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ICE PLAINS

FREE EDITION

BIOME

An arctic biome including 4 creatures,
3 plants, and 3 items



ICE PLAINS

I am cold," Frinki complained through chattering teeth. His voice sounded muffled through the thick snowdrift. "Then you won't be happy to hear that's not going to change anytime soon." It wasn't hard to tell that Selanor was just as reluctant to go on this adventure as the gnome. The black cloak he wore around his shoulders showed a light layer of snow, and the ends of his hair that peeked out from under his hood were frozen.

"I don't see how I can walk through this icy wasteland for a stupid flower," Frinki grumbled. "There are plenty of flowers back home. And it's not so cold there."

"We're not in an ice desert," Bionica corrected him. "The precipitation is much too high for that."

"Stop being a smartass and find that stupid green stuff!"

Bionica ignored Frinki's impatience. "The Aurora magnifica is an extremely rare flower that only blooms in the light of the northern lights. So we probably won't find it today," she explained. "Instead, it has strong magical properties that..."

"Do you hear that?" Selanor had stopped, his head raised intently.

Irritated, Bionica listened into the silence of the icy landscape. Then she heard a soft melody in an unknown language.

"Someone is singing a sad song," Tog said, "but sadly, I don't understand what she's saying."

"How can you not understand what she is saying? Are you deaf or something?" Frinki shook his head in annoyance. "She's singing something about ice and snow and cold death."

Bionica exchanged a quick glance with Selanor. Judging by his expression, he didn't understand the words of the song either.

"We should find warm shelter quickly," Bionica decided. The singing of an ice banshee was never a good sign.

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Trove of Lore



ICE PLAINS

The storm whistles across the plain, whipping the snow almost horizontally through the air. You can't see more than a few feet in front of you; everything further melts into dim shadows. Things out here have either developed a good strategy against the unbearable cold or will be dead within a few hours. Somewhere in the distance, the mournful song of a woman can be heard. How her voice rises above the storm is a mystery. It can't mean anything good.

Freezing cold, biting wind, and impenetrable silence characterize the arctic climate of the ice plains. The vast expanses are interrupted only by isolated snowdrifts or ice jags, but they are hardly visible due to the incipient snowfall. Only on clear days, when blue skies spread over the frozen landscape, is it possible to see for miles into the distance and spot predators early. It is not uncommon for ice to hide under the snow cover, which readily gives way under the footsteps of unwary adventurers and becomes a death trap. But the greatest enemy in these climes is the unforgiving cold, which makes survival a bitter fight. However, if you make it here and survive long enough, you will be rewarded with the magical sight of colorful auroras that you will never forget.

Plants. Vegetation is extremely rare in this arctic region. Only true survival artists can withstand the extreme weather conditions. Either they have developed sophisticated growth mechanisms or they have so much magical energy that the cold cannot harm them.

Creatures. In addition to the usual inhabitants of cold snowlands, such as yetis, snow wolves, and polar bears, the ice plains are home to some rarer beasts whose magical abilities far exceed those of ordinary creatures. In addition to the frost banshee, whose song announces the imminent death from exposure, the region is home to an ice dragon, known for its cold and calculating nature.

ICE PLAINS

These rules are in addition to any rules for extremely cold weather that would apply if characters aren't, for example, wearing appropriate clothing.

If a creature hasn't taken these precautions, any durations of the *icy winds* trait are reduced by a factor of 10 for the creature, and the creature makes saving throws mentioned in this statblock with disadvantage.

No fire. The wind and humidity causes open flames to extinguish 10 times faster than usual. For example, normal torches last 6 minutes instead of 1 hour, and a campfire lasts 1 hour.

Icy Winds. At the end of every 4 hours spent in the cold weather without a source of warmth like a campfire, a creature must make a DC 15 Constitution saving throw. Creatures with resistance to cold damage make the saving throw with advantage. Creatures immune to cold damage automatically succeed on the saving throw. On a failed save, the creature expends 1 hit die without gaining any benefit. If the creature has no more hit dice, it instead gains one level of *hypothermia*.

Restless. Resting in the extreme cold is hard, and impossible without preparation.

Short Rest. To gain the benefits of a short rest, a creature must be protected from the direct wind and have a source of warmth like a campfire, and succeed on a DC 12 Constitution saving throw.

With the right materials, it takes 1 hour of work to set up a suitable place to rest for a single creature.

Long Rest. To gain the benefits of a long rest, a creature must be protected from the direct wind and have a source of warmth like a campfire, which must be enclosed so as to not lose the heat too quickly. The creature must also succeed on a DC 15 Constitution saving throw.

With the right materials, it takes 4 hours of work to set up a suitable encampment for a single creature.

HYPOTHERMIA

Your body core temperature has dropped below healthy levels.

Hypothermia is measured in levels. Whenever you become *hypothermic*, you gain one level of *hypothermia*. You suffer the effects of your current level of hypothermia as well as all lower levels. Effects that can reduce a creature's *exhaustion* level can reduce a creature's *hypothermia* level by the same amount instead. Once a creature's hypothermia level is reduced below 1, it loses this condition and ends all effects it suffers due to this condition.

Finishing a long rest reduces a creature's *hypothermia* level by 1, provided the creature was exposed to heat throughout the entire long rest and isn't exhausted.

Level 1. You have disadvantage on Dexterity ability checks and saving throws, and attack rolls using Dexterity as their ability modifier.

Level 2. You have disadvantage on Intelligence and Wisdom ability checks and saving throws, and attack rolls using Intelligence or Wisdom as their ability modifier. Spell save DCs based on your Intelligence or Wisdom score are reduced by 5.

Level 3. You are unable to concentrate, your speed is halved, you cannot take reactions, and you can only either take an action or a bonus action on your turns, not both.

Level 4. You have the paradoxical urge to rid yourself of all sources of warmth, including your clothing. You must spend each of your turns to attempt to cool yourself down.

Level 5. You have the urge to find a place to hide, burrowing a hole in the ground if necessary. You must spend each of your turns looking for such a place, burrowing a hole, or hiding.

Level 6. You die.

WEATHER

At the beginning of every day, roll 2d6 to determine the day's weather. The previous day's weather can have an influence on the rolled total.

3 or lower. Today, the ice plains surprise with a clear, bright blue sky. Not a single snowflake falls from the sky, and the wind has decreased significantly. The vast icy landscape spreads out to its full extent in front of the observer: snow and ice as far as the eye can see, only broken by isolated ice columns or snow drifts. At night, the sky is illuminated by colorful auroras, whose beauty almost makes one forget the strain of the cold.

Subtract 2 from the next result when rolling for weather.

4-5. The snowfall has subsided. Now and then, the wind carries a cloud of dense snow across the plains. Visibility is much further than usual, which is a pleasant change.

Everything beyond 60 feet is lightly obscured.

Subtract 1 from the next result when rolling for weather.

6-8. Thick flakes are snowing from the overcast sky. Visibility is reduced to a few feet. Now and then, you notice a dark shadow fighting its way through the otherwise white surroundings in the distance. Icy wind tugs at clothing, bites faces and freezes unprotected skin. A normal day in the ice plains.

The entire biome is difficult terrain.

Everything beyond 15 feet is lightly obscured.

9-10. The snowfall has increased. Shadows that could otherwise be made out at some distance disappear completely between the impenetrable wall of snow. The wind continues to blow mercilessly across the ice, making travel even more difficult.

The entire biome is difficult terrain.

Everything beyond 5 feet is lightly obscured, and everything beyond 15 feet is heavily obscured.

Add 1 to the next result when rolling for weather.

11 or higher. Snow and ice swirl around like an impenetrable wall. Even creatures in the immediate vicinity are no longer recognizable. In addition, the wind sweeps unchecked across the plain, carrying sharp ice crystals that cut painfully into unprotected skin.

The entire biome is difficult terrain.

Everything beyond 5 feet is heavily obscured.

For every hour a creature is exposed to this weather it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2 (1d4) piercing and 2 (1d4) cold damage.

For every hour an object is exposed to the weather, it takes 2 (1d4) piercing and 2 (1d4) cold damage.

Add 2 to the next result when rolling for weather.

