FROSTLANDS OF FENRILIK

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A Scarred Lands setting guide focusing on the continent of Fenrilik. Take your adventures to the Roof of the World with this supplement for the 5th edition of the world's most popular role-playing game



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Special Thanks: To Rich and Matthew for their constant support and patience. Thank you also for the opportunity to put our personal stamp on the Scarred Lands in a cool and unique way!

To Jessica Ross and TK Johnson for feedback, insight, and generally being awesome.

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Excerpt from the journal of Yenei Koneru, Vera-Tre researcher and adjunct of the Ganjus Vigil:

The Stiffened Sea is aptly named. This icy expanse along the north of Ghelspad seems endless. Yet, over the course of several weeks, I and my companion — the manticora scholar Lwazi — were able to cross it with some Albadian traders to reach the mysterious land to the far north: Fenrilik, the roof of the world, and long thought a myth.

We sought the truth of Fenrilik after learning that Albadians travel there on occasion. The trip can only be taken once a year, during the short period when the ice of the Stiffened Sea is at its thinnest and the Albadian ice cutter ships can cross.

While it is a dangerous journey, I trust my magic will be enough to protect us. Lwazi is certainly grateful for my wards against the cold. Despite our warm winter clothing (and his natural fur) we both know immediately whenever the spell wears off. Lwazi was initially thrilled to make the journey to collect artifacts and knowledge for the library in Leoni, but this long voyage across the frozen sea is proving difficult, even for a hearty manticora.

THE ROOF OF THE WORLD

The arctic continent of Fenrilik is the northernmost land mass on Scarn. Because of the difficulty involved to get there (if not the distance), it takes even longer from Ghelspad to reach Fenrilik than it does to reach Termana. Few who even know of the land would care to travel there, further isolating the continent from the rest of Scarn.

Fenrilik was first described in detail in the 2004 book *Strange Lands: Lost Tribes of the Scarred Lands*, the last **Scarred Lands** book published for D&D 3.5. The **Scarred Lands Players Guide** for 5th edition makes only the briefest reference to the continent, so there is lots of room there to explore. Here we are reintroducing that icy land for 5e by updating and expanding on the concepts introduced in Strange Lands.

Chapter One: Welcome to Fenrilik provides a general overview of the history, climate, cultures, locations, and people of Fenrilik.

Chapter Two: Kovokimru goes into detail about Kovokimru, the only city on the continent, and a potential home base for adventuring heroes.

Chapter Three: Tobor Gorge describes Tobor Gorge, a location full of potential for great adventures.

Chapter Four: Folk of Fenrilik explores the various playable species, class archetypes, and spells specific to Fenrilik, and introduces the new playable species, the **krampek**.

Chapter Five: Creatures of Fenrilik talks about the creatures, monsters, and titanspawn, including 5e conversions for creatures from **Strange Lands**, and a detailed description of the skerrai, one of the greatest threats to the people of Fenrilik (other than the climate itself).

Chapter Six: Into the Gorge provides a new adventure for GMs to introduce this dangerous land to their players.

We encourage GMs and storytellers to write your own adventures and content about this frosty remote land. Share your ideas with other **Scarred Lands** fans by putting them up the **Slarecian Vault** yourselves at **DriveThruRPG**. We look forward to seeing what you come up with!

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Excerpt from Yenei Koneru's journal:

Relief at last! We've reached land, and the (tiny) fishing village of Stasiam on the southernmost tip of the continent. They were surprised to see us, but welcoming, nevertheless. They had never seen a manticora or elf before! The local tribe are called the Intiluk. There was only room for a few of us to stay in the village proper, and the rest of the sailors made camp in their own weatherproof tents, but at least we are all on dry land. The village had a feast in our honor, and the Albadians contributed some of the fish they'd caught on the way here. The village elders fed us meat they said came from "fell" deer (whatever that means) that they had traded for with another inland tribe.

The villagers marveled as much at myself and Lwazi as we did at them. Tall, fair humans of similar stock as our Albadian companions. Distant relatives, perhaps? They wear thick, fur-lined clothing. We traded for some of these outfits to help protect us better from the cold.

The language barrier was a potential problem, but my magic once again helped. The Fenrilki tongue felt familiar to me; I thought it was rooted in Ahna at first, like our Elvish and Albadian languages, but it was Lwazi who recognized that they spoke a dialect of Druidic, the secret druid language! Not so secret here.

Our Albadian companions could only stay a short while before the ice floes refroze. Lwazi and I will rely on my teleportation magic to return us to Ghelspad. After saying goodbye to our Albadian companions, we acquired passage on a fishing ship to head up the coast.

CLIMATE

Winters are long and dark, with little to no sunlight for several months, and temperatures are constantly below freezing and usually too cold for snow to fall. While the weather calms in winter, the cold and dark make travel all but impossible. Summers are bright and cool but have unpredictable weather and heavy snowstorms in some areas. In harsher regions, as on the glaciers and in the mountains, creatures without full cold immunity take cold damage (1d4 per minute) when it's dark. While the highest mountains of Fenrilik are not as high or as cold as the highest peaks in Ghelspad, the entire continent is consistently cold all year round.

Despite the cold, some hardy plant life grows in the harsh climate. Small woody shrubs, grasses, mosses, and lichens are particularly plentiful. There are several forests of stubby spruce trees, particularly near mountains that shelter them from the high winds that cross the central plains. Land west of Tobor Gorge is slightly warmer, with larger forests, likely due the geothermal activity in that region. Bogs and small lakes are known to form there during the summer months.

FENRILIK WEATHER

WINTER D100	SUMMER D100	WEATHER	IMPACT
1-60	1-30	Clear, light snow, or moderate wind	None
61-75	31-50	Strong wind	Winds at 21-30 mph, disadvantage on ranged attack rolls and perception checks.
76-80	51-60	Windstorm	Winds of 50+ mph last 1d6 hours. Area is considered heavily obscured. Movement is at half speed.
81-85	61-70	Ice storm	Lasts 2d4 hours. Area is considered heavily obscured. Movement is at half speed; skill checks required as described in Ice rime hazard on p. 9.
86-90	71-80	Snow	Lasts 1d10 hours. Disadvantage on perception checks. Leaves 1d6 inches of snow on ground.
91-95	81-90	Heavy Snow	Lasts 1d6 hours. Area is considered heavily obscured, movement at half speed. Leaves 1d3 feet of snow on ground.
96-100	91-100	Blizzard	Lasts 1d3 days. Movement is nearly impossible due to wind, blinding snow and rapidly shifting drifts. Area is considered heavily obscured, with difficult terrain. Leaves 2d4 feet of snow on ground.

Creatures also take one level of exhaustion per hour at night, which are particularly long during the winter and lasts for weeks over winter solstice.

If spring or fall, choose the column that seems most appropriate to the situation. See the 5th edition System *Reference Document* for more information on environmental effects.

CINILIZATION

Most communities are tribal: village governments consist of a village council who either elect a tribal chief or take chiefs selected and trained by the previous chief (usually that chief's oldest child). In most tribes, the council consists of the wisest and most charismatic members of the tribe. The exception is the Akila tribe, who are led by the largest and strongest members.

Apart from the city of Kovokimru (see **Chapter Two**), most settlements on Fenrilik are small villages and tribal outposts. Stasiam is the only community in Fenrilik that has anything resembling a regular connection to the outside world, and that only once a year at the most. The climate is too harsh, land too remote, and resources too poor for more. There are no known magic teleportation circles or gateways on the continent, although there's no telling what might be found under the ice.

BELLAR

Small village, chaotic good

Population: 200 humans Area of Influence: southeastern coastal forests Tribe: Nunarakti – "Flower Tea" tribe Resources: fishing, forestry, and hunting The Nunarakti tribe is best known for its spiritualism and druids.

DINYLUK

City, neutral evil

Population: skerrai and various enslaved species (exact number unknown, but estimated in the thousands)

Area of Influence: Divluk Gorge, Divluk Mountain, various uncharted underground regions

Resources: mining

The city of Divluk is the underground capital of the skerrai, found under Divluk mountain.

HIBIDIORAL

Small village, neutral good

Population: 300 dwarves and 200 humans, orcs, and slitherin.

Area of Influence: Eastern coastal waters and nearby mountains

Tribe: Utholhet— "Perseverance" Tribe

Resources: fishing and mining

Hediura is known mostly for fishing, dwarven crafts, and rune magic.

JUROJ

Trading outpost, neutral

Population: 400 eschek and 400 of other species (150 permanent residents)

Area of Influence: The southern half of the region west of Tobor Gorge. Nomadic tribes control the northern half.

Tribe: Kocheski – "Hot Land" tribe

Resources: farming, forestry, and hunting

Juroj changes based on the season. In summer it's more of a trading post and market for the surrounding region west of Tobor Gorge. There are several small hot springs in the neighboring region which support small farms in the summer months. Those merchants who travel from Kovokimru into the west come to Juroj. The population reaches its maximum during the Dark Months, when everyone in the region gathers there at a time when even hardy Fenriliki can't venture outside.

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Medium town, neutral good

Population: 300 eschek, 300 humans, and 50 halflings

Area of Influence: glaciers south of Kovokimru **Tribe:** Felldyr – "Fell Deer" tribe

Resources: herding

The Felldyr hunt massive fell deer across the Fenrilik tundra. Originally two neighboring communities (eschek and human), the towns of Kerzec and Schen merged for mutual protection.

Excerpt from Yenei Koneru's journal:

We paralleled the coast north-westward until we reached a second village, Hediura. This village is less used to seeing strangers, but they still welcomed us.

The next part of our journey will mean striking inland to Kovokimru, the only city on the entire continent. We have hired a guide, Pitzo, a slither in who speaks dwarvish and is willing to go with us. I thought ratfolk were only native to Ghelspad, but it seems a group of them migrated to Fenrilik not long after the War, and several live in Hediura. It saves my spells to have a guide who shares a common language with me. We were initially nervous to hire a titanspawn guide, but in this village the divine and titanspawn mingle happily. It seems they have no sense of that division here. When I asked about the Titanswar (yet so fresh in my mind) it was but a distant legend to the few who'd even heard of it. Pitzo recalls that their family came here generations ago to escape from a war but knows little else.

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ST CANST ANNI Small village, neutral good

Population: 200 humans Area of Influence: Southern tip of Fenrilik

Tribe: Intiluk

Resources: fishing and foreign trade

The village of Stasiam is the only "major" port in Fenrilik, which is to say it has something that resembles a port. They see traders about once or twice per year from the south, usually Albadians from Ghelspad. They frequently trade with the other coastal villages.

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Medium town, lawful good

Population: 400 eschek plus 200 humans and orcs Area of Influence: southern plains, south of the glaciers

Tribe: Mikkunnik – "Small Deer" Tribe

Resources: herding

The Mikkunnik tribe were originally all eschek wollahog and caribou herders, but they welcomed refugees from Ghelspad nearly 150 years ago who have since become critical members of their community.

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Medium village, chaotic neutral

Population: 300 dwarves, orcs, halflings, humans, and slitherin

Area of Influence: southeast mountains

Tribe: Akila – "Powerful Bear" tribe

Resources: forestry, hunting, and mining

Unlike other tribes, the Akila believe that only the strongest should lead. They allow anyone to take up the challenge to join their tribe, but they must pass tests of strength and stamina first. They don't discriminate by species or gender, and a surprisingly large number of halflings have passed their tests.

7ZAVKAVRU(CI BL

Large town, lawful neutral

Population: 500 eschek

Area of Influence: far northern mountains

Tribe: Inekpalaj – "First Ones" tribe

Resources: forestry, mining, and trapping

Zakarich is the oldest surviving eschek settlement, too remote for other species to trade with beyond the occasional trapper. The town has recently become the target of skerrai raids.

NOMIAUDIC TIRIBES

Population: unknown, likely in the low thousands **Resources:** primarily hunting and trapping

Tribes: various

The remaining population of Fenrilik consists of nomads that never settle in one place for more than weeks at a time. They have no permanent sites of their own and use the tradeposts of others or are hermits that rarely interact with other people.

MILITISTEE OF FEILIGUIN

Even the highest-level party should fear some of these challenges, like the *crawling glacier*. In such potentially deadly situations, focus the PCs on either evading it or observing from afar.

FENRILIK ENCOUNTERS

D20	RANDOM ENCOUNTER	PAGE # OR SOURCE†	CHALLENGE Rating
1	Hunting party of 2d6 scouts*	SRD	CR 1/2
2	Dragon, icewrack	CC p. 57	CR 14
3	Ice basilisk	CC p. 113	CR 7
4	Rekirrac	р. 58	CR 4
5	Iccree	p. 58	CR 1/4
6	2d6 fell deer	р. 45	CR 16
7	Sleet devil	CC p. 161	CR 6
8	2d4 skerrai	p. 52	CR 4
9	3d6 winter wolves	SRD	CR 3
10	1d6 frost moths	p. 58	CR 1/2
11	Winter wraith	p. 58	CR 3
12	1d4 wollahogs	р. 57	CR 1
13	Crawling glacier	p. 44	CR 23
14	Frost maiden	р. 46	CR 3
15	1d4 skerrai bonebreakers	p. 54	CR 12
16	Glaciad	р. 58	CR 4
17	Snowstorm elemental	p.56	CR 13
18	Blood gardener	р. 42	CR 7
19	Shimmer snake	p. 51	CR 4
20	Rime witch	р. 50	CR 11
+	10.6		0

*roll 1d6 for species: 1= eschek, 2= humans, 3= halflings, 4= orcs, 5= slitherin, or 6 for mixed group.

+SRD = System Reference Document 5.1, CC = Scarred Lands Creature Collection for 5e

FENRILIK ENVIRONMENTAL HAZARDS

D8	DESCRIPTION	EFFECT & DAMAGE	TERRAIN
1	Avalanche	Packed snow falls from a higher location onto the party. DC 20 Wisdom (Perception) or DC 18 Wisdom (Survival) to notice the hazard from a distance. DC 15 Dexterity save or take 4d6 bludgeoning and 4d6 cold damage and become restrained until making a DC 15 Strength saving throw or another creature digs them out.	Mountain and glacier
2	Ice rime	Terrain is covered in an icy coating. Difficult terrain. DC 12 Dexterity (Acrobatics) check each minute or become prone and take 1d4 bludgeoning damage.	All
3	Thin ice	Liquid water covered in a thin layer of ice. DC 15 Wisdom (Perception) check or DC 12 Wisdom (Survival) check, to recognize and avoid the hazard. DC 15 Dexterity save; on failure, take 2d6 cold damage, become subject to swimming and suffocation rules, and take additional 1d6 cold damage per minute in the water. Also, make a DC 18 Constitution save. On failure, creature gasps from shock and has half the normal time to escape the water before suffocating.	All but mountains
4	Fissures	Snow conceals gaps in ice. DC 15 Wisdom (Survival) check to notice and avoid. DC 13 Dexterity save or take 3d6 bludgeoning damage. DC 15 Strength (Athletics) check to climb out unassisted.	Glacier, mountain, plain
5	Geothermal vents	Vents spew boiling noxious steam from below. DC 15 Dexterity save to avoid or take 4d6 fire damage and be poisoned for 3d6 minutes.	West of Tobor Gorge
6	Snow blindness	Bright sunlight reflects on white terrain. DC 12 Constitution save or be blinded for 6d6 hours. Can avoid with special headwear.	All but forests; daytime and summer only
7	Cold snap	Area temperature suddenly drops well below freezing. DC 18 Wisdom (Survival) check to notice it's coming in time to prepare. DC 15 Constitution save per minute to avoid 1d6 cold damage until protected by shelter, magic, etc.	All
8	Flash flood	Sudden torrent of icy water sweeps the immediate area. DC 13 Wisdom (Survival) to be prepared. DC 12 Dexterity (Acrobatics) or Strength (Athletics) check to reach higher ground (if available) and avoid hazard or take 3d6 bludgeoning and 3d6 cold damage and then become subject to swimming and suffocation rules. Take additional 1d6 cold damage per minute in the water.	All, summer only

Encounters in Fenrilik are as much about surviving a threat as conquering it. A fell deer could trample over the party's campsite, driving them out. A shivering creature could be attracted by their fire and decide to shelter there for the night and, if the party is careful, leave peacefully in the morning. Alternatively, the party could encounter a terrain-appropriate environmental hazard.

HISTORY AND CULTURE

Most Fenriliki humans and half-humans are fair-skinned with blond or light-colored curly hair and blue or gray eyes. While similar to Albadians, they are usually shorter and have epicanthic eye folds. Humans migrated to Fenrilik hundreds (if not thousands) of years ago, primarily from the continent of Asherak. It was near that time the eschek first appeared. Dwarves and halflings came several hundred years later, primarily from Ghelspad. A more recent migration occurred from Ghelspad between 170 and 130 years ago: titan-worshiping refugees (orcs and slitherin, as well as humans of various Ghelspad ethnicities) retreating from the Divine War after finding themselves no longer welcome.

Most Fenrilik history is shared through oral tradition, as writing materials are extremely rare. Dwarves introduced

runic writing, primarily on stones or animal hides, to record trade contracts, births, deaths, marriages, and other related events. Worship of ushada (inherent spirits) who represent revered ancestors is a common form of religion, which makes recording family lines important.

While each tribe has its own ceremonies and rites, nearly all communities follow some type of ushada worship. Most recognize the titans as greater ushada, but pray to them less for good things to happen than to avoid bad things: Less "please grant me a good hunt today" and more "please don't let the crawling glacier crush me today." Those that revere the titans usually follow Denev, Lethene, Hrinruuk, and a mysterious unnamed "mother" spirit associated with ice. Worshipers of a handful of other titans came in the latest migration.

Worship of the gods is incredibly rare in Fenrilik, except among foreign travelers. Albadian traders and sailors from other distant shores have introduced the idea, but no more than a handful of clerics exist; there are no known paladins. Most people have jobs that involve living off the land (e.g. barbarians, druids, rangers, etc.)

For the most part, the people of Fenrilik use either their own calendar (similar to the calendar used in Termana), or the OC calendar (introduced by the recent refugee migration) to track seasons. The AV calendar is virtually ignored. There was some confusion after the gods reset the length of the year following the Divine War, and Fenrilik had several years of chaos before astrologers in Kovokimru adjusted the lengths of various months to accommodate, causing some political unrest among several migratory tribes who still reject the changes to this day. However, Fenriliki mark seasons more by the weather than by celestial objects anyway, except to track "Dark Time" and "Light Time."

Wars are uncommon in Fenrilik; though skirmishes for resources occur between tribes, people focused on survival find it easier to accomplish when everyone cooperates. One historical exception was a battle over the Tobor hot springs approximately 600 years ago. Several other tribes banded together to drive the pushy Akila tribe out, displacing them to the far eastern shore of Fenrilik.

Then, nearly 120 years ago, the skerrai first swarmed out of Divluk Gorge. They have threatened all the tribes of Fenrilik ever since. They raid any village in their reach, kidnapping people and dragging them underground. They use some victims as slaves or, more horribly, implant them with their larval offspring. The skerrai have something akin to a city under Divluk mountain, but their underground tunnels and caverns range across most of Fenrilik, up to the coasts and to Tobor Gorge in the west. Few places are safe from them: only the highest glaciers and mountains, the western shore and Kovokimru. Even for those, it may be only a matter of time until the skerrai become a problem.

Excerpt from Yenei Koneru's journal:

When we resumed our travel yesterday, we encountered a group of eschek, also heading to Kovokimru. They are a curious people: small like halflings, with elf-like facial features, but marvelously, their bluish flesh appears to be made of ice or snow! Some type of fey perhaps? Certainly not elementals or constructs. It is clear the cold does not bother them, as they wear little clothing: ornaments and jewelry, belts and pouches, shoes. A few wear protective hide armor and headgear. Most donned a type of loose skirt or robe when we joined them (more for our sakes than theirs, I expect).

Pitzo called them winter gnomes. A distant cousin of the jungle gnomes of Termana, or a misnomer? I couldn't say. They are friendly nevertheless and traded us some special wooden frames to wear on our feet that help us walk on top of the snow.

The eschek have invited us to travel together for the rest of our journey to Kovokimru. They happily share stories with us in exchange for ours about Ghelspad and its people, and I hope to learn more about their land and people along the way.



Excerpts from Yenei Koneru's journal:

MJANT!

At last we have arrived at Kovokimru, Fenrilik's only city and its hub of culture and commerce.

As we approached, Lwazi and I both marveled at how warm it is here, at least after what we've experienced in Fenrilik so far. While we're still bundled in our coats, we no longer need my constant climate protection spells. The vegetation surrounding the city matches this warmer terrain — more trees and plants, brilliant flowers. Some of the trees resemble ash and birch, quite different from the cedars and pines we saw on the way here. There are also birds and signs of small animals.

As the trees thinned out, we saw the city wall in the distance, a glistening blue-white barrier. At first, I thought it was stone, but our eschek traveling companions proudly told us it was made of their special iceworks — ice treated with magic so it can be carved and will not melt. Another marvel of this land.

Lwazi estimates that Kovokimru is about the size of Leoni, assuming you don't count Leoni's college and great library, of course. I have only been to Leoni during festival season, so I cannot say. Kovokimru is certainly smaller than Vera Tre, much more a large town than city. My guess it's about the population of Amalthea.

Population: 8,000 (40% human, 30% eschek, 10% dwarf, 10% halfling, 5% slitherin, 5% orc, <1% other)

Government: Council of tribal chiefs and elders representing Kovokimru's several dozen tribes. An elected chief-of-chiefs chosen by the council leads meetings.

Leader: Chief Skyshepherd (she/her, NG, eschek, tribal chief). She has served as the council's chief-ofchiefs for nearly twenty years and is highly respected by most everyone in the city. Despite her title, her executive power is minimal. She considers herself more a servant of the people and council administrator. However, she does control the council's agenda, which would give her a great deal of power if she chose to exploit it.

Resources: Eschek iceworks, farming, game animals, lumber, magic, metallurgy, military, trade.

Notable NPCs

Aalijah Bokenkone (she/her, LN, human archmage) – head of the Mage's Guild. Introverted, excitable, obsessive. Aalijah only wanted a library to collect, organize, and protect arcane texts. But people started asking to borrow her books. So, for the benefit of the people, she converted her collection into a lending library. But too many who borrowed the books didn't understand, mishandled, or misused the materials. To protect her collection from such accidents, she began instructing students and building a staff to properly manage the collection. Seventy years later, those she taught now teach others. She is finally mostly free to sit and simply read her beloved books, though she still maintains overall control of the collection.

Frethi (she/her, CG, human **mage**) – Frethi is a researcher who works for Aalijah. She greets most visitors to the Mage's Guild. See **Chapter Six** p. 63 for more details.

Kullen (he/him, LG, human tribal chief) – Chief of the Forstemann tribe, one of the oldest (and proudest) human tribes in Fenrilik. Patriotic, awkward, sanctimonious. Kullen is especially proud of his Fenriliki heritage and wants to bring humans of other ethnicities up to Fenriliki standards.

Alriul (she/her, CG, halfling **spy**) – Elder of the Utkskaus tribe. Intemperate, loud, protective. Alriul despises pretention and arrogance, and particularly dislikes Kullen. She constantly seeks small ways to embarrass anyone she feels has too big of an ego. She always jumps to the defense of the needy. The Utkskaus tribe is a newer mixed-species tribe that welcomes refugees and other abandoned people.

Viana (she/her, CN, orc mage) – Chief of the Statiluk tribe. Traditional, sensual, diplomatic. Viana represents the Statiluk tribe, a conventionalist tribe. They were initially against the idea of exploring Tobor Gorge, until they were convinced it would be a smart way to shore up the city's defenses against the skerrai.

The rumor is that Viana schemed her way into power to eventually become tribal chieftain, but she is a tremendously cunning leader and a subtle politician.

Gisekar (he/him, CG, dwarf **tribal chief**) – Chief of the Thulmar tribe. Amorous, crafty, know-it-all. Centuries ago, the Thulmar tribe brought writing to Fenrilik, using the dwarven alphabet for the Fenriliki spoken language. Many scholars and educators come from this tribe, and they believe that literacy is important for everyone, even though many Fenriliki see little purpose in reading and writing. Recently, the Thulmar founded and invested in a public school for the children of Kovokimru; enrollment remains low. While a firm believer in education, as befits a leader of his tribe, Gisekar is more personally interested in social intrigue than academics.

Jerev (he/him, NG, slitherin tribal chief) – Elder of the Iceborer tribe. Practical, levelheaded, gruff. Jerev gets frustrated when the council's discussions get off track and thinks it's about time for chief-of-chiefs Skyshepherd to retire. He's most concerned with skerrai incursions from underground, as they would likely strike the slitherin community first. He's in full support of further exploration of Tobor Gorge.

Starcatcher (he/him, CG, eschek **druid**) – Elder of the Imnorak tribe. Stubborn. Starcatcher is annoyed by the "fashion of clothing" in Kovokimru and its cultural norms against nudity. He firmly believes eschek should be able to walk Kovokimru outside of their neighborhoods unencumbered by "coverings" as he calls them. He frequently comes to council meetings wearing nothing but shoes.

Keleras (he/him, LG, dwarf **spy**) – Master of Trade. Sarcastic. Keleras is both the master of trade for Kovokimru, and (as chief of the Veksling tribe, comprised of a diversity of species) serves on the council. He has great influence. He oversees trade transactions and sets policies around how much outside traders must contribute to city's welfare.

Captain Catrin (she/her, LN, orc **gladiator**) – Head of the city militia. Impatient, private, loyal. Catrin puts all her effort into the defense of the city. It's public knowledge that her younger sister was taken by skerrai, but she never talks about it. Her hatred for the skerrai is evident, but otherwise she is very reserved and holds her opinions close to the chest. She is about average height for an orc but stoutly built, as her father's family has some dwarven blood.

Waterweaver (he/him, NG, eschek mage) – Iceworks chief architect. Creative, enthusiastic, naive. Chosen at 35, Waterweaver is the youngest chief architect Kovokimru has ever had. He was stunned to be selected when the previous chief architect retired. For years he's wanted to build a mechanism to explore Tobor Gorge, and this has been his main project since becoming chief architect. He also oversees general construction projects and directs the ice walkers in Kovokimru.

Quyev (he/him, CN, human **spy**) – Crimeboss. Sneaky, acquisitive, resourceful. Quyev is a dealmaker, information broker, fence, and confidence man. Insofar as Kovokimru has a criminal underworld, Quyev runs it. The main reason he hasn't been thrown out of the city yet is because Captain Catrin find him useful as an asset when she needs to establish the truth about some illegal event. Chief-of-chiefs Skyshepherd considers him "harmless," as he never goes too far in his lawbreaking activities, and even boosts the economy in bad times. In the past, he's helped obtain desperately needed resources, and many on the council agree that having a criminal on hand can be a good thing. While Catrin knows Quyev must be responsible for many of the city's crimes, he rarely serves community service for them. One of his underlings usually takes the blame and serves in his stead. Regardless though, the community service does get done.

Skadja (she/her, NG, dwarf **veteran**) – Kovokimru's schoolmaster. Warm, chatty, worldly. Skadja has gone on adventures throughout Fenrilik. She retired to Kovokimru because she injured her back on a trip and can no longer tolerate the bitter cold. When the Thulmar tribe needed a schoolteacher for Kovokimru, her wide-ranging experience made her uniquely suited. She loves the role but is disappointed so few families in Kovokimru send their children to her school. Due to her injury, Skadja frequents the hot springs and saunas of the city and keeps the schoolhouse quite warm.

Brivad (he/him, NG, slitherin **guard**) – Kovokimru lift operator. Friendly, optimistic, eager. Brivad (or Bri) is one of the operators of the new lift into Tobor Gorge. He lost his legs in an accident during the construction of the lift, leading to a complete redesign that he participated in. He now works as the chief lift operator. He uses a special harness to strap himself to the lift and bracers with hooks to swing through the rigging. He's the recognized expert on all the controls and mechanisms of the lift.

HISTORY

Kovokimru began as an oversized village and trading post constructed around the Stazadlov spring. As it became clear the area was one of the better places to live in Fenrilik, more tribes moved in. Several dozen tribes make their homes here today. While there were many intertribal conflicts in the early days over the region's resources, the people eventually banded together for mutual protection. There was talk back then of merging the tribes, but individuality won out. Each tribe decided to keep their own identities, while still vowing to work together for mutual survival.

Originally these tribes lived in separate compounds, but bands of wind and ice elementals (and a general fear of the titans' wrath) led them to build the city wall for added protection.

The wall, and much of the city today, are built from eschek iceworks. This material is the work of ice walkers (originally all eschek, but now from nearly every species), who alchemically create materials out of ice that are as strong as stone and imbued with fire resistance. See p. 36 for more information.

Today the tribes and families of Kovokimru still celebrate their distinct identities and maintain their own neighborhoods. Occasionally families or tribes argue, even fight, but for the most part these diverse people live sideby-side in harmony. No one hesitates to pitch in against any external threat to the city.

LOCATIONS

City wall. The wall stands three stories high and surrounds the city on all sides. As the city expands, engineers build new sections of the wall and then tear the old parts down, rather that allow people to build outside the walls. This gives the wall its irregular shape.

