



TROVEOFLORE.COM

ICE FOREST

BIOME

A polar biome including 1 natural hazard,
8 creature statblocks, and 5 plants

ICE FOREST

Snow Elemental. In addition to the content in this biome, we have released the *snow elemental* as a newsletter exclusive a while back. Get it by signing up to our newsletter on troveoflore.com.

Contents

Ice Forest	3
Plants	3
Glowing Sequoia	3
Spikemoss	3
Ice Blossom	4
Causterberry	4
Mystic Root	4
Natural Hazards	5
Mud Lake	5
Creatures	5
Mudcrawler	5
Yak-Lemming	6
Ice Bees	7
Icebeaks	8
Shadow Wolf	9

Credits

Lead Designers: Ronja Bär, Jannis Jorre

Interior Illustrators:

jocselynrm ([Fiverr](#), [Instagram](#)): *Snow Elemental*

Cover: Photo by jesse orrico on Unsplash; *with modifications*
by Ronja Bär



ICE FOREST

The ice forest — an area of frigid temperatures, ominous silence, and dangers everywhere. Its geographic location means there's no sunlight during winter and no night during summer - but below the canopies, it might as well always be night. Barely any light reaches the ground through the high and dense treetops. Instead, the snowy ground itself seems to give off a yellowish glow, creepily lighting the gnarled trunks of giant trees. And right there, in the deep shadows, every movement, every sound, becomes a deadly threat.

Plants. To handle the extreme conditions of this climate zone, the vegetation has formed a biocenosis over thousands of years. Individual species have specialized to make vital resources available. Others are able to survive on their own.

Creatures. Creatures in the ice forest are not only perfectly adapted to the freezing temperatures, but have also made use of the properties of their environment over centuries. In the process, a balanced interplay of plants and creatures has developed that ensures survival.

PLANTS

GLOWING SEQUOIA

These gigantic tree giants rise many times above the other trees in the forest and form a dense canopy of leaves. Their trunks are smooth and upright, branching only at the end into broad, spreading branches bearing large, fleshy leaves. In this way, the glowing sequoia takes in as much sunlight as possible in the summer and lets nearly none through to the trees below them. To escape the pressure of snow settling on their leaves, the tree folds them down when needed so that the snow load falls off them. Together with the snow, small and larger particles rain down, giving off a steady yellow-green glow. In this way, the snow that reaches the ground seems to glow. In winter, when there is no sunlight, the leaves of the glowing sequoia start to glow. Over the dark season, the tree gradually drops them to the ground, still providing light.

GLOWING SEQUOIA

Glowing Leaves. During Winter, a single sequoia leaf sheds dim, yellow-tinted light in a 20-foot radius. A leaf glows for 2d6 days.

ICE FOREST

Frigid Rests. Whenever a creature attempts to make a short rest without a source of warmth, it must succeed on a DC 15 Constitution saving throw to gain the benefits of it, as the biting cold draws on the creature's energy. Whenever a creature attempts to make a long rest without a constant source of heat or shelter, it must succeed on a DC 15 Constitution saving throw to gain the benefits of it.

Biting Winds. Whenever a creature spends eight hours without a constant source of heat, it must succeed on a DC 15 Constitution saving throw or lose one hit die. If the creature has no more hit dice, it instead gains one level of exhaustion.

SPIKEMOSS

These small, spiky plants form large, gray-green carpets on the ground and on tree trunks. They secrete a sticky nectar that has mild healing properties and is therefore highly sought after among creatures.

SPIKEMOSS

Spikes. A creature that comes into direct contact with the Spikemoss's Spikes (for example when attempting to harvest its nectar) takes 5 (2d4) piercing damage.

Raw Nectar. A creature consuming one small vial of raw nectar must make a DC 13 Constitution saving throw. On a success, the creature regains 2 (1d4) hit points. On a failure, the creature takes 2 (1d4) poison damage.