PLANTS

BLACK FOX EAR

Sometimes large fleshy leaves protrude like bizarre structures from the snow, well recognizable due to their black color. If you come closer and take a look at these inhabitants of the ice plains, you will also notice many small thorns that indicate that touching the plant would be undesirable. However, those who are discouraged by this cannot benefit from the advantages hidden inside the leaf.

Black and Spiky. Black fox ears are large, fleshy leaves that stand out due to their deep black color. The plants only produce one leaf, reaching a height of between 5 and 7 feet. It is slightly curved inward, similar to a fox ear, and covered with many small thorns. The plant can be found in isolated, wind-protected areas with a maximum of one or two of its conspecifics.

Sun Lovers. To survive the cold of the ice plains, the black fox ear has developed an ingenious mechanism to capture and store heat efficiently. The plant consists of a heat-conducting, closed outer skin and a porous, stone-like core, where water is stored. During snowstorms and cloudy skies, a vacuum between the outer wall and the center protects the heat inside the plant from the extreme outside temperatures. As soon as the weather clears and the sun comes out, the vacuum is flooded with water from the porous stone. The plant rotates its leaf throughout the day according to the sun's position, collecting the most sunlight possible and heating the water inside through the black skin. When the next snowstorm approaches, the water is drawn back into the stone, creating a new vacuum.

Help against the Cold. If you make an effort to collect the stony substance of the black fox ear, you can gain an advantage against the freezing cold. Consuming a handful of the crushed stones with plenty of water will give you resistance to cold damage for 12 hours. The only drawback is that if you are not careful, you will get severe stomach cramps, general discomfort, or even internal injuries from the rough and sharp-edged surface structure of the minerals.

BLACK FOX EAR

medium cactus

RARITY	PERCEPTIBILITY	QUANTITY
Rare (3)	Obvious (6)	Very few (2)
1/day	5e: DC 5	1 (1d4 - 1)

Prickly (*minor piercing damage*).

5e: 1 piercing damage

The cactus has many strong spikes that can prove minor setbacks for fledgling adventurers.

Stabby (*minor piercing damage*).

5e: 5 (2d4) piercing damage

Falling onto the cactus or being pushed into it can be deadly for common folk, or a significant setback to fledgling adventurers.

Sun Lover. The inside of the oversized, fleshy leaf always points towards the sun, turning throughout the day.

HARVEST

Black Fox Ear Stones

105 (10d20) handful per specimen

1 Open the plant (*easy, 5 minutes, per specimen*)

5e: AC 10; 20 hit points; damage resistances: cold

To reach the inner parts of the plant, it must be opened, for example by cutting it with a sword.

2 Collect stones (*easy, 1 minute, per handful*)

5e: DC 12 Strength (Sleight of Hand), 2 (1d4) piercing damage on failure

By spending a little time crumbling the stones inside the plant, a creature can collect one handful of them at a time. If not careful, the creature pricks itself on a few spikes.

PLANT SYSTEM

We created a new system for plant statblocks. See the end of the PDF for an in-depth explanation.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	The black fox ear is a large plant with spikes. It consists of a single black leaf, grows in places sheltered from the wind, and occurs in small groups of up to three individuals.
medium (DC 15)	The leaf of the plant aligns itself with the position of the sun. Through a complicated system inside, the heat of the sun's rays can be ideally absorbed, stored, and protected from the cold.
hard (DC 20)	The stony insides of a black fox ear can be crumbled and ingested with water, which helps withstand cold. However, this is often accompanied by negative physical manifestations, such as stomach pain or bloody cough.

BLACK FOX EAR STONES

Wondrous item, 1 handful

Source of Warmth. If consumed within 48 hours of being collected, the still-warm stones grant resistance to the cold for half a day. However, some less hardy creatures tend to suffer minor internal damage.

5e: When you consume a handful of these tiny, warm stones as an action, you gain resistance to cold damage for the next 12 hours. Additionally, you must succeed on a DC 14 Constitution saving throw, or your hit point maximum is reduced by 7 (2d6) until you complete a long rest.

AURORA MAGNIFICA

The blizzard that had swept across the plain during the day, furious and with icy fangs, had slowly dissipated by evening. With nightfall, the last flakes fell from the sky. But the darkness of the night did not last long, for soon colorful veils of light began to spread across the firmament. And with the first lights of the aurora, the buds of the aurora magnifica began to open, their glassy blossoms wafting colorful images of the magnificent night sky.

A Spectacle of Nature. Aurora magnifica is an extremely rare flower whose habitat is restricted exclusively to polar regions with regular auroras. It lingers as a brown bulb about the size of a fist just below the surface of the snow and drives long roots deep into the snow.

It starts growing when auroras are going to light up the sky within the next 24 hours. Then a brown, misshapen stalk pushes out of the snow, forming withered leaves and a single, inconspicuous bud over the next few hours. But as soon as the auroras begin to make their way across the sky, the plant

blooms. The stem and leaves become vigorous and take on a bluish translucent hue, while the bud opens into a lily-like flower with five glassy petals. The same colored veils that stretch across the sky move inside them.

However, the natural spectacle is short-lived because as soon as the aurora borealis disappear from the night sky, the flowers wither as well. The petals fall off and shatter on the ground, the stem and leaves dry up and turn brown again, and finally, the plant disappears completely in its bulb under the snow. Only at the next aurora borealis after a four week break, the flower blooms again.

Rare Beauty. Due to its persistence under the snow, aurora magnifica is difficult to find outside of times of aurora borealis. And even then you need a lot of luck and a good eye. These rare plants always occur as a single specimen in one place, with the next one growing many miles away. Digging up the tuber and planting it in the snow in another place is never successful because the delicate roots are damaged and the tuber dies immediately.

Guardian of the Future. The blossom of the aurora magnifica has strong magical abilities, so its locations are closely watched by the locals. After two hours of blooming, the flower can be carefully harvested along with the stem, which will stop the movement of the lightbands in the petals. Touching the plant with bare skin should be avoided as it causes unsightly frostbite.

The flower can then be used to predict a possible future for a place or person in the next 24 hours. This is done by twisting the flower in one's hands and thinking of the place or person. The colored stripes in the petals then begin to move again, creating a moving image of the most likely future, lasting 10 minutes before the flower breaks. No sound is produced in this process.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	Aurora magnifica is a rare flower that blooms only under the light of aurora borealis.
medium (DC 15)	When the plant is not flowering it spends its time as a bulb hidden under the snow cover. This makes it almost impossible to find it without aurora borealis.
hard (DC 20)	The blossom of the flower can be used to see a possible future of a place or person. Harvesting the flower should not be done with bare hands because of the icy surface of the plant.

AURORA MAGNIFICA

tiny flower (magical)

RARITY	PERCEPTIBILITY	QUANTITY
Very Rare (2)	Inconspicuous (1)	Individuum (1)
o (1d4 - 2)/week	5e: DC 29	1

Aurora Admirer (Perceptibility 3).

5e: DC 18

Exactly 24 hours before aurora borealis will light up the sky above the flower, it emerges from the snowcover.

Late Bloomer (Perceptibility 4).

5e: DC 15

Once the aurora borealis flows in the sky, the flower blooms.

Freezing Flower (minor cold damage).

5e: 1 (1d4 - 1) cold damage

A creature touching the plant with bare skin gets strongly frostbitten.

HARVEST

Aurora Blossom

1 blossom per specimen

1 Cut the stem (medium, 1 minute, per blossom)

5e: DC 17 Dexterity (Sleight of Hand)

A creature can carefully attempt to cut the flower at the stem. If the creature is too rough, the flower shatters into tiny pieces. If successful, the shimmering patterns on the flower's blossom stop moving, appearing as if frozen in time.

AURORA BLOSSOM

Wondrous item

This small, beautiful flower has a constant layer of ice covering it.

Freezing (minor cold damage). A creature touching the flower with bare skin gets strongly frostbitten.

5e: 1 (1d4 - 1) cold damage.

Future Sight. By twisting the flower in one's hands while thinking of a place or person, the most likely future for that location or person in 24 hours becomes visible in the quickly moving petals. The effect lasts for 10 minutes, at which point the blossom shatters into tiny pieces.

