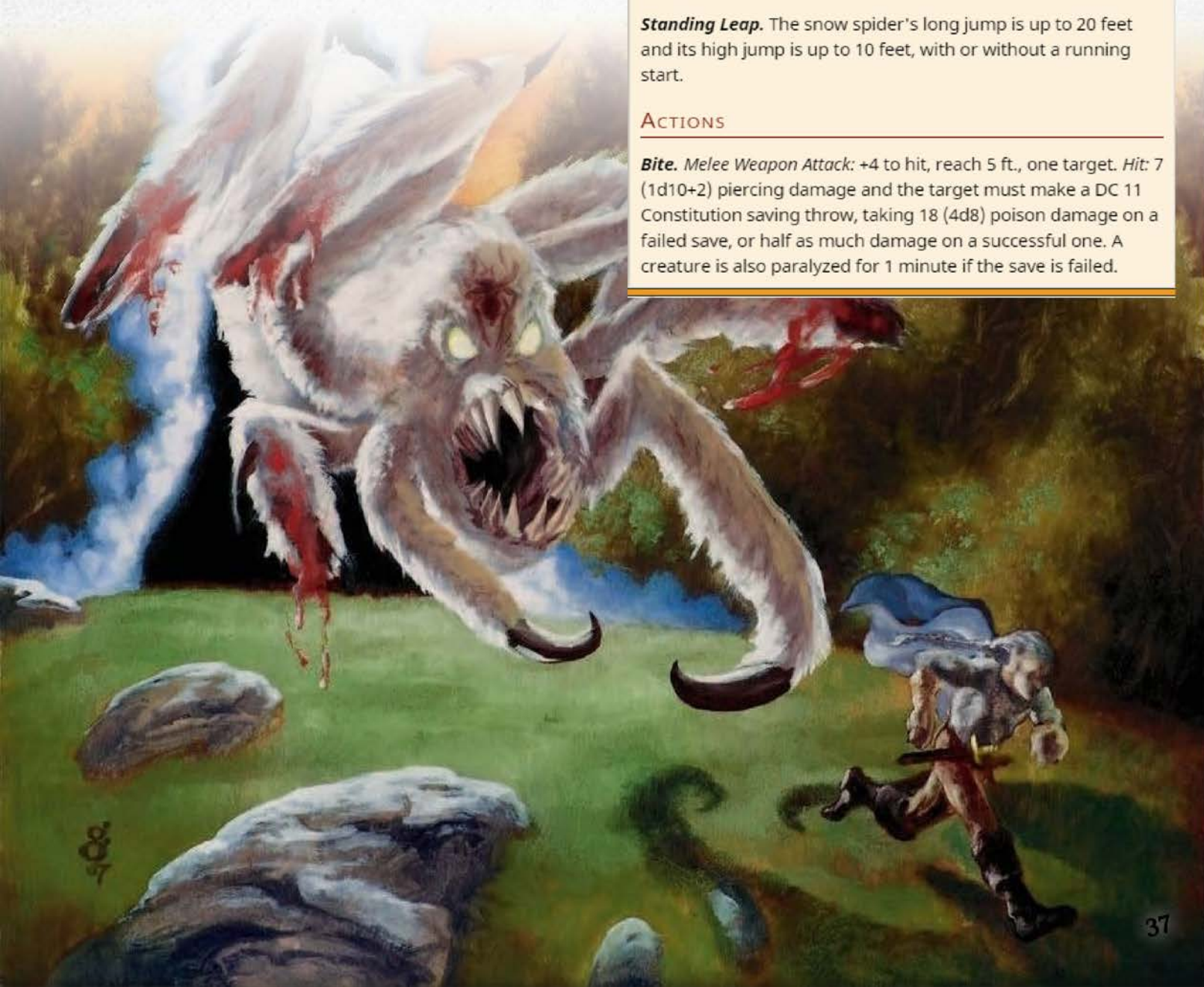
Ice Walker. The spider ignores movement restrictions caused by snow or ice.

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

Standing Leap. The snow spider's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. A creature is also paralyzed for 1 minute if the save is failed.



TIRICHIK (WOOTENAI)

The tirichik is one of the most deadly and feared predators found on Blacktoe Glacier. Many believe it originated here, created from the experimentation of Cryonax himself. It is a stealthy predator that hides in crevasses or just under the snow and ice, ready to appear in the midst of unsuspecting victims.

Bizarre Appearance. The tirichik is an amalgamation of a variety of creatures, though few can pinpoint exactly what collection of creatures it is derived from. The most common claims are of dragon and centipede, though this doesn't always seem to suit the creature's appearance in description. The Wootenai breed in particular also seems to have the beak of a predatory bird and hair not unlike that of a mammoth or mastodon. Regardless of its exact description, the beast is fierce and undoubtedly predatory, with a streak of cruelty that all but verifies its white draconic ancestry.

Creations of Cold. The tirichik is known throughout the Great Glacier much further east on the continent of Faerûn. What the inhabitants of that land do not know, however, is that the tirichik originated on Wootenai Glacier under the experimentations of Cryonax and a team of white abishai "scientists." The tirichik were created with an express purpose to prevent the urskans and snow elves from banding together as they make the expanse between the two races almost insurmountable to traverse regularly.

Combined with fears of a rapacious shivhad, the clever ploy has minimized contact between the two races (with the exception of an ancient war) and they do not benefit from any semblance of trade.

The tirichik inadvertently passed through portals to the Great Glacier long ago and have become a constant threat in that distant land as well.