Harvesting. One carpet of Spikemoss that measures 4 square feet can produce enough raw nectar to fill one small vial. A creature can spend one hour to make a Dexterity (Sleight of Hand) check using an Herbalism Kit to attempt to harvest the nectar. On an 11 or less, the creature comes into contact with the spikemoss' spikes. Additionally, on an 8 or more, the creature manages to harvest enough raw nectar to fill one small vial.

Refinement. One vial of raw spikemoss nectar can be used to create a single Potion of Healing by spending 6 hours refining it using Alchemist's Supplies and additional herbs that cost 20gp.

ICE BLOSSOM

The ice blossom is a beautiful but fragile flower. It blooms in spring, forming a large, almost transparent blossom of five notched petals at the end of a one-foot-long stem. Two long, narrow leaves are found at the base of the stem. The ice blossom's petals, when properly processed, have the ability to freeze a target. However, if the petals break, they lose their magical abilities.

ICE BLOSSOM

Freezing Blossom. When the flower's blossom breaks, each creature within 5 feet of the blossom must make a DC 12 Dexterity saving throw. On a failure, that creature takes 1d6 cold damage.

Harvesting. Picking the flower's blossom is not an easy feat due to its fragility. A creature attempting to do so must succeed on a DC 17 Dexterity (Sleight of Hand) check. On a failure, the freezing blossom breaks and is lost.

Refinement. Using one blossom of five petals, a creature can spend 2 hours extracting the blossom's explosive substance into a vial by succeeding on a DC 17 Intelligence (Arcana) check using Alchemist's Supplies. On a success, the blossom's effect is safely transferred into a Vial of Alchemist's Ice. On a failure, the freezing blossom breaks and is lost.

VIAL OF ALCHEMIST'S ICE

Adventuring gear

The blue-tinted, translucent liquid in this bottle looks like ice when allowed to settle. As an action, you can throw this flask up to 20 feet, shattering it on impact. Every creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 1d6 cold damage.

CAUSTERBERRY

This shrub, about two feet tall, has dark green needles and closely spaced branches. Both needles and branches are covered with fine hairs that cause caustic burns when touched. In the fall, the causterberry bears small, red berries deeply hidden among the branches, which can be processed into a potion that helps against cold.

CAUSTERBERRY

Caustic Leaves. A creature that comes into direct contact with the Causterberry's leaves (for example when attempting to harvest its berries) must succeed on a DC 11 Constitution saving throw or take 5 (2d4) acid damage.

Causterberries. A creature consuming a raw causterberry must succeed on a DC 5 Constitution saving throw or take 1 acid damage.

Harvesting. During autumn, a creature can spend 10 minutes and make a DC 12 Wisdom (Survival) check using an Herbalism Kit, to properly identify Causterberry plants and harvest 1d10 causterberries. Unless the creature takes precautions, they come into contact with the causterberry plant's caustic leaves. The berries stay fresh for 1d6 days after harvesting.

Refinement. Ten fresh causterberries can be used to create a single *potion of cold resistance* by spending 1 hour extracting and purifying their juice using Alchemist's Supplies. A successful DC 10 Intelligence (Alchemist's Supplies) check is required to successfully complete the potion, losing the berries used in the attempt on a fail. The potion loses its potency after 7 (2d6) days.

MYSTIC ROOT

In order to get the water that is vital for plants, which is only available in frozen form due to the frigid temperatures in the soil, the mystic root has the ability to defrost the ground with its roots. The trees form a large, extended system with their roots. Where the roots of one begin, the roots of another end. It is not uncommon for some of the roots to protrude from the earth, forming bizarre figures that can easily be mistaken for a hostile creature in the twilight. The gnarled and crooked growth of the tree, whose size above ground is only about 16 feet, also contributes to this. In order to release heat from their roots, mystic root require a special metal found in the soil. Therefore, these plants typically occur in mile-long strips, as this is how the metal is found.

MYSTIC ROOT

Warm Roots. 1 foot of live root of a mystic root can provide limited warmth. A root separated from the tree stays warm for 2d4 hours after separation.