5e: The creature effectively casts the scrying spell without expending a spell slot. The place or person is seen as if it was 24 hours in the future. Only visual information is transmitted this way. If the creature does not have a spell save DC, the DC is 8 plus the creature's proficiency bonus and Wisdom modifier.

Divination Focus. The blossom is a potent focus for divination magic. If used in the casting of such magic, the caster may choose one limitation of the spell, and increase the limit by a factor of 3. Once the spell is cast, the blossom shatters into tiny pieces.

5e: The plant can be used as an additional material component for any divination spell, tripling its duration or range.

SNOW BULB MUSHROOM

Snow bulb mushrooms are tuberous mushrooms about the size of a fist that grow deep beneath the snow cover. Although some specimens can be dug up from only 2 feet deep, most tubers grow 4 to 6 feet deep. Once peeled, their edible core is revealed beneath its hard, inedible shell.

Imperceptible Odor. The mushrooms are hard to find without the help of snow bulb pigs, although they are quite common. They are buried so deep under the snow cover that nothing of them can be seen on the surface. However, they give off a scent that is imperceptible to most creatures but that attracts the snow bulb pigs. It takes the animals about 30 to 60 minutes to find a spot where the mushrooms grow. There are usually between 3 and 5 mushrooms per spot in the snow.

Brown and Gold. Snow bulb mushrooms can be divided into two types, the rare golden tubers, and the common brown tubers. Brown tubers are the ordinary mushrooms, have a brown rind, and can be stored for 7 to 14 days after digging. Each tuber is a full day's ration for one person. The golden tuber occurs only once in 20 snow bulb mushrooms and is easily identified by its golden yellow skin. It has a shelf life of only 2 to 10 days but is nutritious enough to feed a person for 3 days, plus it builds up resistance to the cold for a few hours.

Storage. Proper storage is essential to ensure that the mushrooms remain edible for as long as possible and do not lose any of their spicy flavor. Terracotta containers buried in the snow are best suited for this purpose. This usually prolongs the shelf life of the mushrooms to the maximum. The mushrooms can also be processed into various dishes and baked goods, which can extend their shelf life by many days.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy
(DC 10) Snow bulb mushrooms are small, tuberous mushrooms that grow deep under the snow cover. They are edible and quite common.

medium
(DC 15) It is almost impossible to find the mushrooms without the help of a snow bulb pig. The pigs can smell the mushrooms, dig them up, and eat them.

hard
(DC 20) Besides the common brown tubers, which are enough for a day's ration, there are also the rare golden tubers. They are less durable but much more nutritious and give resistance to the cold.

SNOW BULB MUSHROOM

tiny mushroom

RARITY	PERCEPTIBILITY	QUANTITY
Common (5)	Inconspicuous (1)	Very few (2)
2 (1d4)/hour	5e: DC 28	4 (2d4 - 1)

Unique Scent. Even through the thick layer of snow and ice that typically covers the tubers, snow bulb mushrooms emit a faint and unique smell. However, apart from *snow bulb pigs*, who are easily attracted by the smell, most creatures are unable to perceive it.

SEARCH

Snow Bulb Pig (*Perceptibility +4*)

5e: DC 13 Wisdom (Animal Handling)

When using a trained *snow bulb pig* to detect the mushrooms, the challenge lies in interpreting the animal's behavior, and preventing it from getting at the tubers.

HARVEST

Snow Bulb Tuber

1 tuber per specimen

1 Lift the tubers (*trivial, 10 minutes, per cluster*)

5e: No check required

Since the tubers grow 4 to 6 feet deep below the snow and ice, they'll have to be lifted using a shovel or similar. Doing so with only hands takes significantly longer (ca. 40 minutes).

Each tuber has a 5% chance of being a *golden snow bulb tuber*.

SNOW BULB TUBER

Wondrous item

Edible. Eating this tuber provides sustenance for one full day, for an average person.

Before doing so, a creature must spend 10 minutes peeling the hard shell of the tuber using a carving knife, dagger, or similar tool.

Shelf Life. Once lifted from the snow, this fist-sized tuber maintains edible for 10 (1d8 + 6) days.

Golden Variant. Once lifted from the snow, this fist-sized tuber maintains edible for 6 (2d6 - 1) days.

Eating a golden snow bulb tuber provides sustenance for three full days for the average person instead, granting resistance to the cold for 7 (2d6) hours.

5e: grants cold resistance

CREATURES

SNOW BULB PIG

a trivial challenge for 4 fledgling adventurers
5e: Level 1-2, CR 1/2

The ruffled snow makes you stand in awe. Large hoof prints, reminiscent of pigs, mingle with the deep ruts. A few steps away, you see a deep hole in the ground, dug a good 3 feet into the snow cover. You can't see the creatures responsible for these tracks, but their many hoof prints are still clearly visible, pointing the way further into the ice plains.

Boars with Fur. Snow bulb pigs are large wild boars with dense white fur instead of bristles. They reach a shoulder height of 5 feet, have strong canines and large snouts like their relatives. In adolescence, two twisted horns similar to those of rams grow. Their hooves are designed to travel long distances and dig deep holes in the snow, leaving easily identifiable prints.

Sounders. The pigs live in groups of 2 to 3 males, about twice as many females, and their young. They migrate across the plains, covering many miles each day. Juveniles typically remain in their sounder for two years before leaving with some females to form their own sounder. However, when males of the sounder become old or sick, power struggles between them and the young arise, often ending deadly. The winner assumes the role of leader of the sounder.

Seeker of Mushrooms. Snow bulb pigs are omnivores. In the hostile environment of the ice plains, they have little else to eat. Their favorite food, however, is snow bulb mushrooms. Growing deep beneath the snow cover, the mushrooms give off a scent attractive to the pigs, who can smell them even through the snow, many hundreds of feet away. Using their snouts and powerful hooves, they dig up the mushrooms. With patience and proper training, the animals can be taught to find and dig up the mushrooms without eating them themselves. Many native tribes in the ice plains take advantage of this to get their hands on the tasty tubers.

Attackers in Adversity. The animals are usually harmless unless someone gets too close or doesn't leave them alone. Most attacks happen if they have young with them, or haven't found food in a long time. Watch out for their large tusks and strong bite, and don't let them ram you with their horns. Should they hit hard enough, they will take the opportunity of a prone opponent to use their strong bites, or if they're in a group trample over their victim repeatedly.

MORE STATBLOCKS?

Need a statblock for the *snow bulb pig*, *frost banshee*, *ice dragon* variations, or a *blizzard hazard*? Support us by getting the **Full 5e Edition** on troveoflore.com.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	The pigs live together in sounders with 2 to 3 males, several females, and their young. They are usually harmless.
medium (DC 15)	If the sounder feels threatened or has not found food for a long time, they sometimes attack.
hard (DC 20)	The pigs prefer to eat snow bulb mushrooms, which grow deep under the snow. It is possible to train to find the mushrooms without eating them, which takes about 3 months of daily work.

SIGNS OF PRESENCE

d4 Sign

- 1 A dug-out crater about 3 feet deep in the snow.
Large hoof prints.
Medium. A group of 7 (3d4) animals have made the prints. (5e: DC 15 Wisdom (Survival))
- 2-3 **Hard.** They are from pigs, though the shape is slightly different from normal, potentially to help with digging. (5e: DC 20 Wisdom (Survival))
- 4 Churned snow.

WHAT'S IT DOING?

d4 Behavior

- 1 Digging in the snow for snow bulb mushrooms.
- 2 Lying in the snow, resting.
- 3 Wallowing in the snow.
- 4 Eating the carcass of a snow wolf.

SNOWDIVER

no challenge for common folk
5e: CR 0

It is one of the rare clear days in the ice plains. The sun shines from a bright blue sky; the view stretches for miles across the white landscape. Collar up, shoulders back, you trudge across the ice. Suddenly, schools of black fish burst out of the snow beside you and leap across the snow in high arcs. Their scales gleam in the warm sunlight before disappearing back into the snow.