City gates. Three broad city gates face the south, west, and northeast. The western gate opens to the road to Tobor Gorge, about two miles from Tobor Bridge.

Stazadlov, the wellspring. Kovokimru was basically built around this spring, which makes the community possible. Considered a sacred site, its waters warm the region, irrigate its farms, and nourish its people. It is the largest hot spring on the surface of the continent.

Farms. These fields lie fallow in the long dark winter but are planted as soon as the days are long enough for growth to start. Underground iceworks aqueducts divert water from Stazadlov to the fields.

Mage's Guild. Forty years ago, Aalijah Bokenkone asked the tribal council to support construction of a new building to house the ever-growing arcane collection of the Mage's Guild, and to provide workspace for her students. Originally a simple, narrow, three-story structure, the Mage's Guild tower near Kovokimru's southern gate is now the tallest structure in Kovokimru, spiraling up ten stories. The tower is now close to capacity again, and resident mages are looking for other ways to expand. Aalijah's private apartment is on the top floor, and only a select few (including Frethi) are allowed to disturb her.

Iceworks. These are the halls where the iceworks are made and many ice walkers are trained. The halls accept students of any sentient species on Fenrilik, as long as the student demonstrates the right temperament and skillset. See Ice Walkers (p. 36).

The Smelter. There are several smithies in Kovokimru, including personal ones owned by dwarven families. But the Smelter is, by far, the largest. While many dwarves apprentice there, it is managed by an orc, **Tengar** (they/ them, LG, orc **veteran**). The Smelter is known most for supplying large city projects and construction, and they work closely with the Iceworks. They are also known for imbuing magical properties into their creations.

The Children's School. This is the primary school run by Skadja. She had it build relatively close to Stazadlov, as she likes things very warm. Only a dozen students currently attend, but Skadja hopes to expand it soon.

The Market. The largest building in Kovokimru. The market began in the original longhouse of the Forstemann tribe before the city's founding. As more people moved in, existing tribes grew, and more buildings were built, people moved out of the longhouse, which evolved into an indoor market. It has been expanded many times since, with new stories built both above- and below ground. While most merchants have permanent booths in the market, there is room for transient traders to set up their wares for a small fee (usually of food or materials for the benefit of the city). The most coveted locations are those close to the two large entrances to the building, by its staircases, or near the Trade House office on the second floor.

Trade House and Warehouses. While the Trade House has an office in the market, they also have their own separate buildings to store their comprehensive records of goods and services in Kovokimru. See the Economy section below for more information.

Even some tribes outside of the city use the Kovokimru Trade House to store records, particularly copies of the extensive eschek family trees (which had been kept by oral tradition for centuries). The warehouses also provide long-term food storage for the city's long, dark winters. **Tribal Hall.** The Tribal Hall is where the council meets, and where people bring their grievances. Chief-of-chiefs Skyshepherd sets the agenda and runs the meetings. The council typically settles intertribal property, resource, or inheritance issues, or city-wide concerns. Typically the council votes on resolutions, unless the dispute involves only a specific tribe or family, which that tribe's chief decides instead. Complete consensus is rare, unless the city's welfare is threatened.

Denev's Shrine. Dedicated to the earth mother, this is the second largest shrine in the city, and encompasses a small holy grove. Followers can sit on the soft moss surrounding a stone which rises from the bedrock below the ice, as if it were the tip of Denev's own finger.

Hrinruuk's Shrine. Dedicated to the father of the hunt, this sauna is built from fell deer bones and hides. Inside the dark building, followers sit in the heat and contemplate mighty deeds.

Lethene's Shrine. Dedicated to the mother of winds, the shrine's entrance leads to an underground cavern. Thought to be an old lava tube, it has numerous channels and offshoots, perhaps carved by water from the wellspring or wind. Today, wind (presumably channeled somehow from the gorge) howls through the passage. Lethene's followers try to find meaning in its moans.

The Ice Mother's Shrine. This iceworks shrine's hard



walls do not echo as one would expect. Sound is muted in this chamber, whose a central platform covered in furs. The shrine was desecrated at some point, and its patron's name and icons were erased from all records. No one remembers when this happened, though few people care either. A handful of devout worshipers still revere her, primarily eschek who believe it was she who first pulled the eschek from within the ice. Other eschek believe the Ice Mother is just another face of Lethene and think this is a foolish, pointless cult.

The Shrine of the Ushada. This shrine, also known as the Shrine of Stazadlov, is the largest in Kovokimru, and build right next to the spring. Its iceworks walls are covered in carvings of animals and scenes from nature, enhanced with colorful dyes and pigments. While followers of the ushada prefer to go into the wild where the spirits are found, people who work in the city or cannot travel use this shrine. Eschek and humans use it most, leaving offerings and asking for blessings from the spirits and the wellspring that has made their city thrive.

The Warrens. While most tribes and families in Kovokimru cluster in specific buildings, blocks, or neighborhoods in the city, they rarely gather by species. Slitherin are the exception. Slitherin of many tribes commonly live in the Warrens side-by-side. Whether the slitherin felt unwelcome in the city or just felt the need to build their own unique architecture is unclear. Their buildings appear as small huts that take up little space on the surface, but then lead into extensive warrens many levels deep underground, similar to how their ancestors lived.

Shrine to Mormo. Some years ago, the Shimmersnake slitherin family requested that the council build a shrine to the titan Mormo, mother of snakes. Nobody beyond this single family cared (Why worship Mormo when only one type of snake is native to Fenrilik?) and the council declined their request. The Shimmersnakes built the shrine in their family's warren instead. While still quite bitter about this, the Shimmersnakes have only a single representative on the council and little political influence.

IECONOMY

Most people of Kovokimru do not use coins. What few are in circulation are considered more a resource based on material usefulness (i.e. gold, silver, etc.) than a currency, and all of them come from foreign shores. Metal is too important to waste it on coins.

Most things are traded, at values determined by the combination of resources used and time invested. Goods can also be traded for services, from "I'll feed you a meal if you clean my workshop this morning" to "I'll give you room, board, training, and supplies to start your own business if you work in my workshop for four years."

Since it's a small community, the values of most things are well understood. The Trade House exists to record and track long-term contracts (like apprenticeships and construction projects), manage large ventures, arbitrate value disputes, and to establish the value of newly discovered resources and crafts.

There is a general welfare program in place for those who are old or infirm and have no family to support them, assuring no one goes hungry and everyone has shelter. This is primarily funded by a tax of goods that outside merchants pay for permission to trade in the city. Service to the community is also a common form of payment to those who don't require other compensation or charged as a fine to those who commit minor crimes.

Despite its community-centric focus, the system is imperfect. There are still plenty of unfair practices. While few people die of outright neglect, there are individuals and families whose resources and influence arise more from their circumstances of birth than on their contributions to the city.

LAWS

Kovokimru has only two major laws:

- Anyone who needs shelter is permitted inside the city if they agree to contribute to its welfare.
- Anyone who threatens the welfare of the city is put out into the wild to freeze.

Most minor grievances (petty theft, cheating, excessive greed, fighting, public disruption, etc.) require community service befitting the crime. Major crimes (wholesale theft, murder, arson, repeated breaches of contract) lead to expulsion. The rare truly heinous crimes (treason, sexual assault, collusion with the skerrai) also merit expulsion, though usually "expulsion off the edge of Tobor Gorge."

Inns Diurminnika

Accommodations: Modest to wealthy

The most popular inn in Kovokimru, Djurmivikka ("the Hostel" in old Fenriliki) started life as a rough wooden bunkhouse for visitors who needed more shelter than an eschek. The building has been here for so long, through so many owners, that it's developed into a patchwork of wood, stone, and iceworks construction that feels surprisingly suitable in Kovokimru, where eschek, humans, dwarves, orcs, halflings, and slitherin blithely coexist and intermingle. Eschek prefer to room in the unheated iceworks quarters on the second floor, while those in need of more warmth keep mainly to the geothermally heated rooms in the basement. But almost anyone can find someplace acceptable to drink and socialize on the main floor.

Notable NPCs

Foundtruth (he/him, Neschek **spy**)—This entrepreneurial eschek inherited the inn from the previous owner, though rumors suggest a backroom deal was involved. If you want gossip about the city and its surroundings, Foundtruth knows it. If he doesn't, he'll find out for you — provided you'll pay. He lives in the inn.

Khampfar (he/him, NG, orc **veteran**) – A retired adventurer who has traveled far and wide, especially on Fenrilik. Khampfar is one of the oldest, if not the oldest, person in Kovokimru, and has earned his rest. With no family to speak of, he lives in the inn, spending his time wrapped in blankets and staring out the windows, or sitting by the steam-heated chimney, and telling tales of his travels to those who will listen.

Eltish (she/her, N, eschek **ice walker**) – Prefers animals to people. Disregards the city's "oppressive" rules on clothing. She lives a simple existence, talking to visiting beasts and living in a nook in the stable loft.

Tommelen (he/him, CG, human **berserker**) – Missing more fingers than he has left, Tommelen, the inn's "chef," is renowned in the area for his creative recipes, though not always for their flavor. He loves to blur the lines between exaggeration and outright fantasy, sharing grand stories of his early adventuring life. He lives in the kitchen and sleeps in a nook under the stairs.

Speltan (she/her, LN, slitherin **druid**) – Kovokimru has plenty of spiritual leaders, Speltan thinks. As such, she rarely busies herself with divine rites, preferring to enjoy the sauna located in the inn's basement. The sauna, she proclaims loudly to anyone staying at the inn, offers more enlightenment than any ritual could ever do.

MINN FLOOR

There is more of the original structure here than on any other floor: wooden walls, counters, railings, and other fixtures polished and darkened by countless hands over ages. The floor is a haphazard mosaic of intermixed wood planks and iceworks. A massive fell deer-hide rug welcomes visitors inside.

At the center of the inn's common room, an enormous iceworks pillar runs from floor to ceiling. This structure is both the building's central support and a chimney full of channels for steam from the geothermal sauna in the basement. Patrons sit in hide-covered chairs, chatting and enjoying food and drink from the bar or listening to entertainers. Stairs lead up to the second-floor balcony,



where there's a dining space for larger parties and a walkway from which those staying upstairs (or in less sociable moods) can watch.

The walls' icework patches retain some color from countless decades of Long Day's Dawn festivals. Daylight spreads warm, blurry patches of color everywhere, and at night, the fell deer-horn sconces and chandeliers throw colorful beams into the snowy dark.

The inn's stable, connected by a covered walkway for safe all-weather access, has pens and stalls of various sizes to accommodate its arctic clientele's wide range of beasts. The hay floor, regularly turned and freshened, gives the stable a warm, cozy atmosphere. It has a capacious hay and feed loft on the second floor that also insulates the building.

1. COMMON ROOM

The largest public space in the inn is full of tables of all shapes and sizes for weary traveling merchants, thirsty residents, and occasional adventurers.

2. Bar

A silver-tongued eschek named Foundtruth owns the inn. From the front the bar looks ordinary to humans and other tall folk, but the unobtrusive raised floor behind the bar puts Foundtruth at eye level with his patrons as he chats and serves drinks.

3. STOREROOM

Djurmivikka has the second-best stock of alcohol in Kovokimru and does the most business in drink. Hutches in the wall with holes for taps allow the staff to quickly swap in fresh kegs on busy nights.

4. IELANDAWADY

Connects the storeroom to the kitchen and common room. Against the walls there are a few brooms and other cleaning supplies ready to hand.

5. KINGHEN

Tommelen, the inn's cook, prepares meals at the long table to roast in the huge wood hearth and oven. There is a basin for washing dishes and a nook in the west end of the room tucked under the second-floor stairs where Tommelen sleeps.

6. STRABUES

The inn's stable is large. While tamed fell deer must stay in a paddock outside the city walls, the inn sees sled dogs, reindeer, caribou, and once even a wollahog team. It has two pens for dog teams and six stalls for reindeer or similarly sized animals. A flight of outdoor stairs leads to the loft, as well as the usual movable ladder inside.

7. STATRAWARY

These stairs lead up to the inn's second floor.

8. STATRWAY

These stairs go to the basement rooms and sauna.

9. EXTERIOR STRAIRS

An enclosed staircase along the outside of the building goes up to the second floor, mainly for residents of the inn, like the owner.





SECOND FLOOR

Djurmivikka's second floor is almost entirely iceworks, with a few wooden supports that tie in from the first floor. It is largely open to the inside, with rooms for eschek patrons around the edges that are much colder than a normal room, let alone the basement's geothermally heated ones. Sturdy iceworks pillars on the outside of the building support the weight of the walls and roof, with cantilevered beams for the second floor and its balcony. There are tables here along the outside walls for quieter or private conversations, or for watching the city outside.

The inn's roof is mainly wood, though with icework patches here and there (less stained with color than those elsewhere) that let in bright shafts of light. As the inn's central icework pillar approaches the roof, it spreads branchlike supports to reinforce the roofbeams. Decorations hang from some of them, even in areas far out of reasonable reach. The whole structure gleams and glitters in any light.

1. PRIMATE NOOKS

These quieter spots have tables and chairs away from the hustle and bustle of the first floor.

2. COLD GUESTROOMS

These unheated rooms are mainly for eschek. The views, however, are gorgeous, especially in summer!

3. Innigeeper's Residence

Foundtruth's room would be spacious for a human, let alone an eschek, with a huge double window facing the city.

4. Lom

The stable loft holds hay and other feed for visiting animals. Eltish, the inn's stablewoman, lives in a hay-walled corner alcove here.

BASIEMIENT

The basement, its walls and floor cut from the surrounding stone and hand-smoothed, is the warmest part of the inn. Old wood beams support the floor and frame the walls, and fell deer hide and antler ornaments decorate everything.

1. SAUNA

The centerpiece of this floor is a massive iceworks sauna built over one of the wellspring's steam vents around the inn's central iceworks pillar. Sliding flues control the temperature. More steam flares and sputters through channels in the pillar, rising to heat the common room. Some visitors to the inn spend their whole visit happily sweating.

2. WARM GUESTROOMS

Those races less adapted to Fenrilik find these rooms more comfortable. Water heated by the vents also circulates under the stone floor, giving it a delightful warmth.

3. SUPPLY CLOSET

This closet stores cleaning and repair supplies, but also towels and robes for sauna-goers.

4. RESIDENT ROOMS

Non-eschek workers at the inn live in these rooms.

5. STATRAMANY

These stairs lead to the inn's first floor.

TAVIERN'S THE SCALLY TAVIL

Food & Drink: Poor to wealthy

The Scaly Tail is Djurmivikka's closest competitor in Kovokimru's entertainment trade. The two excitable slitherin who run the place out of a relatively new iceworks building near the city wall don't pretend to the inn's history or grandeur, but they do strive to have the finest stock of alcohol in the city.

The tavern itself has a cozy bar where customers drink, and open tables where people also drink. There are also private dining rooms (little more than booths) where people drink more privately. Though the building has a good-sized kitchen, few people come here to eat. In fact, if visitors ask the tavern's cook and manager, **Endig** (she/her, CN, slitherin **scout**) for food, she grumbles ceaselessly from taking the order to delivering the plate. She and **Helif** (she/ her, NG, slitherin **spy**), who tends the bar, swear they're only business partners, but they interact much more like lovers or siblings—right down to the occasional shouting match.

The atmosphere here is quieter than at Djurmivikka, and the furniture is piecemeal and worn. But for folk who prefer good drink over good talk, the Scaly Tail is the venue of choice.

Notable NPCs

Helif – Helif is less attentive to her day-to-day tavern work than to her songs and stories, which she shares with

any who'll listen, but especially Kovokimru's infirm and lost. She constantly hums tunes or mutters fresh lines of prose while she works. Helif sees the best in everyone. More often than not, when the tavern's inventory falls short, it is because Helif gave things away to someone in need.

Endig – Cold and distant, the only person Endig offers any warmth is her business partner Helif. She drives a hard bargain and never gives up anything without a "fair" return, a point she and Helif often quarrel over. She is purported to have a soft spot for animals, and, though she'd never admit it, loves compliments on her excellent cooking.

1. BAR

The tavern's most serious patrons belly up here after work, though it's never totally empty. Helif's knowledge of liquor is legendary.

2. COMMON ROOM

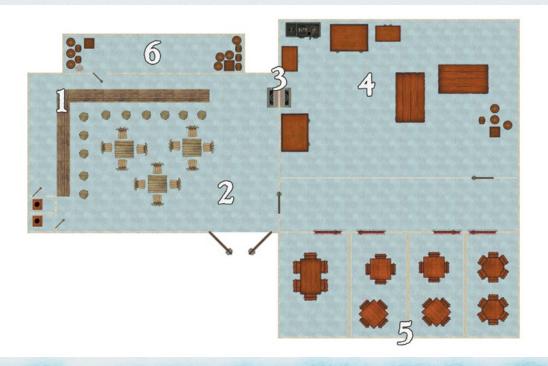
The first thing visitors see, there is plenty of room here to arrange the battered, comfortable furniture to suit small or large groups.

3. Fireplace

This fireplace is open to both the common room and the kitchen. Visitors use it to thaw their feet and also to toast snacks (so as not to bother Endig).

4. KINCHEN

Both tavern kitchen and living space for Endig and Helif, this kitchen is basic, but never empty. Endig keeps what she calls "the hot pot" warm and ready at all times. It's always filling, and never the same twice.



5. BOOTHS

These curtained "rooms" for larger parties are cramped for patrons larger than eschek and halflings, but privacy may be worth squeezing between the walls and the benches.

6. ALCOHOL STORAGE

This ramshackle lean-to was tacked onto the building as an afterthought. One might argue that the alcohol keeps better with the added ventilation.

FLOPHOUSE: THE WAREHOUSE

Accommodations: Squalid to poor

This square iceworks building is little more than a box to keep timber and other bulk goods out of the weather. Its overseer, **Langstann** (he/him, LN, Kelder dwarf **guard**), respects Fenriliki hospitality. He charges nothing to sleep between the tall stacks of logs and crates, though he pressures visitors to sweep or stack goods.

Notable NPCs

Langstann – Most days, Langstann is bored. It's well known in Kovokimru that the warehouse is the safest cheap place to sleep in the city and that he accepts even token labor as compensation: sweeping, loading, or running orders and messages. The one downside is that Langstann is old and very ready to retire, so he sells newcomers on the job. Hard. "All you have to do is track accounts, sign papers, clean the building, guard the stuff, load wagons, and tolerate the crushing boredom. Hey, where're you going?"

MANN (FIRST) FLOOR

Fenriliki don't like wasting resources, so the main floor often sits empty when there are no large caravans or big construction projects running rather than stockpiling things that might be useful elsewhere. Massive sliding doors on each end of the warehouse allow wagons to roll through without turning. Rings of rope laid on the floor delineate one "load" from another, and it's rare that anyone trespasses on someone else's spot. Though the place is cold and drafty, it's good enough for bulk goods, and safer than sleeping outdoors.

1. Storage Area

One day, this area may be almost empty. Another, it may be full of rope-ringed stacks of crates, pushing those who sleep here into corners. But a poor traveler can expect others to respect their gear and bedroll as long as it's roped off.

2. Doors

Heavy rolling doors lead into the storage area. Two freight wagons can load at once, both pulling straight through when they finish. While it's rarely needed, this does help with projects like the Gorge Lift.

SECOND FLOOR

Mainly just a wobbly catwalk that rings the building's edge, Langstann uses this area to supervise loading and unloading and has a small office in one corner.

1. Onde

Langstann keeps shipping-related records here, as well as a slate chalkboard to track current inventory and schedules. On very cold nights (or when they've done good work), he lets "guests" cram inside for warmth.

2. CATIVALIK

A twenty-foot drop to an iceworks floor, and the railing is rickety. Watch your step.



HOLIDAYS AND RESTINAILS

The people of Kovokimru celebrate many holidays and festivals throughout the year.

Sun's Return. This celebration of survival honors Lethene and thanks her for not destroying the city with her storms. The mood is generally subdued, especially after harsh winters when the people feel they have upset the titan and beg her forgiveness. Asking forgiveness of other people you have wronged is common on this day, similar to Grim Day in Ghelspad.

The Long Day's Dawn. This festival for Denev takes place on the first day that the sun never sinks below the horizon in summer. The people of Kovokimru wear their most colorful clothing and share food and crafts in the city streets. They sluice the iceworks walls with colored dyes, which usually last throughout the nightless weeks.

The Hunt. To honor Hrinruuk, Kovokimru celebrates on the first sighting of the local Fell Deer migration. While some go off to hunt Fell Deer, others participate in sports and competitive activities within the city.

Night of Furs. This holiday takes place on the first night of the Dark Time, when the sun is absent around mid-winter. Couples are encouraged to be intimate with each other on this holiday. A few say this festival honors the Ice Mother. Few people admit to celebrating it, yet the large number of babies typically born 35-40 weeks later suggests otherwise.

Festival of Cleansing. This holiday typically takes place on the first clear, sunny day several weeks after Sun's Return. Flocks of people soak in the hot springs or lounge in one of the city's many public saunas, and afterwards roll around naked in the snow and ice to cool off. Most eschek think it's a silly holiday (the heat prevents them from participating, though some enjoy watching the escapades). It is the one day of the year where public nudity is accepted outside of eschek culture, even if only briefly.

Many smaller festivals and celebrations happen throughout the year, some even at only the neighborhood or family level. Spontaneous celebrations frequently occur on clear nights when the aurorae in the sky are visible; the city dims its lights and night-time drinking parties form on the rooftops. Other commemorations offer tribute to specific ushada, and their formats vary as much as the spirits themselves.

Tribes also have their own specific traditions to celebrate births, marriages, and deaths. Such celebrations are particularly important to the eschek, who hold family in the highest regard.

STORY HOOKS

Kovokimru is bursting with possibilities for intrigue and adventure, and its frontier citizens are always happy to accept help.

Rats in the Supplies. Authorities have noticed certain supplies are lower than they should be, and rumors blame the local slitherin population. Citizens want the council to start an investigation. The issue relates to a group of cannibals, brown gorgers (slitherin followers of the titan Gaurak who eat any living thing, sentient or not) who were exiled from Kovokimru for committing heinous acts. A group in Kovokimru are sympathetic ("They can't help it, it's their nature!") and have been secretly sending the exiles resources. However, the sympathizers are not slitherin, but eschek and orcs.

Lonely Dragon. The local ice wrack dragon, Gulabarn, has recently been causing trouble: flying into the city, damaging buildings, and attacking random people. He cries out "You have forgotten Her name! You have betrayed the one who made this beautiful place." But as he tires (or when the militia shows up), he becomes slower and sadder and stops attacking, lamenting that he can't remember "Her" name either, and then flies off in a sulk. The city council would like to put a stop to this but have been unable to find Gulabarn's lair.

Practice Dummies. Captain Catrin, the head of the militia, wants help training her troops to defend against skerrai raiders. She's hoping outsiders will provide them with fresh, unexpected challenges.

Into Thin Air. Mage's Guild spellcasters have been trying to expand the Mage's Guild tower interdimensionally. Several mages went missing in an explosion in one of the tower's workshops that blew a small hole in the seventh floor's outer wall. Aalijah Bokenkone is convinced the missing mages are not dead but were transported somewhere by their experiment. She needs help reaching them.



Excerpt from Yenei Koneru's journal:

As we continued north towards Kovokimru the terrain to our west rose sharply, as though it had been pushed up from underneath the earth. I wondered aloud if this was a scar from the Titanswar like those that litter the landscape in Ghelspad, and if a battle did happen here.

Pitzo told us that this place marks the edge of the Tobor Gorge, a deep and wide crevasse that cuts across the entire continent from north to southeast, coast to coast. They explained that it was here long before the War, and our eschek companions concurred: it (and a similar, smaller feature in the east called Divluk Gorge) has existed as far back as history goes. Earlier this evening the eschek elders shared stories with us of their grandsires who first explored the Gorge long ago.

TOBOR GORGE

Several hundred miles long and well over a mile deep, Tobor Gorge splits a fifth of Fenrilik from the rest. A single permanent bridge, just outside of Kovokimru, spans a narrower part of the chasm, and is the only way across — short of flight or magic, and flying across can be dangerous, as strong, unpredictable winds sweep out of the canyon.

Those few who have seen each end of the gorge confirm that both appear to open into the sea. The north is locked in ice year-round, but the southern end breaks into icy floes during the summer. There, water thunders into the gorge in a high fall of water, blinding mist, and tumbling boulders of ice, yet has never filled it.

The gorge's depth goes well below sea level. Indeed, no one knows for sure how deep it is: the water over a mile down in the gorge conceals its bottom. Eschek explorers' accounts claim the water is fresh, not salty, is just warm enough not to freeze, and is more than 1000 feet deep (the length of the longest lines they had to test with). Scrying confirms that the water line only minimally changes in height with the seasons. The eschek theorize that Tobor Gorge is fed by the same warm freshwater source that feeds Stazadlov, Kovokimru's wellspring. If that is so, then where the salty ocean water goes at the bottom of its waterfall is another mystery.

TRAWELING IN THE GORGE

Previously only the eschek winter gnomes have successfully traveled down to the bottom of Tobor Gorge. However, the government of Kovokimru has recently finished a lift-and-pulley conveyor system to lower people and supplies down into the gorge to explore it. They secured funding based on finding potential new resources in the gorge and the rising threat from skerrai raiders. Scrying has revealed signs of skerrai in tunnels leading into Tobor Gorge near Kovokimru. The city plans to use the lift to lower supplies and guards into vulnerable areas to build defenses.

RIDING THE KOVOKIMINU LIFF

While the platform itself is made of wood, the lift structure that supports it is made of the same hardened and fire-resistant iceworks used throughout the city. Numerous ropes, chains, and pulleys lower and raise passengers and equipment, and a precarious iceworks frame keeps the platform from moving too far off its path. The rattling platform is only twenty feet wide on each side, and all that stands between riders and the abyss is a thin woven enclosure that is only enough to blunt, not stop, the gorge's blasting winds. Canyon winds and billowing mist make everything slippery and dangerous. The builders added harnesses that hook to the supports after two riders died during a particularly strong squall that knocked the platform over, and operators recommend that everyone uses them. A rider's movement is reduced to 0 when tied.

Each full trip to the bottom encounters 3d6 high wind or mist incidents. During each incident:

- Riders must make a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check or be knocked prone. Experienced riders have advantage on this check.
- Riders who miss the check and are standing at an edge of the platform must make an additional DC 12 Dexterity save or be thrown from the platform.
 - Riders who wear a harness or tie themselves to the platform with ropes avoid having to make the Dexterity save.

If all riders are harnessed or tied off and not under other threats, GMs can skip the skill checks and simply describe the trip as terrifying. Most riders spend it sitting down and gripping the platform with white-knuckled tightness.

Excerpt from Yenei Koneru's journal:

The people of Kovokimru are constructing a new wonder: a lift to take them down into Tobor Gorge. We were taken on a tour of the edge to see the work. The view of the gorge is staggering, as the crevasse cuts northwest and southeast as far as we can see for miles. Its width is incredible, but in the distance we can see the far side and the bridge that crosses over to it. Looking down, however, is dizzying, and none of us can see the bottom. Not only is it far, it is lost in mist. Our escort says this mist has always concealed the bottom.

I know I will want my spells properly prepared before we head down, feather fall for sure. But will that be enough, or would the spell end before we reached the bottom? And if any of us did fall, how would we climb back up?

I am happy to wait until they finish constructing the lift, which should be very soon, before making any attempt. In the meantime, we've been invited on a Fell Deer hunt. It sounds exciting. Lwazi is especially interested and hopes to take home one of their horns (although how we will travel with it, even with our magic bag to carry it, escapes me. I fear it won't fit).

We'll see more of the gorge when we return.

The lift can stop at multiple ledges between the top of the gorge and the water below, which each lead to different nearby caves. When on a ledge, travelers can summon the lift again (if it has left) by pulling on an exceptionally long rope that leads to a large bell at the top. A successful DC 20 Strength (Athletics) check is required to pull the rope hard enough for operators to notice, though those pulling can try as often as they want. Depending on how far down they are (and how alert the lift operators are) the platform may take anywhere from one minute to one hour to reach them.

At least one lift operator must ride with travelers on the platform to help run it. Running the lift without prior experience or instruction requires a DC 15 Intelligence check. Creatures who are proficient in appropriate tools (e.g. tinker's tools) can add their proficiency bonus to this check.

CUMBING INTO TOBOR GORGE

The difficulty and risks of climbing down into Tobor Gorge depends on where you start, but always increase the deeper you go. While there are no ladders or stairs, some select areas have permanent, regularly maintained piton trails for ropes. However, those only go down to the first or second major ledge (five hundred feet at most), leaving a 5,500 foot or more drop to the water.

- Near the top, using pitons and rope, a DC 10 Strength (Athletics) check is required every 100 feet to climb down. On a failure, the climber does not make progress and takes a level of exhaustion.
- Climbers have advantage on climb checks if they follow existing pitons, but each climber must roll a d20 during the climb. On a roll of 1, they encounter a weakened piton that breaks, and must then make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage as they swing, slide, and slam into ledges and rocky walls.
- 500 feet from the top and lower, add +1 to the DC of the Strength (Athletics) check for every 100 feet of additional depth, as stronger winds and slipperier walls (icy or mist-slicked) become more common.

