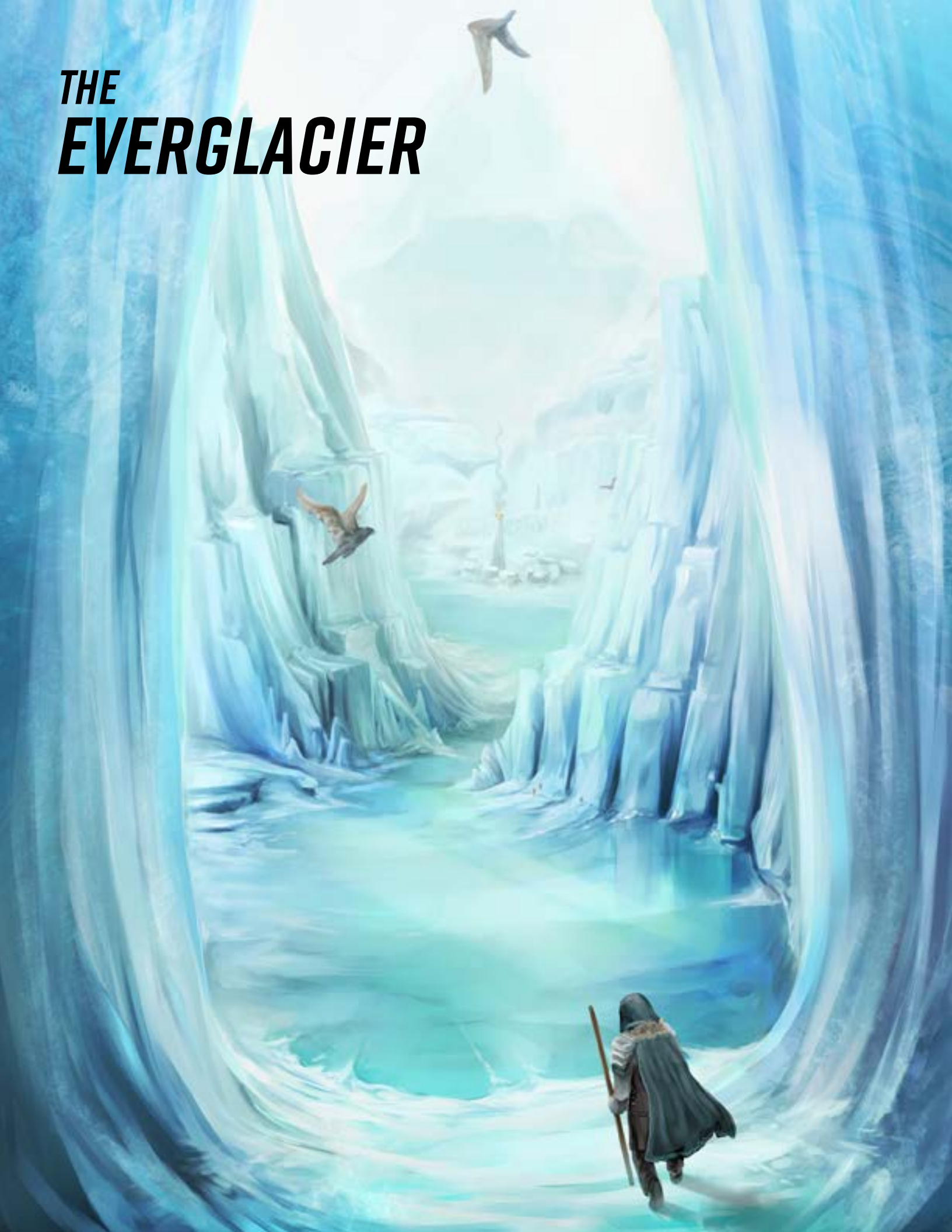


THE
EVERGLACIER



THE EVERGLACIER

The Everglacier is a massive, expanding mountain of ice that slowly encroaches on other lands. It is cold, desolate, and unforgiving. Ice forged from the glacier's core never melts and is a precious commodity used in weaponry.

The glacier itself is pure ice. However, persistent flora have grown over centuries in the center of the Everglacier, slowly creating a thin layer of soil to create a hardy tundra. This barely fertile tundra has yet to reach the region's barriers.

Hardy trees can grow here and produces thermally sound lumber frequently used in houses. As a result, the homes in the Everglacier can be quite warm. Most homes have ice picks, with finer picks being highly prized.