Burrowing Fish. Snowdivers are fish with shimmering black scales, pointed noses, and scoops instead of fins. Like some of their aquatic relatives, they form large schools and burrow under the snow cover. Occasionally they can be seen leaping across the plain. They vary in size from small, goldfish-sized specimens to much larger ones that can reach 1 to 2 feet in length.

Vibration Sensitive. The animals can sense even the slightest vibrations of the ground. This allows them to know

in advance where, how many, and how fast creatures are approaching. They can also tell what kind of creature it is and react accordingly. If it is a predator, the swarm's flight movements vary depending on the attacker. Possible behaviors include sudden changes in direction, quick burrowing, or getting away with as many jumps as possible.

Organic Nourishment. The diet of snowdivers is limited to organic material that can be found in the snow. This ranges from plant, moss, and lichen particles to animal remains, such as cadavers, claws, or fur fragments. They are not picky and will eat whatever they find, but never hunt themselves and are therefore completely harmless.

Hard to Catch. Their nimble movements adapted escape maneuvers, and timely warnings from ground vibrations make snowdivers difficult to catch. Skilled and fast creatures occasionally catch individuals from swarms at times, but large catches are only made by intelligent natives of the ice plains, who have developed fishing techniques over the years.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	Snowdivers are small fish with black scales and scoops instead of fins. They live in the snow and move in it like fish in water. From time to time, snowdivers jump across the plain.
medium (DC 15)	Snowdivers are difficult to catch without adapted trapping techniques but are used as a food source by locals.
hard (DC 20)	Snowdivers can sense vibrations in the ground and distinguish between different creatures.

SIGNS OF PRESENCE

d4 Sign

1-2	Collections of tiny holes in the snow, each collection about five to nine feet apart.
3	Dark shadows slowly moving below the snow's surface.
4	Sounds of small pebbles falling in the snow.

WHAT'S IT DOING?

d4 Behavior

1	Jumping out the snow.
2	Eating a cadaver, causing it to slowly sink into the snow.
3	Burrowing below the party's feet
4	Sitting still below the snow's surface, causing that area to look slightly black-gray.

ICE ELEMENTAL

a hard challenge for 4 village heroes

5e: Level 3-4, CR 5 (minor: CR 1, greater: CR 12)

The wind sweeps across the plains, carrying masses of ice and snow. With your head down, half-blind in the storm, you trudge along until suddenly, the pillar of ice next to you rises from the snow and looks down at you with a threatening gaze. Before you can react, sharp icicles are already shooting toward you. The battle with the ice elemental is unavoidable.

Body of Ice. Ice elementals are almost indistinguishable from snowdrifts or ice pillars in the blowing snow. Their bodies are made of solid ice, with legs as thick as tree trunks. Long, pointed icicles hang from their hands, and the eyes are nothing more than dark sockets.

Increasing Energy. As they age, the elementals grow larger and more powerful, due to the increasing concentration of elemental energy. Larger elementals have more powerful abilities than small ones and can even influence their environment. Water near them freezes, sharp ice spikes shoot out of the ground, and ice suddenly prevents creatures from moving.

Snow Camouflage. Usually, ice elementals remain motionless in the landscape. Until someone comes near them, at which point they make short work of them and only lie down again when silence has returned around them. To get closer to their enemies, they like to dig through the snow, melding their bodies to the landscape, because they are rather sluggish on foot. But you can find ice elementals in the water too, disguised as floating chunks of ice.

Unpleasant Battle. Battles with these creatures are brutal and unpredictable. Even though the elements are vulnerable to fire and piercing damage, this comes with unsightly side effects. A melted ice elemental will speed up, and damage caused by swords, arrows, and hammers will cause flying ice shards.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	Ice elementals are large, powerful elemental creatures that disguise themselves as ice columns, floating ice, or hide in snowdrifts.
medium (DC 15)	The elementals grow larger and stronger with age. They can swim and dig but are rather clumsy on foot.
hard (DC 20)	In combat, they are vulnerable to fire and piercing damage, but these attacks make them faster and cause flying ice shards.

SIGNS OF PRESENCE

d4 Sign

- 1 Spiky ice shards sticking out of the ground.
- 2 Gigantic, round footprints leading through the snow.
- 3 Water that was still open despite the freezing temperatures suddenly froze.
- 4 The trace of the ripped snow surface, under it, is a dug tunnel.

WHAT'S IT DOING?

d4 Behavior

- 1 Floating as a block of ice on a surface of water.
- 2 Trudging through the snow toward a group of snow bulb pigs.
- 3 Remaining motionless as a column of ice in the landscape.
- 4 Digging under party, leaving a trail of churned snow.



MINOR ICE ELEMENTAL

medium elemental

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft., burrow 30 ft. (ice and snow only), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	3 (-4)	10 (+0)	7 (-2)

Damage Vulnerabilities fire, piercing

Damage Resistances acid

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Aquan

Proficiency Bonus +2

Challenge 1

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

Cold Absorption. Whenever the elemental is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

ACTIONS

Multiattack. The elemental makes two attacks using any combination of its *pierce* and *ice shard*.

Pierce. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing and 2 (1d4) cold damage.

Ice Shard. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Freezing Touch (Recharge 3-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (5d4 + 3) cold damage and the target's speed is halved for 1 minute, it can't take reactions, and it can only take either an action or a bonus action on each of its turns, not both.

The affected target can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

ICE ELEMENTAL

large elemental

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 25 ft., burrow 40 ft. (ice and snow only), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	5 (-3)	10 (+0)	6 (-2)

Saving Throws Con +7

Damage Vulnerabilities fire, piercing

Damage Resistances acid

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 10

Languages Aquan

Proficiency Bonus +3

Challenge 5

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

Melt. If the elemental takes fire damage, it partially melts until the end of its next turn. While partially melted, its speed increases by 20 feet and when it takes the *multiattack* action, it can make an additional *slam* or *ice shard* attack.

Splinter. Whenever a creature deals bludgeoning or piercing damage to the elemental, shards of ice splinter off. All creatures in a 10-foot cone originating from the elemental and focused in the direction of the attacking creature must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) piercing damage.

Cold Absorption. Whenever the elemental is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

ACTIONS

Multiattack. The elemental makes two attacks using any combination of its *slam* and *ice shard*. If the elemental took fire damage since the end of its last turn, it can make an additional *slam* or *ice shard* attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning and 5 (2d4) cold damage.

Ice Shard. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 2 (1d4) piercing and 5 (2d4) cold damage.

Encase. The elemental extends an appendage towards one creature within 5 feet of itself. The target must make a DC 15 Dexterity saving throw.

On a failed save, the target takes 10 (3d6) cold damage and has its legs and arms be encased in ice. On a successful save, the target takes half as much damage and isn't encased.

An encased creature is restrained and takes 2 (1d4) cold damage at the start of each of its turns.

The creature can take an action to make a DC 15 Strength (Athletics) check, freeing itself on a success. The ice encasing the creature can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to cold, poison, and psychic damage).

Ice Shards (Recharge 5-6). The elemental shoots shards of ice in all directions around itself. All creatures within 30 feet of the elemental must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing and 12 (5d4) cold damage on a failed save, or half as much damage on a success.

GREATER ICE ELEMENTAL

huge elemental

Armor Class 18 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 35 ft., burrow 60 ft. (ice and snow only), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	8 (-1)	10 (+0)	5 (-3)

Saving Throws Str +10, Con +9

Damage Vulnerabilities fire, piercing

Damage Resistances acid

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 300 ft., passive Perception 10

Languages Aquan

Proficiency Bonus +4

Challenge 12

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

Melt. If the elemental takes fire damage, it partially melts until the end of its next turn. While partially melted, its movement speed doubles and when it takes the *multiattack* action, it can make an additional *slam* or *ice spear* attack.

Splintering Essence. Whenever the elemental takes piercing damage, a small shard splinters off containing some of the elemental's essence. A *minor ice elemental* appears in an unoccupied space within 5 feet of the elemental.

Cold Absorption. Whenever the elemental is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Frost Aura. Whenever a creature starts its turn within 30 feet of the elemental, it must make a DC 17 Constitution saving throw. On a failure, the creature takes 5 (2d4) cold damage and its speed is halved until the start of its next turn.

Water within 60 feet of the elemental freezes within 1 round.