FLYING OVER OR INTO TOBOR GORGE

Many people have attempted to fly over or down into Tobor Gorge: wild-shaped druids, magicians with spells, or daredevils with makeshift gliders. Some have even succeeded. The gorge varies from several hundred feet in places (as at the Kovokimru bridge) to miles wide, changing the difficulty significantly. For longer trips in or across, you can use the following rules:

- For every 100 feet flown roll 1d8. On a 1, the flier encounters a strong wind and must make a DC 13 Dexterity saving throw or be knocked off course and will be 1d6 x 100 feet from their intended destination for every 100 feet they flew. This effect is cumulative (i.e. failing multiple times flying across a very wide gap can knock the flier miles off course).
- Fliers who fail the DC by 5 or more are knocked 100 feet down into the Gorge and must fly out.
 - ²⁹ Those who are natural fliers (i.e. have native wings or have extensive experience flying) have advantage on the saves, as they know how to leverage winds to help fly.
- Anyone attempting to fly out of the gorge must make a DC 12 Strength (Athletics) check every 100 feet of vertical climb or make no progress and take one level of exhaustion.

FLORA AND FAUNA

Most of the gorge is barren, scoured bare by the wind. In the cold, only hardy lichen and mosses grow where the sun reaches, drawing their moisture from the mists. In the geothermal areas and the warmer zones near the bottom of the gorge, scrub brush and flowers cling to the craggy walls. Many narrower sections are devoid of life, as the walls create shadows where daylight never touches.

However, there is one strikingly verdant area far from Kovokimru or any known geothermal activity. Huge vines with red leaves and long thorns cover over a milelong stretch of the eastern wall. It's thought that there are caves behind the plants, but no one has fought through them to confirm.

Birds are the primary fauna in the gorge, flocking and gliding on its gusts, and even they have difficulty with its powerful and unpredictable winds. Adventurous hunters climb down to gather eggs from nests that hug the ledges along the upper canyon. The birds themselves eat tiny invertebrates which live on the moss and lichen.

THE CAWERNS

Expeditions have noted many caves along the gorge walls that lead to long, twisted passages under the continent. Before the construction of the lift, only the tunnels nearest the top of the gorge had been explored. It is apparent that these caves may interconnect, and that some lead to the larger underground system that extends across all Fenrilik. Some are natural, formed by ancient lava or water flows and seismic activity. Others are clearly manufactured (whether dug out by hand, magic, or both is not always clear). The few dwarves who have explored the caverns nearby Kovokimru, despite years of mining experience, have no explanation for how some such passages were made.

Miners from Hediura have found other caves in the Hediuran mountains that open onto to such tunnel systems but haven't risked exploring them deeply because of the likelihood they are made, or at least maintained, by the skerrai and their slaves.

Many tunnels, especially those in the northeastern part of Tobor Gorge closest to the surface, lead to frozen, icy caverns. Cold fey frequently inhabit those regions: glaciads, iccree, and rime witches. The mysterious ice wardens also sometimes colonize these caverns (see p. 49 and p. 32 for more about **ice wardens** and **taslenh**).

Ice caverns are dangerous, and only the most daring, foolish, or desperate will venture inside. Nomads tell numerous stories of tribal children kidnapped by rime witches and taken back to their ice caves. When such children's parents climb down the icy gorge walls to attempt a rescue, they are usually never seen again.

In other areas, particularly near Kovokimru and the western side of Tobor Gorge, are geothermal caverns. These caves, while hard to reach, are also highly valuable. They are the warmest spots on the continent, which allows a longer planting and growing season for plants that can live underground. But this also makes them popular with various creatures as lairs or spawning grounds. Vents of toxic steam can be found sprinkled throughout these caverns, creating areas of poisonous gases and strong, foul odors.

Only five miles from Kovokimru and close the surface, a nest of gabrolin have taken over a series of geothermal caverns under the forest that hugs Tobor Gorge. They've built homes among the tree roots and seem to be protecting something. Thus far they have not bothered the people of Kovokimru, but the city is concerned and keeps a close watch on them.

MISTRPOOL

As yet undiscovered by the people of Kovokimru, some **krampek** have made a home in a complex of thermal caves near the bottom of Tobor Gorge below Kovokimru: a tiny community called Mistpool. While almost the entire krampek species are slaves of the skerrai, this specific group are escapees and their children and young grandchildren. As the skerrai keep their krampek "herd" separate from their other slaves, the other tribes of Fenrilik don't know they even exist.

MISTIPOOL

Small village, chaotic good

Population: 120 krampek

Government: communal co-op with an elected council

Languages: Krampeki and Primordial. Their elders may also speak Titan Speech.

Defense: 35 scouts form the primary defenses and up to 50 healthy adult commoners can be called upon if needed.

Resources: metallurgy, fungi, herbalism

Notable NPCs

Kino (she/her, CG, krampek **veteran**). Kino proposed and led the escape from the skerrai, and most of the village see her as their leader. She makes decisions for the people when it's needed but is starting to wish for them to decide things for themselves. She is quite ready for the next generation to step up.

Lumi (he/him, NG, krampek druid). Lumi is the village shaman. He oversees all spiritual rites. He lives near the underground river that runs close to the village, which is also where they dispose of their dead. He speaks to the spirit of the river and the spirits of the winds that live in the tunnels.

Gobo (she/her, CG, krampek **scout**). Gobo leads the village scouts and has extensively explored beyond the borders of the village. She has also invented some of the more creative traps.

Skith (he/him, NG, krampek **scout**). Skith is a young scout out to prove himself. He's curious about the "edge of the world" and spends a lot of his time in the caves near it.

Mistpool was founded approximately 32 years ago. The krampek living there know nothing of the surface and can suffer agoraphobia should they go beyond their cavern walls. Mistpool has routes into Tobor Gorge, but the krampek believe the gorge is the edge of the world, and only the most daring ever venture out. Krampek are small, disarmingly cute beings with outsized, dark eyes, digitigrade legs, and highly mobile antennae.

While naturally skittish, krampek tend to be more curious than fearful, and observe unfamiliar creatures until they can assess if they are a new threat rather than engage.

The outskirts of the village are like a maze for anyone but the krampek. They've constructed a variety of traps and obstacles they can quickly spring to confuse intruders. Krampek scouts are the caves' primary defenders, using ranged weapons, traps, and stealth to evade, mislead, and stop threats like skerrai and cave monsters. The krampek can't imagine creatures could exist in the "edge of the world" and have therefore not set up as many defenses on the Tobor Gorge side of their village. Closer to the village, glowing algae decorates the cave walls in many phosphorescent colors, and the central part of the village itself is a riotous light show. Most of the algae is decorative artwork, but some markings communicate something specific, like danger or a request for aid.

The Mistpool villagers make their dwellings by digging small chambers out of the cave walls. As they are excellent climbers, many of these chambers are carved out vertically, one atop another, with small hand- and footholds carved out for travel between the different chambers.

Near the center of the caves are the thermal vents and hot springs that give Mistpool its name. The vents give off a mild toxicity strong odor, but it doesn't bother the krampek with their natural resistance. Other creatures must make a DC 10 Constitution save while in the village proper or become poisoned (see **Hot Air**, p. 63). These vents are hot enough to boil water, cook food, melt metal, and perform many other tasks. The villagers have a workshop by the larger vents where they smelt metals they mine and mold or forge useful tools, weapons, and simple armor. The vents are a vital resource — after centuries of the skerrai using flames to punish the krampek, even free tribes believe using fire is dangerous and forbid its use.

These krampek also harvest algae, mosses, fungi, and lichens for a variety of uses beyond phosphorescent cave art. They make paints and dyes to decorate themselves with. Herbalism is also a major craft: they produce various potions and tonics, including an algae potion that provides added protection from poisons. The rare flowering fungus takes great effort to cultivate but can create a potion powerful enough that it is equivalent to a *lesser restoration* spell.

The krampek of Mistpool also trap small animals in the area, including bats, salamanders, crayfish, large insects, shrimp, and blind cave fish. Large hunting parties gather for more dangerous ventures against chuul, piercers, or darkmantles. One such trip can feed the entire village for weeks. The krampek celebrate such victories with feasts and dancing, making music with drums and their unique voices. The krampek language uses spoken words from the Primordial tongue but adds complex antennae gestures. Foreigners cannot grasp the full nuances of their language (or full names) without also understanding how these gestures are incorporated and must mimic the gestures to speak the language with any level of fluency.

As the krampek of Mistpool live entirely underground, their sense of the passage of time is different than other humanoids. They have no names for "day" or "night." They sleep when they are tired and eat when they are hungry, finally free of the schedule enforced by the skerrai. They track time based on the life cycle of the plants they grow, with one "bloom" equal to cycle of the flowering fungus (approximately eight days).

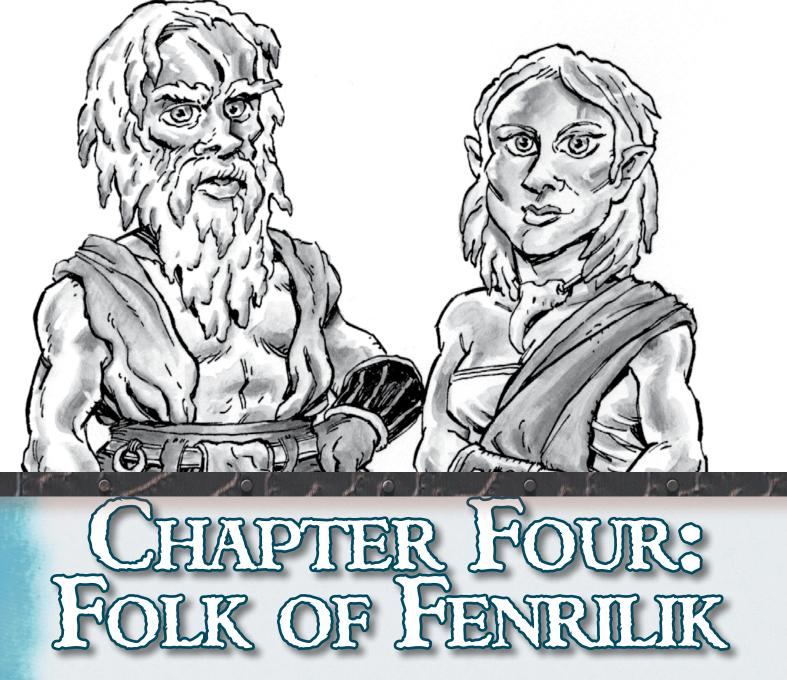
See **Chapter Four** for more information on the krampek, and **Chapter Six** for more information about Mistpool.

STORY HOOKS

Tobor Gorge is vast, mysterious, and barely even explored. Who knows what opportunities for adventure it holds?

Scholars and Skerrai. Recently, skerrai have been stalking expeditions in Tobor Gorge and kidnapping wizards and other spellcasters from among them. At first, Kovokimru suspected they were doing so to intimidate Kovokimru or weaken its defenses. However, after a few wizards escaped, the city learned the skerrai are specifically targeting scholars, who they put to work deciphering the secrets of some artifact from an ancient edifice buried tremendously deep underground.

Slave Escapes. Skerrai have also been claiming more and more of the geothermal caverns near Kovokimru. They haven't crossed the gorge yet to the more expansive caverns on the western side, but that may only be a matter of time. The bright side is that with their slaves working closer to Kovokimru, escapes have grown more frequent and Kovokimru can often mount rescues.



Fenrilik is home to a diverse array of hearty folk who have adapted to life in a harsh and deadly environment. The following species are native to Fenrilik, and rarely, if ever, seen beyond its shores.

ESCHER

Eschek claim their forebears emerged full-grown from the depths of the ice of Fenrilik. Their oral history dates back for several centuries, long before the Divine War, full of cultural stories that originated with those first icy fey and still guide the morals and traditions of eschek society today.

These diminutive fey are commonly and erroneously called winter gnomes by scholars claiming there is a race of fleshy beings that look quite similar to eschek living far away in the jungles of Termana. While most eschek merely scoff at this idea with a wry smirk and roll their eyes, some more cantankerous eschek shout down anyone calling them such a ludicrous name.

Physical Description: While these diminutive people share the stature and features of gnomes (short, slight builds, bushy head and facial hair), eschek are certainly not gnomes at all. They are made completely of bluish ice, and their hair (including beards and mustaches) is comprised of many small icicle formations. Eschek tend to eschew clothing, and in fact do not make clothing for themselves at all. When they are outside of their tribal lands or living in multiracial communities they choose to wear loose-fitting, comfortable garments purchased from other races. Eschek are skilled ice crafters, though, and when they take the battlefield, they do so in armor of glittering ice.

Society: Eschek communities are tribal, ranging from one large family unit up to a few dozen such groups that

come together for comfort and safety. While some tribes are nomadic, many reside in small villages which the eschek build from ice. The material the eschek create for these exceptionally well-crafted buildings, their decorative sculptures, columns, and even furniture have come to be called *iceworks*.

While the eschek are largely peaceful and have no organized militia, they band together to defend their own. Those who seek to harm members of a tribe often learn the hard way that the eschek are experts in guerrilla warfare, taking advantage of their frigid environments with hit-andrun attacks on enemies, staying hidden under the snow for hours to ambush an enemy.

Relations: The eschek are a race of crafters, akin to dwarves in their fascination with creating things. The eschek are skilled enough to make objects such as tools and furniture of solid ice using only their hands, and their abilities are sought after by other tribes and villages. Though the eschek tend to view strangers with a certain level of suspicion until they prove themselves trustworthy, they often develop ties with those they do business with and may forge strong friendships with members of other societies that they see frequently. When eschek away from their tribe encounter a stranger, they often observe the newcomer for hours or even days before deciding whether to make contact. Being relatively peaceful, most eschek prefer to hide or leave if a stranger appears hostile or dangerous. If a person seems to be trustworthy, the eschek quickly warm to them, doing their best to make the stranger feel comfortable and welcome, and filling their head with tales of lore and yesterday. Eschek are quick to anger, however, and turn hostile if such a stranger proves to have ill intentions.

Alignment and Religion: Though rare eschek are rumored to worship Enkili or Tanil, their main religion is Ushadani, a spirit-centered faith otherwise almost exclusive to the continent of Termana. Ushada are the primal spirits of places such as a mountain or forest, totems such as wolves or eagles, and dead ancestors of the current generation. The eschek particularly revere their ancestors, as well as spirits of ice and snow, and offer incidental prayers to other ushada. Whether this belief system originated in the jungles of Termana or developed separately in multiple lands, the truth has been lost to memory.

Eschek greatly distrust Madriel, who appears in their folklore as a type of apathetic bogeyman who does not consider them to be true living beings.

Rumors among Fenrilik's other races suggest an eschek cult devoted to a strange and terrible elemental from beyond this plane, though most eschek consider this accusation unworthy of a reply.

Adventurers: Due to their icy nature, eschek keep to frigid regions and rarely are seen beyond. There are those who heed the call of adventure, too wild to live a regular life, or those deemed unsavory by their tribe and pushed into exile. The very brave who wish to adventure beyond safe climates often go in search of the components needed to fashion a *frost ring* (p. 38) to permit them to withstand the warmer temperatures of other lands. Indeed, descendants of such adventurers can be found in the Albadian Mountains of Ghelspad.

Names: Eschek remain nameless until they have reached maturity. Before that time, they share their parents' names, such as "Daughter of Munda" or "Son of Brightsong." For the ceremony of adulthood, a young eschek's family and friends (sometimes their entire tribe) comes together to choose a name. As no standard surnames exist for the eschek, a chosen name is always unique, and often describes some great deed or personality trait the participants hope the eschek will achieve during their lifetime.

Example Names: Blessedshaper, Dunis, Farwalk, Felha, Montish, Snidli, Twilightshield, Yetistone

BSCHEK RAYCIANL TRAVERS

Eschek traits correspond to their icy nature.

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Age. Eschek mature similarly to humans and are considered ready to settle into an adult life by age 40. Their lifespans are much longer, however, ranging from 350 to 500 years.

Size. Most eschek are between 3 and 4 feet tall and weigh an average of 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet, which increases to 30 feet if you are on snow or ice.

Cold Dependent. Due to your frosty flesh, you are especially susceptible to heat. You are uncomfortable in temperatures above 40 degrees Fahrenheit, suffer disadvantage on saving throws against fire damage or heat, and incur one additional point of damage per damage die from sources that deal fire damage.

Cold Focus. Harnessing your nature, you empower cold-based magic you wield. You receive a +1 bonus to hit with spells that deal cold damage. The save DC of spells you cast that deal cold damage increase by 1. Any spell or effect that you cast which deals cold damage causes one additional point of damage per cold damage die.

Dual Nature. Your creature type is both Fey and Humanoid.

Elemental Traits. You are immune to cold damage and the effects of severe cold, and have advantage on saving throws against being poisoned, paralyzed, stunned, or put to sleep. You only need to sleep for 4 hours per day to gain the same benefits as a human from 8 hours of sleep. You can hold your breath for a number of rounds equal to four times your Constitution modifier (minimum 1).

Spell-like Abilities. You know the *cold snap* cantrip (p. 39). At 3rd level, you gain the ability to cast *speak with animals* at will, without the need for components. At 3rd level you can also cast *ice shards* (p. 40) once per day without the need for components. Charisma is your spellcasting ability for these spells.

Weapon Familiarity. You have proficiency with the hooked hammer.

Languages. You can speak, read, and write Fenriliki.

KRAMPEK

For generations untold, the little, hearty people known as the krampek have served one oppressor or another. They toil throughout the tunnels under Fenrilik with no knowledge of their origins, save a scant oral history that they maintain despite their overlords. Only a handful have found freedom, guarding it with a tenacity rarely seen on Scarn.

Skerrai control the majority of the krampek population, using them to mine near thermal vents for valuable minerals. The krampek perform this duty, as they do every task their masters assign, with little resistance. Sadly, the state of their people has bred a culture of acceptance in most of the population. The skerrai thus put minimal resources toward the security of the krampek, confident they will stay put or go where they are told.

In recent decades, more and more young krampek reject the idea of "the krampek purpose" that is handed down from their elders. Some have even escaped their slave settlements and found habitable geothermal chambers away from the grasp of their cruel former masters. They take advantage of their physical gifts, burrowing these villages vertically and dotting them with natural pitfalls for those less adept at climbing. This gives them time to observe approaching wanderers and judge whether to help, hinder, or leave be.

Physical Description: Small of stature, krampek tend to be a foot and a half shorter than a human. At first glance, they seem harmless, even cute — a misconception that krampek can use to their advantage. Their large eyes are nearly entirely black, adapted to their dark home. Flat bushy tails trail behind their satyr-like legs, aiding their balance.

Another prominent krampek feature are opposable antennae that sprout from the head just about above the eyebrows. One would not be blamed for mistaking them for eight-inch horns: they have hardened exterior exoskeleton similar to an ibex horn. These stalks are constantly active, swaying and perking the direction of stimuli. However, they are most animated when krampek speak, as the krampeki language directly incorporates their movements.

Society: Krampek under the thrall of the skerrai, live in extended family units and rely on their masters for most day to day governance. The skerrai encourage and reward this convenient tradition of deference — anything to leave the krampek utterly dependent upon them. Forbidden the skill of reading and writing, krampek have no written language. Their extensive oral tradition lauds krampek who demonstrate the virtues of perseverance and fortitude in the face of great hardship. Lately, these stories have evolved among the young into dreams of a way to live free.

When krampek do escape, it is usually as an extended family unit striking out into the tunnels together. Existing

escapees welcome the lucky survivors into their settlements. As a result, several dozen small, hidden krampek villages dot the underground thermal tunnels of Fenrilik.

As krampek are adapted to extreme cold and darkness, clothing is an artifact from their days in service to their oppressors. They prefer to express their personalities using the many multi-colored fungi they grow and tend around their homes. Vertical terrace gardens dot the walls of their large chamber-homes, offering a riot of bioluminescent spores to spread on their skin.

Relations: Considering their survival hinges on hiding in tunnels from their former captors, it's no wonder that krampek have no concept of 'relations with other peoples.' Few other outsiders pass through the tunnels; even fewer seem trustworthy enough for the krampek to reveal themselves. The truly rare individual offered that trust must pass a sort of test of their heart.

Once a village scout vets a traveler as worthy and capable of keeping their secret, the krampek welcome them warmly. They offer their meager means with joy and eagerness, treating the lucky outsider like family.

Only the skerrai meet with immediate hostility. While krampekdoalltheycantohide their presence, they fight without mercy to make skerrai hunters regret ever approaching their villages.

Alignment and Religion: While the krampek have a firmly druidic faith, they do not worship any specific Titan or god. One may mistake this for the surface's Ushadani religion, but krampek faith is far more focused. They pray and offer tribute to the spirits of their immediate habitat. The spirits of tunnel winds, waters, and fungus receive deference for their blessings. Krampek fear the terrible spirits of

fire and see them as evil, a practice that the skerrai instilled in them to deny them the means of growth. Most societies that worship this way also revere spirits of ancestors. Krampek, though, believe in a never-ending cycle of reincarnation and thus believe there is no one on the other side to pray to.

This, combined with a desire to improve the world around them, leads nearly all free krampek to be chaotic good; those still serving under the yoke of the skerrai tend to be lawful neutral.

Adventurers: Rare is the krampek that leaves behind their family, but those that do are unyielding and determined people. Few beings are as steadfast with their traveling companions as a krampek. Should a krampek adventurer's companions visit their home village, they welcomed as siblings. Adventuring with a krampek is the fastest, best way to learn the krampek language.

Male Names: Aval, Cretch, Drivsni, Hagel, Mish, Nysno, Snaer, Sned, Yso

Female Names: Bloots, Löss, Meja, Mödd, Nivis, Pudera, Skare, Slask, Uppelga

Kirampek Racial Tirants

With so many years surviving under the uncaring hands of one oppressor or another, the krampek have developed into hardy underground survivors.

> Ability Score Increase. Your Dexterity score increases by 2, and either your Constitution or your Charisma score increases by 1.

Age. Krampek mature in their late teens and few live beyond 120 years.

Size. The typical krampek is just under three and a half feet tall and weighs just over 60 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

Born with Inner Fire. Though you make your home within hot spring chambers deep beneath the tundra, you travel often through the deep ice and frozen tunnels of Fenrilik. You have resistance to cold damage and immunity to the effects of extreme cold weather.

In addition, as a bonus action, you may use the bioluminescence of your torso and hands' exposed skin to cast a dim light, in any color you choose, out to 60 feet. While using this feature you have disadvantage on Dexterity (Stealth) checks. You can use this feature up to 20 minutes per day and may douse the light at will.

Unique Metabolism. Poisonous gases from thermal vents and toxic fungi or mold spores have little effect on the krampek after years of hereditary exposure. You have resistance to poison damage and advantage on saving throws against poison.

Cloven Hooves. Born to the perilous tunnels beneath the tundra, the krampek maneuver on near-sheer surfaces almost as they do on flat ground with their cloven hooves and satyr-like legs. You have proficiency in Athletics and advantage on checks that involve climbing. When climbing natural vertical surfaces, you have the same movement speed as when running.

Darkvision (30 ft). Dwelling underground for the entirety of their collective existence, the krampek are greatly adapted to living in dark environments. Within 30 feet, you can see in dim light as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of grey.

Disarming Appearance. A krampek's appearance causes many foes to let their guard down. Your first successful attack against a medium or larger creature in combat does additional damage equal to your character level times two, after all other damage has been calculated. Creatures that have taken damage in such an attack are not vulnerable to it again, having learned their lesson.

Languages. Krampeki, Primordial, and one language of your choice.

TASLENH

These arctic creatures have only recently (within the last 100 years or so) appeared on the face of Fenrilik. While *taslenh* means "awakened" in Druidic, some scholars argue that it translates better to "severed" in Fenriliki. Indeed, either translation appears appropriate, as these humanoid-looking creatures were once host imprints from among the frigid oozes known as ice wardens. Rumor tells that something happens to sever a taslenh from their ice warden progenitors, leaving them to exist as their own selves.

Physical Description: A taslenh appears as a humanoid perfectly sculpted from ice down to minute details, with eyes that glitter like the rising sun reflected off pristine snow. Physical features vary between taslenh, based on the specific humanoid each taslenh imprinted from.

Society: Taslenh are at an awkward crossroads in their social standing and development. With distant memories that once belonged to someone else, a taslenh may wander into Kovokimru or another village, seeking to pick up where their "life" left off. These taslenh often meet with distrust, if not outright hostility. Some of those who escape persecution by angry villagers flee back into the frozen wastes, banding together into small nomadic groups, though nothing so organized as a settlement. These lost souls, unable to recall their true origin and unwelcome in places they do remember, now simply struggle to survive together.

Relations: Much distrust surrounds the taslenh. Many Fenriliki have had encounters with ice wardens and know what a host imprint looks like. The eschek have been amongst the first to welcome any of the taslenh into their communities; eschek have rarely had bad experiences with ice wardens, possibly due to their own icy nature.

Alignment and Religion: Even freed of the tie between themselves and their ice warden creators, taslenh tend toward neutral alignment. Hazy memories of their host imprint can bias a taslenh toward that creature's good, neutral, or evil axis.

Adventurers: Taslenh imprinted from common folk often attempt to return to the lives of their hosts, only to be cast out or attacked. Many taslenh choose to become adventurers instead simply to seek their place in the world. Others inherit a thirst for adventure, fame, or fortune from their original hosts.

Names: While some taslenh retain their host's name, many rename themselves, seeking their own identities. Such names use the tinkling chimes of ice warden speech but translate into other tongues as well. But often they are long, expressing a concept, and burdensome in conversation with other humanoids; taslenh usually also choose a simpler name from a common language. **Example Names:** One Who Woke in the Watery Cave, One Who Saw the Star Fall, One Who Seeks Redemption, One Who Must Avenge Their Fallen Companion

TASUBNEE RACIAL TRAVERS

Freed of their ice warden creators, all taslenh share similar traits.

Ability Score Increase. You gain the ability score increases of the creature you originally imprinted from. For example, if you imprinted from an orc, your Strength score increases by 3 and your Constitution score increases by 1. If you imprinted from a human, however, each of your ability scores increases by 1.

Age. In their original form, ice wardens can live for hundreds of years. It is unknown if the taslenh retain such life spans, or if they take on the natural life spans of their imprinted host. No taslenh has yet died of old age.

Size. Taslenh vary greatly in height and stature. You are as tall as, and weigh as much as, the creature you imprinted from. As such, you are either Small or Medium.

Speed. Your base walking speed is 30 ft.

Senses. Your ooze origin grants you blindsight. You perceive what is around you within 60 feet, though you are unable to see features or details. In addition, you see the world as the creature you imprinted from did, including darkvision if your host imprint had it.

Diminished Host Imprint. Prior to being removed from their ice warden's influence, each taslenh was an imprint of a humanoid creature. They gained not only the knowledge, memories, and physical form of that creature, but also its abilities. After the severing, a taslenh's duplication of the original host alters; they lose their mimicry of racial abilities, and their host's memories become distant and hazy. Notably, however, taslenh do not have the limitations on divine spellcasting of an ice warden.

Shape Memory. If you die, your form shatters and reverts to a semi-animate ooze state like that of an ice warden. If

revived by magic or similar effects, your body returns to its humanoid form.

Dual Nature. Your creature type is both Ooze and Humanoid.

Frigid Stability. You have advantage on saving throws and skill checks against being pushed or knocked prone when on ice. In addition, you have advantage on Strength (Athletics) checks when grappling or being grappled while on ice. You never lose your footing on ice, and can move across ice at regular speed, even if it is considered difficult terrain.

Ice Warden Traits. You are immune to cold damage but are vulnerable to bludgeoning and fire damage. In addition, you cannot be blinded, deafened, or suffer from exhaustion.

If you cast a spell or use an ability that would cause fire damage, it instead causes cold damage.

Stolid Mind. You have advantage on saving throws against being charmed or frightened.

Languages. You speak whatever languages your host imprint did. In addition, you can communicate with other taslenh and ice wardens with a series of resonating chimes that express ideas and concepts.

FIEATIS

The following feats are available to taslenh characters.

CHILLIED BODY

Prerequisite: Taslenh

You are able to tap further into your icy nature. When a creature touches you or hits you with a melee attack while within 5 feet of you, it takes 1d8 cold damage. Metal weapons that strike or touch you are affected as though by *heat metal*, dealing cold damage instead of fire.

Fenriliki Subclasses

The Roof of the World is a unique environment that has required unique adaptations. From monks strolling casually through the still nights, to bards reminding their friends that the sun will rise again, survival in Fenrilik is often a matter of pure determination and force of will. The icy cold is relentless, and any moment of weakness could be your last.