There's no running water in this frigid desert landscape. Peaks of pure ice make a pseudo-mountain range in the center of the region, but there are no springs or naturally flowing streams here. All freshwater is heated from the surface's ice. As a result, plants that grow here have dense, powerful roots that can absorb water from the ice. Some fiery creatures have formed symbiotic relationships here with other beasts, creating a unique ecosystem and balance.

The everlasting ice comes from the center of the glacier, the Everheart. It's a slowly regrowing core of ice that perpetuates the cold magic in the Everglacier. The route to get there is always changing, however, and is a closely guarded secret by the local elders and craftsmen.

AMBIENT MOOD

The Everglacier shares more in common with deserts than it does ice and snow. It is cold, dry, and unforgiving. Wildfires, fed by the arid winds, burn out of control. For this reason, many of the settlements who call the Everglacier their home have forbidden fires. Instead, they rely on magic for warmth.

- Sounds on the Everglacier range from deathly silent to maddeningly noisy. The Grawl itself (see below) can drown out all sound as can the howling winds through the ice canyons. Meanwhile, the icy plains are drenched in near silence.
- There is an overwhelming eeriness to the Everglacier. Outsiders traveling on it feel at unease. There is something unnatural about the land and the glacier itself.
- Plantlife grows on the Everglacier, but it isn't normal plant life. The flora of the Everglacier has learned to survive in the harsh, rocky, cold soil that dusts its top layers. These plants are strong and well-protected.
- It's not uncommon to come across a fallen traveler while walking through the Everglacier, frozen solid. In some areas, especially near the Glass Mountains, these corpses act as landmarks for other travelers. The infamous Road of Claws is littered with the dead. It's said among the howling gales, one can hear the weeping of those who passed.
- Glacier fog is common. Drawing its power from the innate magic of the glacier, the fog that permeates the Everglacier operates similar to the *fog cloud* spell.

- Gruesome standards and warnings are everywhere in the Everglacier. Most are created by the frost giant tribes who call the glacier their home, but the orcs have just as many planted throughout. These standards are often made of the frozen heads of their fallen enemies. Some are even lit with magical blue fire.

Optional Rule: Day and Night

Due to its presence near the northern pole, day and night cycles are irregular throughout the year. During the height of summer, in weeks before and after the summer solstice, the sun doesn't set. Around midnight, it hovers over the horizon before climbing back into the sky. Similarly, the sun never rises in the dead of winter. At most, the sky grows a shade lighter close to the noon hour.

White Nights. If a creature unaccustomed to the Everglacier's long days tries to complete a long rest during the white nights, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature is unable to rest for 12 hours and does not gain the benefits of the long rest.

Dark Days. While the Everglacier is always cold, it's especially cold during the dark days, dropping as low as -50 degrees Fahrenheit. In addition, the chance for encounters increases by 5-10%. For example, if the normal chance for an encounter is 18-20 on a roll of a d20, it's 17-20 during the dark days.

THE GROWL

When the Everglacier runs against ships, islands, or land, it creates earthquakes. These massive events reverberate over the entire ice-shelf. The sound caused by these earthquakes resembles a low growl, like that of a prowling cat.

To check whether or not The Grawl occurs, every 8 hours (morning, afternoon, and night), roll a d20. On a roll of 20, a Grawl occurs. Refer to the Grawl Results table below to check the severity of the Grawl.

The Grawl Results

d100 Result

01-60 **Minor Collision.** The ground shakes slightly.

61-99 **Major Collision.** The ground shakes for 2d6 rounds. Each creature unaccustomed to living or traveling through the Everglacier must succeed on a DC 10 Strength or Dexterity saving throw (creature's choice) at the start of each of its turns. On a failure, the creature falls prone.

100 **Catastrophic Collision.** The ground shakes violently. Treat the entirety of the Everglacier as if it is under the effects of the earthquake spell with the requisite saving throws made against a DC equal to 2d10 + 5. Fissures open along the Everglacier at the DM's discretion.

EXPLORATION

Thanks to the Everglacier's everchanging nature, exploration can be a difficult task, even for the wisest ranger. Because of the cold, wind, and dryness, travel is slow. Characters moving at a normal pace can travel 10 miles per day on foot through the untamed terrain of the Everglacier.

If the characters move at a fast pace, have them roll a d4. On a roll of 1 or 2, they travel the same distance as a group moving at a normal pace, despite their best efforts. On a result of 3 or 4, they successfully double their movement for the day; as normal, characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes.