NATURAL HAZARDS

MUD LAKE

Along these veins, the abundance of mystic root causes the ground to turn into wet mud, often with a slow underground flow. Objects and creatures alike are in danger of sinking into the ground should they attempt to cross these usually not wide, but long areas.

MUD LAKE

Size 140 (4d6 * 10) ft. wide

Challenge 5

Muddy Ground. Every creature on the mud lake sinks 1ft. into it and is restrained. A creature restrained in this way may use its action to try to escape by succeeding on a DC 13 Strength (Athletics) check. The DC increases by 2 for every additional foot the creature has sunken into the ground. A fully submerged creature is suffocating.

Poisonous Bubbles. Choose up to 1d6 - 4 random creatures on the mud lake. The creatures must succeed on a DC 14 Dexterity saving throw or take 12 (2d6 + 5) poison damage.

Appearance. Spotting a mud lake is not difficult, though it looks like a regular muddy area at first glance. Any creature that observes a mud lake for a short while will notice the occasional large bubble forming and then popping on its surface. A successful DC 10 Wisdom (Survival) check reveals the mud lake's dangers.

Avoiding the Mud Lake. Mud lakes are large areas in ice forests. While players may move around the mud lake, it will take a long time (2d4 hours).

Starting the Encounter. Once the first player enters the mud lake, trigger its muddy ground ability. Afterward, use group initiative: first, all players may use turns as they would in combat, then the mud lake uses its poisonous bubbles ability, followed by its muddy ground ability.

Combat. When using the mud lake in combat, either assign a single initiative to it (for example 20) or assign separate initiatives to the abilities.

GM Tip. Instruct the players to keep track of their own progress and how deep they have sunken into the Mud Lake.

CREATURES

MUDCRAWLER

Sinking into the mud is not the only danger to expect though. Mudcrawlers—formless creatures consisting of the defrosted ground—are eager to pull creatures into their lake should they come close, first suffocating them and then consuming them. With their large, black eyes and wide mouths, one might expect to see them from afar, but they tend to hide below ground waiting for their next victim. Luckily for travelers, they never leave their mud lake voluntarily.

MUDCRAWLER

huge aberration

Armor Class 13

Hit Points 172 (15d12 + 75)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Str +8, Con +8

Damage Immunities bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities prone

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 10

Proficiency Bonus +3

Challenge 8

Mud Camouflage. If the mudcrawler is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mudcrawler move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the mudcrawler is animate.

Mud-bound. The mudcrawler never willingly leaves its mud lake. A mudcrawler forced out of its mud lake must succeed on a DC 15 Constitution saving throw at the beginning of its turn or take 13 (2d12) poison damage. A mudcrawler outside its mudlake cannot use its pull into the depth attack.

ACTIONS

Multiattack. The mudcrawler makes four attacks: two with its pseudopods and two with its mud tentacles. If it has a target grappled, the mudcrawler can also attempt to pull that target into the depth of its mud lake as a bonus action.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Mud Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature not grappled by the mudcrawler. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target takes 7 (2d6) bludgeoning damage at the start of each of its turns. The tentacle has AC 15 and can be severed by dealing 6 damage or more to it at once. Cutting the tentacle doesn't hurt the mudcrawler, but ends the grapple.

BONUS ACTIONS

Pull into the Depths. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature grappled by the mudcrawler. *Hit:* 8 (1d6 + 5) bludgeoning damage and the creature is pulled down into the mud lake. A creature pulled into the mud lake is restrained in addition to being grappled by the mudcrawler, is blinded and deafened, has total cover from above ground, and must hold its breath. After escaping from the mudcrawler's grapple, the creature or another creature within reach can use its action to make a DC 10 Strength check, freeing the restrained creature on a success.