ACTIONS

Multiattack. The elemental makes two attacks using any combination of its *slam* and *ice spear*.

If the elemental took fire damage since the end of its last turn, it can make an additional *slam* or *ice spear* attack.

It then uses either its *icicle storm*, *wall of ice*, or *flash-freeze* ability, if available.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning and 2 (1d4) cold damage.

Ice Spear. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 7 (2d6) piercing and 5 (2d4) cold damage.

Icicle Storm. The elemental shoots icicles in all directions around itself. The elemental can choose to lose 30 hit points to double the number of icicles. All creatures within 60 feet of the elemental must make a DC 17 Dexterity saving throw, taking 25 (8d4 + 5) piercing damage on a failed save, or half as much damage on a success. If the elemental doubled the number of icicles, the damage is doubled.

Wall of Ice. The elemental causes a wall of ice to erupt from the ground in a line up to 100 feet long and 5 feet wide, originating from itself. All creatures in the line must make a DC 17 Dexterity saving throw, taking 33 (8d6 + 5) bludgeoning damage on a failed save or half as much on a success.

The wall remains for 1 minute, or until the elemental dies.

The wall is 20 feet high. Creatures that failed their save are moved on top of the wall. Creatures that succeeded on their save can choose to either be moved on top of the wall, or move to an unoccupied space within 5 feet of them next to the wall.

The area on top of the wall is difficult terrain. Whenever a creature starts its turn on the wall or takes damage while on the wall, it must succeed on a DC 13 Dexterity saving throw or fall off the wall to a random side, landing prone.

Each 10-foot section of the wall can be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to cold, poison, and psychic damage).

Flash-Freeze (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (7d4 + 5) cold damage and the target must make a DC 17 Constitution saving throw.

On a failed save, the target is paralyzed in ice.

Whenever a creature paralyzed in ice takes fire damage, it stops being paralyzed. The paralyzed condition can also be ended by magical means, such as casting the *lesser restoration* spell on the paralyzed creature.

A creature that's paralyzed in ice must repeat the saving throw at the end of each of its turns.

On a failed save, the creature gains one level of *hypothermia*. If the creature would reach the sixth level of *hypothermia*, it instead becomes petrified, as it turns into ice.

On a successful save, the creature ends the paralyzed condition on itself.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the elemental takes a lair action to cause one of the following effects; the elemental can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row:

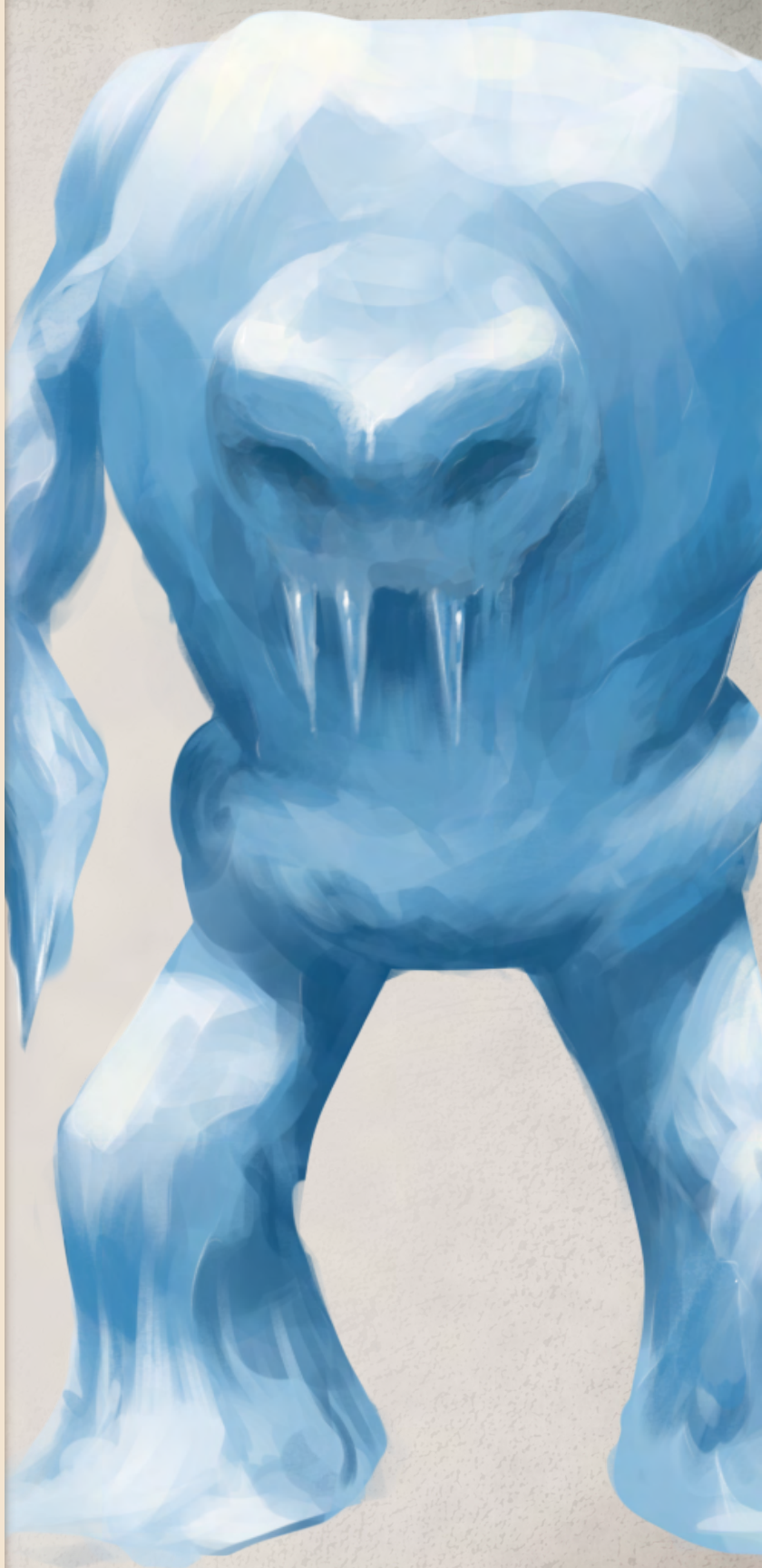
Ice Pillar. The elemental targets one creature it can see that is within 15 feet of ice, snow, or water. The creature must make a DC 17 Dexterity saving throw or take 18 (3d8 + 5) piercing damage, as a column of ice erupts from the nearby ice.

Freezing Ground. The elemental targets one creature it can see within 60 feet. The creature must succeed on a DC 17 Dexterity saving throw or be restrained due to having its lower body be encased in ice.

A restrained creature takes 10 (2d4 + 5) cold damage at the start of each of its turns.

The creature can take an action to make a DC 17 Strength (Athletics) check, freeing itself on a success. The ice restraining the creature can also be attacked and destroyed (AC 10; hp 30; vulnerability to fire damage; immunity to cold, poison, and psychic damage).

Aquaplaning. The elemental chooses a point within 300 feet of itself. The ground in a 30-foot radius around the point becomes covered in a thin layer of ice. All creatures standing on that ground must succeed on a DC 17 Dexterity saving throw or fall prone.



FROST BANSHEE

a hard challenge for 4 established adventurers

5e: Level 5-7, CR 8

As the cold continues to draw the energy from within you, you begin hearing a sad melody blowing across the ice plains. The words belong to an unknown language, but its melancholy is easily understood. Unnoticed to you, the figure of a young woman in white robes appears in the distance. Black hair falls on her flawless face, from whose gaze speaks infinite sorrow. A moment later she is gone.

Beauty beyond Words. Frost banshees look like young, beautiful women. Long black hair falls over their shoulders, their skin is white and flawless, and their robes seem to blend into their surroundings. For millennia, they have walked the ice plains, following their destiny: to track creatures about to freeze to death and collect their hearts.

Song of Death. Frost banshees sense the approaching death of creatures in the icy cold of the ice plains. They follow the weakening creatures and eventually begin to sing sad melodies that can be heard across the plains. The words can only be understood by the creature whose death is approaching; all others hear sad songs in a language unknown to them.

