



A large, dark, textured logo is centered against a backdrop of a bright blue sky filled with wispy, white clouds. The logo consists of the words "REIGN" and "COLDHEART" in a bold, distressed font. "REIGN" is at the top, flanked by two stylized, jagged wing-like shapes. Below it, a horizontal line separates the word "OF THE" from "COLDHEART" which is at the bottom. The overall aesthetic is dark and atmospheric.

REIGN
OF THE
COLDHEART



THE FALLING DYNASTY

Descendents of a long bloodline of dragons, the Coldheart dynasty has earned their name a dozen times over. They were ruthless leaders, harsh most of the time, but also strong and efficient keeping the kingdom of Ellendran alive and prosperous. Due to their draconic heritage, the Coldheart family settled in a city located among the mountains. Some activities important for a community's growth, such as agriculture, and livestock husbandry were hard and scarce, however, they had a powerful source of income: the mining of precious gemstones.

Many generations went by, and little by little the lives of people in Ellendran got harder. The rulers became ever more cruel than efficient, and the mining wasn't enough to sustain the whole city as after many years of digging the mines started to become depleted. Apart from that, due to the draconic way they handled outsiders, the Coldheart made several enemies, who were closely watching for the right moment to strike and take their land.

Unfortunately, the problems didn't come only from the outside. Within Ellendran, people were unsatisfied, hungry, and miserable. Only the most

wealthy could afford some quality of life. Riots were more common with each passing year and there were whispers of revolution. The dynasty wasn't willing to let their power be taken by anyone, be them outsiders or their own subjects, and when military force failed they had the magical power of their draconic bloodline to rely on.

ZENDEL RISE TO POWER

By the time Zendel Coldheart rose to power, Ellendran was dealing with its darkest days. Not only were her external enemies close, but she had no support from the population, who deemed her family line as cruel and incompetent. They weren't entirely wrong, Zendel was far from being a good ruler, insisting on the old way determined by the first Coldheart: dissent breeds weakness so crush it with an Iron Fist.

The queen refused to surrender power and was inflexible to many suggestions given by her advisors, to the point she dismantled the city council for good. With every decision she made the people felt more and more justified in defying her rule.. The Daelyn, a family who used to be loyal spies for Ellendran for ages, turned



their back on Zendel and spied on her in the name of her enemies. As soon as they were caught, they were executed, and just the children were allowed to live, to serve her and atone for their parents' sins.

Exhausted and outraged, Zendel consulted the journals of her forefathers, looking for an answer, and learned of how they had come into power in the first place. She traveled through the mountains and, shedding her blood upon the snow, she performed a ritual to summon Hoarfrost, the Albino Dragon, an old acquaintance of her family. Making a deal with the creature to keep her domain, the dragon brought upon the mountains a terrifying blizzard that would keep other nations at bay and awakened within Zendel the ice powers that were the right of her bloodline. Many innocents perished during this blizzard, however, for Zendel, it was a small price to pay to keep Ellendran all to herself.

FREEZING TO DEATH

Both Ellendran and the mountain territory around it were swallowed by the chaotic iceshield conjured by Hoarfrost. From that day on, Ellendran would never again see a day without

snowfall. Together, the dragon and the Ice Queen Zendel took matters into their own hands. They hunted down all of the traitors, or anyone who looked like one.

To rebuild her city to its full glory, Zendel began to force all of her subjects to make offerings to her on each night of the full moon. Anything could be offered to the Ice Queen, from trophies to jewelry or even food. However, Zendel was demanding and insatiable. If the offering wasn't of her liking, Hoarfrost would bury the person's house under ice, ending any possibility they had of surviving in such a horrific place.

Soon enough, most living creatures in Ellendran became monstrosities, and Hoarfrost convinced Zendel it was time for them to move forward. The ice magic that caused the blizzards began to expand through the territory, going beyond the mountains and affecting cities making it snow in the middle of the summer. Many people started fleeing, desperate to run away from Ellendran's horrors. However, a brave group of heroes has refused to be pawns to the queen and the dragon and has decided to take arms against their tyranny. They travel through the frozen landscape now, searching for others who are still willing to fight.

HEROES

JACK FROSTFALL

human fighter



At the base of the mountains, an old and hardy community lived in a small village. They didn't hold much wealth, but they were united and did the best they could to survive. Jack Frostfall was the warden of that village, making sure he could help as many people as he was able to. A kind soul, some would say too gentle, but he was also headstrong, especially when he had to deal with the constant threat of the kingdom of Ellendran, looming from beyond the mountain.