YAK-LEMMING

A yak-lemming is a quadruped with long black fur and a short tail. Its head resembles that of an ox with long horns, though its shoulder height barely exceeds 3 feet. Yak-lemmings live together in large groups and build widely branching tunnels in the snow and underground, not infrequently measuring many thousands of feet. The entrances to these tunnels are often somewhat larger and form small burrows. These can easily be mistaken by the uninformed as a safe place to stay. Creatures that stray into these tunnels often get lost in the labyrinths and starve to death without ever having seen the light of the sun again. It is not uncommon for individual passages to collapse when someone tries to squeeze through or takes a wrong step above ground. The yak-lemmings are quick to take care of such troublemakers.

YAK-LEMMING

medium beast

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 25 ft., burrow 15 ft. (25 ft. in snow or ice)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Proficiency Bonus +2

Challenge 1/2

Charge. If the yak-lemming moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) piercing damage

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Collapse Tunnel. While in a tunnel burrowed by yak-lemmings, the yak-lemming can use an action to collapse the tunnel for 30 ft. in one direction. Any creature inside the area must make a Strength saving throw. On a failure, they take 3 (1d6) bludgeoning damage. In any case, the creatures are restrained. A creature can use its action to make a DC 10 Strength (Athletics) check, freeing itself or another creature within its reach on a success.

ICE BEES

Hard to spot in the blowing snow, yet always on the move and looking for spikemoss, are the ice bees. These small, flying insects with their squarish physique and white-blue coloring are easily mistaken for snowflakes or hail. That's why they are mainly out and about during snowfall to camouflage themselves from predators. The bees live together in large swarms, led by their queen, and build their nests in hollow trees. Usually, these small creatures are extremely peaceful and hardly anything can disturb them. One exception is fire. Should someone light a fire in the vicinity of their nest, the ice bees will defend their home by all means.

SWARM OF ICE BEES

medium swarm of tiny beasts

Armor Class 12

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, cold, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 8

Proficiency Bonus +2

Challenge 1/2

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

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

ACTIONS

Stings. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 11 Constitution saving throw or have its speed reduced by 10 feet until the start of the swarm's next turn.

ICE BEE QUEEN

small beast

Armor Class 14

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

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

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 10

Proficiency Bonus +2

Challenge 1

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

Regeneration. The ice bee queen regains 5 hit points at the start of its turn. If the it takes fire damage, this trait doesn't function at the start of its next turn. The ice bee queen dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Stinger (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 13 (3d6 + 3) cold damage, and the target must succeed on a DC 10 Constitution saving throw or have its speed reduced by 20 feet. The creature may repeat the saving throw at the end of its turn, ending the effect on itself on a success.

ICEBEAKS

Due to its white plumage, the icebeak is perfectly camouflaged in icy landscapes and well equipped for hunting. Its long, pointed beak not only helps it hunt its prey but also allows it to get at the berries of the causterberry. Its feathers absorb the acid of the plant and make it available for attacks. Icebeaks gather as hunting groups and do not shy away from pursuing much larger animals. And if they do shy away, the giant icebeak with its 22 feet wingspan definitely won't. Both are very aggressive. Their speed and quick attacks as they fly by make it almost impossible for their prey to defend themselves. After a successful hunt, the creatures hardly leave anything of their target.

ICEBEAK

small beast

Armor Class 14

Hit Points 33 (6d6 + 12)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Damage Resistances acid, cold

Senses darkvision 120 ft., passive Perception 14

Proficiency Bonus +2

Challenge 2

Keen Sight. The icebeak has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The icebeak makes two attacks: one with its talons and one with its beak.

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

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

GIANT ICEBEAK

large beast

Armor Class 14

Hit Points 85 (10d10 + 30)

Speed 15 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	17 (+3)	8 (-1)	16 (+3)	10 (+0)

Skills Perception +5

Damage Resistances acid, cold

Senses darkvision 120 ft., passive Perception 15

Languages Giant Icebeak, understands Common and Auran but can't speak them

Proficiency Bonus +2

Challenge 4

Keen Sight. The icebeak has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The icebeak makes two attacks: one with its talons and one with its beak.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing and 10 (3d6) acid damage.