Irrevocable Death. Creatures that freeze to death in the ice plains and are accompanied on their journey by a frost banshee will suffer a rare fate when they die. The frost banshee sings its mournful death song as it tears the heart from the deceased's chest. It immediately freezes to ice in its cold hands. The banshee mourns the dead and carries the heart forever in a small pouch on her belt, which already contains countless other hearts. The beliefs, dreams, desires, as well as fears and dark secrets of the deceased are remembered by the banshee, as long as the heart remains in its pouch. Creatures who die in this way cannot be resurrected, nor can they be raised as undead.

Bag of her Heart. The pouch a frost banshee carries on its belt is made from its own heart. Should the banshee ever be separated from her pouch, she has seven days to either take back her pouch or find another suitable body that froze to death. If she must, she will help a chosen victim along on its journey to death. The banshee then rips out the heart of the chosen, transferring her essence into the heart and body. The previous body falls to the ground motionless, while the banshee lives on in the chosen body, taking one day to craft the heart of its new body into a new pouch. With time, the new body will take on the typical features displayed by frost banshees.

Unpleasant Foes. Frost banshees are peaceful and highly intelligent creatures. They do not attack unprovoked unless they are searching for a new body due to their heart pouch being separated from themselves, but they are ready to defend themselves and are brutal in their approach. Their icy breath freezes creatures, their songs put them to sleep, and their screams relentlessly drill into the minds of their enemies. They can teleport out of harm's way in a fraction of a heartbeat, then sneak up behind an enemy and attack from behind. The frost banshees' only weakness is their vulnerability to fire.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy (DC 10)	Frost banshees are magical creatures in the form of young women. They follow creatures that will freeze to death in the near future.
medium (DC 15)	The melodies of a frost banshee sounds sad and melancholic, but the words can only be understood by the person who is about to die. Other creatures can only hear a sad melody in a foreign language.
hard (DC 20)	Frost banshees rip the hearts from the chests of frozen creatures, freezing the warm organ to ice. The banshee keeps the hearts in a small pouch on its belt, forever remembering the dead creature. Anyone whose heart has been taken by a frost banshee cannot be raised as undead or be resurrected.

SIGNS OF PRESENCE

d4 Sign

- 1-2 The corpse of a creature that froze to death, with its heart ripped out.
- 3 Sad melodies in an unknown language, travelling the plains.
- 4 A figure in the distance that disappears shortly after being seen.

WHAT'S IT DOING?

d4 Behavior

- 1 Standing in the distance, watching. Disappears as soon as it is discovered.
- 2 Crouching over a dead creature.
- 3 Mourning the dead by crying over a frozen heart in her hand before putting it back into its bag.
- 4 Following the party at a distance.

ELEMENTAL DRAGONS

THE DEAFENING ROAR OF THE BLUE DRAGON COULD BE heard for miles as the golden dragon lunged at him and bored its teeth, long as swords, into his neck. One last time, the outmatched dragon reared back, its mouth wide open, gathering deadly energy inside. There was an explosion of light as lightning met fire. The walls shook, and a blast wave so strong that the foundations of reality began to tremble spread out to the horizon. That's when I knew: something new was born.

— Folas Farrel

THE BUTTERFLY IN THE WEAVE

The battle between two dragons is a rare and terrible spectacle that leaves behind death and devastation, as well as an echo that ripples through the weave like a wave, spreading through time and space. From this anomaly, something new and unpredictable emerges.

Powerful, magical effects and events can create a minor anomaly in the weave, growing over time and discharging suddenly, like a butterfly rising from its flower with its tiny wings in one place, causing fortresses to collapse in another. The discharge can cause various unpredictable effects, including the creation of an Elemental Dragon: magical incarnations of the forces of nature.

It is unknown under what conditions and influences which elemental dragon is created. However, it is known that in addition to the pure elements (fire, water, air, and earth), there are combinations, giving the dragons different and possibly more powerful abilities. Thus, a magma dragon is the fusion of a fire and earth dragon and combines their capabilities into a more

powerful union. The pure elements are themselves made up of different, weaker dragons. Thus, an earth dragon is the synthesis of all the stone dragons.

ICE DRAGON

a hard challenge for 4 epic heroes

5e: Level 20, CR 23

After raging across the ice plains for hours, the blizzard suddenly turns into a hail of ice. Large, heavy grains hit the ground, smashing through ice patches, destroying vegetation, and even breaking bones. Amidst this force of nature flies the dragon, its body of ice immune to the power of the hail. Its gaze sweeps across the human-strewn plain. He growls—still no intelligent life on which to test its latest riddle.

Body of solid Ice. Ice dragons are gigantic creatures made of clear, solid ice. They have a rather bulky physique, which is hard to notice at first because of their transparent appearance. Countless icicles grow from their backs and hang from their chins, and two long horns raise high on their heads.

Cold and Calculating. As highly intelligent, rational creatures, ice dragons are known for their cold and calculated nature. They enjoy intellectual exchanges with others but can't stand being surrounded by stupid beings. Ice dragons are excellent at tactical thinking and making plans, love logic puzzles, and are not afraid to compete with the intellect of others to prove their cleverness. The surest way to earn their respect is to present them with a difficult puzzle, though finding an appropriate one is a near impossible task.

Searching for intelligent Life. The dragon makes its lair in gigantic caves hidden below the ice. It uses them mainly as a retreat, for sleeping and thinking. The caves are protected by many logic puzzles, ensuring that only beings with enough intelligence to warrant the dragon's attention can reach the cold center where the dragon collects its hoard of knowledge.

However, the dragon often flies over the plains in search of intelligent life or unusual occurrences, especially when it has not talked to anyone for a long time. It tends to approach humanoids hoping for an intellectually challenging conversation or discussion with them. In most cases, however, this hope is disappointed. Once its patience runs out, the addressed can count themselves lucky if the dragon flies away growling or briefly flaps its tail at them. In most cases, the conversation with an ice dragon ends in being frozen into a pillar of ice, deemed unworthy of thought.



To quench its thirst for conversation, it often approaches native tribes, wanting information and reports of unusual occurrences. Most tribes have become accustomed to the dragon over the years and have little to fear. They also benefit from the fact that elemental dragons do not need food but feed on elemental energy.

Master of Ice. In battle, an ice dragon proves a deadly foe. Not only does it shoot ice shards from its body or spit out ice beams that can form gigantic ice walls, but it can also trap its enemies in ice pillars, create and control ice elementals, and affect the ice around it. As a result, ice pillars and spikes suddenly shoot out of the snow, snowfall turns into a hail of ice, water freezes, or ice surfaces suddenly crack. Also, do not get too close to the dragon, as its surface will freeze you to the ground or to the dragon.

Spot of no Return. Probably the easiest and, at the same time, deadliest way to defeat an ice dragon is to attack the weak spot on its tail. On the underside, almost at the tip of the tail, there is a scale about the size of a hand, which will kill the dragon instantly with a single strong, direct hit. But not without significant side effects. If someone succeeds in destroying the scale despite the dragon's guardedness, the dragon's body forms countless small cracks, and shortly thereafter explodes in a hail of ice shards and elemental energy. This explosion is sure to destroy any life within hundreds of feet, leaving a trail of destruction in its wake. No survivors have ever been found after this massive explosion.

REGIONAL EFFECTS

Intelligent Creatures. Beasts who roam the lands within 6 miles of the dragon's lair for at least one month have their intelligence score increased by 3.

Atypical groups of predators will collaborate, finding creative ways to combine their abilities for increased effect. Prey builds simple traps to kill or hamper their predators. Animals which typically for groups might organize into larger hierarchical structures, with some groups being subordinate to others. Territories might be protected by intelligently organized patrols.

Elemental Chaos. The frequency of ice elementals forming within 6 miles is highly increased. Hailstorms and blizzards are twice as common in the area and grow much quicker than usual, forming for seemingly no reason.

Insta-Freeze. Water within 1 mile of the lair freezes near-instantaneously unless warmed continuously. Temperatures that would normally boil water merely warm it to body temperature.

YOUR CHARACTER KNOWS ...