BARD COLLEGE: COLLEGE OF HOPE

While some prefer to focus on survival of the body, equally important is survival of the soul. In a land with very little light and warmth, it is the bards in the College of Hope that bring comfort to the people of Fenrilik. This makes Fenrilik's bards well-loved members of society, as their songs chase away the despair and anxiety that come with living in the cold north.

COMFORTING TOUCH

When you join the College of Hope at 3rd level, you gain the ability to boost morale and determination with a simple touch. When you touch a willing creature, you can expend one use of your Bardic Inspiration to grant them 2d6 temporary hit points for 10 minutes.

The amount of temporary hit points this power grants increases to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

CALLATING WORDS

At 3rd level, you are able to quell the fears of others. Whenever you speak kindly to a humanoid alone for 1 minute, you can soothe their worries and offer them courage while establishing a temporary bond of trust. For the next hour, they have advantage on Wisdom saving throws against being Frightened and you have advantage on **Charisma (Persuasion)** and **Charisma (Deception)** rolls against them.

Once you use this feature, you can't use it again until you finish a short or long rest.

Song of Warner

At 6th level, you can lure the souls of the freshly dead and learn their secrets. When a humanoid dies within 30 feet of you, you can use your reaction to hum a sweet melody that lures the target's soul into a glass container in your possession. You must do this immediately upon the target's death.

Once trapped, you can use an action to create a telepathic bond, allowing you to communicate with the target's soul. You do not need to speak a common language in order to understand each other. While this connection is in place, you have a +5 to **Charisma (Persuasion)** checks against the soul..

The soul fades from the jar 10 days after being caught, during which the soul's body acts as if under the *gentle repose* spell. You may only have one soul trapped at a time, and you can release a soul as an action.

STRUBBORN OPTIMISMI

At 14th level, your optimism becomes contagious. As an action, you can imbue magic into an encouraging phrase and whisper it to a willing creature within 30 feet of you. As long as the target can hear and understand you, they will gain the following abilities:

- Advantage on Wisdom saving throws
- The target cannot be Frightened
- The target may use their bonus action to whisper the phrase to another creature within 30 feet of them. These benefits leave the current target and pass on to the new target.

The phrase's magic fades after 10 minutes, but those under the phrase's influence will be left with a general sense of hope and well-being. Once this ability is used it cannot be used again until you finish a long rest.

MONIX TRADITIONS WAY OF THE WINTHER SOUL

Monks of the Winter Soul have trained their bodies in the harshest environments. Those that survive the trials of their discipline can use their ki to adapt to extreme temperatures. These monks can walk naked through a blizzard and dance barefoot across smoldering embers. Their mastery over thermoregulation is so complete, they can use it to imbue their strikes with intense heat or deadly cold.

STARIKE OF THE WINNER SOUL

At 3rd level, you can spend 2 ki points as a bonus action to direct heat or cold into each hand for 1 minute. While Strike of the Winter Soul is active, you gain the following benefits:

- Your unarmed strikes deal fire or cold damage (your choice) instead of bludgeoning.
- Your unarmed strikes have a reach of 10 feet as they radiate intense heat or cold.
- You may have each hand deal a different damage type.

DANCE OF THE WINTER SOUL

Starting at 6th level, you can spend 1 ki point as a bonus action to adapt your body to the environment around you. For the next 10 minutes, you gain the following benefits:

- You become resistant to fire and cold damage.
- You can sense the movement of fog, steam, and snow. As a result, you treat areas that are heavily obscured from fog, steam, or snow as if they are lightly obscured, and lightly obscured areas as if they are completely clear.

Realection of the Winner Soul

At 11th level, your mastery over thermoregulation intensifies. When you have both your Strike and your Dance activated, you gain the following benefits:

- When a source would deal cold or fire damage to you, instead reduce that damage by 1d10 + your wisdom modifier + your monk level. You may use your reaction to reflect that damage towards any target within 10 feet of you.
- Once on each of your turns, when you hit a target with an unarmed strike that deals fire or cold damage, you may deal extra damage equal to your Martial Arts die.
- Your movement is not slowed by difficult terrain in Arctic environments, and you may use the Dash action as a bonus action without spending a ki point while on ice or snow.

Possession of the Winner Soul

At 17th level, you can adapt completely to any hot or cold environment. When you spend an hour in meditation, your body acclimates to the local temperature until you leave that environment or finish a long rest. While acclimated, you do not suffer any negative effects from the local temperature, and you may spend 10 ki points as a bonus action on your turn to activate your Strike and Dance for 10 minutes with the following additional benefits:

- A thin layer of frost covers your body, giving you a +2 to AC.
- You may use your reaction to thicken the frost around you. You gain temporary hit points equal to 1d10 + your wisdom modifier + your monk level until the end of your next turn.
- You may use your reaction to become immune to cold or fire damage until the end of your next turn.



Many who practice ranger's arts master a single terrain. One would be hard pressed to find rangers as proficient in their climate as the ice walkers are in snowy wastes, ice deserts, and tundra. Masters of all wintry lands, they not only survive in their icy domain, they thrive in it. Able to shape the frozen world around them into tools, shelter, and sustenance, an ice walker is a boon companion to any who venture into the arctic.

EXPANDED SPEUL LIST

Upon becoming an ice walker, you can choose from an expanded list of spells when you learn a ranger spell. The following spells are added to the ranger spell list for you.

SPELL LEVEL	SPELLS
1st	awareness ward, create or destroy water
2nd	hold person, misty step
3rd	sleet storm, slow
4th	conjure minor elemental (ice/water only), ice storm
5th	cone of cold, hold monster

BUING COLD

At 3rd level, you imbue your attacks with the cold of your glacial clime. Whenever you hit a creature with a weapon attack, the creature takes an extra 1d8 cold damage. You can deal this extra damage only once per turn and may use this feature a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a short rest.

Your damage die for this ability changes when you reach certain levels in the ranger class, increasing to a d10 at 7th level and a d12 at 11th level.

TOINDRAL SORMANAL

At 3rd level, you immediately gain the arctic as a favored terrain. If you already have selected arctic terrain you may instead select one of these types: desert, mountain, or underground. Additionally, treat any climate that is currently experiencing a cold winter season as arctic for the purposes of the natural explorer feature.

You gain resistance to cold damage and immunity to the effects of extreme cold weather.

At 7th level, you deepen your connection to the arctic and gain immunity to cold damage.

Winder's Manhole

At 7th level, your control over the harsh cold is akin to that of an ice elemental. As an action, you can create simple tools and weapons from ice. These items may have no moving parts and may not have the two-handed property. There must be enough ice available to create the intended item. Items created with this feature last 1d6 hours or until directly exposed to heat equivalent to a torch. Any fire damage dealt to the object destroys it immediately. At 11th level, ice weapons you create are considered magical and have a +1 bonus to attack and damage rolls. At 15th level, this bonus increases to +2.

With enough time, you can create a shelter that protects others from the cold. With 10 minutes of channeling, you craft a round hut of ice that accommodates up to 8 creatures of medium size. Any fire built within the hut's central firepit heats the interior of the hut without melting the walls.

BYES OF WINDER

At 11th level, your senses extend through the snow and ice that surrounds you with preternatural awareness. In snowy conditions, you have advantage on Wisdom (Perception) checks.

Additionally, you can cast *clairvoyance* without expending a spell slot and without the need for material components while standing on snow or on ice. Once you use this ability in this fashion, you may not do so again until you complete a long rest.

HEART OF WINDER'S RAGE

At 15th level, you have become one with your frozen home. Ice covers your form, shielding you from harm and shattering in an icy barrage in retaliation to attacks. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn except for fire damage. After that damage is resolved, the icy shell explodes and causes 1d12 cold damage to all creatures of your choice within a 15-foot radius.

Sorcierous Origin: Ushada Marixed

The Ushada Marked are those whose inherent magic comes from the primal spirits of Fenrilik. Perhaps they have been chosen for a specific purpose or destiny, or maybe their magic is inherited from a Ushada Marked ancestor. There are even whispers that some of the Ushada Marked are directly related to these spirits, though this has never been proven. In some areas, the Ushada Marked fulfill a role similar to a cleric's, becoming spiritual leaders within their communities.

PRIMAL SURGE

It isn't easy to control the primal forces of nature. Starting at 1st level, whenever you roll a natural 1 on a spell attack roll, you lose control of the power within you. Roll on the Primal Surge table to determine the effect this has.

PRIMAL SURGE

1D6 EFFECT

- 1 All active spells cast by creatures within 30 feet of you immediately end.
- 2 A powerful gust of cold wind swirls around you. You and each creature within 5 feet of you must make a Strength saving throw against your spell save DC or take bludgeoning damage equal to your Sorcerer level.
- 3 Fire erupts around you. You and each creature within 5 feet of you must make a Dexterity saving throw against your spell save DC or take fire damage equal to your Sorcerer level.
- 4 The temperature around you suddenly drops, freezing the ground and everything around you. You and each creature within 5 feet of you must make a Constitution saving throw against your spell save DC or take cold damage equal to your Sorcerer level.
- 5 You summon a number of local beasts equal to your sorcerer level. The GM chooses what type of beasts are summoned, but they cannot be greater than CR2. Roll a d4. On a 4, the beasts are friendly towards you and will act to defend you. On a 1, the beasts are hostile towards you and will attack. On a 2-3, the beasts are neutral and will act to defend themselves only.
- 6 The sound of whispers fills your mind. Until the beginning of your next turn, you are Paralyzed, but you have advantage on your next attack roll.

PRIMAL INSTRINCT

At 1st level, you have an instinctive connection to the world around you. You may make any Wisdom ability check with advantage.

Once you use this ability, you cannot do so again until you finish a long rest or until you trigger a Primal Surge.

BUSINENTRAL MUDGE

Starting at 6th level, whenever a source would deal acid, cold, fire, lightning, or thunder damage to you or a target you can see, you can use your reaction and spend 2 sorcery points to increase or decrease that damage by an amount equal to your sorcerer level.

PRIMAL AVDEPT

At 14th level, you gain control over your Primal Surge. You automatically succeed on all Primal Surge saving throws. As an action, you can spend 2 sorcery points to roll on the Primal Surge table, or 4 sorcery points to activate the Primal Surge effect of your choice.

BUING XIANDAIL AWAYS BUING

At 18th level, your connection to the Ushada fully awakens. Choose one of the following or roll a d6 to determine what kind of awakening you go through. Once chosen, this effect is permanent.

1D6	AWAKENING
1	Spirit of the Still Night
2	Spirit of the Storm
3	Spirit of the Hearth
4	Spirit of the Ice
5	Spirit of the Beasts
6	Spirit of the Ancients

Spirit of the Still Night. The air around you seems unnaturally still, and your voice never echoes. You see normally in darkness, both magical and nonmagical, to a distance of 60 feet. Whenever you are dealt damage from a spell, reduce that damage by an amount equal to your Charisma modifier.

Spirit of the Storm. The wind moves around you, reacting to your emotions. When you're calm it's a gentle breeze, but when you're angry it roars like the storm in your heart. Ranged weapon attacks have disadvantage to hit you as long as you're not surprised or Incapacitated. Whenever you deal damage with a spell, you also deal lightning damage equal to your Charisma modifier.

Spirit of the Hearth. Your eyes glow with an inner fire, and your body radiates a steady warmth, protecting you

from cold environments. During combat, this heat becomes intense. Other creatures must make a Constitution saving throw if they approach within 5 feet of you. If they fail, they take fire damage equal to your Charisma modifier. They must make the save each round until they succeed or move out of range. Whenever you deal damage with a spell, you also deal fire damage equal to your Charisma modifier.

Spirit of the Ice. A thin layer of frost coats your skin, and your breath fogs the air, protecting you from hot environments. You gain +2 to your AC. Whenever you deal damage with a spell, you also deal cold damage equal to your Charisma modifier.

Spirit of the Beasts. Your teeth and nails sharpen. You may cast *speak with animals* at will without expending a spell slot. When you summon beasts with Primal Surge, you may use your action to create a telepathic bond between you and one beast that you have summoned. That beast is friendly towards you and follows your commands. It has its own initiative and acts normally on its turn. You can communicate telepathically within 100 feet. You may only be bonded to one beast at a time, and the bond lasts until the beast dies or until you use an action to release it from the bond.

Spirit of the Ancients. You develop dark circles under your eyes and your skin appears sickly and pale. You gain the wisdom of your ancestors. Whenever you make a Wisdom ability check or saving throw, add +2 to the roll. Additionally, you may add your Wisdom ability modifier to your spell attack rolls.

EQUIPMENT

The following equipment is available on Fenrilik.

HOOKED HAMMER

A two-handed weapon, the hooked hammer has a hammer on one end of the haft, and a long, curved pick at the other. The hammer end deals 1d6 bludgeoning damage, while the curved pick deals 1d4 piercing damage. The curved end can be used to trip an opponent rather than dealing damage. On a successful hit with the curved end, the target must succeed on an opposed grapple check or be knocked prone.

Market Price: 20 gp.

MAGIC ITTEMS

The following magic items can be found on Fenrilik.

FORTUNE BOON

Wondrous boon, very rare

You have inexplicable fortune that seems to kick in at just the right moment. You have 3 fortune points, which you can spend in the following ways.

- Whenever you make an attack roll, an ability check, or a saving throw, you can spend one fortune point to roll an additional d20. You can choose to spend one of your fortune points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one fortune point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a fortune point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain spent fortune points when you complete a long rest.

FROST RING

Ring, rare

This ring appears to be made from ice that does not melt, and always feels cold to the touch. It protects its wearer from the effects of environmental heat, though it does not reduce fire damage.

Icicie Wand

Wand, uncommon (requires attunement)

This wand is a sliver of ice that remains cold to the touch and does not melt regardless of the ambient temperature. The icicle wand has 5 charges. While holding it, you can use an action and expend 1 charge to cast *ray of frost*, 2 charges to cast *cone of cold*, or 3 charges to cast *sleet storm*. These spells' save DC is 16

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the wand crumbles into powdered snow and is destroyed. SPELLS

The following spells are practiced on Fenrilik.

DRUID SPELLS
CANTRIPS
Cold Snap
2ND LEVEL
Ice Shards
4TH LEVEL
Empathy of the
Faceless One
Treachery of the
Earthmother
SORCERER SP
2ND LEVEL
Ice Shards
3RD LEVEL
Fracture
5TH LEVEL

Rupture
6TH LEVEL
Mesos' Resonance
WIZARD SPELLS
2ND LEVEL
Ice Shards
3RD LEVEL
Fracture
5TH LEVEL
Rupture
6TH LEVEL
Mesos' Resonance

COLD SNAP

Evocation cantrip

Mages of Fenrilik from time out of mind have harnessed its chill power to stagger opponents.

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

A wave of cold sinks into the very bones of your victim. The target must succeed on a Dexterity saving throw or take 1d4 cold damage and suffer disadvantage on all attack rolls and Dexterity saving throws until the end of their next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

BANPANNERY OF THEE FACELESS ONE

4th-level divination

It is said that the titan Golthain the Faceless was so deeply connected with all life around him, he suffered from the pain inflicted upon any living thing. After the titan was mauled by his brethren, his dependence on his creations and empathy for their plight grew even deeper. Those who worship the Faceless One created this spell use it as a form of penance, turning it on themselves so they can more truly understand the struggles of the titan. There are those who use the spell aggressively as a weapon against their enemies, however.

Casting Time: 1 action Range: 120 feet Components: V, S Duration: 1 minute

e

ELLS

Choose up to 5 creatures within range that you can see. Those creatures must make a Wisdom saving throw. On a failed save each target suffers the same pain and damage it inflicts upon others for the duration. This does not include damage they cause using spells that have an area of effect. If a creature is reduced to 0 hit points by damage they receive from this spell, they fall unconscious, but are stable.

Each time any creature dies within 30 feet of an affected target, the target must succeed on an additional Wisdom saving throw or be stunned until the end of their next turn. If more than one creature dies in the same turn, this effect is cumulative.

For the duration, creatures affected by this spell have advantage on Wisdom (Animal Handling and Insight) and Charisma (Persuasion) checks.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher, the number of creatures affected increases by 2 and the duration increases by 1 minute for each slot level above 4th.

IFRACINORIE

3rd-level transmutation

It is said that worshipers of Chardun created this spell to inflict maximum pain upon their victims, immobilizing them and rendering them harmless, so they could then take their time with further torture.

Casting Time: 1 action

Range: 30 feet

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

Duration: Instantaneous

Selecting a creature within range that you can see, you utter the word "Suffer!" and snap a small bone. The target must succeed on a Constitution saving throw, or one bone in its body breaks, causing 2d6 slashing damage as the bone rips the flesh around it. If this damage is enough to reduce the target to 0 hit points, the creature is unconscious and stable. Roll 1d10 and consult the table below to determine the location of the broken bone, and the secondary effect the break causes.

1D10	BONE BROKEN
1	Left Arm
2	Right Arm
3-5	Left Leg
6-9	Right Leg
10	Torso (rib, pelvis, collarbone)

Broken Arm: The victim drops anything held by the broken arm or hand. They cannot use the arm for any task and cannot hold a weapon or shield with that hand. Their Strength is considered halved for determining carry, lift, pull, or push capacity. Strength (Athletics) checks rolled for actions that use both arms, such as swimming or climbing, are made at disadvantage.

Broken Leg: The victim falls prone and cannot perform any task that requires the broken leg without aid. Their movement speed is halved, and they cannot take the Dash or Charge action. Their Strength is considered halved when determining carry, lift, pull, or push capacity. Strength (Athletics) checks for actions that use both legs, such as swimming, jumping, or climbing, are made at disadvantage.

Broken Torso Bone: The victim's speed is reduced by 10 feet. Their Strength is reduced by one quarter when determining carry, lift, pull, or push capacity. The victim makes all Strength, Dexterity, and Constitution-based checks at disadvantage.

Spellcasters suffering from the pain of a broken bone must succeed on a concentration check (DC 12 +level of the spell being cast) in order to cast any spell.

The spell's hit point damage heals normally, but the other penalties continue until the break is splinted and heals naturally (1d4+2 weeks) or the target receives a *lesser restoration* or another effect that removes disease. If left untended, the break never heals enough to alleviate these effects.

Undead that are targeted by this spell take half damage on a failed saving throw. Bipedal skeletal undead that suffer from a broken leg have their movement reduced to 0.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, the damage increases by 1d6 for each slot level above 3rd.

ICE SHARDS

2nd-level conjuration

An old eschek incantation allows casters to summon threatening spears of ice for defense and counterattacks.

Casting Time: 1 action

Range: Self

Components: V, S, M (a waterskin's worth of water)

Duration: Concentration, up to 1 minute

An ice shard appears and dances around you, granting you a +1 bonus to your AC. You may launch the ice shard as a ranged spell attack at a target you can see within 30 feet, dealing 1d6 cold damage on a successful hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create an extra ice shard for each slot level above 2nd. Your AC increases by +1 for each shard you have active and you may make ranged spell attacks with any or all of the shards at the same time.

MESOS' RESONANCE

6th-level transmutation

The Sire of Sorcery, the titan Mesos, crafted this spell to empower his followers (who use arcane magic) against those that call upon the gods for divine magical power. Though the spell was thought lost when Mesos was destroyed, it has resurfaced in recent years, alongside the dramatic rise in sorcery.

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a glass 8-sided polyhedron worth 50 gp that is shattered during casting)

Duration: Concentration, up to 1 minute

When you cast this spell, a 100-foot radius centered on you is saturated with magical energy, empowering arcane spells that are cast within it. Arcane spellcasters within the area, or who enter the area during the spell's duration, must select a single spell that they can cast at each of their spell slot levels. For each time any such spell has been cast within the affected area during the duration, that spell receives a +1 bonus to its save DC or its to-hit if it requires an attack roll whenever it is cast again.

If an arcane spellcaster attempts to cast a spell that they did not select, the spell fails automatically, without effect or explanation, and uses up the spell slot.

ROPTORE

5th-level transmutation

Building on the magic of the fracture spell, rupture increases the pain and suffering of the victim, and allows the caster more control over the torture.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small skull)

Duration: Instantaneous

Selecting a creature within range that you can see, you utter the word "Suffer!" while crushing a small skull. The target must succeed on a Constitution saving throw. On a failure, its skull fractures, causing 5d6 slashing damage. If this damage is enough to reduce the target to 0 hit points, the creature is unconscious and stable.

The victim of a fractured skull is stunned and may make a Constitution saving throw at the end of each of its turns to end the stunned condition. A fractured skull causes the target to make attack rolls, saving throws, and skill checks at disadvantage until healed, as per *fracture*.

At Higher Levels. When you cast this spell using a spell slot of 6th or higher, the damage increases by 2d6 for each slot level above 5th.

Song of the Virian

6th-level enchantment

Long ago, before the rise of the divine races and even most titanspawn, Scarn was dominated by the viren: children of Gormoth the Life-Giver. Masters of the bardic arts, the viren could influence life force and even reality itself with their music. Though the viren have long since disappeared, powerful bards throughout the ages have rediscovered the secrets of their song.

Casting Time: 1 action Range: 30 feet Components: V, S Duration: Concentration, up to 1 minute The song you sing inspires greatness in up to 10 creatures of your choice that can hear and see you within range. Your targets gain 4d10 temporary hit points, make their attack rolls at advantage, add +2 to their damage rolls, and make Constitution and Wisdom saving throws at advantage. These boons disappear for a target if they can't see or hear you, if they move more than 30 feet from you, or if the spell ends.

TRIBACHERSY OF THE BARMENNOTHER

4th-level transmutation

Denev's betrayal of the other titans still stabs at the hearts of those who are faithful to the fallen titans. Those titanspawn now have no choice other than to oppose any misguided druids who proclaim their faith in the Earthmother. These grieving followers believe that only when Denev's followers have been wiped from the world will she sink into her final slumber, her powers diminished beyond her ability to recuperate. Then the Epoch of Betrayal shall end, and the titans will rise up once more.

The druids of the fallen titans crafted this spell, which turns the very energies granted by the Earthmother against her followers. They have found that the spell works equally well on those who draw their strength from the gods, much to their delight.

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (any flower with thorns)

Duration: Instantaneous, until discharged

You target a divine caster or a druid of Denev and attempt to lay a curse upon them. The target must make a Wisdom saving throw. On a failed save, the spell's magic soaks into them, though there is no visible effect. It remains active until discharged, which occurs when the spellcaster casts a spell with one of the following conditions:

- Any spell that deals with plants or animals.
- Any spell that conjures fey or elementals, such as conjure minor elementals or conjure woodland beings.

The curse does not discharge for spells that deal directly with elements or elemental effects (such as *elemental weapon*), nor does it discharge for any spell whose description indicates that it draws upon the power of a titan other than Denev.

Upon discharge, the spell being cast automatically fails, and the spellcaster suffers radiant damage equal to 1d6 per level of the spell slot used to cast the ruined spell.

A *remove curse* spell also ends this effect without discharging the curse.





The icy wastes of Fenrilik are home to threats great and terrible. These are but a few examples of the monstrous titanspawn and other creatures who call Fenrilik home.

BLOOD GARDENER

Travelers in Fenrilik know to beware strange songs carried on the winds when walking the snowy tundra. Beneath the snow and ice, blood gardeners — tall, whitefurred humanoids with long, sinister, black talons — waits for the chance to steal into the world above and collect living sacrifices to feed the gruesome bloodfruit gardens Whether they live on the icy surface of the Roof of the World, or in the thermal caverns below, the creatures of Fenrilik are as robust as they are terrifying.

that sustain them.

When on the move, the blood gardener quickly drops to all fours to increase its hunting speed. Loping through the night, they seek those that they might soothe to sleep with their keening lullaby. This song, known to all blood gardeners from birth, carries a sleeping charm that aids the capture of living prey. Stealing into villages under the cover of dark, they snatch any healthy humanoid they can carry and bring their prize back to the garden.

Gardeners keep prisoners alive for a time, and docile with their song. Soon though, the captive's blood either nurtures the garden soil or fuels rituals of warmth and sanctuary that keep it warm and fertile. Bloodfruit is necessary to blood gardener survival and mating. The health and bounty of a gardener's crops determines whether potential mates remain with them or move on in search of more suitable candidates.

Blood gardeners live mainly solitary lives but maintain loose connections with their fellows within a larger region. Each region is watched over

by a single blood gardener druid, a wise practitioner of their darkest, deadliest secrets.

BLOOD GARDENER

Large monstrosity (titanspawn), neutral evil

Armor Class 15 (Thick Fur) Hit Points 110 (10d10 + 40) Speed 40 ft., Burrow 15ft (snow only)

STR	DEX	CON	INT	WIS	СНА
22 (+6)	18 (+4)	18(+4)	11 (+0)	17 (+3)	16 (+3)

Skills Nature +3, Perception +6, Stealth +7, Survival +6

Damage Vulnerabilities fire Damage Immunities cold Condition Immunities unconscious Senses darkvision 60 ft.; passive Perception 16

Languages a stunted barking dialect of giantish Challenge 7 (2,900 XP)

Predatory Lullaby. As a bonus action the blood gardener may softly sing its haunting song to those nearby. Creatures within 30 ft of the blood gardener must succeed on a DC 16 Wisdom save or fall into a deep magical slumber for one hour. On a successful save, the creature is immune to the effects of the lullaby for 24 hours. As an action the blood gardener may sing with its full voice, extending the range to 90ft.

ACTIONS

Multiattack. The blood gardener makes two claw attacks. Should both attacks hit, it may immediately make a rend attack as a free action.

Claw. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Rend. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

CRAWLING GLACIER

Occasionally it is said that these creatures appear randomly overnight, looming where nothing previously stood. Further examination, even from a distance, reveals beams, trees, large animal skeletons and even a section of a timber wall inside. They are not frozen in place but rather drift slowly within the mass. A clear path behind the creature shows where it has moved.

Crawling glaciers are a rare but serious menace in cold, mountainous regions, capable of wiping away structures and even entire settlements as though they were never present to begin with. Tales tell of whole villages being consumed by a crawling glacier during long blizzards, when the threat could not be spotted until it was too late.

Crawling glaciers hunt by scent, and they consume any organic material they engulf. This typically includes herds of animals, forests, and settlements, Some who dwell in particular frigid areas, such as the northern reach on Fenrilik and Albadia, have developed tricks to change the creatures hunting route, such as enticing a direction change with a herd of animals, starting a large forest fire to drive it away or, of course, hiring a party of high–level mercenaries or heroes to harass it.

A typical crawling glacier is 15 - 30 feet high and 20 - 40 feet on a side, with crevasses and fissures all around its perimeter. Their weight is inestimable, as it varies not only with their dimension but with their contents.

CRAWLING GLACIER

Gargantuan ooze, neutral

Armor Class 19 (Natural Armor) **Hit Points** 492 (24d20 + 240) **Speed** 5 ft., swim 5ft.

STR DEX CON INT WIS CHA 30 (+10) 1 (-5) 30 (+10) 1 (-5) 1 (-5) 1 (-5)

Skills Perception +2, Survival +2, Damage Vulnerabilities fire Damage Immunities cold Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, Senece blindeight 120 ft, transcreption

Senses blindsight 120 ft., tremorsense 240 ft.; passive Perception 2 **Languages** understands Titan Speech

but cannot speak. Challenge 23 (50,000 XP) **Cold Aura.** Within a radius of 300 feet a crawling glacier decreases the environmental temperature by 40 degrees Fahrenheit (5 degrees Celsius). This cold aura persists for 2d4 days after the creature leaves the area or has been killed.

Keen Smell. The crawling glaciers have advantage on Wisdom (Perception) checks that rely on smell.

Cold Healing. A crawling glacier regains 20 hit points at the start of its turn, but only if the ambient temperature outside its cold aura is 32 degrees Fahrenheit (0 degrees Celsius) or below. The crawling glacier dies only if it starts its turn with 0 Hit Points and doesn't cold heal.

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

ACTIONS

Engulf. The ooze moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 20 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 21 (6d6) acid damage, 21 (6d6) cold damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage and 21 (6d6) cold damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 20 Strength check. On a

success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Slam. Melee Weapon Attack. +17 to hit, reach 15 ft., one target. Hit: 24 (4d6 +10) bludgeoning damage plus 21 (6d6) cold damage

Fell Deer

This massive beast is the size of a building and covered in shaggy hair, like a mammoth. Instead of ivory tusks jutting from its cheeks, a pair of incredible antlers curve down from the beast's brow and scrape along the ground as it walks. These massive antlers end in large shovel-like tips that break through the ice of the Fenriliki landscape so that the fell deer can feed on the lichens and mosses that cling to the rocks and bare earth beneath.

The fell deer's coat is a grayish brown in the summer, and fades to a pure white in the winter. The coats, hides, and antlers of domesticated fell deer often bear decorative dyes, or rings and bands of precious metals, as well as tattoos that identify their owners.

Wild fell deer are elusive for their size, but prized for their meat, fur, and antlers. Domesticated deer serve the Fenriliki as beasts of burden and engines of war. Clad in thick iron armor topped by miniature fortresses (typically housing a catapult or ballista), one fell deer can break a town's defenses alone. The natives of Fenrilik also use fell deer hair and hides for clothing, armor and shields. Though these creatures are native to Fenrilik, many were imported to Ghelspad during the days of the Ledean Empire, and a few wild fell deer live in the high ice of Albadia.