Similarly, if the characters set a slow pace, roll a d4. On a roll of 1 or 2, they advance only 5 miles that day. On any other result, their caution is rewarded, and they travel the same distance as a group moving at a normal pace. Slow-paced movement allows characters to move stealthily. They can try to surprise or sneak by other creatures they encounter.

NAVIGATION

One character should act as a navigator, either a player's character or an NPC. At the start of each new travel day, the DM makes a Wisdom (Survival) check on behalf of the navigator. The result of the check determines whether or not the party becomes lost over the course of the day. The DC of the check is $2d10 + 5$. Apply a +5 bonus to the check if the group sets a slow pace for the day, or a -5 penalty if the group is moving at a fast pace.

If the check succeeds, the navigator knows exactly where the party is on the Everglacier in regards to permanent locations and landmarks.

If the check fails, the party becomes lost. The navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

FLORA AND FORAGING

While plants are not completely absent from the Everglacier, they are extremely difficult to find. A foraging character makes a Wisdom (Survival) check as normal, but the DC is $4d6 + 5$.

On a failure, the character fails to find potable water or edible food. On a successful check, roll $1d4 +$ the character's Wisdom modifier to determine how much food (in pounds) the character finds and roll $1d8 +$ the character's Wisdom modifier to determine how much water (in gallons) the character finds. Once potable water is found on the Everglacier, it's usually in greater supply than food.

COLLECTING SNOW FOR WATER

During a short rest, the characters can collect snow and boil it with a fire. In doing so, they can collect as much water as they need. Of course, fires on the Everglacier present a problem all its own.

DAGGER ICE

Much of the ancient ice on the Everglacier has turned solid until its hardness is similar to that of jagged iron. Known as Dagger Ice, this dense material is immune to cold and resistant to fire. Through magic and patience, a blacksmith can reforge the material into weapons and armor.

FIRES IN THE EVERGLACIER

Due to the lack of large quantities of liquid water and the constant winds of the Everglacier, fires represent a major hazard. When an object or creature is set on fire, any skill check or saving throw made to extinguish the flame is made with at disadvantage. If extinguishing the flames only requires an action with no check, it instead requires a DC 10 Dexterity check. Failure means that the fire continues to burn.

WEATHER ON THE EVERGLACIER

Precipitation is surprisingly rare on the Everglacier; the glacier sees no more than 2 inches of snowfall each year and blizzards are few and far between. However, the wind can be severe. Every 8 hours, roll a d6. On a result of 5-6, the wind is moderate. Otherwise, the winds are strong winds. Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. It extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible.

EXAMPLE ENCOUNTERS

The Everglacier is home to many dangers. While the characters travel through the Everglacier, roll a d20 three times per day that passes in game. An encounter occurs on a roll of 18 or higher. Check the Everglacier Encounters table below to determine the nature of the encounter. Of course, you're free to change this list of encounters to better match your campaign.

d12 + d10 Result

2	1 adult white dragon
3	On either side of the path, frozen bodies sit motionless, encased in solid ice. Fortunately, they are very much dead. Eerily, their stiff arms point in the same direction.
4	1 remorhaz with 1d4 - 1 young remorhazes
5	1d4 wraiths . The wraiths are immune to cold damage.
6	1d4 trolls looking for food. Desperate, they fight recklessly. All of their attacks are made with advantage, and attacks made against them are made with advantage.
7	1d4 air elementals

d12 + d10 Result

- 8 A dense fog gathers (treat it as a fog cloud spell). Within the fog, 3d10 zombies march mindlessly towards some unknown destination. They will not attack unless they are attacked first.
- 9 1d2 **mammoths** are being chased by 2d6 **tribal warriors**
- 10 1d2 **polar bears**
- 11 3d8 ice **kobolds** (they have resistance to cold damage) have dug a massive pit trap along the path. They hide, waiting for creatures to stumble into their trap.
- 12 3d6 **tribal warriors** lead by 1 **berserker** are hauling a slain mammoth back to their den.
- 13 2d6 **orcs** lead by 1 orc **gladiator** hunt for fauna on the glacier. They are not above eating the flesh of man, however.
- 14 2d4 yetikin. Yetikin are **bugbears** except they have resistance to cold damage.
- 15 Massive, surreal sculptures made of ice decorate the landscape. Some are 30 feet tall. Judging by their detail and size, it's likely they were created through magical means.
- 16 The torn apart remains of two frost giants litter the trail. There is a 20% chance that whatever killed them is still in the area (roll again on the encounter table to determine what killed the pair).
- 17 1d4 + 1 **manticores**
- 18 4d4 **ice mephits** surround a hole in the ice. They have caught an ice **kobold** who squeals in fear as the elementals taunt it.
- 19 A spirit of the ice forms on the wall of an icy canyon or on the ground itself. The spirit has no stat block. Instead, it offers the characters assistance on the Everglacier. It can grant the characters a single wish; however, the effects of the wish must be no powerful than the effects of a 5th level or lower spell. Once it grants the wish, the spirit vanishes.
- 20 1d2 **young white dragons**
- 21 1d4 **banshees**
- 22 1d4 + 1 **frost giants** led by an additional frost giant with 200 hit points lumber through the ice, returning to their home. They are indifferent towards the characters but will attack if provoked.