For many generations, there was an indirect conflict between Ellendran and the nearby villages at the base of the mountains, which fortunately never turned into a full-blown war. As the warden, Jack was willing to join forces with his neighbors to take the queen down, but due to the legends about the Coldheart family

being related to dragons, no one had the courage to take the first step.

When the blizzard took over the mountains, many wardens from other villages decided to move their communities somewhere else. Jack refused to do so, as that land had been the home of his people for generations and most of them had nowhere else to go. He was willing to fight until the end, but Jack wasn't ready to see all his people die under the snow. The blizzard expanded through the territory around the mountains, affecting most of the villagers who stayed behind. In hopes he can still save his people, Jack Frostfall has decided to travel through the mountains with only one objective in mind: kill the Ice Queen and the Albino Dragon, in order to save the innocents from their icy fury.

ISOLDE DAELYN

elf ranger



Isolde is one of the last Daelyn alive, alongside her twin brother Baine. In order to atone for her parent's crimes, that of betraying the Ice Queen, Isolde served the Coldheart as a tracker, obeying Zendel's every whim. She lived in the castle's cellar her whole life, always longing for more and nurturing a deep hatred for the queen and the Albino Dragon.

She used to constantly argue with Baine about how unfair their life was, saying that none of his actions would ever truly redeem them in the eyes of the queen. Unlike her twin, Isolde didn't see their supposed "safety" as something to be grateful for. She despised her captors but was willing to play her role until she managed to escape. During a hunt Isolde

was sent on, she found Jack Frostfall almost dying in the middle of the snow and couldn't leave him behind.

Instead of bringing Jack back to the castle, Isolde took care of him in an abandoned house, empty since the days before the blizzard. She knew anyone brought to the Ice Queen would be turned into a servant or prisoner, and Isolde advised Jack to run away as fast as he could. Instead of finding fear in his eyes, she saw determination and heard his speech about defeating the Ice Queen and her reign of horrors. Finally finding someone willing to fight, Isolde joined his cause and promised herself to save Baine from his servitude.

GORUG, GLACIER DOOM

mammothfolk barbarian



Mammothfolk are few and far between nowadays, and they normally live in small, close-knit communities. Known to be the bravest warrior, Gorug was trained to be a beast slayer, capable of bringing down any monster of the frozen lands of his people, a talent for which he was named the Glacier Doom. Among all creatures the mammothfolk hunt the most dangerous and prized are the dragons, which explains why there are so few of Gorug's people left. The Glacier Doom has waited his whole life for a chance to defeat a dragon, bring his head home, and finally join the legendary warriors of his people.

When the opportunity finally came Gorug realized he could do little by himself, and even his own people weren't willing to face one of these creatures anymore, fearing the cost would be too steep. Searching for

a chance to achieve his dreams, Gorug heard about an Albino Dragon causing a blizzard that was expanding through the realm. He knew his people were responsible for ending the Albino Dragon's reign, many centuries ago. They were vicious creatures and defeating them was more than a quest for glory, it was a way of saving innocent lives.

Marching towards Ellendran, Gorug saw many villages around the mountains that were destroyed by the dragon's wrath. Soon, it wasn't only a matter of conquest anymore, Gorug truly wanted to end this era of despair. He believed, for a while, that he would be the only one brave enough to face Hoarfrost until meeting two other heroes ready to accept the challenge.

VILLAINS



HOARFROST, THE ALBINO DRAGON

Albino Dragons are extremely rare, however, it wasn't always so. Once, back in a glorious time, this clan of dragons frightened cities around the mountains, that is when they were not laying down on piles of precious gems and other treasures. Unfortunately for them, the era of the dragon slayers came, and most of them were killed. Only two descendants of these mighty beasts are still alive: the Coldheart family and Hoarfrost.

Back when many families were fighting over Ellendran's control, the Coldheart made a deal with Hoarfrost. The dragon lent them the power to conquer the city and went into hibernation right after, due to the amount of power he lent. The dragon's powers didn't come for free: the Coldheart would rule the city until Hoarfrost was awakened from his slumber again, when he could finally bury the mortal world under his snow. Even in his

deep sleep, Hoarfrost had a glimpse of the mortal's life through the Albino Dragon Head, a relic from his ancestors, exposed in the Coldheart castle's hall. Through this relic, he would feed on the cruelty of the Coldheart and his power would grow. When Zendel began to have problems in controlling the city, he knew his time to fly free again was coming.