Difficulty Information

easy
(DC 10)

Ice dragons are made of clear, solid ice, are highly intelligent, and are known for their cold and calculating nature.

medium
(DC 15)

Because of their strong, elemental energy, ice dragons have a direct influence on their environment. They can create ice elementals, freeze water, or shoot ice pillars out of the ground.

hard
(DC 20)

The retreats of these dragons are large ice caves protected by puzzles. Thus, the dragon ensures that only creatures with an intelligence worthy of attention can pass through to it.

very hard
(DC 25)

At the tip of the tail is a scale that, if attacked with force and aim, will result in the immediate death of the dragon. Due to the resulting explosion of the dragon, there have been no survivors of such attempts.

SIGNS OF PRESENCE

d8 Sign

- 1 A person frozen in a column of ice.
- 2 Increased occurrence of Ice Elementals.
- 3 A draconic footprint.

4-5 A primitive trap, with gnaw marks indicating it was built by an animal. It could be guarding the entrance to the animal's lair, or be set to hunt.

- 6 Animals form untypical hunting groups of various species, executing tactical ambushes to combine their abilities in meaningful ways.

7-8 The snowfall is turning increasingly into a dangerous hail of ice.

WHAT'S IT DOING?

d6 Behavior

- 1 Flying overhead, looking for intelligent life.
- 2 Working on a new puzzle to protect its cave.
- 3 Talking to a small group of humanoids.
- 4 Complaining about the stupidity of other living creatures.
- 5 Negotiating with the elders of a local tribe.
- 6 Sleeping in its cave.

ANCIENT ICE DRAGON

gargantuan dragon (elemental)

Armor Class 22 (natural armor)

Hit Points 451 (22d20 + 220)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	30 (+10)	30 (+10)	21 (+5)	14 (+2)

Saving Throws Str +13, Dex +6, Con +17, Int +24, Wis +12, Cha +9

Skills Investigation +24, Perception +19

Damage Vulnerabilities fire

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened

Senses truesight 15 ft., blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Aquan, Common, Draconic, Primordial

Proficiency Bonus +7

Challenge 23

Legendary Prediction. Whenever the dragon fails a saving throw, it can choose to take 32 (5d12) psychic damage to attempt the saving throw again.

Frost Aura. Whenever a creature comes within 30 feet of the dragon for the first time on a turn or starts its turn there, it must make a DC 20 Constitution saving throw. On a failed save, the creature takes 10 (4d4) cold damage and its speed is reduced by 10 feet until the start of its next turn.

Protective Cold. Whenever a creature or object within 30 feet of the dragon, including the dragon, would take fire damage, the damage is reduced by 15 (1d10 + 10) to a minimum of 0.

Small fires and flames in the area are immediately extinguished.

Cold Absorption. Whenever the dragon is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Translucent Body. The dragon has advantage on Dexterity (Stealth) checks made to hide in icy or snowy terrain. It is invisible while underwater.

Explosive Scale. The dragon has a scale on the underside of its tail that is a special weak point. When a creature targets the dragon with a physical attack, it can choose to target the scale instead, if it knows of its existence.

The scale has 30 HP and its AC is the dragon's AC plus 4. It has the same vulnerabilities, resistances, and immunities as the dragon. Whenever the scale would take psychic damage, the dragon takes that damage instead. Whenever the scale loses hit points, the dragon loses half as many hit points. The scale regenerates all hit points at the end of every turn. It does not count as a creature unless when determining whether it can be targeted or chosen.

Non-damaging Effects. Whenever the scale would be subject to non-damaging effects, the dragon is affected instead.

Saving Throws. The scale does not make separate saving throws from the dragon, except when specifically targeted. When the scale must make a saving throw, the dragon makes the saving throw instead, with advantage.

When missed by an Attack. If the scale isn't hit by an attack, but the attack would have hit the dragon, roll a d6. On a 4-6 the attack hits the dragon instead.

When Destroyed. When the scale is destroyed, the dragon dies, as its entire body forms countless cracks. At the beginning of the next round, the corpse of the dragon explodes with a wave of magical energy. All creatures within 500 feet (including behind total cover) of the dragon must make a DC 25 Dexterity saving throw, taking 123 (6d20 + 60) cold and 99 (6d12 + 60) force damage on a failed save, or half as much damage on a successful one. Creatures behind total cover make the saving throw at advantage, and with the +5 bonus granted by three-quarters cover.

ACTIONS

Multiattack. The dragon makes 5 attacks: one with its *bite*, one with its *tail*, and three with either its *claw* or its *ice shard*.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) piercing and 13 (3d8) cold damage and the target must make a DC 23 Strength saving throw or be grappled by the dragon.

While the dragon has a creature grappled in this way, it cannot use its *bite* attack, and it can choose to deal 19 (2d12 + 6) piercing damage to the grappled creature at the beginning of the dragon's turn.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing and 10 (3d6) cold damage.

Tail. The dragon sweeps its tail around itself. All creatures within 15 feet of the dragon must make a DC 23 Dexterity saving throw, taking 24 (4d8 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ice Shard. *Ranged Weapon Attack:* +17 to hit, range 60 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage.

Ice Beam (Recharge 5-6). The dragon chooses a point it can see within 120 feet of itself. It breathes elemental cold energy in a beam towards the point, following a line towards another point it can see within 120 feet of itself, no further than 60 feet from the first point.

Wherever the beam hits a solid surface, a 10-foot-high wall of ice forms. Each 10-foot-long section of ice wall has AC 12 and 15 hit points, is immune to cold damage and vulnerable to fire damage.

Creatures in the beam's path must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 75 (10d12 + 10) cold damage and is encased in ice. On a successful save, the creature takes half as much damage and isn't encased.

Encased. An encased creature is paralyzed, has total cover, and takes 5 (1d10) cold damage at the start of each of its turns. It is freed once the ice around it is broken. It can use its turn to make a DC 20 Strength (Athletics) check, bursting the ice around it on a success, thus freeing itself. If it succeeds, it can use its turn normally, as if it had only used its action.

Hailstorm (Recharge 5-6). The dragon imbues the area around it with chaotic elemental energy. For the next minute or until the dragon loses concentration (as if concentrating on a spell), a 30-foot radius sphere around the dragon is filled with chunks of ice circling the dragon at immense speed, heavily obscuring the area.

Each creature entering the area for the first time on a turn or starting its turn there must make a DC 20 Dexterity saving throw, taking 9 (2d8) bludgeoning and 7 (2d6) cold damage on a failed save.

BONUS ACTIONS

Insightful Deduction The dragon scans the body language, outfit, and behavior of a creature it can see. It makes an Intelligence (Investigation) check contested by the creature's Charisma (Deception).

If the dragon succeeds, it learns the creature's level or challenge rating, its ability scores, saving throw proficiencies, damage immunities, resistances, and vulnerabilities, and its class if it has one.

If the dragon fails, it can't target the same creature again for the next 24 hours.

LEGENDARY ACTIONS

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

Move. The dragon moves up to its speed.

Claw. The dragon makes a *Claw* attack.

Wing Attack (Costs 2 actions). The dragon beats its wings. Each creature within 15 feet of it must succeed on a DC 21 Dexterity saving throw or take 25 (3d12 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

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

Ice Spike. The dragon chooses an area of water, snow, or ice at least 1-foot wide by 1-foot long within 120 feet of itself. A 5-foot-long spike of ice suddenly grows out from the area in a direction of the dragon's choice. It can choose one creature within 5 feet of the chosen area to make a DC 15 Dexterity saving throw, taking 16 (3d10) piercing damage on a failed save.

Ice Chasm. The dragon chooses a 10-foot-long line on a solid snow or ice surface within 120 feet of itself. The surface splits, revealing a chasm up to 50 feet deep (the chasm cannot extend into material not made of ice or snow, unless it already existed). Any creature standing atop the newly formed chasm must make a DC 15 Dexterity saving throw, falling into the chasm on a failed save.

Slippery when wet. The dragon chooses a point within 120 feet of itself. A thin sheet of slippery ice covers any solid objects and the ground within 15 feet of the chosen point. The area becomes difficult terrain. When a creature moves onto the ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

PLANT SYSTEM

This section explains our system-agnostic statblock for plants. For those playing DnD 5e, relevant mechanics have been translated into 5e statistics. In all of these cases, the 5e mechanics are in italics and preceded by "5e:". System-agnostic mechanics never affect 5e mechanics directly, and vice-versa.