Acid Spit (Recharge 5-6). The icebeak spits acid in a 40-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a creature takes 24 (7d6) acid damage, or half as much on a successful save.

SHADOW WOLF

Unseen, lurking in the shadows, glimpsed only by the brief flash of two yellow eyes, the shadow wolf consists of nothing more than black shadows. It moves silently between the dense trees, always in search of promising prey. It always hunts in packs, led by the alpha animal. The only protection there is from these creatures is the bright light of the sun.

SHADOW WOLF ALPHA

huge beast

Armor Class 17

Hit Points 105 (10d12 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	19 (+4)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +6

Damage Vulnerabilities lightning, radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Proficiency Bonus +3

Challenge 7

Horrifying Appearance. When a creature that can see the wolf starts its turn within 30 feet of it, the wolf can force it to make a DC 13 Wisdom saving throw if the wolf isn't incapacitated. On a failure, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or if the effect ends on it, the creature is immune to this wolf's Horrifying Appearance for the next 24 hours.

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

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

Shadow Stealth. While in dim light or darkness, the wolf can take the Hide action as a bonus action. Its Stealth bonus is also improved to +9.

Sunlight Weakness. While in sunlight, the wolf has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The wolf makes two claw attacks. The wolf can also make a bite attack against one prone creature as a bonus action.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Shadow Wave (Recharge 5-6). The wolf shoots out a wave of shadows. Each creature in a 30 foot cone must make a DC 14 Constitution saving throw. A creature takes 32 (5d12) necrotic damage on a failed save, or half as much damage on a success.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 9 (1d6 + 6) piercing damage and 5 (1d10) necrotic damage.

Shadow Walk. While within shadows, the wolf can use its bonus action to teleport up to 3 feet to an unoccupied space in shadows that it can see.

SHADOW WOLF

large beast

Armor Class 15

Hit Points 57 (6d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Damage Vulnerabilities lightning, radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 13

Proficiency Bonus +2

Challenge 4

Horrifying Appearance. When a creature that can see the wolf starts its turn within 30 feet of it, the wolf can force it to make a DC 13 Wisdom saving throw if the wolf isn't incapacitated. On a failure, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or if the effect ends on it, the creature is immune to the Horrifying Appearance of all shadow wolves (but not shadow wolf alphas) for the next 24 hours.

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

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

Shadow Stealth. While in dim light or darkness, the wolf can take the Hide action as a bonus action. Its Stealth bonus is also improved to +7.

Sunlight Weakness. While in sunlight, the wolf has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The wolf makes two claw attacks. The wolf can also make a bite attack against one prone creature as a bonus action.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 8 (1d6 + 5) piercing damage and 5 (1d10) necrotic damage.

Ice Forest

Find biomes and adventures on troveoflore.com.
Subscribe to our newsletter for exclusive content.

Follow us on

Twitter [@troveoflore](https://twitter.com/troveoflore)

Instagram [@troveoflore_official](https://www.instagram.com/troveoflore_official)

Support us on [ko-fi](#) or [PayPal](#).

© Bär & Jorre GbR - Trove of Lore

Notice of Open Game Content. This product contains Open Game Content, as defined in the Open Game License Version 1.0a, below. Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a. No portion of this work other than previously designated Open Game Content may be reproduced in any form without written permission.

Designation of Open Game Content. Subject to the Product Identity Designation herein, the following material is designated as Open Game Content: all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Product Identity Designation. This Product Identity Designation includes, but is not limited to, the following items that are hereby identified as Product Identity, as defined in the Open Game License Version 1.0a, Section 1(e): All trademarks, registered trademarks, proper names (characters, artifacts, place names, new deities, monsters, organizations, etc.), dialogue, plots, story elements, locations, characters, sidebars, logos, and trade dress. These items are not Open Game Content. Elements that have previously been designated as Open Game Content are not included in this declaration



troveoflore.com

OPEN GAME LICENSE Version 1.0a

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a: Copyright 2000, Wizards of the Coast, Inc.
System Reference Document 5.0: Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.