FELL DEER

Gargantuan beast, neutral

Armor Class 19 (Natural Armor) **Hit Points** 246 (12d20 + 120) **Speed** 50 ft.

STR	DEX	CON	INT	WIS	СНА		
30 (+10)	10 (0)	30 (+10)	2 (4)	13 (+1)	2 (-4)		
Skills Perception +6							
Damage Immunities cold							
Senses darkvision 60 ft.; passive Perception 16							

Languages —

Challenge 16 (15,000 XP)

Alert. The fell deer gains a +5 bonus to initiative and cannot be surprised while it is conscious. Other creatures do not gain advantage on attack rolls against it, even if they are unseen.

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

Shove. The fell deer uses an attack action to shove another creature, either to knock it prone or push it away. The fell deer makes a Strength check contested by the target's Strength or Dexterity check as chosen by the target. If the target creature fails it is either knocked prone or it is pushed 15 feet away from the fell deer.

Siege Monster. The fell deer deals double damage to objects and structures.

Trampling Charge. If the fell deer moves at least 20 feet in a straight line toward a creature and then hits it with an attack on the same turn, that target must succeed a DC 20 Strength saving throw or be knocked prone. If the target is prone, the fell deer can make one stomp attack against it as a bonus action. **ACTIONS**

Gore. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 +10) bludgeoning damage.

Stomp. Melee Weapon Attack. +15 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

FROST MAIDEN

The long, dark winters of Fenrilik are murderous. Should a dryad's sacred oak fall to the killing winds and snow, the dryad does not find death with its oak. Instead, it persists in a state of undeath that personifies winter's wrath: a frost maiden.

These cruel, pale imitations of their former gentle selves prowl around the corpse of their beloved oak. Cold emanates from the maiden's form. Pale, crumbling bark clings to ragged gray flesh. Dead, cracked leaves form a rustling halo around a starved face with deep-set, ice-blue, shining eyes that seek any source of warmth, hoping to consume its spark and taste life once again.

A frost maiden confuses and confounds opponents first, then subdues them in her grasping roots. Once held fast, the frost maiden unleashes her freezing scream, watching as the terror-filled eyes of a slowly freezing victim go wide, then glassy, then finally still.

FROST MAIDEN

Medium undead (fey), chaotic evil

Armor Class 15 (bark-like skin) Hit Points 48 (8d8 + 10) Speed 30 ft.

STR DEX CON INT WIS CHA 10 (+0) 19 (+4) 10 (+0) 14 (+2) 15 (+2) 18 (+4)

10 (+0) 19 (+4) 10 (+0) 14 (+2) 15 (+2) 16 (+4

Skills Deception +6, Insight +4, Intimidation +6, Nature +4, Perception +4, Survival +4

Damage Vulnerabilities fire

Damage Immunities cold

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

Senses passive Perception 14

Languages Druidic, Fenriliki, Sylvan Challenge 3 (700 XP)

Innate Spellcasting. The frost maiden's innate spellcasting ability is Charisma (spell save DC 14. +6 to hit with spell attacks). The frost maiden can innately cast the following spells as a 6th level spellcaster, requiring no material components:

At will: entangle

3/day each: charm person, sleep

1/day: suggestion

Tree Dependent. Each frost maiden is anchored to the now-dead tree that served as their home as a dryad. The dead tree appears normal to all inspection, visual and magical.

A frost maiden must never stray more than 300 yards from their tree, or they vanish from existence within 4d6 hours.

Turn Resistance. The frost maiden has advantage on saving throws against any effect that turns undead. **ACTIONS**

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

Frozen Howl (Recharge 5-6). The frost maiden roars and releases an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (5d8) cold damage on a failed save or half as much on a successful one.

GABROLIN

When the Earth Mother, Denev, arranged protection for the cold forests and tundra of the far north, she was uniquely inspired. Now any who would harm the wilderness meet the tundra's massive protector: three-headed, nine-foottall fey creatures known as the gabrolin.

To instill focus, Denev made each head with a limitation: one without ears, one without eyes, and one without a mouth. This forces cooperation and ensures harmonious coordination between the three separate minds. From each head, a unique array of staglike antlers or horns sprouts, reaching for the sky through thick, mossy hair. The creature's clawed hands, the size and mass of tree stumps, terminate in root-like talons that drip thick sap. Gabrolin have massive stag's legs, and from the waist down they are covered in ruddy brown fur, like a towering, three-headed satyr.

Normally gentle, gabrolin unleash the full array of Denev's might against any threat to itself or those it protects: blinding gazes, piercing howls, and envenomed, crushing paws. Magic users approach these normally gentle giants with particular caution. A gabrolin's central head casts a field of silence around strangers of dubious intent, neutralizing nearly all attempts to cast spells.

GABROLIN

Large fey (titanspawn), neutral

Armor Class 17 (thick weathered hide) Hit Points 176 (16d10 + 80) Speed 40 ft.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 22 (+6)
 17 (+3)
 21 (+5)
 15 (+2)
 15 (+2)
 18 (+4)

Saving Throws Con +9, Wis +6, Cha +8 **Skills** Athletics +10, Investigation +6, Nature +6, Perception +6, Survival +6

Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft.; passive Perception 20

Languages Fenriliki, Elven, Sylvan Challenge 11 (7,200 XP)

Independent Minds. A gabrolin's three heads act independently of each other and may all act in each round. On their round, a gabrolin may use their regular movement, make one bonus action and take one action per head. Each head may use its action either for its special attack or, if it hasn't been used yet, the gabrolin's Multiattack. Should the gabrolin suffer 60 damage in one attack, a head is destroyed; roll a d6 to randomly determine which. On a result of 1-2 the right head is destroyed. On a 5-6, the left head is destroyed.

ACTIONS

Multiattack. The gabrolin makes one gore attack and two venomous claw attacks.

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

Venomous Claw. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. *Hit*: 9 (1d6 + 6) slashing damage. A creature that suffers damage from the gabrolin's claw attack is exposed to their sappy venom and must make a DC 15 Constitution save. On a failure, the creature is paralyzed for 1d4 rounds and cannot be affected again by the venom for 24 hours. On a success, the creature is poisoned for 1d6 rounds. A creature only suffers one instance of venom at a time.

Blinding Gaze. The gabrolin's left head makes a gaze attack from its empty, baleful eye sockets. The gabrolin targets one creature within 60 ft., which must make a DC 17 Wisdom save. On a failed save, the target is blinded for one minute. A success grants immunity to this attack for the next 24 hours.

Piercing Scream (Recharge 5-6). The gabrolin's right head has no ears to hear its own terrible scream. All creatures within 30 feet of the gabrolin must succeed at a DC 17 Constitution save or become deafened and frightened for 1d6 rounds.

Silence. The mouthless central head of the gabrolin silences opponents. The gabrolin casts *silence*,

as the 2nd level spell, at will, without the need for components. Its spellcasting ability for this effect is Charisma.

GELIDICEPH

Hrinruuk was known for creating fearsome beasts to appease his hunter's desires. When he sought a challenge tailored for the north, he decided upon a camouflaged creature that would be the perfect predator in ice and snow. He shaped a massive kraken from the coldest ice, with the heart of a raging water elemental, and the gelidiceph swam off to terrorize all Scarn's freezing waters, and even its coastal glaciers and snowfields.

With a voracious appetite bestowed by the titanic hunter, the gelidiceph hunts insatiably. Aggressive and mean-spirited, these massive elemental kraken attack and devour any creature they see, dismembering the threats and consuming the prey. It is understandable that few in the civilized settlements of Fenrilik have lived through an encounter with such a titanic threat and returned to tell the tale. A gelidiceph only considers retreat when it has lost 3 or more of its arms, disappearing reluctantly through a huge cloud of freezing ink.

GELIDICEPH

Gargantuan elemental, neutral

Armor Class 17 (icy exterior) Hit Points 170 (10d20 + 60) Speed 30 ft., swim 80ft, burrow (ice and snow only) 80ft

STR	DEX	CON	INT	WIS	СНА
26 (+8)	18 (+4)	23 (+6)	6 (-2)	11 (+0)	11 (+0)

Saving Throws Str +13, Con +11 Skills Athletics +13, Perception +5, Stealth +9 Damage Immunities cold Damage Vulnerabilities fire Senses darkvision 60 ft.; passive Perception 15 Languages Primordial Challenge 14 (11,500 XP)

Freezing Ink. Using special glands, a gelidiceph can release an 80-foot burst of icy-blue ink once every minute as a free action. In moments, the ink freezes into a field of crystalline glacial ice. Any creature within this burst must make a DC 18 Dexterity save, becoming restrained on a failure. A restrained creature may use an action to attempt to break free, with a DC 16 Strength Save. This ice field persists for 10 rounds and is treated as difficult terrain. Heat melts the ice normally.

Icy Morphology. A gelidiceph is a massive squidlike elemental with eight arms and two tentacles. Attackers may target each of these limbs separately from the gelidiceph's main body. Limbs are destroyed once they have taken 20 hit points in damage. Lost limbs regrow after 1d10+10 days.

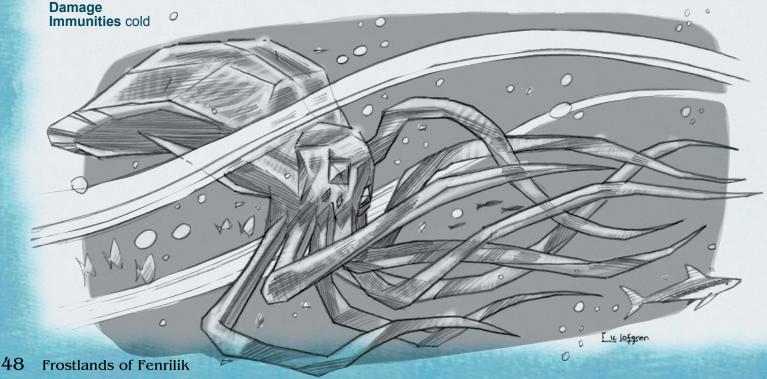
ACTIONS

Multiattack. The gelidiceph makes eight slam attacks and one bite attack.

Slam. Melee Weapon Attack. +13 to hit, reach 20 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage and 3 (1d6) cold damage.

Bite. Melee Weapon Attack. +13 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Grasping Tentacles. As a bonus action, the gelidiceph grapples a single creature within 20ft with an Escape Dexterity check of DC 18. If a creature is already grappled, the gelidiceph uses its bonus action to constrict the creature, causing 16 (2d6+8) bludgeoning damage.



ICE WARDEN

Source of many myths and legends of "haunted" villages, lost cities beneath the snow, and wanderers being taken by the ice itself, ice wardens lair in the most distant and most frigid wastelands of Scarn. These strange oozes communicate with one another through shimmering chimes and musical resonances.

In its natural state, an ice warden appears as a flowing glob of dark blue water. Its host imprint, however, takes on the exact features of whatever creature it is replicating, though it appears as though carved from ice. The host imprint's eyes glow like the morning sun reflected off a field of snow.

ICE WARDEN

Medium ooze, neutral

Armor Class 14 Hit Points 136 (16d8 + 64)

Speed 30 ft., burrow 30 ft. (ice only)

STR	DEX	CON	INT	WIS	СНА
19 (+4)	19 (+4)	19 (+4)	3 (-4)	6 (-2)	23 (+6)

Skills Stealth +7, Survival +2

Damage Vulnerabilities fire; bludgeoning Damage Immunities cold

Condition Immunities blinded, deafened, exhaustion, prone (ooze-form only)

Senses blindsight 60 ft., passive Perception 8

Languages see below

Challenge 5 (1,800 XP)

Bolstered by Cold. Whenever the ice warden is targeted by attacks that deal cold damage, or is in icy terrain, it gains +1 to attack and damage rolls, saving throws, and ability checks.

The ice warden has advantage on Dexterity (Stealth) and Wisdom (Survival) checks when in snowy or icy terrain.

Chilled Body. A creature that touches the ice warden or hits it with a melee attack while within 5 feet of it takes 9 (2d8) cold damage. Metal weapons strike or touch the ice warden are affected as if by a *heat metal* spell, but suffer cold damage instead of fire.

Frigid Stability. The ice warden has advantage on saving throws and skill checks against being pushed or knocked prone when on ice. In addition, it has advantage on Strength (Athletics) checks when grappling or being grappled while on ice. The ice warden never loses its footing when on ice, and can

move across ice at its regular speed, even if it is considered difficult terrain.

Host Imprint. The ice warden uses material from its own body to create glittering replica of any creature it has held in ice stasis. The simulacrum gains the memories, languages, hit points and ability scores of the target creature, except Charisma. They also retain the ice warden's Intelligence and Wisdom scores if they are higher. The copy gains all the target's racial and class abilities and can use most of the ice warden's abilities. The simulacrum can't use ice stasis, nor are they able to cast divine spells above 2nd level. Spells or abilities of the host that are fire-based instead deal cold damage and manifest as ice or snow effects. The imprint takes on the good/neutral/evil aspect of the host's alignment, but remains neutral relative to law and chaos. The imprint even duplicates all the host's equipment, including up to very rare magic items, though they are made of ice. These items crumble into normal ice if the ice warden or the simulacrum perish.

An ice warden can have only one host imprint at a time. As long as the ice warden and simulacrum remain on the same plane, the imprint remains viable. If the two are separated by planar boundaries, or the warden dies, the simulacrum crumbles into a pile of normal ice. The destruction of a host imprint automatically renders the ice warden unconscious for 1d10 days.

Ice Stasis. The ice warden places an unconscious creature in stasis. The procedure takes one minute and the ice warden must start over if interrupted. When complete, the target must succeed on a DC 17 Constitution saving throw to negate the effect. Otherwise, it stops aging and enters a state of dreamless sleep, encased in a thick layer of ice. The creature can be freed by wish or similar magic, or if the ice warden is slain. An ice warden can't use ice stasis on a creature more than one size category larger than itself.

Stolid Mind. The ice warden has advantage on saving throws against being charmed or frightened. **ACTIONS**

AUTIONS

Multiattack. The ice warden makes one slam attack, and automatically deals its slam damage to any creature it has grappled at the start of its turn..

Slam. Melee Weapon Attack. +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 7 (1d6 + 4) bludgeoning damage and 9 (2d8) cold damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the ice warden can't grapple another target.

RIME WITCH

Gormoth was known to delight in manipulating his creations, pitting them against each other. The Writhing Lord's proclivities were never so apparent as when he created the rime witches, sculpted from snow and spite to accost and terrorize the people of Scarn's coldest climes. Gormoth went so far as to give these vile fey a diet of the fear, suffering, and despair of others.

A rime witch without her illusions in place appears as a beautiful woman with platinum blond hair and skin of flawless, frosty porcelain. But like the Warper himself, rime witches are devious. They wander the frigid wastes and visit woe upon any who cross their path, cloaked in illusions: a wary, lost traveler in a snowstorm seeking succor or shelter; a mother ranging the wilderness, seeking a lost child; a druid battered by a wild beast, barely holding on to life. The rime witch knows many ploys to draw a victim close.

They insinuate themselves into the lives of their victims. Once within their confidence, the rime witch uses her illusions to whittle away at the target's mind over the course of days. Her illusions draw out their delicious terror and suffering. When they have nothing left to give, the drained victim dies, but rises the next day as an undead trophy for the rime witch to appreciate until she grows bored and discards the remains to seek new prey.

RIME WITCH

Medium fey, neutral evil

Armor Class 18 (Aura of Spite) **Hit Points** 70 (10d8 + 10) **Speed** 40 ft.

STR	DEX	CON	INT	WIS	СНА
10 (+0)	17 (+3)	13 (+1)	15 (+2)	14 (+2)	22 (+6)

Saving Throws Dex +7, Wis +6, Cha +10 Skills Deception +10, Insight +6, Persuasion +10, Stealth +7 Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities cold Damage Vulnerabilities fire

Senses darkvision 60ft.; passive Perception 12 **Languages** Fenriliki, Sylvan, Titan Speech **Challenge** 11 (7,200 XP) Aura of Spite. The rime witch gains a bonus to their armor class equal to their Charisma bonus (already factored into their statistics). However, all undead under their control gain the same bonus, as well as the rime witch's damage resistances,

damage immunities, and damage vulnerabilities..

Despairing Visions. Three times per day, a rime witch may infuse despair and sorrowful longing into one illusion spell they cast against a single creature. If the target fails its save against this spell, it takes a level of exhaustion in addition to the spell's other effects. If the spell has no saving throw, the creature must make a DC 16 Wisdom save when it perceives the illusion, suffering two levels of exhaustion on a failure.

A creature that dies from this exhaustion rises 24 hours later as an undead servant of the rime witch, as the *animate dead* spell.

Spellcasting. The rime witch is a 10th-level spellcaster. Their spellcasting ability is Charisma (Spell save DC 18, +10 to hit with spell attacks). The rime witch has the following sorcerer spells prepared:

Cantrips (at will): acid splash, chill touch, mage hand, mending, prestidigitation, ray of frost

1st level (4 slots): *disguise self, magic missile, silent image*

2nd level (3 slots): *alter self, invisibility, mirror image* 3rd level (3 slots): *animate dead, major image*

4th level (3 slots): *hallucinatory terrain, phantasmal killer*

5th level (2 slots): dream

Trackless Step. With just a thought, the rime witch removes any marks of its passage. All attempts to track the rime witch with Wisdom (Survival) checks are made at disadvantage.

ACTIONS

Short Sword. Melee Weapon Attack. 7+ to hit, reach 5 ft, one target. *Hit:* 7 (1d6 + 3) slashing damage.

SHIMMER SNAKE

A thick-bodied snake, the shimmer serpent is covered in lush fur from the tip of its tail to the base of its head. Two pairs of vestigial legs adorn its length, which is easily twice the height of any human.

The shimmer snake gets its name from the pleasant yellow-green glow it creates while burrowing beneath the icy surface. Such displays have lured many a lost traveler seeking the safety of a campfire into a nest of shimmer snakes (and ultimately their bellies).

SHIMMER SNAKE

Large beast, chaotic neutral **Armor Class** 15 (natural armor) **Hit Points** 67 (9d10 + 18) **Speed** 20 ft., burrow 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	СНА
17 (+3)	19 (+4)	15 (+2)	6 (-2)	10 (+0)	15 (+2)

Skills Perception +2

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Heated Body. A creature that touches the shimmer snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., one target(s). *Hit:* 7 (1d8 + 4) piercing damage and 3 (1d6) fire damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the snake. A swallowed creature is blinded and restrained, it has total cover from attacks and other effects outside the snake, and it takes 3 (1d6) fire damage at the start of each of its turns.

If the snake takes 20 damage or more on a single turn from a creature inside it, the snake must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate any swallowed creatures, which fall prone in a space within 5 feet of the snake. If the snake dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. Surface Strike (Recharge 5-6). A burrowing shimmer snake, no deeper than 5 feet from the surface, can superheat the ice around it, forcing scalding water to erupt upward from the surface in a 5-foot column. Any creature within the column must make a DC 14 Constitution saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a success. Each creature within 5 feet of the column must succeed on a DC 14 Dexterity saving throw or take 2 (1d4) fire damage.

ME

SKERRAI

A humanoid torso, arms, and head, covered in chitinous plating, jut up from a scorpion-like body. Multi-faceted eyes glare out above its crimson mandibles while the creature's stinger flits about, constantly seeking a target. The skerrai's malevolence seethes from it like a palpable cloud.

Ancient eschek legends speak of scorpion-like monstrosities that caused strife across the face of Fenrilik. And yet it was less than forty years after the Divine War's end (just a century and a half ago) that the tide of horrors called the skerrai rose from their deep caverns in the ice, spreading sorrow and suffering.

In truth, no one knows how the old myths relate to the skerrai, or to the notably similar sandmaskers that stalk the desert locales of Scarn, far from Fenrilik's frigid wastes. Rumors swirl of adventurers unearthing strange clues, of cryptic threats choked out by defeated skerrai. Tales of abandoned ruins far beneath the surface of the world where eldritch portals brought the first skerrai to Fenrilik, twisted from their original forms by otherworldly forces and released to wreak havoc. If such stories were true, they would go far to explain the odd behavior of the

skerrai, who seem to seek out something in the frozen lands with a frenzy only paralleled by their need to dominate or destroy those in their path. Skerrai are asexual creatures that reproduce by injecting larvae into living hosts who they rapidly devour from the inside. Indeed, this accelerated birthing process reflects the brisk pace of skerrai life. Cities beneath the surface teem with hundreds of bustling skerrai. Those who have witnessed it liken a skerrai hold to a kicked anthill — if each ant was determined to overpower anything that it encountered, including the other ants. Vying for more power is key in skerrai society. In the near-constant struggle for dominance, losing can mean death or exile — even for tribal leaders and communities. And though skerrai detest losing to one another, it is inexcusable for a skerrai to fall to one of the lesser races that they overpower and enslave. It is a twist of irony that such foes (lesser beings who have slain skerrai) are sought out fervently to become host to skerrai larvae.

Skerrai society consists of a convoluted caste system, though a role does not always elevate one skerrai over others. Scholars have argued endlessly over the logic of the system, though many agree that perhaps it is more survival of the fittest than an ordered system. Those who have defeated the most enemies, or defeated the most rivals within their society, seem to hold more power. No visible markings or identifiers have been found to prove this, though the skerrai seem to instinctively sense who leads and who follows. Roles that stand out are bonebreakers (who watch over slaves and punish their mistake, and are especially ferocious and deadly combatants) and the mindsingers (whose psionic abilities make them a boon for other skerrai during combat, as well as horrid foes themselves).

SKERRAI

Medium monstrosity, neutral evil

Armor Class 14 (natural armor) Hit Points 71 (13d8 + 13) Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 17 (+3) 15 (+2) 16 (+3)

Saving Throws Wis +4, Cha +5

Skills Insight +4, Intimidation +5, Perception +4 Damage Resistances cold, psychic

Senses darkvision 120 ft., passive Perception 14 **Languages** Abyssal, Draconic, Fenriliki, Primordial, Titan Speech; telepathy 120 ft. **Challenge** 4 (1,100 XP)

Implantation. On a successful sting attack against a creature, the skerrai may implant the target with a larval skerrai, which burrows itself into the creature's body, eating the host alive. The target must succeed on a DC 14 Constitution saving throw to overcome the larval infestation. On a failure, the target suffers 1d4 Constitution loss after one minute, repeating that loss every minute thereafter until the host dies. A lesser restoration spell or similar magic can end the infestation, though the caster must succeed on a DC 14 caster ability check (made at disadvantage due to the larva's magic resistance) to do so. Spells and magical effects that restore hit points to the victim also require a DC 14 caster ability check to function while the larva is still infesting the target.

If the victim is reduced to 0 Constitution while infected, the larval skerrai bursts from its body and scurries to safety. They become fully grown within a year.

An average skerrai has 2d6 larva ready to inject, and their body replenishes this larval stock in just over a week.

Innate Spellcasting (Psionics). The skerrai's innate spellcasting ability is Intelligence (spell attack +5, spell save DC 13). They can cast the following spells, requiring no material components:

At will: charm person, detect thoughts, suggestion

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

Sunlight Sensitivity. While in sunlight, the skerrai has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The skerrai makes one spear attack and one sting attack.

Spear. Melee or Ranged Weapon Attack. +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) if used with two hands.

Sting. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Mind Blast (Recharge 6). The skerrai discharges a wave of psionic energy in a 60-foot cone. Each creature within the area must succeed on a DC 13 Wisdom save or be stunned for 2d4 rounds.

IMMATURE SKERRAI

Small monstrosity, neutral evil

Armor Class 13 (natural armor) Hit Points 45 (10d6 + 10) Speed 30 ft.

STR	DEX	CON	INT	WIS	СНА
12 (+1)	13 (+1)	12 (+1)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +4

Damage Resistances cold, psychic Senses darkvision 120 ft., passive Perception 14 Languages telepathy 120 ft. Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The skerrai's innate spellcasting ability is Intelligence (spell save DC 11). They can cast the following spells, requiring no material components:

At will: detect thoughts, suggestion

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

Sunlight Sensitivity. While in sunlight, the skerrai has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Sting. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Mind Blast (Recharge 6). The skerrai discharges a blast of psionic energy at a creature within 30 feet of them. The target must succeed on a DC 11 Wisdom save or be stunned until the start of the skerrai's next turn.

SKERRAI BONEBREAKER

Medium monstrosity, neutral evil

Armor Class 15 (natural armor) Hit Points 104 (19d8 + 19) Speed 30 ft.

STRDEXCONINTWISCHA16 (+3)14 (+2) 12 (+1) 19 (+4) 18 (+4) 19 (+4)

Saving Throws Wis +7, Cha +7 Skills Insight +7, Intimidation +7, Perception +7 Damage Resistances cold, psychic Senses darkvision 120 ft., passive Perception 17 Languages Abyssal, Draconic, Fenriliki, Primordial, Titan Speech; telepathy 120 ft. Challenge Rating 7 (2,900 XP)

Implantation. On a successful sting attack against a creature, the skerrai may implant the target with a larval skerrai, which burrows itself into the creature's body, eating the host alive. The target must succeed on a DC 15 Constitution saving throw to overcome the larval infestation. On a failure, the target suffers 1d4 Constitution loss after one minute, repeating that loss every minute thereafter until the host dies. A lesser restoration spell or similar magic can end the infestation, though the caster must succeed on a DC 15 caster ability check (made at disadvantage due to the larva's magic resistance) to do so. Spells and magical effects that restore hit points to the victim also require a DC 15 caster ability check to function while the larva is still infesting the target.

If the victim is reduced to 0 Constitution while infected, the larval skerrai bursts from its body and scurries to safety. They become fully grown within a year.

An average skerrai has 2d6 larva ready to inject, and their body replenishes this larval stock in just over a week.

Innate Spellcasting (Psionics). The skerrai's innate spellcasting ability is Intelligence (spell attack +7, spell save DC 15). They can cast the following spells, requiring no material components:

At will: charm person, detect thoughts, mage hand, suggestion

3/day each: *empathy of the faceless one‡, fracture‡, telekinesis*

1/day: rupture‡

‡see Chapter Four

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

Sunlight Sensitivity. While in sunlight, the skerrai has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The skerrai makes two spear or whip attacks, and one sting attack.

Spear. *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) if used with two hands.

Sting. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Whip. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 3) slashing damage.

Mind Blast (Recharge 6). The skerrai discharges a wave of psionic energy in a 60-foot cone. Each creature within the area must succeed on a DC 15 Wisdom save or be overcome by crushing pain, falling prone and being stunned for 3d4 rounds.

SKERRAI MINDSINGER

Medium monstrosity, neutral evil

Armor Class 17 (natural armor) Hit Points 110 (20d8 + 20) Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 19 (+4) 15 (+2) 18 (+4)

Saving Throws Wis +5, Cha +7 Skills Insight +5, Intimidation +7, Perception +5 Damage Resistances cold, psychic Senses darkvision 120 ft., passive Perception 15 Languages Abyssal, Draconic, Fenriliki, Primordial, Titan Speech; telepathy 120 ft. Challenge Rating 8 (3,900 XP)

Implantation. On a successful sting attack against a creature, the skerrai may implant the target with a larval skerrai, which burrows itself into the creature's body, eating the host alive. The target must succeed on a DC 15 Constitution saving throw to overcome the larval infestation. On a failure, the target suffers 1d4 Constitution loss after one minute, repeating that loss every minute thereafter until the host dies. A lesser restoration spell or similar magic can end the infestation, though the caster must succeed on a DC 15 caster ability check (made at disadvantage due to the larva's magic resistance) to do so. Spells and magical effects that restore hit points to the victim also require a DC 15 caster ability check to function while the larva is still infesting the target.

If the victim is reduced to 0 Constitution while infected, the larval skerrai bursts from its body and scurries to safety. They become fully grown within a year.

An average skerrai has 2d6 larva ready to inject, and their body replenishes this larval stock in just over a week.

Innate Spellcasting (Psionics). The skerrai's innate spellcasting ability is Intelligence (spell attack +7, spell save DC 15). They can cast the following spells, requiring no material components:

At will: charm person, detect thoughts, suggestion, vicious mockery

3/day each: compulsion, confusion, eyebite, dominate person, expeditious retreat, shield

1/day each: dominate monster, mass suggestion, regenerate

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

Sunlight Sensitivity. While in sunlight, the skerrai has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The skerrai makes one spear attack and one sting attack.

Spear. Melee or Ranged Weapon Attack. +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) if used with two hands.

Sting. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bolstering Aura. The skerrai emits a psychic aura that bolsters up to four creatures within 30 feet of it. As long as they remain in the aura, the target creatures gain 22 (4d10) temporary hit points, make their attacks at advantage, have advantage on Constitution, Wisdom and Charisma saving throws, and have a +2 bonus to damage dealt by physical or psychic attacks. If the mindsinger takes damage, they must succeed on a Constitution saving throw to maintain the aura. Likewise, the aura fails if the mindsinger falls unconscious.