TIRICHIK

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Int +2, Wis +4, Cha +2

Skills Stealth +10, Perception +4

Damage Immunities cold

Senses tremorsense 120 ft., passive Perception 14

Languages -

Challenge 9 (5000 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+5) piercing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

Detach Skull (Recharge 5-6). The tirichik can detach its skull from its spinal column to add range and increased damage to its bite attack. If it chooses to use this attack, its bite does an additional 21 (6d6) piercing damage and has a range of 20 feet. It cannot then make a bite attack until this ability recharges.

WHITE PUDDING

White puddings are cold weather adapted versions of black puddings that are slightly smaller but no less deadly and certainly a bit quicker. They take great advantage of their dirty white coloration to hide in snow and can attack and digest a creature before the creature's allies even know they are under attack.



The white puddings are voracious eaters, used to remaining dormant for long occasions in between meals, but they have almost no limit to how much they can consume in a single sitting, and a few white puddings (known as a *Drift*) working in tandem can decimate a small village in no time.

A white pudding eats nothing but meat, though its acid can dissolve inorganic matter as well. It is rare to find leftover gear from the victims of a white pudding attack, but the suits the creature well by not giving up its presence or position.

WHITE PUDDING

Medium ooze, unaligned

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +2

Damage Immunities acid, cold, lightning, slashing

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

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

Languages -

Challenge 4 (1100 XP)

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

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

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

False Appearance. When the white pudding remains unmoving, it appears to be a pile of snow or slush.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

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

MISSING MONSTERS

Almost any creature found in a frozen glacial environment can be found on Blacktoe Glacier, but there is a suspicious lack of some creatures that are normally well known in such areas.

Dwarves. No clans of dwarves have ever managed to gain a foothold in Blacktoe. The mountains are undeniably dominated by elementals of cold and there is simply no desirable location for dwarves to settle. All could change in time, however, particular if the Inugaakalikurit of the Great Glacier of Faerûn were ever to find their way here.

Frost Giants. Frost giants are the most obvious missing creature in Blacktoe Glacier. This is because of Cryonax who for some reason wants to keep his doings in the region secret from the demon lord Kostchtchie. If frost giants are detected, Cryonax will send his elementals across the glacier to find and eradicate them.

Remorhaz. Remorhaz were once common, but the titichik have all but eradicated them. Hermetic anagakok have encountered them in the depths of the wilderness however, so not all are gone.

White Dragons. With the exception of Keryvoxx, white dragons are nonexistent on Blacktoe.

This is likely due to the presence of the shivhad whose favored prey are young white dragons.

Winter Wolves. Though they exist on Blacktoe Glacier, winter wolves are notoriously rare. Kupuk despise the creatures, as do the snow elves and even the urskan. With so many enemies, they now only live deep within the Keanorin Mountains.

Yeti. Yetis are actually relatively common in Wootenai, but they keep to themselves and attempt to eke out an existence among the elementals of Keanorin Mountains. The snow goblins of all things serve as a sort of buffer between yeti haunts and the more populated regions of snow elves. Urskans, however, revel in the single handed slaying of a powerful yeti.

ADDITIONAL MONSTERS

Other monsters that exist on Blacktoe Glacier, but not clearly defined here are the branta, chilblain, glyptodon, smilodon, megaloceros, woolly mammoth, frost salamanders, snowcloaks, tlalusk, malasynep and selkies.



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EVIL BROODS IN THE COLD NORTH...

To the northwest of Faerûn lies the virtually unexplored continent of Anchôrômé. In its northern tip lies a land of endless ice where the beautiful but fierce snow elves battle for territory with the proud urskan bear folk.

All the while an elemental evil rises within the mountains...

ADVENTURE IN THE FROZEN NORTH

Blacktoe Glacier was given its name because of the very real effects its frozen white expanse has on the extremities. Frostbite is a real threat, and even the native inhabitants have slowly moved away from its original name of Wootenai.

Blacktoe Glacier is home to the enigmatic snow elves, the polar bear folk known as urskans, snow goblins, elementals and far too many others to name.

But there is powerful magic here, and there is threat that is rising from the great mountain range found in its center most region. Are the elementals planning an attack? Their archomental lord Cryonax has certainly made no secret in the past about bringing an ice age to the world once again.

WHAT'S IN HERE?

Inside this product, you will find a detailed description of Blacktoe/Wootenai Glacier, an overview of its inhabitants, a map of the glacier, its history, locations of interest, and its faiths.

In addition, you may find use from its new characters and magic even if you don't run or bring your campaign to the glacier itself.

Included are:

- Six Environmental Hazards
- Eleven magical forms of snow and ice
- One new playable race (urskan) and a subrace (snow elves)
- Subclasses known as the anagakok (wizards), frostrager (barbarian), and stormsinger (bard)
- Thirty-five new spells!
- Six new magical items
- Twelve new monsters

Much of the material in the book has updated the 3.5E supplement **Frostburn!**

THE ANCHÔROMÉ CAMPAIGN

The Anchôrômé Campaign is set in the northwest territory of the Forgotten Realms world of Toril.

The setting is loosely based on Indigenous American stories and legends mixed with the high fantasy of the Forgotten Realms setting. Each supplement (denoted with the "ANS" tag) details individual territories within Anchôrômé that could be used as part of the greater campaign, or could just as easily be transported to a DM's personal world.

Realmsian (particularly Faerûnian) references are kept to a minimum, though canon is never broken in these carefully researched products.