It didn't take long until Zendel climbed up the mountains and offered her blood in order to awaken Hoarfrost. The Albino Dragon gave her the power she craved, for him it was just an ounce of everything he could do. Finally awake from his slumber, Hoarfrost brought a terrifying blizzard to bury the queen's enemies under his snow. However, having control of Ellendran wasn't enough for his pride, Hoarfrost was ready to expand his ice horror to every corner of the known world.

HOARFROST, THE ALBINO DRAGON

Huge dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Str +14, Con +14, Wis +11

Skills Athletics +14, Intimidation +10, Perception +11, Persuasion +10

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

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 18 (20,000 XP)

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

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

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

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

ACTIONS

Multiattack. Hoarfrost makes two Frost Claws attacks and one Ice Bite attack.

Frost Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 21 (6d6) cold damage.

Ice Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 16 (3d10) cold damage.

Cold Breath. Hoarfrost exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed by this becomes a frozen statue until it thaws.

REACTIONS

Blizzard Escape. Immediately after a creature Hoarfrost can see hits it with an attack roll, Hoarfrost momentarily dissolves into a blizzard, reducing the damage to itself by half. Hoarfrost can then magically teleport to an unoccupied space it can see within 30 feet of itself.

LEGENDARY ACTIONS

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

Adaptive Scale. Hoarfrost gains resistance to one damage type of its choice — acid, fire, lightning, or thunder — until the start of its next turn.

Frightening Presence. (Costs 2 Actions) Hoarfrost targets up to three creatures he can see within 30 feet of it. Each target must succeed on a DC 22 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Hoarfrost's Frightening Presence for the next 24 hours.

Treacherous Ice. (Costs 3 Actions) Magical ice covers the ground in a 20-foot radius centered on a point Hoarfrost can see within 120 feet of itself. The ice, which is difficult terrain for all creatures, lasts for 10 minutes or until the dragon uses this legendary action again.

HEROES



ZENDEL COLDHEART, THE ICE QUEEN

As the only child of the Coldheart family and heir to the Throne of Ellendran, Zendel couldn't fathom a world where she wasn't the center of attention. She grew up hearing beautiful and heroic tales about how her family descended from dragons and therefore born to rule. However, Zendel always heard from her father that she should be careful, there was still an original Albino Dragon in the mountains, who should only be summoned as a last resort.

When she ascended to the throne she soon found that her parents had left her a kingdom on the verge of ruin and subjects that hated their rulers. Sooner than expected, Zendel found herself in desperate need of assistance and had nowhere else to turn other than her closest blood relative. She remembered the tales about Hoarfrost and believed waking him up was the only chance for her to keep Ellendran under her thumb. The queen ventured into the mountains and found the powerful dragon. The deal to crush all her

enemies was made among snow and blood. Even though Zendel knew the dragon may try to fool her, she was sure that, with her new powers, she could get the better of him in case of a conflict.

The Ice Queen would create monsters of ice and snow, absolutely loyal to her will and with the help of Hoarfrost she would bring evergrowing ice storms down on her people. After the first blizzard took over the mountains, Zendel hunted down every single one of her perceived enemies, no matter how much they professed their innocence. Her mere distrust was enough to go after a suspect. To make her kingdom achieve greatness once more, she demanded offerings every full moon, having fun while she watched the peasants struggling to please her. She was finally living the life of a true queen. However, there was still something missing. The Ice Queen deserved a whole empire, not only a kingdom, and she was willing to take it through a cold heart and bloody hands.

ZENDEL COLDHEART, THE ICE QUEEN

Medium humanoid, Neutral Evil

Armor Class 12 (15 with mage armor)

Hit Points 172 (23d8 + 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Int +10, Cha +11

Skills Arcana +10, Intimidation +11, Nature +10, Perception +9, Persuasion +11

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

Damage Immunities cold

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 13 (10,000 XP)

Cold Aura. While it's alive, Zendel Coldheart generates an aura of bitter cold that fills the area within 10 feet of it. At the start of Zendel's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of Zendel takes 14 (4d6) cold damage. Zendel can choose any number of creatures to not be affected by her Cold Aura.

Magic Resistance. Zendel Coldheart has advantage on saving throws against spells and other magical effects.