ADDITIONAL MONSTERS

For a more custom array of monsters to fill this setting, consider using the following monsters and creature variants.

GLACIER BULETTE

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 92 (8d10 + 48)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Damage Resistances cold

Damage Immunities fire

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

Perception 16

Languages —

Challenge 6 (2,300 XP)

Heated Body. A creature that touches the bulette or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Ice Walk. The bulette 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.

Tunneler. The bulette can burrow through solid ice at its full burrow speed and leaves a smooth, slick, 10-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage plus 7 (2d6) fire damage.

Steam Eruption (Recharge 5–6). If the bulette starts its turn burrowed in solid ice at least 15 feet deep, it can then use its action to move up to its burrow speed to the surface, then erupt from the ice in an explosion of ice shards and steam, potentially in a space that contains one or more other creatures. Each of those creatures, as well as any other creatures within 10 feet of the bulette when it emerges, must make a DC 16 Dexterity saving throw. Any creature in the bulette's space when it emerges is pushed to the nearest unoccupied space and makes this saving throw with disadvantage.

A creature that fails the saving throw takes 11 (2d6 + 4) piercing damage plus 10 (3d6) fire damage and is knocked prone. A creature that succeeds on its save takes half as much damage and is not knocked prone.

As part of this same action, the bulette also jumps from the ice up to 10 feet in the air, landing in an unoccupied space of its choice within 15 feet of where it emerged.

ICE GARGOYLE

Medium elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	5 (-3)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities cold, poison

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran

Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate ice statue.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Ice Darts. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

WEREMAMMOTH

Medium humanoid (any race, shapechanger), neutral

Armor Class 10 in humanoid form (13 in mammoth and hybrid form)

Hit Points 114 (12d8 + 60)

Speed 30 ft., 40 ft. in mammoth or hybrid form

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +4

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in mammoth form)

Challenge 8 (3,900 XP)

Shapechanger. The weremammoth can use its action to polymorph into a Large mammoth-humanoid hybrid or into a Huge mammoth, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adapted. The weremammoth can tolerate temperatures as low as -50 degrees Fahrenheit without protection.

Trampling Charge (Mammoth or Hybrid Form Only). If the weremammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the weremammoth can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. In mammoth form, the weremammoth makes two gore attacks. In humanoid form, it makes two attacks with its maul or three attacks with its spears. In hybrid form, it can attack like a mammoth or a humanoid.

Gore (Mammoth or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

Stomp (Mammoth or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone creature. Hit: 18 (2d10 + 7) bludgeoning damage.

Maul (Humanoid or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) bludgeoning damage.

Spear (Humanoid or Hybrid Form only). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 10 (1d6 + 7) piercing damage, or 11 (1d8 + 7) piercing damage if wielded in melee with two hands.

ICE SICKLE



WHITE WRAITH

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	17 (+3)	9 (-1)	16 (+3)	15 (+2)

Skills Perception +6, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, necrotic, poison

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Blizzard Stalker. The wraith's vision and hearing are unimpeded by inclement weather such as wind, snow, and fog, and it has advantage on all Dexterity (Stealth) checks it makes in such conditions.

Ambusher. The wraith has advantage on attack rolls against any creature it has surprised.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) necrotic damage plus 10 (3d6) cold damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Freezing Gale. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. Hit: 21 (6d6) cold damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Create Walker (2/Day). The wraith targets a humanoid within 10 feet of it that has died from either cold damage or exposure to the elements. The target's remains rise as either a zombie or skeleton (depending on the state of the corpse, as determined by the GM) that shares the wraith's damage immunities and its Blizzard Stalker trait. The reanimated creature is under the wraith's control and rises in the space of its remains. The wraith can have no more than ten such undead under its control at one time.