Mind Blast (Recharge 6). The skerrai discharges a wave of psionic energy in a 60-foot cone. Each creature within the area must succeed on a DC 15 Wisdom save or be stunned for 3d4 rounds.

SNOWSTORM ELEMENTAL

In the midst of blowing snow that reduces the senses to almost nothing, a mass of writhing snowstorm coalesces. The form moves with eerie intent, a hunter unaffected by the frozen elements around it.

Pockets of raw elemental power found across Fenrilik occasionally spew forth hordes of these elementals, spreading them across the landscape. It is said that the titan Lethene created the first snowstorm elemental, her breath giving life to the raging wind and snow.

SNOWSTORM ELEMENTAL

Huge elemental, neutral

Armor Class 18 Hit Points 178 (17d12 + 68) Speed 0 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	СНА
22 (+6)	29 (+8)	18 (+4)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Dex +13 Skills Perception +5

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison Damage Vulnerabilities fire

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

Senses darkvision 60 ft., blindsight 500 ft., passive Perception 15

Languages Auran Challenge 13 (10,000 XP)

Alert. The elemental has a +5 bonus to Initiative checks. In addition, it cannot be surprised, and other creatures do not gain advantage on attack rolls against the elemental as a result of being hidden from it.

Freezing Aura. A creature that touches the elemental or hits it with a successful melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Snowstorm. The 500-foot radius surrounding the elemental is heavily obscured, filled with constantly blowing snow. Wisdom (Perception) checks that rely on hearing or scent are made at disadvantage. The elemental can sense everything within this area, though if the storm is quelled by magical or other supernatural means, the elemental loses its blindsight. Should this happen, the elemental can raise the storm again as an action.

ACTIONS

Multiattack. The elemental makes two slam attacks. *Slam.* Melee Weapon Attack. +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 9 (2d8) cold damage, and the elemental may choose to push the target. If it does, the target must succeed on a DC 16 Strength saving throw or be knocked back 10 feet.

SEEVENS Of

WOLLAHOG

With thick gray tusks jutting from a protruding lower jaw, this plump, boar-like creature is covered in heavy blue-gray wool.

WOLLAHOG

Medium beast, unaligned

Armor Class 14 (natural armor) Hit Points 52 (7d8 + 21) Speed 30 ft.

STR	DEX	CON	INT	WIS	СНА
13 (+1)	10 (+0)	16 (+3)	2 (-3)	11 (+0)	7 (-2)

Damage Resistances cold

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Charge. If the wollahog moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Cold Acclimated. The wollahog is naturally adapted to cold climates.

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

ACTIONS

Tusk. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.



OTHER CREATURES OF FENRILIK

Despite the harsh climate, Fenrilik is home to a vast array of creatures. Many of these are Titanspawn crafted or adapted to the bitter cold of the Roof of the World.

Frost Moth: Frost Moths are delicate, rare insects that inhabit the few areas of warmth in Fenrilik: its wellsprings. This has led to speculation that they were created by glaciads to protect their sacred groves. Often mistaken for the shimmer of a light snowfall, these creatures adhere themselves to the warmth of beasts and men alike, and it is not uncover small swarms nestled in the fur of wild fell deer.

For a frost moth, use the statistics of a **blood moth** (see **Creature Collection** p. 20) with the following changes: Add immunity to cold damage. Replace **Blood Drain** with **Sapping Bite**.

Sapping Bite. When a frost moth swarm successfully bites a creature, the moth attaches to the target's exposed flesh and begins to feed. At the beginning of each round that a target has any frost moths attached to it, the target suffers 2 (1d4) cold damage and its maximum hit points decrease by the same amount. At the end of the target's turn, if a frost moth is still feeding, the target suffers one level of exhaustion. Anyone can spend an action to clear one target of moths. Once free of moths, the creature's maximum hit points are restored to normal after a long rest.

Glaciad: These highly intelligent fey consider themselves Fenrilik's protectors of nature, aiding the creatures of this inhospitable land and promoting peace within the wooded areas surrounding the wellsprings. Glaciads inhabit the largest and most ancient of Fenrilik's coniferous trees, but unlike dryads, they can freely leave their trees' immediate areas. They most commonly take the forms of eschek women but have been seen in other forms occasionally, though always with white eyes and hair.

For a glaciad, use the stat block of a hamadryad (see Creature Collection p. 102) with the following changes:

Add immunity to cold damage. In addition, glaciads may use **Winter's Mantle** as if they were a 7th level Ice Walker (see p. 36).

Iccree Distant, glittering, cousins of pixies, iccree are fiercely territorial defenders of Fenrilik's wilds, able to decipher other creatures' intentions. Iccree resemble tiny, eschek-featured fey, with ice-shard-like wings.

For the iccree, use the statistics of a murder sprite (see Creature Collection p. 133) with the following changes:

Replace Blood Drain with an icicle wand (p. 38)

Rekirrac: A rekirrac is the frozen specter of a once–living creature, bound to haunt a location, creature, or object from its life.

For a rekirrac, use the statistics of a **Ghost** (see SRD) with the following changes:

Ice Bite. The rekirrac makes a bite attack (+5 to hit) against a target. If it hits, it deals 1d6 + 1 cold damage to the target and gains 5 temporary hit points.

Winter Wraith: These undead are the rotting remains of those unlucky enough to fall in battle during certain magical storms. They resemble armed and armored, frostbitten corpses and reek unmistakably of decay. They never tire as they did in life, instead endlessly pursuing a war against Fenrilik's living inhabitants.

For a winter wraith use the stats of an inn-wight (see Creature Collection p. 114) and use the following changes:

Add immunity to cold damage.

NONPLAYER CHARACTERS

The following NPC stat blocks represent folks found mainly on Fenrilik.

TRIBAL CHIEF

Small or Medium humanoid (any race), any alignment

Armor Class 15 (breastplate) Hit Points 88 (16d8 + 16) Speed 30 ft.

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

Saving Throws Wis +6, Cha +7 **Skills** History +5, Investigation +5, Insight +6, Persuasion +7

Senses passive Perception 16 **Languages** Fenriliki, any two languages

Challenge 3 (700 XP)

Preternatural Preparation. "I knew you would try something like this." Tribal chiefs always know when to have fellow tribe members nearby. Once per day, as a bonus action, a chief can summon 3d6 + 2 tribal warriors, 1d6 scouts, and 1d4 druids to defend them.

ACTIONS

Leadership. (Recharges after a Short or Long Rest). For 1 minute, a chief can utter a special command or warning whenever a nonhostile creature that they can see within 30 feet of them makes an attack roll or saving throw. That creature can add 1d4 to its roll provided it can hear and understand the matron. A creature can benefit from only one Leadership die at a time. This effect ends if the chief is incapacitated.

Rapier. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. **REACTIONS**

Parry. The chief adds 2 to their AC against one melee attack that would hit them. To do so, the chief must see the attacker and be wielding a melee weapon.

ICE WALKER

Small or Medium humanoid (any race), any alignment

Armor Class 15 (studded leather) Hit Points 132 (24d8 + 24) Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 10 (+0) 14 (+2) 11 (+0)

Saving Throws Str +5, Dex +6 Skills Perception +5, Stealth +6, Survival +5 Senses passive Perception 15 Damage Immunities cold Languages Fenriliki, any two languages Challenge 5 (1.800 XP)

Biting Cold. Once per turn, the ice walker deals an extra 5 (1d10) cold damage on one of their attacks.

Spellcasting. The ice walker is a 6th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks.) The ice walker has the following ranger spells prepared: 1st level (4 slots): *cure wounds, fog cloud, hunter's mark*

2nd level (3 slots): lesser restoration, misty step

Tundral Survival. The ice walker receives a +3 to all Wisdom (Perception) and Wisdom (Survival) checks related to arctic terrain.

While traveling for an hour or more in arctic terrain, the ice walker gains the following benefits:

- Difficult terrain doesn't slow their group's travel.
- Their group can't become lost except by magical means.

11/11

- Even when engaged in another activity while traveling (such as foraging, navigating, or tracking), the ice walker remains alert to danger.
- If traveling alone, the ice walker can move stealthily at a normal pace.
- When foraging, the ice walker finds twice as much food as they normally would.
- While tracking other creatures, the ice walker also learns their exact number, their sizes, and how long ago they passed through the area.

Winter's Mantle. As an action, the ice walker can create a simple tool or weapon from ice, if enough ice is available for it to be made. These items cannot have moving parts and must only require one hand to use. The item lasts 1d6 hours unless it is melted or destroyed by fire. With 10 minutes of channeling and enough available ice, the ice walker can create a shelter that accommodates up to 8 creatures of medium size. The shelter provides immunity to the effects of extreme cold weather and resistance to cold damage for all within it. Any fire built in its central firepit will not melt the shelter walls.

ACTIONS

Multiattack. The ice walker makes three melee or two ranged attacks.

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

Longbow. Ranged Weapon Attack. +6 to hit, range 150 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.





CHAPTER SIX: INTO THE GORGE

Welcome to Fenrilik, the roof of the world! Into the Gorge is an introductory adventure designed for four to six characters at level 1. It will bring them through Fenrilik's sole city, Kovokimru, before taking them deep into the mysterious Tobor Gorge. They will have the opportunity to make great discoveries and face greater dangers. Should they succeed, the adventurers advance to 3rd level by the end of the story.

IFORMING YOUR IPARTTY

The adventure begins with your party traveling through the cold of Fenrilik towards Kovokimru. The overall tone of the adventure is one of mystery and exploration, so curiosity should be a great motivator! However, if the characters need additional incentive, a financial reward awaits them in Kovokimru. Characters native to Fenrilik may further be motivated by the potential resources that could be hidden deep underground.

Part 1: A Hostile Land

Travel through Fenrilik is harsh and unforgiving. After what feels like an endless trek across the snow and ice, you finally see the walls of Kovokimru through the falling snow. Soon you will have access to warm shelter, fresh food, and soft beds. The city calls to your weary limbs but a soft cry of distress pierces the night. Looking toward the source of this scream, you see a cloaked figure cowering in a pool of blood before an enraged polar bear.

Adventurers with a passive Perception score of 16 or higher, or those who succeed on a **DC 11 Wisdom** (**Perception**) check, made at disadvantage due to the falling snow, notice two small cubs hiding behind some boulders nearby. Fear for her offspring is the source of the polar bear's rage.

The adventurers may choose to fight the bear, lure it away with a successful **DC 14 Wisdom (Animal Handling)** check, scare it with a successful **DC 14 Charisma** (Intimidation) check, or find some other creative way of rescuing the cloaked figure. If they choose to fight, the polar bear will fight to the death in an effort to protect her cubs and she will not move more than 40 feet away from where they are hiding.

Of course, the party may also choose to do nothing, letting the bear handle the situation as it wishes while they continue on their way to Kovokimru.

A Bur of Luck

If successfully rescued, the cloaked figure rises to her feet with surprising grace considering her injuries. She appears ageless, with white blonde hair and eyes like glittering frost. Though dressed in dark rags, she possesses an ethereal kind of beauty.

The woman thanks the brave adventurers for their kind deed and bestows a boon upon them by saying, "The path ahead twists and bends, but I'll offer a kindness for a kindness. May fortune guide your actions until this debt is repaid."

Heroes that succeed on a **DC 16 Wisdom (Insight)** check may be left feeling unsettled by this woman; something in her voice suggests she's not joking about that twisted path. Nonetheless, she meant what she said, and everyone in the party benefits from the *fortune boon* (p. 38). Once their 3 fortune points are spent, the debt is repaid, and the boon is removed. Her gratitude expressed, the woman smiles as her body fades into the snow, vanishing without a trace. If the heroes ask about her or talk about the strange encounter, locals will not have an explanation, but will not be particularly surprised either. After all, this is far from the first mysterious tale to come out of the Fenrilik snow.

IKOVOKIMIRU

At last, the party has made it to their destination! Give them time to explore, visit the inn, and rest up. It's been a long journey.

MISSING PERSONS

Travelers with a passive Perception score of 10 or higher may notice some flyers posted around the city looking for information on the whereabouts of two anthropologists from Ghelspad. The flyer describes an elven wizard named **Yenei** (she/her, NG, Ganjus elf **mage**) and a manticora named **Lwazi** (he/him, NG, manticora **veteran**), last seen leaving Kovokimru to go on a fell deer hunt.

The flyers offer 10 gp worth of goods or one favor for anyone with information that leads to the recovery of the missing travelers. The flyers were posted by a slitherin named **Pitzo** (they/them, CG, slitherin **ice walker**), with instructions to bring any such information to a slitherin woman named **Helif** (she/her, ng, slitherin **spy**), who works as a barmaid at the Scaly Tail Tavern. Helif can arrange a meeting between Pitzo and the adventurers upon request.

MIDDING PUZZO

If the party meets with Pitzo for more information on the missing anthropologists, they learn the slitherin was hired to guide the foreigners while they traveled across the frozen continent. During their travels together, the trio became good friends.

Lwazi in particular was excited to join a local hunting expedition. Unfortunately, something spooked the herd they were tracking. Between the stampeding fell deer and the falling snow, things became quite chaotic, and the anthropologists were lost. A rescue party was sent out, but by then the snow had covered any evidence at the site.

Pitzo admits that any new information is unlikely to be found, but they don't expect there's much more that can be done, but they aren't quite ready to give up on their foreign friends. They'll be staying at the tavern for another week, just in case anyone happens to come across a clue to the anthropologists' whereabouts.

BRAWE AVDWENTURIERS WANNED

While the heroes are enjoying the hospitality of Kovokimru, they overhear a conversation between two locals. A researcher named **Frethi** (she/her, CN, human **mage**) is looking to hire a team of adventurers to explore the Tobor Gorge. She believes there are geothermal tunnels and caves under the icy Fenrilik ground, with fresh water and untapped resources She is offering a generous reward for anyone who takes up her quest but her recruitment effort has been unsuccessful so far.

Unfortunately, the locals do not believe the risk is worth the reward. For many, even the concept of what Frethi is suggesting seems foolishly optimistic at best.

If the adventurers ask, the locals point them towards the mage tower, where she both lives and works. Her research workshop is cluttered, and cats sleep on various piles of paper, but she boasts that this is the most impressive book collection in Kovokimru (and quite possibly all of Fenrilik). Frethi is aggressively optimistic and passionate, with wide blue eyes and untamed red curls. She's offering adventurers 50 gp worth of items or services to accept her quest, an additional 10 gp trade value upon their return if they agree to an interview, and bonuses for any interesting oddities the adventurers bring back for her to study. Frethi will also agree to purchase basic supplies for her brave recruits should they ask (up to 40 gp) and lend out *frost rings* (p. 38) for anyone who needs one.

If the party doesn't take the bait from the gossiping locals, Frethi simply seeks them out herself. She uses flattery to persuade them to take up her cause, stating that the adventurers look strong and resourceful.

Part 2: Intro the Dark

The safest way to reach the geothermal tunnels at the bottom of the gorge is with a lift-and-pulley system. Frethi herself donated much of the resources for construction after a nearly year-long campaign to convince the council of its merits. Though the council eventually agreed, even Frethi knows they did so more to stop her incessant presentations than because they believed in her cause.

Finding volunteers to risk the dangers of exploring the gorge has proven equally challenging. Though the impressive feat of engineering was completed almost a week ago, not even Frethi's offer of goods and favors has tempted any Kovokimruans into coming forward. Everyone knows there is nothing on Fenrilik but ice and the few plants and animals stubborn to live in it. Why risk your life to prove it? As soon as the adventurers accept their new quest, Frethi directs them to the pulley system that leads down into the gorge. They may choose to use the lift or find their own way down. Either way, see **Chapter Three** for descent mechanics. To get to the geothermal tunnels, the group must descend all the way to the bottom, far below the ice caves that exist in the upper areas.

A STIRANGE WORLD UNDER THE SNOW

No matter what time of day the adventurers enter the tunnel system, it is dark. The high walls of the Tobor Gorge prevent Fenrilik's pale sunlight from penetrating even the entrance of these caves. Red rock and rust-colored mud line the interior of the tunnels. The air here is humid and smells like something rotting.

Hor Ar

The smell comes from toxic gas that escapes through vents from deep underground. Any creature that needs to breathe must make a **DC 10 Constitution** saving throw or gain a level of exhaustion upon entering the tunnels. They must repeat this save every hour until they succeed, at which point their body adapts.

If they fail this save by 5 or more, their vocal cords swell and they cannot speak, preventing them from casting spells with vocal components. This effect lasts until the person completes a long rest, or until they are targeted with a spell or ability such as lesser restoration or remove curse. While these effects restore the person's voice, they do nothing against exhaustion gained from breathing the tunnel gases. Those affected recover from these levels of exhaustion normally once they either make a successful save or benefit from one of the aforementioned spells or effects.

A Shinner of Unease

Anyone with a passive Perception score of 15 or higher get the feeling they are being watched. This feeling follows them throughout the tunnels. Likewise, anyone that gets a 15 or higher on any **Wisdom (Perception)** check become aware of this creeping sensation. On an exceptionally high roll (DC 22 or higher), it's clear that whatever's watching is exceptionally good at hiding and is also staying well away from the heroes.

Wandering Monsters

Deep in the heart of Fenrilik's unforgiving earth exists a different kind of ecosystem. Instead of barren stone and unyielding frost, the deep underground has steamy warmth, unique toxins, and corrosive acids. There aren't many lifeforms adapted to life in the geothermal areas of Fenrilik, but an unsuspecting adventurer could find themselves in trouble if they aren't vigilant. Use the following table for random encounters at the GM's discretion. All of the monsters listed use their regular stats, except they are also resistant to poison damage and have advantage on saving throws against poison.

RANDOM ENCOUNTER TABLE

1D4	ENCOUNTER
1	Darkmantle
2	Rust Monster
3	Swarm of Beetles
4	1d4 Violet Fungus

THE FIRST CAWERN

It doesn't take long for the tunnels to open up into a medium cavern (Area 1). A pool of acidic water sits in the center, bubbling and hissing. Ringing the pool is neon algae, ranging in color from blue to green, which give off dim light in a 20 ft. radius.

Touching the water deals 1d4 acid damage for every round the creature remains in contact with it. The effect ends if

the water is wiped off with an absorbent material. Drinking the water deals 1d4 acid damage for a number of rounds equal to 10 minus the creature's Constitution modifier.

Touching the algae requires a **DC 12 Constitution** saving throw. On a fail, the creature becomes poisoned and is afflicted by a short-term madness effect (see "Madness" on p.201 of the System Reference Document 5.1). Anyone who ingests the algae automatically fails the saving throw.

The algae can be collected and spread across surfaces like paint. It retains its glow (and toxicity) for 1d4 days after being harvested. A **DC 15 Intelligence (Nature)** check indicates that this species is related to evergreen, an algae found in other locations on Scarn.

A Price of Rocks

There seems to have been a cave-in to the northeast of the cavern (Area 2). The area is blocked by piles of heavy red stone, from floor to ceiling. A DC 20 Intelligence (Investigation) or Intelligence (Nature) check reveals that the collapse seems odd, as the walls seem to be quite solid. There are no cracks or other signs in the surrounding stone that suggest stress.

As the party heads north, deeper into the winding tunnels (Area 3), they will be attacked by 2 **darkmantles**, one posing as a stalactite and the other posing as a stalagmite.



Innauuraant Iliaa

The second cavern (Area 4) is smaller than the first, and far less interesting at first glance. Those with a passive Perception score of 10 or higher will note that there is something strange about the walls of this cavern. They don't have the same kind of shape or texture in this room, despite being the same type of stone. A **DC 15 Intelligence** (**Investigation**) check alerts the observer to signs of mining, and therefore sentient life. Those who surpass this check by 5 or more can find a rusted pickaxe hidden among loose stones.

From here, the tunnels continue winding north. As the adventurers exit the cavern, they see a soft, moving light up ahead and hear a scuffling sound that quickly fades into silence just as the light goes dark.

The tunnel eventually splits off in two directions. The scuffling sound comes again, this time coming from the east (Area 5). The adventurers may choose to follow the sounds, or head west (Area 6).

THEE BASTRERN TUNNEL

The eastern tunnel leads into a small cavern. As soon as the party reaches the entrance a powerful gust of hot air blows through, instantly extinguishing any flames explorers may be carrying. The air comes from a vent in the center of the cavern floor, and a fresh gust blows through every minute. Anyone standing within 10 ft. of the vent must make a **DC 10 Dexterity** saving throw or take 1d8 fire damage from the heat.

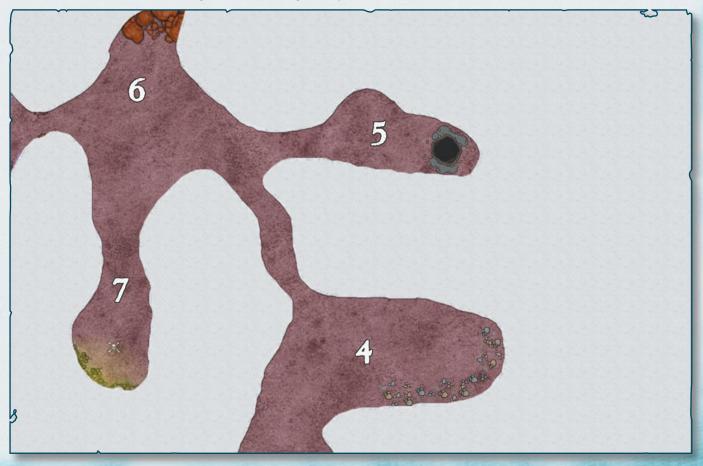
Sounds echo loudly in here, blending together and bouncing around from wall to wall in a disorienting cacophony. Though they can still hear, discerning detail in sounds is impossible. All creatures are effectively deafened within this area.

THE WESTERN TOMNEL

The western tunnel opens into a wide cavern (Area 6), with tunnels heading west and south. A faint glow emanates from the latter. It appears a tunnel once went north as well, but another cave-in has sealed that area off. A **DC 15 Intelligence (Investigation)** check reveals that the stones here are still settling. This cave-in must have been recent, within the last day or so.

FOLLOW THE LIGHT

If the party heads south, they find another small cavern (Area 7). This one has glowing algae painted on the far wall. The painting clearly depicts something, but it's impossible to determine what without moving closer. An explorer with a passive Perception score of 16 or higher may notice the ground here is an odd texture that doesn't quite match the ground around it.



Investigating the glowing painting requires observers to walk over the strange ground, which happens to be a pit trap. The trap is designed for skerrai, so Small and Tiny creatures can walk across the floor just fine. Should an adventurer trigger the trap and fall, they must make a **DC 11 Dexterity** saving throw or fall 10 ft, taking 1d6 bludgeoning damage, and be attacked by the three violet fungi that inhabit the pit.

If the heroes can get close enough to investigate the painting, they can make a **DC 10 Intelligence** (Investigation) or Wisdom (Perception) check to discern the rudimentary image of a terrified skerrai falling into a pit. If the trap was triggered, adventurers can make this check with advantage.

TERNOT DRIVERSE

To the west is a dark, narrow tunnel. 10 **shriekers** grow along the ceiling, , but shriekers here grow differently because of the high acidity in the moisture. They only have blindsight up to 10ft. and react to heat instead of light. These traits have been further encouraged through selective breeding. The tunnel walls stretch up 30 ft, so the shriekers are unlikely to be disturbed.

Slumped in the middle of the tunnel, apparently barely conscious, is **Skith** (he/him, NG, krampek **scout**). A **DC 20 Wisdom (Insight)** check alerts an adventurer that Skith seems to be unharmed and may be faking injury. However, as the adventurers have never seen anything like him before,

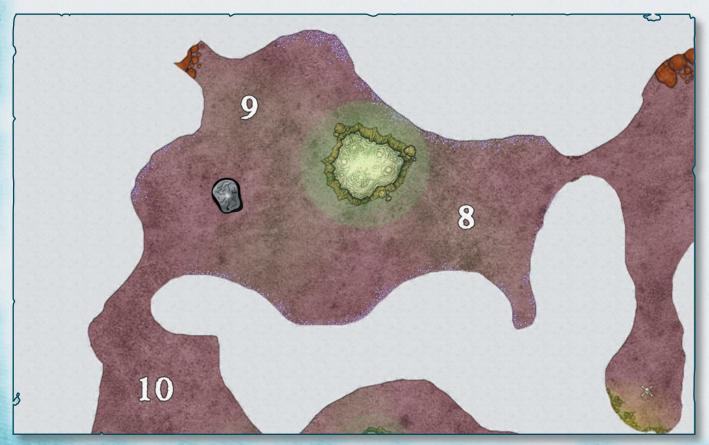
they will find his expressions difficult to read and interpret.

These caverns are home to a village of krampek, escaped slaves of the skerrai who, up to now, haven't known there were beings other than krampek and skerrai. Skith, being particularly brave and curious, volunteered to test the morality of these strangers who have entered krampek territory. If the party is kind to him, he leads them through the tunnel and into Mistpool. If the party is hostile towards him, he climbs the tunnel walls and activates the shriekers to warn the rest of his people that the strangers are dangerous, and to not directly engage. Once he does so, Skith attempts to escape back to his village, preferring not to fight headon if possible.

If the krampek are alerted to danger, the vulnerable members of their population take shelter while those able to fight attack from the shadows and walls, preferring ranged attacks to melee.

COMMUNICATING WHITH THE KRAMPEK

The krampek speak their own dialect of Primordial, which includes a combination of vocalizations and antennae movements. Anyone who speaks Primordial can make a **DC 15 Wisdom (Perception)** check to use the language context as a basis for learning the antennae movements. They can do this automatically if they have a passive Perception score of 15 or higher. Otherwise, speaking Primordial only offers a basic understanding of the krampek language.



PART 3: WELCOME TO MISTIPOOL

If the party earns Skith's trust, he welcomes them with a gift. This beat-up journal flecked with dried blood is useless to him, but interesting. Perhaps it will be more useful to his new friends! Skith found it following a skerrai attack a few days ago, but since the krampek have no written language, he isn't sure what it's for. It seems different from typical skerrai objects, so he thinks it may have been stolen.

The journal is written in Elvish, but the pages within hold the beginnings of an Elvish-Fenriliki dictionary. Adventurers can make a can make a **DC 15 Intelligence** (**Investigation**) check to determine that the journal belonged to the missing anthropologist, Yenei.

At this point, the party advances to level 2. Congratulations!

THE FARMI

Directly through the Shrieking Tunnel is a krampek farm (Area 8), though it doesn't look like one at first glance. This cavern is massive, with a large pool in the center glowing with algae. The krampek call it "greenglow." They find it pretty and use it to paint surfaces - including their own skin!

The water here is warm, but fresh and safe to drink. The rest of the cavern floor is barren and muddy. The krampek farm vertically, raising various types of edible fungus and lichen in neat rows along the cavern walls.

Not a single krampek can be seen working the farm. Even if the party passed Skith's test and proved themselves to be friends, krampek are shy by nature.

Thee Flowering Fungus

Most of the flora growing on the krampek farm provide only food, but one plant stands out as something special. The "flowering fungus" is a rare mushroom whose cap resembles a dewy, red orchid. Eating the "flower" grants the benefits of a lesser restoration spell. It can also be brewed into a potent potion by someone proficient with an herbalism kit, requiring 5 days and 100 gp worth of ingredients. A potion brewed this way grants the benefits of a long rest, but causes the drinker to sleep for one hour. The drinker can choose to make a **DC 15 Constitution** saving throw to gain a level of exhaustion instead of sleeping and still gain its benefits. The krampek have one of these potions available for trade (worth 300 gp) in the village, though a recent skerrai attack has seriously depleted their medical supplies.

THE SCARS OF MISTIPOOL

The far side of the farm (Area 9) shows signs of a recent scuffle, including a few more recently caved-in areas. Skith explains that the krampek collapsed the tunnels on purpose to defend against the skerrai. He goes on to explain how his parents' generation escaped slavery under the skerrai, but sometimes they still have to fight off raiding parties. His expression becomes grim as he recounts how a few of his people were stolen away during the recent attack.

Skith is very talkative; whether or not the heroes understand him, he tells these stories in his tiny, chirpy voice. His sorrow at this recent loss is evident, common language or no.

A DC 15 Wisdom (Insight) check suggests that this latest loss was particularly personal for him. One of the missing villagers is very close to Skith, but the exact nature of the relationship doesn't translate easily. It's not familial or romantic, but Skith insists that friendship isn't the right category either. The two of them live together and are closely bonded.

If the heroes took note of the shriekers in the Shrieking Tunnel, then they may notice more shriekers planted in strategic areas near the cave-in sites. These are planted lower to the ground, to act as an alarm in case the skerrai return.

THE VILLAGE

The village is located in the largest cavern (Area 10). Like the farm, it is arranged vertically, with residences and other important areas built directly into the wall itself. There are no visible ladders or ropes despite some of these openings being nearly 50 ft. off the ground.

Several curious krampek, particularly young adults, peek down at the adventurers from the safety of their homes. An older krampek comes forward to greet the strangers. **Lumi** (he/him, NG, krampek **druid**) is the village shaman. If communication is an issue, he presents the party with a mask, of crudely formed iron. This mask allows its wearer to cast tongues twice per day. The artifact is old, stolen from the skerrai (who very likely stole it from someone else). Lumi expects the mask to be returned when the strangers leave but may be willing to trade it at a value of 600 gold pieces.