Spellcasting. Zendel Coldheart is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 21, +11 to hit with spell attacks). Zendel has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, light mage hand, ray of frost*

1st level (4 slots): *ice knife, shield, sleep*

2nd level (3 slots): *hold person, misty step*

3rd level (3 slots): *counterspell, dispel magic*

4th level (2 slots): *ice storm, stoneskin*

5th level (2 slots): *cone of cold, synaptic static*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *teleport*

8th level (1 slot): *power word stun*

ACTIONS

Multiaction. Zendel Coldheart makes three Frost Blast attacks or one Frost Blast attack and casts one spell.

Frost Blast. *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. Hit: 27 (6d8) cold damage, and the target can't take reactions until the start of its next turn.

Ice Stasis. (Recharge 5-6) Zendel Coldheart magically creates an ice crystal that hovers in a space within 5 feet of her. Zendel then targets a creature she can see within 60 feet of the crystal. The target must succeed on a DC 21 Charisma saving throw or become trapped in the crystal, which is immovable. If the saving throw succeeds, the crystal shatters and nothing else happens. A creature trapped in the crystal is stunned, has total cover against attacks and other effects outside the crystal, and takes 21 (6d6) cold damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, freeing itself on a success. The creature is also freed if the crystal is destroyed, which is a Tiny object with AC 18, 12 hit points, and immunity to all damage except fire damage. The freed creature appears in an unoccupied space of its choice within 30 feet of the shattered crystal.

REACTIONS

Misdirection. (3/Day) When Zendel Coldheart would take damage, she becomes invisible and teleports 60 feet to an unoccupied space she can see. At the same time, an ice simulacrum double of her appears where she was standing and lasts for 1 minute. It has 10 AC, 10 HP and is immune to cold damage.



SURVIVORS

MARDAR RHANNOR

Medium humanoid, Chaotic Neutral

Armor Class 15 (chain shirt)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +7, Con +7

Skills Athletics +7, Intimidation +4, Survival +4

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Bravery. Mardar Rhannor has advantage on saving throws against being frightened.

Reckless. At the start of his turn, Mardar Rhannor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Mardar Rhannor makes two Furius Greataxe attacks.

Furius Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Spinning Cleave. Mardar Rhannor swings his axe, and each creature within 10 feet of it must make a DC 15 Dexterity saving throw. On a failed saving throw, a creature takes 17 (2d12 + 4) slashing damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

REACTIONS

Parry. Mardar Rhannor adds 3 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Mardar was born in the Rhannor clan, on a small village near Ellendran. When the first blizzard hit the mountains, their community was one of the first victims, aside from Ellendran's own residents. Mardar barely knows what it is to enjoy life, since he is in an eternal struggle for the survival of himself and his own.

As time went by, the original community that survived the first blizzard died to the harshness of the elements or to Zendel's minions, and just a small group of people was left. At first, with hopes of making their lives better, Mardar and his companions attempted to riot against the queen. The attempt was an utter failure, most of them died and Mardar escaped for sheer luck. With his warrior's pride shattered, now he wanders through the mountains just trying to survive, for Mardar knows it's impossible to defeat the Ice Queen.



elf rogue - level 6

BAINE DAELYN

Medium humanoid, True Neutral

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Str +7, Dex +7

Skills Acrobatics +7, Athletics +7, Stealth +7, Survival +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 6 (2,300 XP)

Avoidance. If Baine Daelyn is subjected to an effect that allows him to make a saving throw to take half as much damage, he instead takes no damage if he succeeds on the saving throw, and half as much damage if he fails.

Fey Ancestry. Baine Daelyn has advantage on saving throws against being charmed, and magic can't put him to sleep.

ACTIONS

Multiattack. Baine Daelyn makes two Precise Dagger attacks.

Precise Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (2d4 + 4) piercing damage plus 13 (3d8) cold damage. Hit or Miss: The dagger magically returns to Baine's hand immediately after a ranged attack.

BONUS ACTIONS

Queen's Whim. Baine Daelyn takes the Dash, Disengage, or Hide action as a bonus action.

Second Wind. (Recharges after a Short or Long Rest) Baine Daelyn regains 11 hit points.

REACTIONS

Uncanny Dodge. Baine Daelyn halves the damage he takes from an attack made against him, provided he can see the attacker.