- Title.** Each plant statblock starts with the plant's name.
- Type-Line.** The type-line of a plant contains a size, a plant-type, and optionally tags.

Size. This uses the same terms as DnD 5e does

Plant Type. Each plant has a type like *mushroom* or *tree*.
Currently, nothing interacts with the type of the plant, so you're safe to ignore it.

Tags (optional). In parenthesis, you might find additional tags. For now, only the *magical* tag exists. GMs can allow *magical* plants to be detected using a *detect magic* spell or non-DnD equivalent.
- Core Stats.** Each of the three core stats ranges from 1 to 6, where lower numbers mean a harder to find plant, and higher numbers indicate an easier to find plant. Each stat also has a descriptive term associated with it to help GMs interpret the stats.
To assist all GMs, *Rarity* and *Quantity* are specified in more specific, usually rollable terms below the main stat. For 5e GMs, *Perceptibility* is translated to a Wisdom (Perception) check DC.

- Rarity.** This stat represents how often you will come across this plant when randomly walking. However, coming across a plant does not mean you actually find it!
Use the specific stat in italics if you prefer less GM fiat.

Stat	Term	Time to come across
1	Legendary	Longer than a week
2	Very Rare	One week or less
3	Rare	One day or less
4	Uncommon	Eight hours or less
5	Common	One hour or less
6	Very Common	Ten minutes or less

- Perceptibility.** Not all plants are immediately obvious when walked past. This stat allows you to determine whether players notice a plant when walking past it. For 5e, it's translated into a Wisdom (Perception) check DC.

Stat	Term	5e DC	5e DC Range
1	Inconspicuous	30	28 or more
2	Very hard	25	23 - 27
3	Hard	20	18 - 22
4	Medium	15	13 - 17
5	Easy	10	6 - 12
6	Obvious	0	5 or less

1 SNOW BULB MUSHROOM

2 *tiny mushroom*

3 RARITY 4 PERCEPTIBILITY 5 QUANTITY

Common (5) Inconspicuous (1) Very few (2)

2 (1d4)/hour 5e: DC 28 4 (2d4 - 1)

- Unique Scent.** Even through the thick layer of snow and ice that typically covers the tubers, snow bulb mushrooms emit a faint and unique smell. However, apart from *snow bulb pigs*, who are easily attracted by the smell, most creatures are unable to perceive it.

7 SEARCH

Snow Bulb Pig (*Perceptibility +4*)

5e: DC 13 Wisdom (Animal Handling)

When using a trained *snow bulb pig* to detect the mushrooms, the challenge lies in interpreting the animal's behavior, and preventing it from getting at the tubers.

8 HARVEST

Snow Bulb Tuber

1 tuber per specimen

- Lift the tubers (trivial, 10 minutes, per cluster)**

5e: No check required

Since the tubers grow 4 to 6 feet deep below the snow and ice, they'll have to be lifted using a shovel or similar. Doing so with only hands takes significantly longer (ca. 40 minutes).

Each tuber has a 5% chance of being a *golden snow bulb tuber*.

- Quantity.** Some plants grow alone, some in clusters. This stat describes how many specimen you find in a cluster.
Use the specific stat in italics if you prefer less GM fiat.

Stat	Term	Range
1	Individuum	Exactly 1
2	Very few	1 - 4
3	Few	5 - 10
4	Some	10 - 20
5	Many	20 - 50
6	Countless	50 or more

- 6 Traits.** The traits of a plant describe its unique features, consisting of a short name and a description. Many don't have a mechanical relevance, but help the GM make the plant interesting, hopefully triggering player interaction.
- Those with mechanical relevance have a short system-agnostic description of their effect in parenthesis after their name. On the next line, the effect is translated into 5e mechanics.
- 7 Search Strategies (optional).** Clever strategies can make plants easier to find. Some are outlined in the statblock, though GMs should feel encouraged to reward custom strategies players come up with that aren't listed.
- Title.** Just a name for the strategy.
- Effect.** A short, system-agnostic mechanical description of the strategy's benefits.
- 5e.** The effect translated into 5e mechanics.
- Description.** More details about the strategy. This can sometimes be mechanically relevant, but mostly serves as an explanation for the GM as to why the strategy works.
- 8 Harvestable Items.** Plants are of no use to the players if they can't do anything with them. Entries in this section describe what items can be harvested from the plant, and what steps are needed to do so.
- Item Name.** The title is the same as the item name, the stats of which are in a separate item statblock.
- Available Amount.** This line tells you how often a unit of the item can be harvested from a single specimen of the plant. Each item has its own unit (for example, *snow bulb tubers* come in units of *1 tuber*, but *black fox ear stones* come in units of *1 handful* as also mentioned in their statblock).
- Steps.** Harvesting an item can be simple as in the example, or require multiple steps.
- Title.** A very short title describing the step.
- Difficulty.** A short, system-agnostic term to describe the difficulty of the step.
- Duration.** How long the step takes, usually in minutes.
- Repeat Necessity.** How often the step has to be performed when harvesting the same item again. Possible values are *per cluster* of plant specimen, *per specimen* of the plant, and *per unit* of the item to harvest.
- 5e.** The difficulty and any relevant other mechanics translated into 5e.
- Description.** More details about the step. This can contain mechanics, but mostly serves as an explanation what the step consists of.

ADVENTURING TIERS

- Common Folk (5e: Level 0).** Most people will fall into this category. While some are more exceptional than others, they either don't go on adventures, or otherwise keep to their simpler life.
- Fledgling Adventurers (5e: Level 1-2).** After basic training or an inciting incident, some people just stick out from the general populace. They either decide to start adventuring voluntarily, often to earn some coin and become famous heroes, or involuntarily through unfortunate circumstances.
- Village Heroes (5e: Level 3-4).** Once the first handful of threats have been dealt with, their home village is well aware of these adventurer's exceptionalism. Since villages typically don't hold that much excitement and danger in them, these adventurers start traveling the region, attempting to dispatch monsters and threats closeby.
- Established Adventurers (5e: Level 5-7).** When villages start sending messengers after the heroes to deal with their problems, or their reputation reaches nearby villages, adventurers will typically be at this tier. They might take on first smaller quests in larger cities, or investigate a larger plot that spans multiple villages or other settlements.
- Renowned Heroes (5e: Level 8-10).** At this tier, most adventurers make some more influential connections to powerful political figures, though their influence is practically nonexistent. They'll run errands for faction leaders.
- Veteran Adventurers (5e: Level 11-14).** After enough errands, the adventurers will eventually reach a level of respect that makes them go-to mercenaries for their patrons, or able to call in favors from government-level politicians and other figures of power. Conspiracies spanning across multiple cities and organizations threatening national security are likely current problems to be dealt with.
- Fabled Heroes (5e: Level 15-16).** Once the country has been saved, famous bards ought to write songs about these heroes that travel far beyond them. Rumors will spread, and while not everything might be true and will likely require correction once they arrive in a new place, these adventurers are well-known for their capabilities and achievements.
- Legendary Adventurers (5e: Level 17-19).** Rumors and songs turn to tales of awe and wonder, as adventurers at this tier enter the realm of legends. Likely dealing with issues spanning many nations, their travels reach far beyond their home dimensions.
- Epic Heroes (5e: Level 20+).** Possibly known as demigods to common folk, heroes at this tier deal with multi-dimensional dangers, Gods, or even larger powers, that commoners might not be able to even imagine.

Ice Plains

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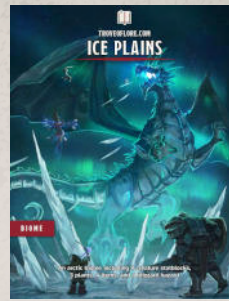
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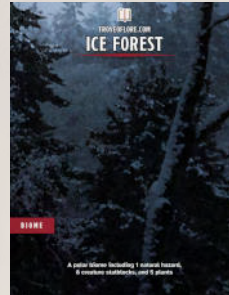
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