The village has 3 pools of water, each coated with a thin layer of algae. The krampek explain that the difference between a freshwater pool and an acidic pool is whether the algae grows on or around the water. Only the water with algae growing on top is safe for consumption.

Thee Force

The forge (Area 11) is set up around a heat vent in the floor. Krampek don't use fire to work their metal. Instead, they rely on the vent's intense heat. Rough stone walls have been built around the forge to prevent children from wandering too close, though sometimes the more rebellious ones climb the walls.

THE MEETING PLACE

An area to the southeast (area 12) has a large, clear section of cave floor, and most of the villagers not busy ogling the party gather there to discuss "the New Ones." It looks as if this is where the krampek usually hold their larger meetings and parties.

The Underground River

East of the village, then south through a short tunnel is a river (Area 13). Water pours from an opening in the wall, cascading downward and flowing for about 30 ft before disappearing back underground. The current is deadly, and a **DC 20 Strength (Athletics)** check is required to escape it, should an unfortunate adventurer fall into the water. The krampek use this area to say goodbye to their dead, allowing the river to carry them away "into the heart of the earth."

THEIR HANNEN

South of the village is a wide tunnel with shriekers guarding the entrance on either side (Area 14). These are set high up on the walls, so they must be activated to sound their alarm. This tunnel leads to the Haven, where the elderly, the wounded, and the vulnerable are kept safe. It would take a great act for an outsider to earn enough trust to be allowed inside the Haven.

The tunnel opens up into a cavern riddled with pit traps (Area 15). Each one is a 10 foot cube and contains a **violet fungus**. Krampek can walk over these pits easily, but Medium or larger creatures fall through.

THE RAINBOW POOL

The first thing that draws the eye upon entering the Haven is the rainbow pool (Area 16). This pool is deep blue in the center, with rings of color that spread out until the edge, where it is rimmed in red. The water bubbles, and no algae grows on or around it, yet it's perfectly fresh. It's also extremely hot. Touching the water deals 1d8 fire damage. The pool can be used to sterilize tools and equipment, but it also acts as a final defensive line in case the Haven is ever breached by intruders.

SATERIA

Like the main residences in the village, there are recesses carved out of the walls here for shelter. Unlike in the village,



however, these are not high up. Many of the residents in the Haven are no longer able to climb, either because of old age, sickness, or debilitating wounds. This is also where medicinal items are stored for safekeeping.

When under attack, children and other non-fighters often retreat to the Haven. The krampek have added small, hidden cubbies for children to hide in. This not only makes the Haven the safest place in the tunnels, but also great for playing games of hide and seek.

PART 4: RETURN OF THE SKERRAI

Allow the adventurers time to explore Mistpool and begin getting to know the locals. Once they start feeling comfortable, the shrieking begins. An ear-splitting sound echoes through the tunnels, instantly alerting the krampek to danger.

The sound is the shriekers by the cave-ins in Area 9. Instantly, Skith calls upon two other krampek scouts to check out the danger. He tells the party to stay behind for their own safety.

The scouts don't return. A **DC 10 Wisdom (Insight)** check indicates that the locals are worried about how long it's taking. This check can be made with advantage by anyone who took time to try to learn their antennae signals.

Mistrpool in Danger

As time stretches, the locals debate whether they should send out another scouting party or prepare for an attack. Lumi suggests they prepare for invasion, and immediately the krampek herd their more vulnerable population toward the Haven. Lumi turns to the party and says, "We must stay here to defend our young. Our resources are not where they should be after the last attack. If you would be willing to help us by going after our scouts, you would earn the gratitude and trust of our people. That said, we know this is not your fight. If you are quick and quiet, perhaps you may avoid detection by escaping through the farm. Good luck." Then he goes after his people.

FIGHDING THEE SKIERVAN

The sounds of battle reach the party as they head through the tunnel to Area 9. The scene is chaotic. A handful of bodies, both immature skerrai and krampek, lie still on the muddy ground. One of the cave-ins has blown outward, scattering large chunks of stone and revealing the darkness beyond.

It's immediately obvious that there are more krampek bodies here than just Skith's three-person team. A **DC 15 Wisdom (Perception)** check shows 11 dead or unconscious individuals: 8 krampek, 2 of the young skerrai, and 1 male manticora.



Of the krampek, only Skith remains fighting. He and an injured elven woman face off against 4 **immature skerrai.** The fight is not going in their favor. Skith is down to just 8 HP.

If the adventurers saw the flyers in Kovokimru, they are able to recognize the elven woman as Yenei, the missing anthropologist. She stands protectively over the unconscious body of her manticora companion as she fights, now reduced to just 20 HP and entirely out of spell slots.

THE DARING BSCAPE

Assuming the party can turn the tide and defeat the skerrai, krampek villagers swarm efficiently over the scene, attending to the injured while Yenei and Lwazi recount their story.

The two of them were captured by the skerrai while hunting fell deer. They were gagged, blindfolded, and bound before being dragged into the tunnels. All their possessions were taken, including the expensive inks Yenei needs for teleportation. Even their clothing was stripped and replaced with harsh linen.

They managed to escape, but barely. Yenei was badly wounded, so Lwazi carried her off into the winding tunnels. It was then that Lwazi stumbled across a party of newly captured krampek and their skerrai bonebreaker escorts.

Lwazi and Yenei didn't have to discuss whether to help the krampek. Yenei distracted the skerrai until Lwazi freed the captives, and then the group overwhelmed them. The plan was mostly successful, but the group was unaware they were being tracked by a second group of immature skerrai.

Yenei and Lwazi decided to escort their new friends home safe before running for the surface. The krampek didn't even hesitate as they navigated the humid tunnels, leading the way back to Mistpool. Unfortunately, the group's various injuries slowed them down and the immature skerrai were able to catch up.

In the resulting chase, Yenei and Lwazi spent all their skill and power keeping their group alive, until they finally broke the barrier and triggered Mistpool's alarm

HEROIC REWARDS

After their victory over the skerrai, the krampek celebrate with a party in their village's meeting place (Area 12). They enthusiastically include the adventurers, Yenei, and Lwazi. They offer a mild hallucinogenic drink for anyone interested, brewed from the Greenglow.

Drinking the brew requires a **DC 12 Constitution** saving throw against being poisoned. On a failure, the consumer sees mild hallucinations, such as rainbow shimmers, wavy

lines, and sparkling light, and they experience a feeling of euphoria. They must repeat this saving throw each time they drink, with the DC increasing by 1 each time. If they fail the save by more than 5, then the hallucinations become frightening, taking the form of crawling bugs or writhing tentacles. The imbiber must make a **DC 12 Wisdom** saving throw or become frightened. This effect lasts for 1d4 hours unless cured, which can be done with any spell or ability that dispels poison. The krampek will offer a flowering fungus to negate the effects if necessary.

Now that the krampek firmly view the adventurers as allies, they're happy to share their resources. They aren't ready to reveal themselves completely to outsiders just yet, but Skith can be convinced to act as the first krampek ambassador if your players choose to take the story in that direction.

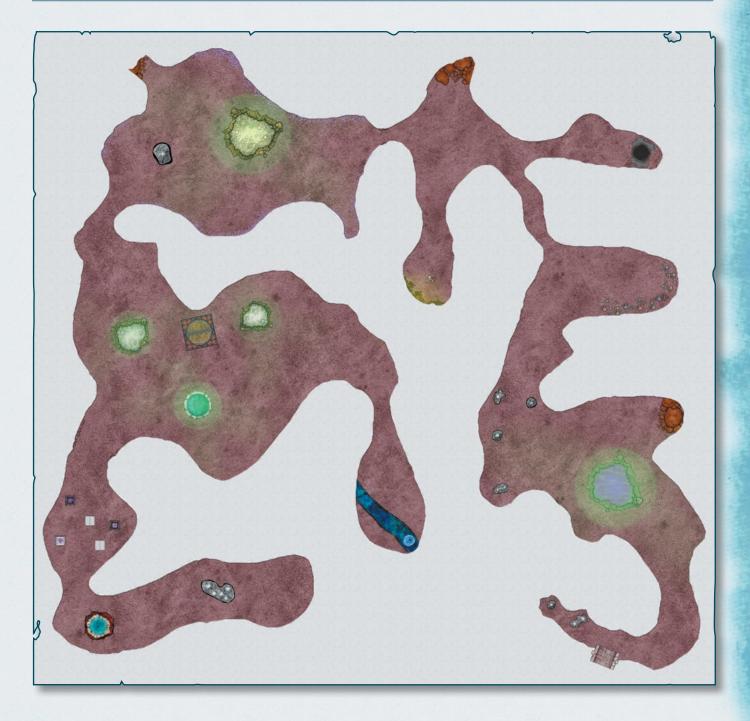
Yenei offers to teleport the party anywhere they'd like to go once she can make more inks, as long as it's within her ability, and will certainly want to meet up with Pitzo. However, she absolutely plans on getting to know the krampek better and is absolutely enamored with their society.

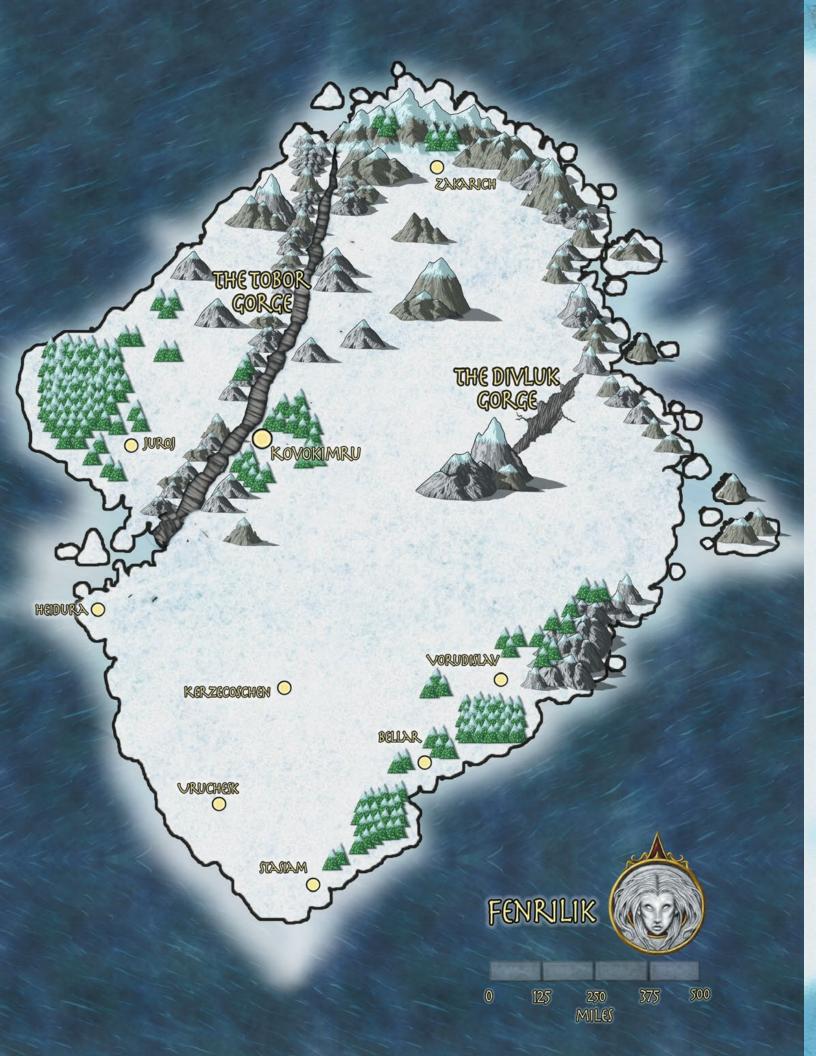
WHERE TO GO FROM HERE

With the adventure complete, the party advances to level 3. There's still so much to discover in the frozen (and not so frozen) lands of Fenrilik! After collecting their rewards from Frethi and Pitzo, the brave adventurers may find other heroic endeavors to pursue, including the following:

- There are other krampek settlements hidden deep in the geothermal tunnels, each with their own little pockets of resources waiting to be discovered and each in danger from both the skerrai and other monsters that lurk beneath Fenrilik's ice.
- The skerrai have discovered an ancient artifact buried deep underground. They have been kidnapping scholars to try to decipher its secrets, though those who've escaped don't think they're having much luck. The council of Kovokimru wants to know what this artifact is, where it came from and what it does. After all, anything that has captured the attention of the skerrai can't be good for the rest of Fenrilik.
- A nest of gabrolin have taken over a series of caverns near the surface of the Tobor Gorge. They seem to be protecting something, but nobody knows what.
- Rumors have reached Kovokimru that children have been going missing from nomadic settlements across Fenrilik. A child here and there wasn't much to take note of but the overall trend, when added up between the different settlements, paints a disturbing picture.

CAIVE NETWORK OVERVIEW





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Vengeance of the Shunned

A campaign for characters of levels 1-15 for use with Scarred Lands 5th Edition



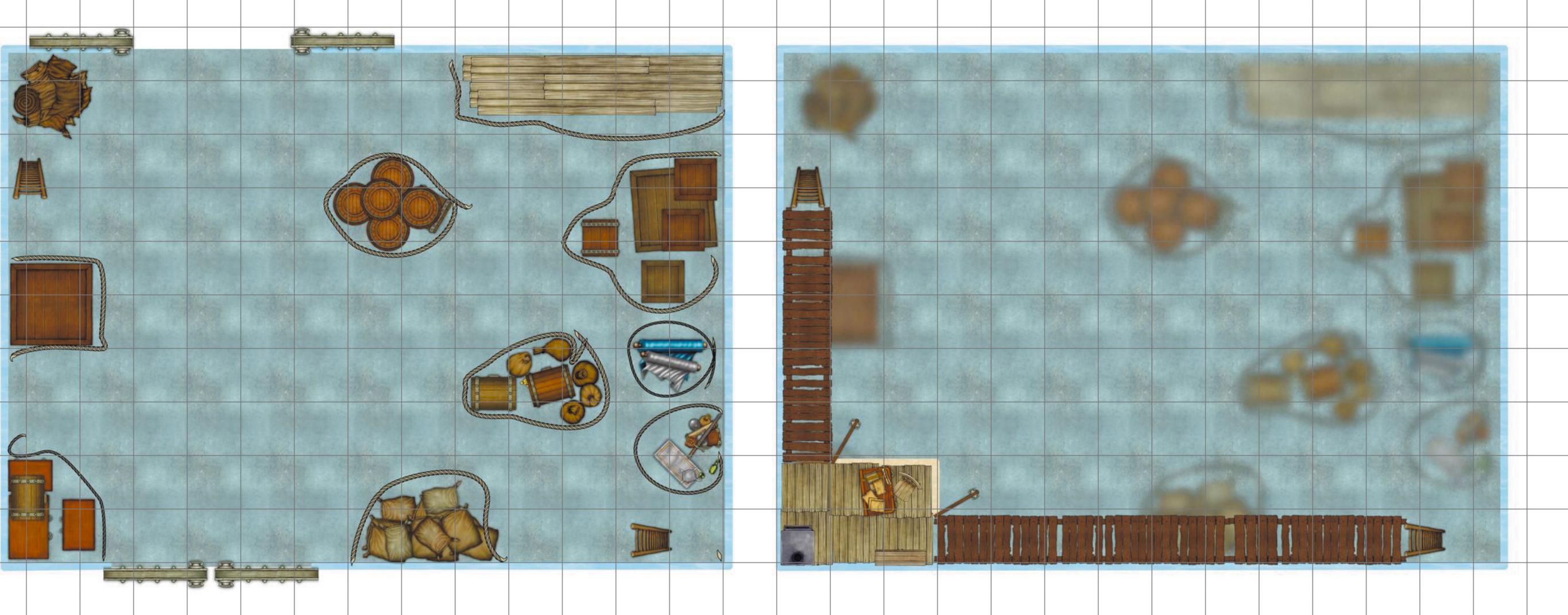
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Frostlands of Fenrilik is an expansion for **Scarred Lands 5e OGL** that explores the frozen continent of Fenrilik. Known as the Roof of the World, Fenrilik is a massive frozen tundra filled with unique creatures, dangerous weather and deadly Titanspawn.

This book is created through the Slarecian Vault Community Content program and is designed to not only permit your party to take their adventures to Fenrilik, but also to allow you to create your own Fenrilik content for release via the Slarecian Vault!

Frostlands of Fenrilik includes:

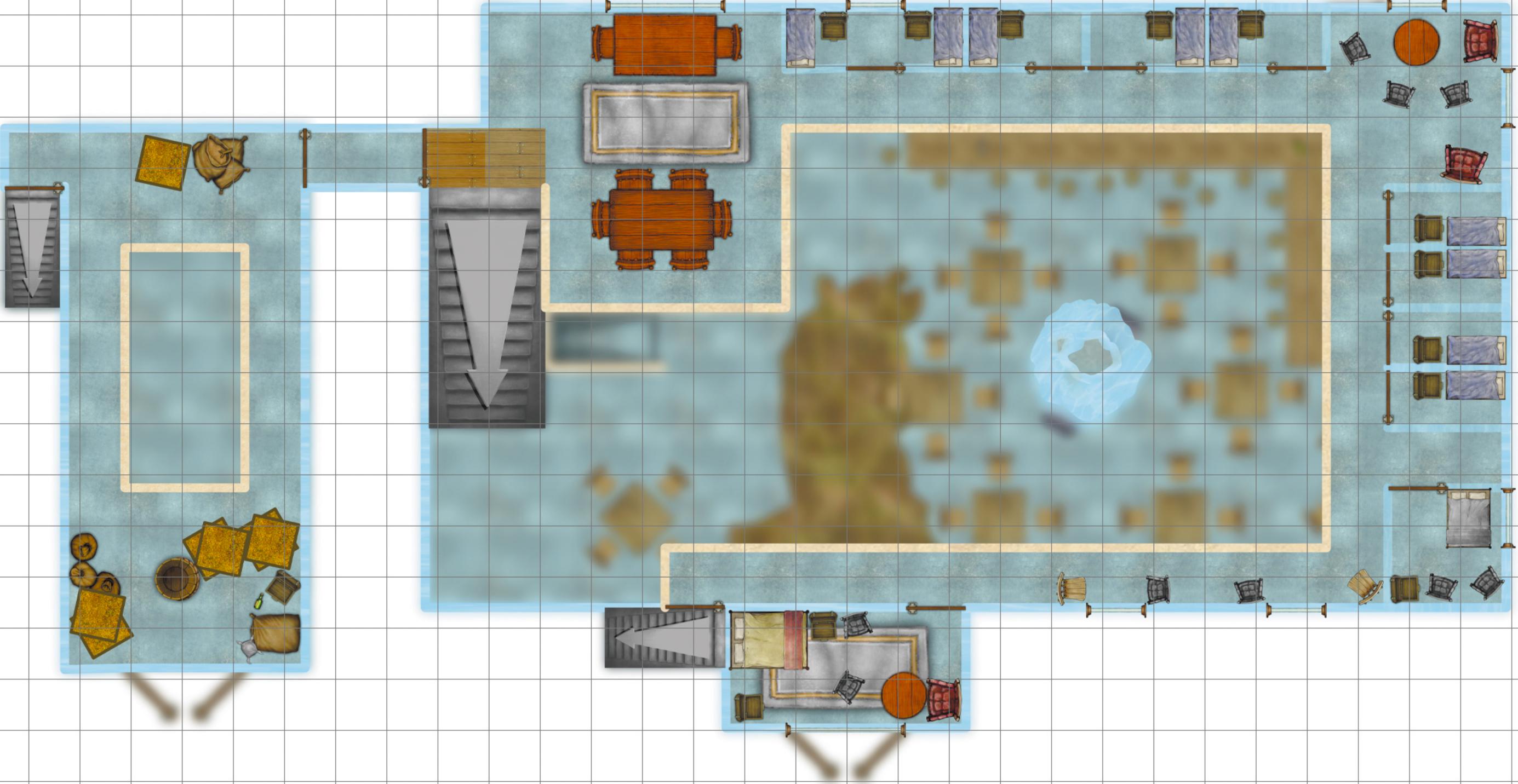
- Information on the history, geography, civilizations and religions of Fenrilik
- New rules for travel and survival in the arctic wastes
- New player options including 3 new races, 4 new subclasses, and 8 new spells
- Over a dozen new monsters, and guidelines for creating more
- An introductory adventure designed to take a party from levels 1-3