Baine is one of the Daelyn twins, unlucky descendants of a family cursed to atone for the crimes of their predecessors. He never knew another life, growing up within the walls of the Queen's castle, locked away in the cellar, just allowed to leave the property when the queen commanded. Baine thought himself and his sister lucky, as they didn't have to pay any offerings to the Queen, always had a place to sleep, food to eat, and safety from the cold. They had each other, and everything would be all right.

All those ideas were shattered into pieces when Isolde, his sister, ran away from the Ice Queen. Baine felt betrayed, as his sister was the only other Daelyn alive, the only one who knew what they went through and she had abandoned him. Zendel feeds that insecurity and sense of injustice, making Baine see his sister as a traitor. Now, his next mission is bringing her to the Ice Queen for yet another execution of a Daelyn. His heart is heavy with vengeance but the queen has her doubts about him being capable of bringing his own sister to her death.



NARZAK THUNDERSTRIKER

Medium humanoid, Chaotic Neutral

Armor Class 17

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +8, Con +7

Skills Acrobatics +6, Athletics +8, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 7 (2,900 XP)

Reckless. At the start of Narzak Thunderstriker's turn, she can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of their next turn.

Slayer. In the first round of a combat, Narzak Thunderstriker has advantage on attack rolls against any creature that hasn't taken a turn yet. If she hits a creature that round who was surprised, the hit is automatically a critical hit.

Unarmored Defense. While Narzak Thunderstriker is wearing no armor and wielding no shield, its AC includes her Constitution modifier.

ACTIONS

Multiattack. Narzak Thunderstriker makes one Frenzied Mace attack and one Thunder Sword attack.

Frenzied Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 15 (2d6 + 5) bludgeoning damage plus 10 (3d6) lightning damage.

Thunder Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage, plus 9 (2d8) thunder damage.

BONUS ACTIONS

Aggressive. As a bonus action, Narzak Thunderstriker can move up to her speed toward a hostile creature that she can see.

REACTIONS

Deflect Missiles. In response to being hit by a ranged weapon attack, Narzak Thunderstriker deflects the missile. The damage she takes from the attack is reduced by 1d10 + 9. If the damage is reduced to 0, she catches the missile if it's small enough to hold in one hand and she has a hand free.

Narzak is one of the few unlucky outsiders who ended up trapped on the outskirts of Ellendran when the first blizzard hit the area. Fleeing from the Nightstalker clan, after a ruthless leader took over, Narzak searched for a new place to call home, maybe working as a mercenary. Unlike other orcs from her clan, Narzak had a calm demeanor, but should not be underestimated, for she won the name Thunderstriker after winning many battles with explosive fury.

Little did she know that she was about to be recruited by another ruthless leader. After reaching Ellendran and defeating many of the Ice Queen's monstrosities on the way, Zendel offered Narzak a place as one of her hunters. At first, Narzak agreed, but after realizing the queen was an evil being, she fled from Ellendran. The Ice Queen doesn't take treason lightly, and the hunter became the prey. Narzak knows she won't get rid of the Queen's monsters unless Zendel is dead.



CREATURES

POLAR BEAR

Large beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Str +7, Con +5

Skills Athletics +7, Intimidation +0, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

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

Surprise Attack. If the Polar Bear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) ice damage from the attack.

ACTIONS

Multiattack. The Polar Bear makes two attacks: one with its bite and one with its claws.

Furious Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Frost Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 5 (1d10) ice damage.

Some travelers might believe that facing a Polar Bear is easier than one of Zendel's monstrosities, but this couldn't be farther from the truth. Obviously, no servant of Zendel is an easy foe, however, the Polar Bears don't lag too much behind. They can be found around the mountains close to Ellendran, hunting for their next meal. Polar Bears usually attack alone, in a bloody rampage which will paint the snow with red from their victim's guts.

Recognizing this ferocity a young Zendel convinced her parents to get her a polar bear cub as a birthday gift. Now fully grown the beast pulls the Ice Queen's sleigh into battle.



SPECTRAL COUNTESS

Medium undead, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Wis +8, Cha +7

Skills Intimidation +7, Perception +8, Stealth +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Common

Challenge 8 (3,900 XP)

Detect Life. Spectral Countess can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. Spectral Countess can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Multiattack. Spectral Countess makes two Spectral Strike attacks.