RUINS AND DUNGEONS

Despite the Everglacier being a mobile continent of solid ice, it is still home to many unusual locales. Both the wild and native inhabitants of the glacier have dug out caves, caverns, and tunnels through the ice. Fortresses built from solid Dagger Ice are also present; the frost giants, in particular, use their cold-bending sorcery to build these foreboding structures.

In areas where the glacier breaks apart to reveal the ocean's cold depths, sea creatures such as merfolk and sahuagin (who've grown accustomed to the climate), create elaborate maze-like passages in the submerged ice. While uninviting to creatures who lack the constitution to survive in such environments, those who dare enter often find heaps of treasure, the majority of which the aquatic creatures stripped from vessels destroyed by the Everglacier's walls.

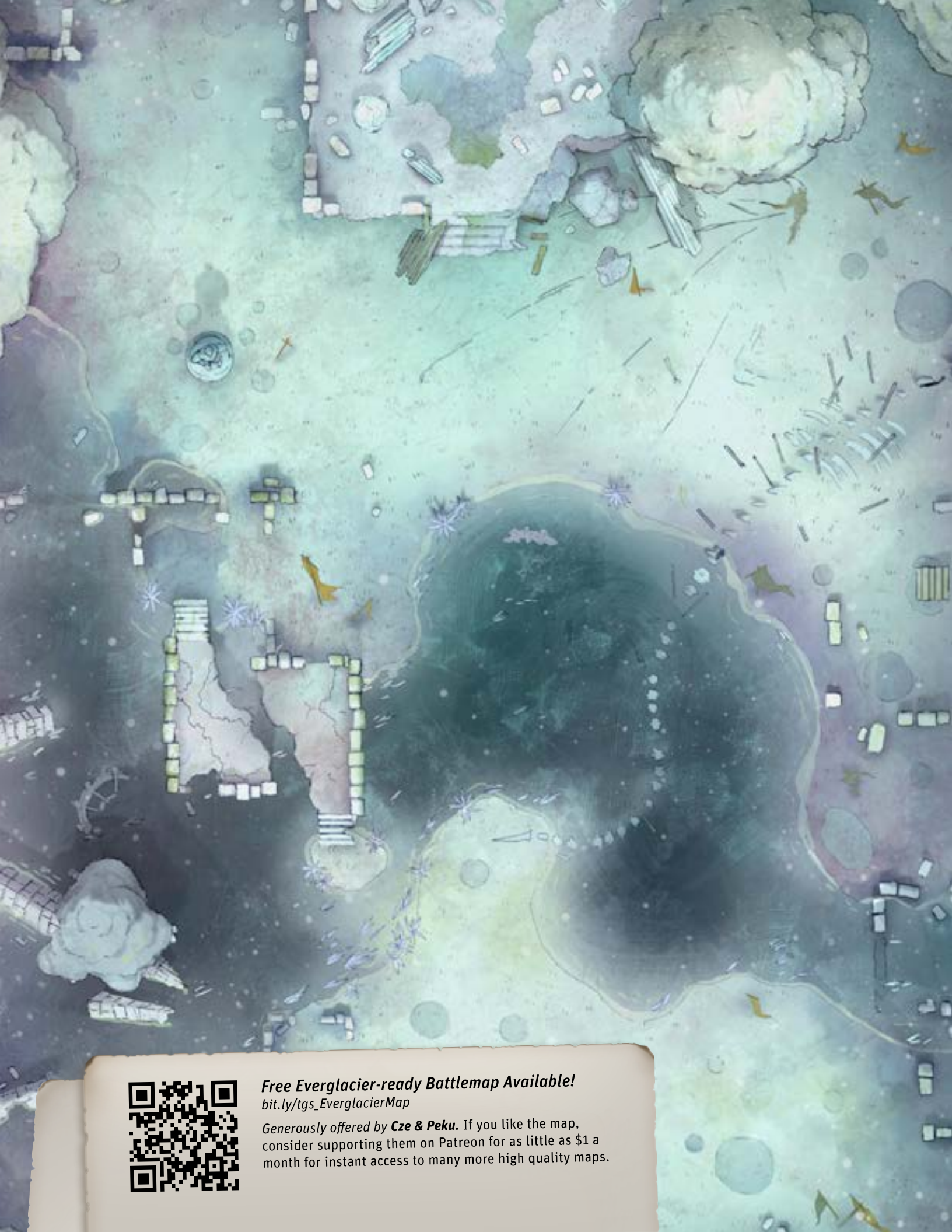
It's not uncommon for settlements to rise up on the Everglacier, then fall to ruin. The Grawl, frost giant raids, and even aggressive blizzards are all responsible for destroying villages and cities that may have once prospered in this unforgiving environment.

EXAMPLE DUNGEONS

If you need help generating ideas for dungeons and points-of-interest on the Everglacier, roll on the Everglacier Dungeon table below.

d6 Example Dungeon

- 1 A frost giant vampire has built a palace of ice into the cliffs of an ice mountain. In addition to the typical creatures one expects to find within a frost giant's keep, there are undead horrors that wait in the cold, dark depths.
- 2 An ice field is pocked with dozens of huge holes that emit steam and scalding water. These are tunnels created by remorhazes, whose warm touch allows them to burrow unhindered through the Everglacier's ice. The bones of carrion decorate their underice labyrinths.
- 3 Once home to quasi-celestial beings, this lost city lies in ruin. Its ancient streets are torn apart by ice daggers sprouting from the ground. Towers and temples sit cracked open like broken eggs, exposed to the environment. During the day, only the wind moves through the streets. But at night, something dark stirs.
- 4 Blades of steel-hard ice rise from the surface of the Everglacier, reaching fifty feet or more into the air. Throughout this unwelcoming razor-sharp canyon, elementals of all kinds rule: from cruel trickster mephits to massive warriors made of solid ice to gargantuan tempests. None of these creatures enjoy the presence of the living.



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d6 Example Dungeon

- 5 A graveyard of frozen pirate ships dominates the bottom of a pit. The ghosts of the sea dogs rise from the busted hulls protecting the loot and other ill-gotten gains they once sailed with.
- 6 Swallowed whole by the Everglacier, this island community used its powerful druidic magic to protect it from total assimilation by the arctic environment. The spellcasters then turned the event into a boon, using the glacier's inhospitable nature to protect their dark secrets.

SETTLEMENTS

The Everglacier is a difficult place to call home, but not impossible. Solid dagger-ice makes for strong building materials—if one can mold it, of course. Holes and caverns in the ice are also common, especially for the non-intelligent residents of the glacier. Everglacial lumberers and tanners have developed techniques to build wigwams capable of withstanding the glacier's cruel winds and crueler temperatures. Of course, igloos are a popular shelter, too.

SUGGESTED INHABITANTS

Creatures adapted to extreme cold and winter conditions thrive on the Everglacier. Frost giants are particularly ever-present, having multiple settlements built from the hard ice of the glacier. At least three major orc tribes call the glacier home: the Windshadow, Bloodice, and Stripjaws. Creatures from the Elemental Plane of Earth such as earth elementals, gargoyles, and dust mephits also live on the glacier. Humanoids live on the glacier, but tend towards nomadic cultures as the Grawl frequently destroys permanent settlements.

EXMAPLE SETTLEMENTS

Consider using these sample ideas as inspiration when building settlements in the Everglacier:

- A massive fortress made of solid ice stands at the top of high, sheer ice-cliff. Living within this compound are thousands of orcs. The orcs conquered the frost giant king who created the fortress. Rumor has it that the king still lives, hiding at the heart of the structure.
- Everglacier nomads—mostly human with some elves and half-orcs—have created a temporary village to last through the coming winter. Their companion animals surround the village, protecting it from the dangers of the ice.
- A community of ice kobolds worships a young adult white dragon who pretends to be their god. Overall, the kobolds are friendly—if devious—and willing to trade with outsiders. They live within a series of unusual multi-tier igloos that look like a massive web of ice.
- Along the underside of the Everglacier, a kingdom of

merfolk adapted to the cold thrives. They've placed massive ice daggers facing outward from their kingdom. This protects their kingdom from running aground when the Everglacier bumps against a large landmass. Conveniently, it also helps the merfolk capture errant ships, large aquatic animals, and other surprises that helps support the community.

EXAMPLE TREASURE

When selecting treasure for the Everglacier, think about the creatures and inhabitants that live there. Items meant to help with or control bitter cold, winds, or ice are all good choices. Other items that are thematic to the creatures that live here, such as the *mammoth boots* or *warwind wand* may also be appropriate choices for their relation to the mammoths in the area and tralab orcs that hunt there.

Of course, any item that directly references the Everglacier is a sure fit. These include *chillspike*, *crown of deep winter*, *ice sickle*, and *sheer cold*. Other related items that aren't directly referenced but are nevertheless thematic could also include the *container of heat and frost*, *everice box*, and *frozen dagger*.

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