Spectral Strike. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit: 26 (4d12) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the Spectral Countess that can see her must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Spectral Countess is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Spectral Countess's Horrifying Visage for the next 24 hours.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 22 (5d8) necrotic damage, and the Spectral Countess regains hit points equal to half the amount of damage the target takes. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. The target dies if its hit point maximum is reduced to 0. This reduction to the target's hit point maximum lasts until the target finishes a long rest.

Wail. (1/Day). The Spectral Countess releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 16 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (3d6) psychic damage.

BONUS ACTIONS

Ethereal Step. (Recharge 4-6). Spectral Countess teleports up to 30 feet to an unoccupied space she can see.

Back in the day, when Ellendran still had a council to advise its rulers, this countess used to be one of the most prominent voices in the city. Like many others, she was caught during the first blizzard and instead of dying right away, she was trapped in her basement, her house surrounded by snow. No one knows how long she survived there, just that eventually she got out... Or at least her spirit did. Tormented by the tragedy and incapable of finding eternal rest, the Spectral Countess haunts the surroundings of what used to be her house, in the far north of Ellendran.



ICE WOLF

Medium beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Str +6, Dex +4

Skills Acrobatics +4, Intimidation +1, Perception +3, Stealth +4

Damage Resistances cold

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

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

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

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

ACTIONS

Multiattack. The Ice Wolf makes two Vicious Bite attacks.

Vicious Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Ice Blast. (Recharge 5–6) The Ice Wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Some of the most horrific and dangerous creatures in the Ice Queen's domain, the Icefrost Lindwrym fills the nightmares of the few survivors in the frozen mountains. These are the rarest creatures among the monstrosities near Ellendran. They existed even before the first blizzard, used to low temperatures, therefore they had no problem adapting to Hoarfrost's ice torment. Now, more savage than ever, they lurk through the snow in search of prey, and they are never satisfied with only one meal per day.



FROST GOLEM

Large construct, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 20 ft.

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

Saving Throws Str +8, Con +8

Skills Athletics +8, Intimidation +2

Damage Vulnerabilities fire

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 8 (3,900 XP)

Berserk. Whenever the Frost Golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Frost Golem goes berserk. On each of its turns while berserk, the Frost Golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Frost Golem attacks an object, with preference for an object smaller than itself. Once the Frost Golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

Cold Aura. The Frost Golem generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the Frost Golem's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the Frost Golem takes 10 (3d6) cold damage.

Immutable Form. The Frost Golem is immune to any spell or effect that would alter its form.

ACTIONS

Multiaction. Frost Golem makes two Ice Slam attacks.

Ice Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage plus 11 (2d10) ice damage.

Frozen Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage plus 16 (3d10) cold damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

The Frost Golems were created in a time of need. When the first blizzard stormed in Ellendran, the survivors tried to fight against Zendel one last time. Maybe, if they could defeat her at that moment, they could still save themselves from that nightmare. Inside her castle, the Ice Queen magically forged an army of constructs to serve her. Covered in frost, these creatures came to life and smashed anyone who dared come near the castle. Some escaped, but the majority of people had their blood spilled in the snow. The Frost Golems are part of the Royal Guard to this day.



WICKED SNOWMAN

Medium construct (Typically), Neutral Evil

Armor Class 18 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +5, Stealth +6

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The Wicked Snowman makes two Snowball attacks.

Snowball. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. Hit: 15 (3d6 + 4) cold damage.

Snow Whirlwind. Each creature within 10 feet of the Wicked Snowman must make a DC 14 Dexterity saving throw, taking 22 (4d10) ice damage on a failed save, or half as much damage on a successful one.

Not even snowmen are safe in Ellendran, what was once some entertainment for the children, turned into a trap. Every time a snowman is built within the area of the blizzard, there is a high chance it will become a Wicked Snowman. The magic emanating from Hoarfrost might give life to these sculptures, who like to play deadly pranks against any passerby. They are great at hiding in plain sight and, even though they might look less dangerous than other creatures, it's unwise to underestimate one of Hoarfrost's creations.

FROZEN MEPHIT

Small elemental (Typically), Neutral Evil

Armor Class 18 (natural armor)

Hit Points 88 (16d6 + 32)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +7, Con +5

Skills Acrobatics +7, Perception +4, Stealth +7, Survival +4

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Aquan

Challenge 5 (1,800 XP)

Death Burst. When the Frozen Mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 15 Dexterity saving throw, taking 13 (3d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the Frozen Mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

ACTIONS

Multiattack. The Frozen Mephit makes two Ice Claws attacks.

Ice Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 11 (3d6 + 4) slashing damage plus 7 (2d6) cold damage.

Subzero Wave. Each creature within 30 feet of the Frozen Mephit must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

More recently, when the blizzard spread throughout the cities near the base of the mountains, soldiers attempted to venture into the Ice Queen's territory and take her down. Hoarfrost flew over the mountains, down to his enemy's hideouts, however, he deemed his adversaries too weak. With a thunderous roar, the Albino Dragon summoned Frozen Mephits from the depths of the snow below his enemies. The little devils made a feast with the corpses of the soldiers once they were all dead.



ICEFROST LINDWYRM

Huge monstrosity, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	14 (+2)	12 (+1)

Saving Throws Str +10, Con +9

Skills Athletics +10, Intimidation +5, Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages Draconic

Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. Icefrost Lindwurm makes two Frost Claws attacks.

Frost Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) slashing damage plus 18 (4d8) ice damage.

Chilling Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. Hit: 22 (3d10 + 6) piercing damage and the target must make a DC 18 Constitution saving throw, taking 18 (4d8) ice damage on a failed save, or half as much damage on a successful one. On a hit, the target is also grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Icefrost Lindwurm can't bite another target.

Swallow. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Medium or smaller creature the Icefrost Lindwurm is grappling. Hit: 22 (3d10 + 6) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Icefrost Lindwurm, and it takes 13 (3d8) acid damage at the start of each of the Icefrost Lindwurm's turns. The lindwurm can have only one target swallowed at a time.

If the Icefrost Lindwurm takes 20 damage or more on a single turn from the swallowed creature, the Icefrost Lindwurm must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the Icefrost Lindwurm. If the lindwurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

REACTIONS

Unyielding. When the Icefrost Lindwurm is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Some of the most horrific and dangerous creatures in the Ice Queen's domain, the Icefrost Lindwurm fills the nightmares of the few survivors in the frozen mountains. These are the rarest creatures among the monstrosities near Ellendran. They existed even before the first blizzard, used to low temperatures, therefore they had no problem adapting to Hoarfrost's ice torment. Now, more savage than ever, they lurk through the snow in search of prey, and they are never satisfied with only one meal per day.



WENDIGO HORROR

Large monstrosity, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +9, Dex +9

Skills Acrobatics +9, Athletics +9, Perception +6, Stealth +9

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Blood Frenzy. The Wendigo Horror has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Senses. The Wendigo Horror has advantage on Wisdom (Perception) checks that rely on hearing, sight or smell.

Mountain Survivor. The Wendigo Horror regains 10 hit points at the start of its turn if it has fewer than half its hit points but at least 1 hit point.

Nasty Mimicry. The Wendigo Horror can mimic any sound, including voices, it has heard in the last 24 hours. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

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

ACTIONS

Multiattack. Wendigo Horror makes one Fearful Claws attack and one Murderous Bite attack.

Fearful Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (5d6 + 5) slashing damage plus 10 (3d6) cold damage.

Murderous Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage, plus 22 (4d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl. The Wendigo Horror emits a keening howl in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or take 22 (3d10) psychic damage and be frightened until the end of the Wendigo Horror's next turn. While a creature is frightened in this way, its speed is halved. A target that successfully saves is immune to the Mind-Breaking Howl of all Wendigo Horror for the next 24 hours.

BONUS ACTIONS

Fast Paced. The Wendigo Horror moves up to its speed without provoking opportunity attacks.

Desperate times call for desperate measures. Many travelers got trapped in the Ice Queen's territory, both the unsuspecting ones who got lost and the ones who were trying to run away from the horrors hidden in the snow. The harsh cold made it hard for anyone to find food and shelter, which led many to resort to cannibalism in order to survive. If the person doesn't leave the blizzard region in a day, their body will be taken by pain and change in the most gruesome way. This poor fool, who only tried to survive an imminent death, is cursed due to their hunger. In a matter of hours, the cannibal will turn into a Wendigo Horror. Their body might've changed, but their hunger still knows no bounds.



PAINTING GUIDE









The paintings were created by the painters of Loot.
Narzak Thunderstriker: Mariana Monteiro. **Wendigo Horror:** Vanessa Duarte.
Hoarfrost, the Albino Dragon: Andrea Drazgul. **Zendel Coldheart, the Ice Queen:** Márcia Georgina.