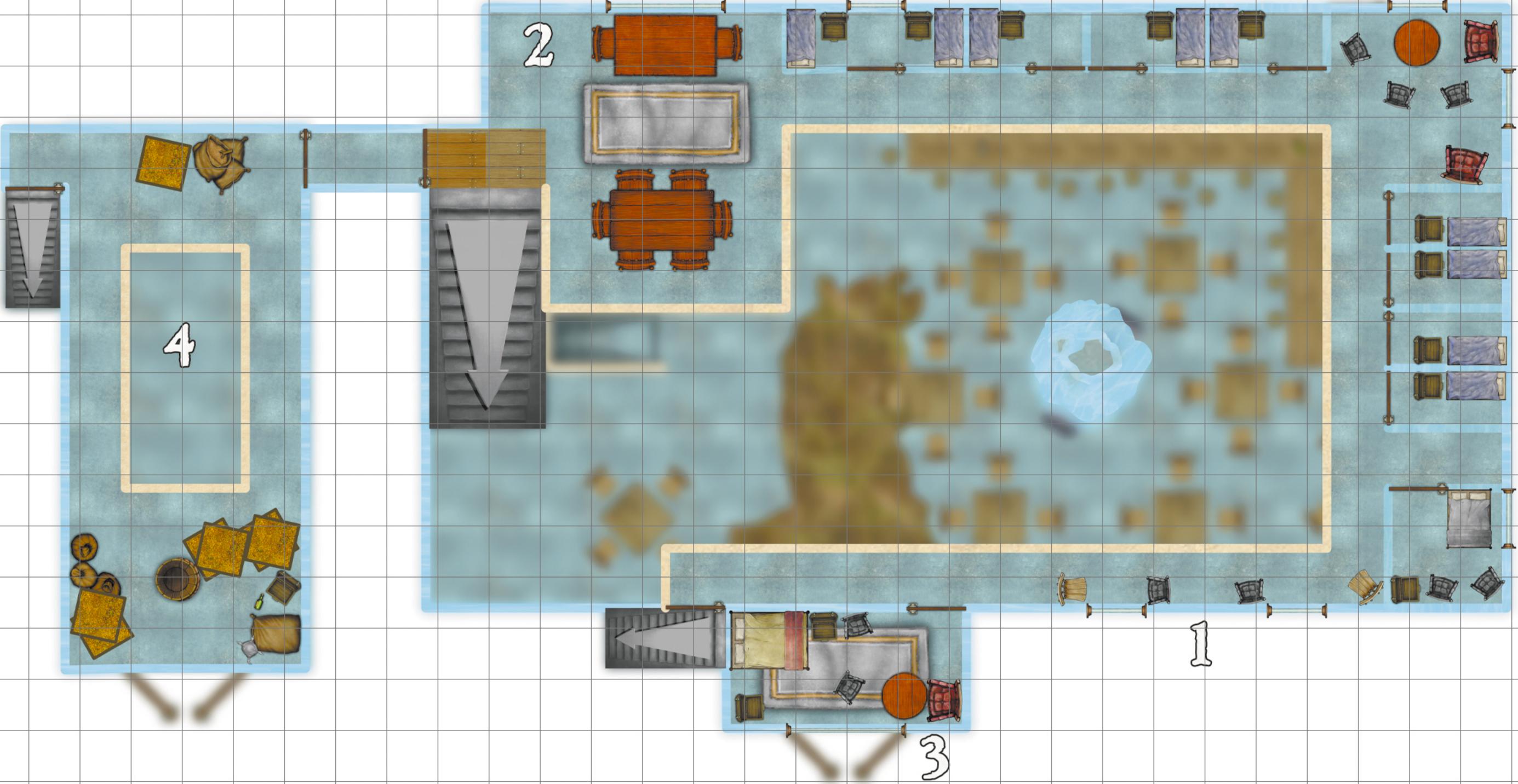






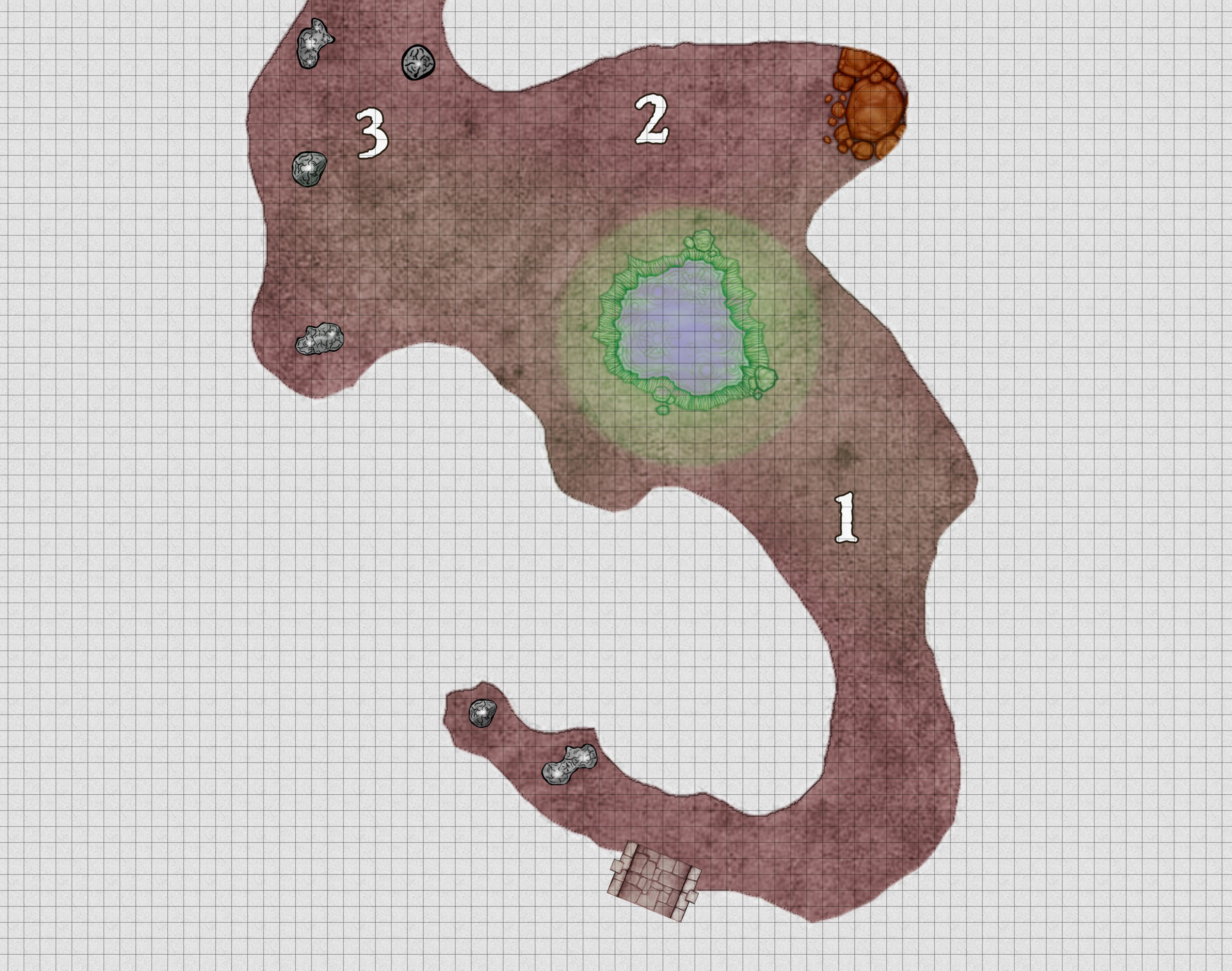


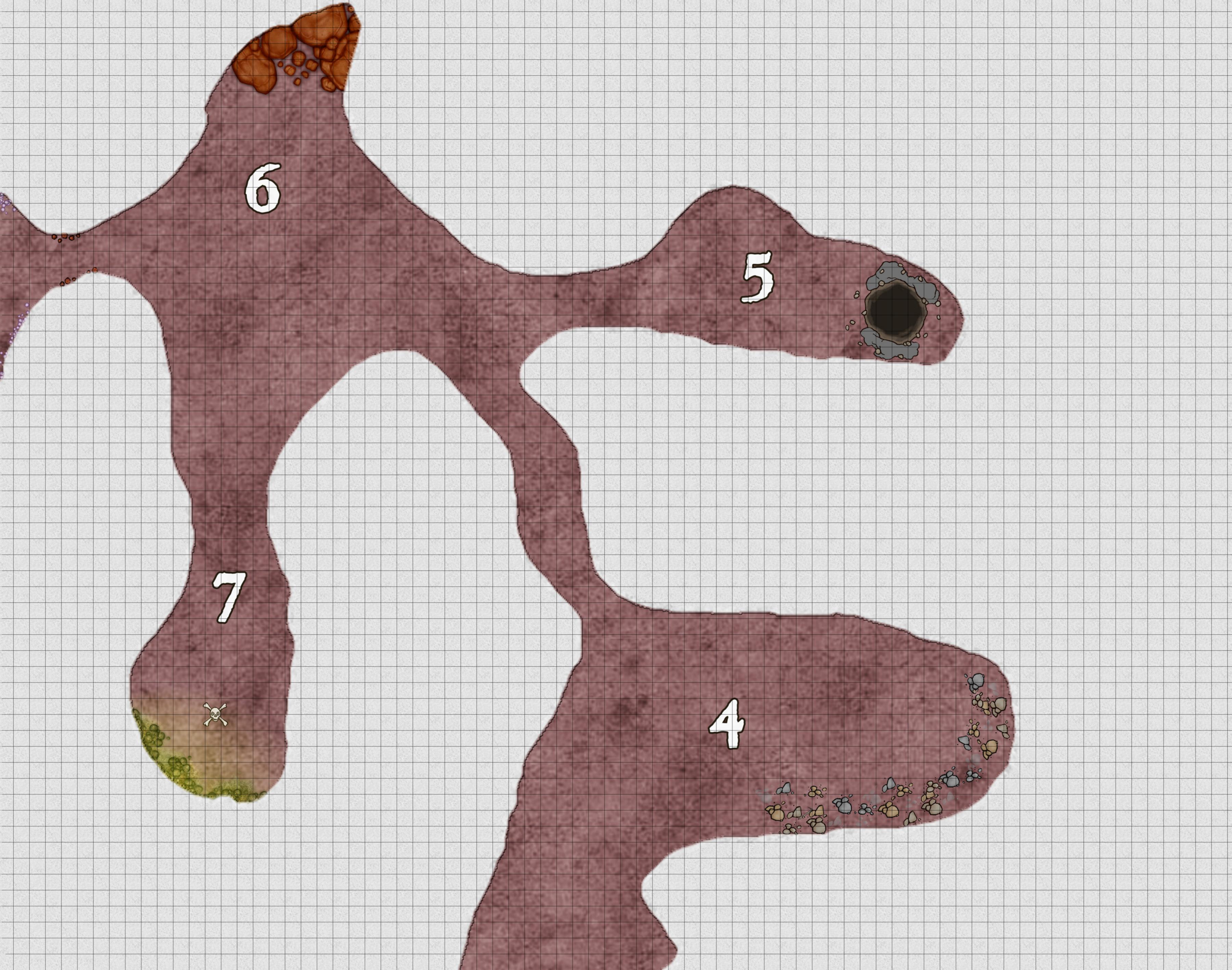




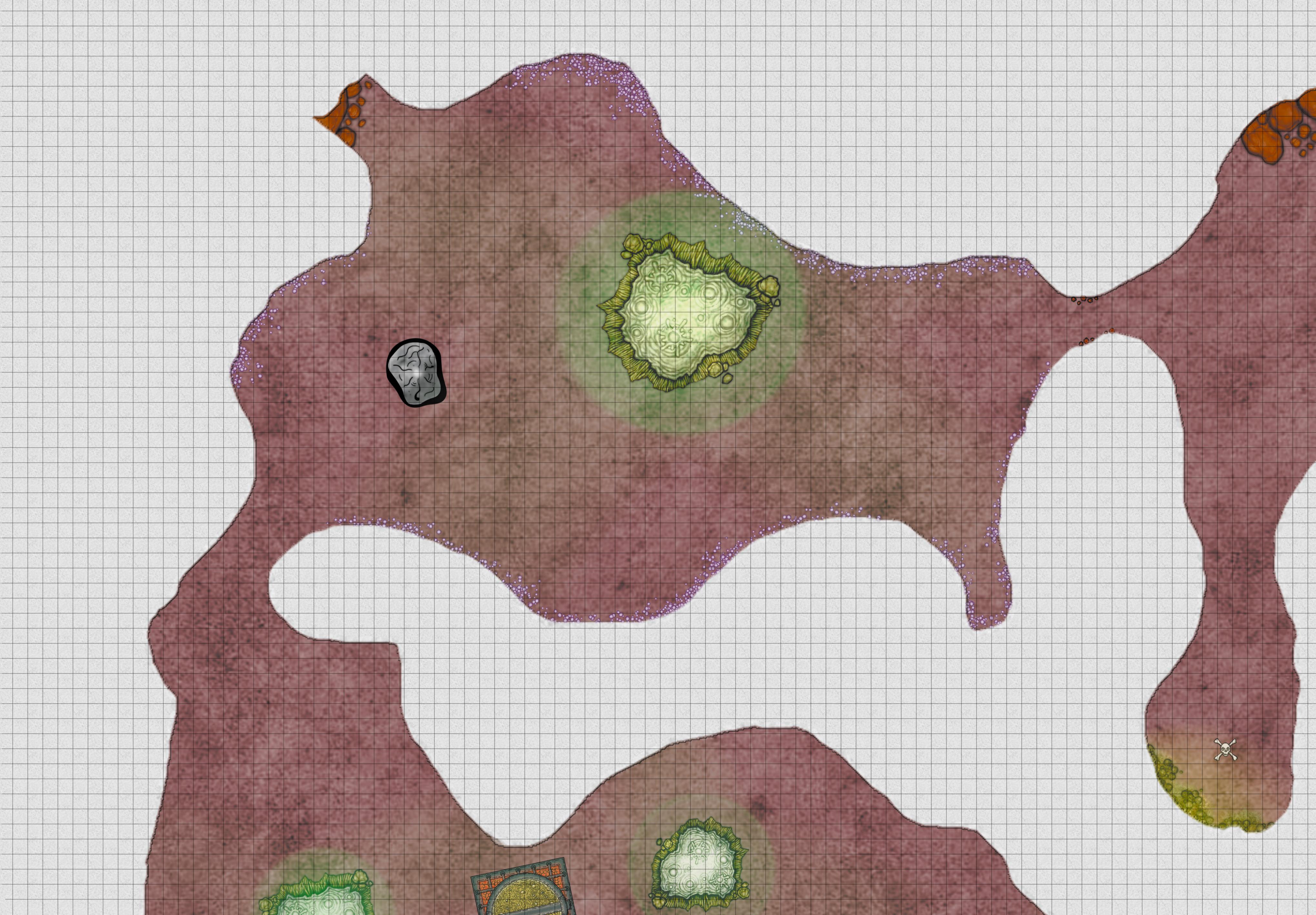


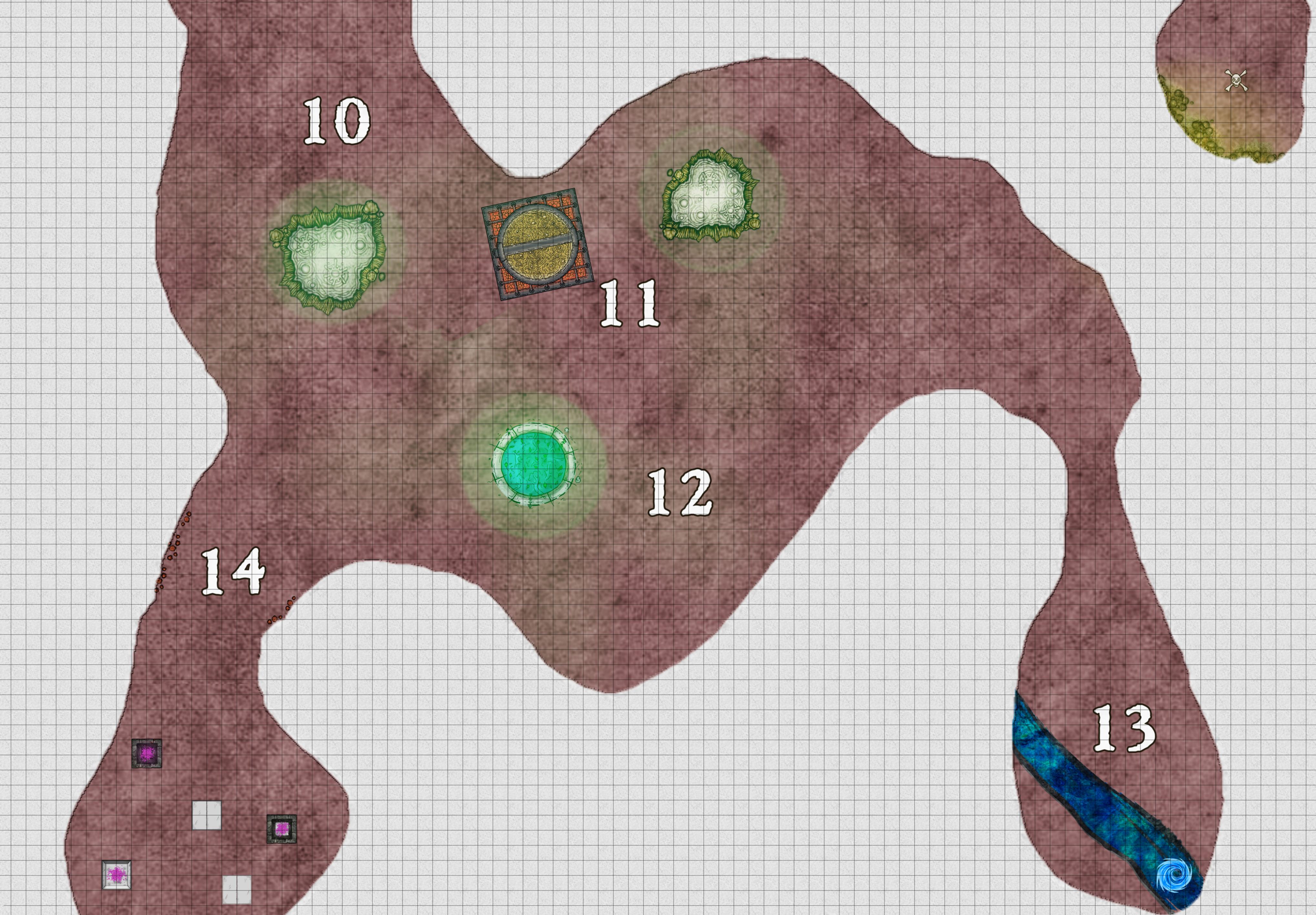


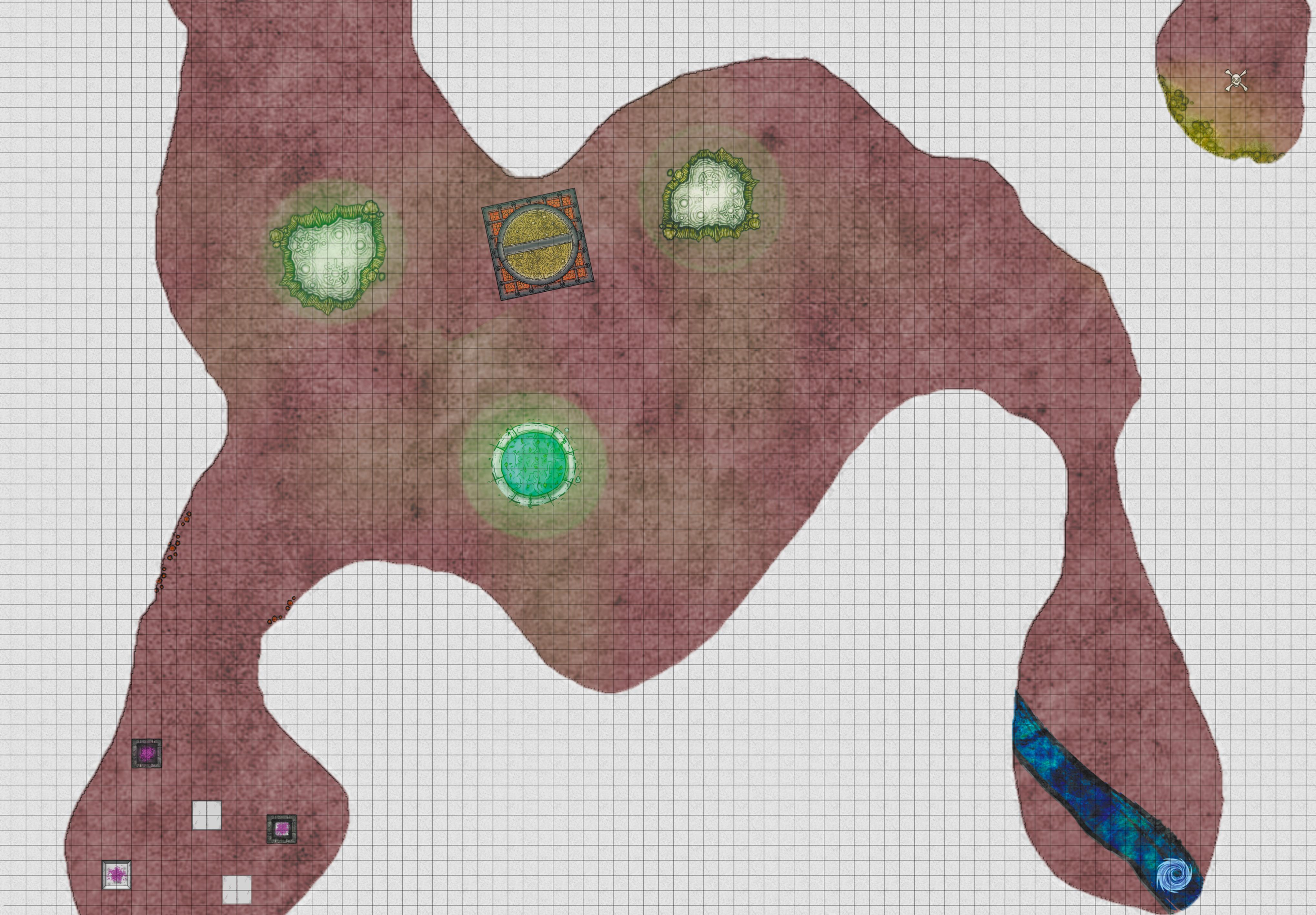




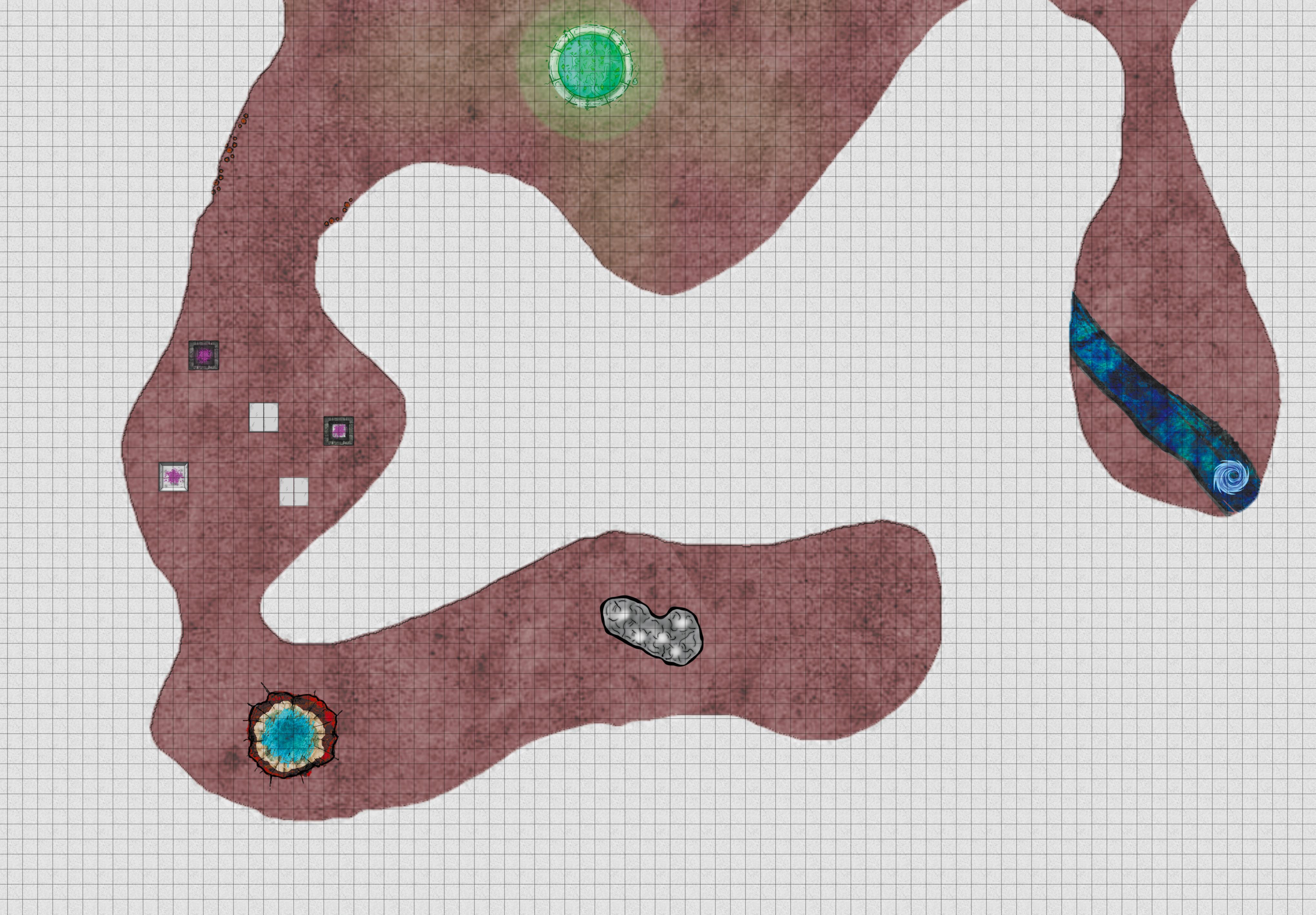


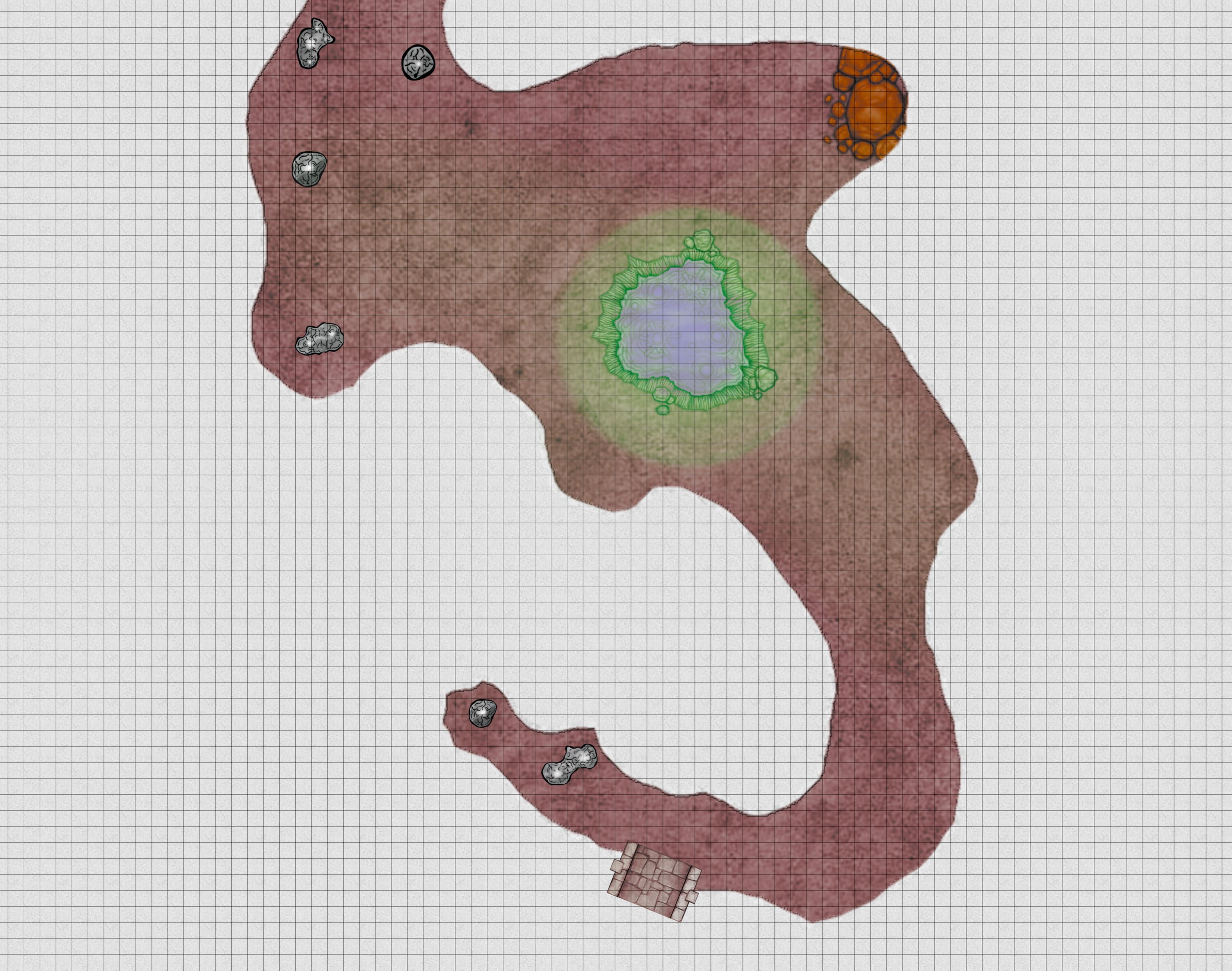


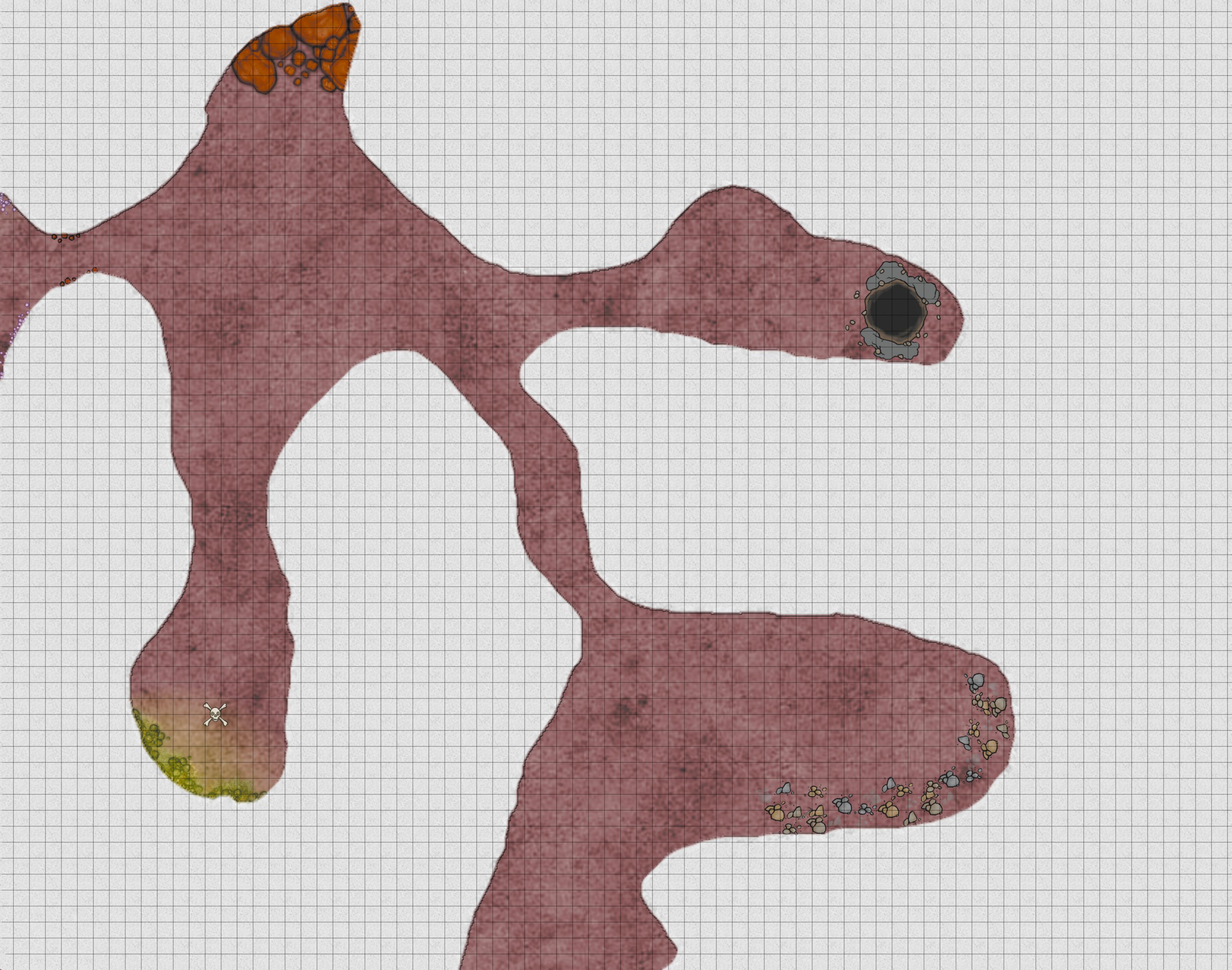





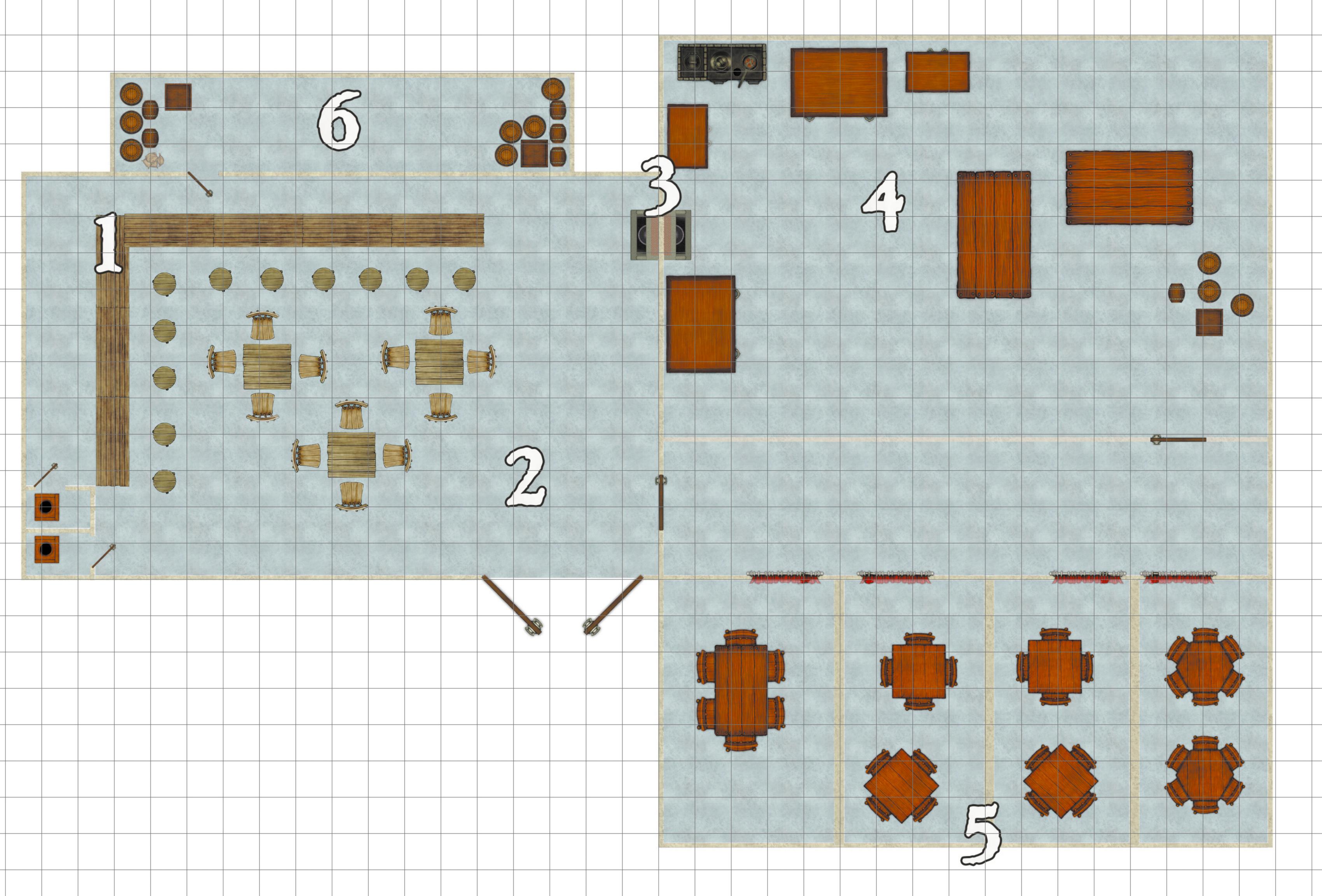


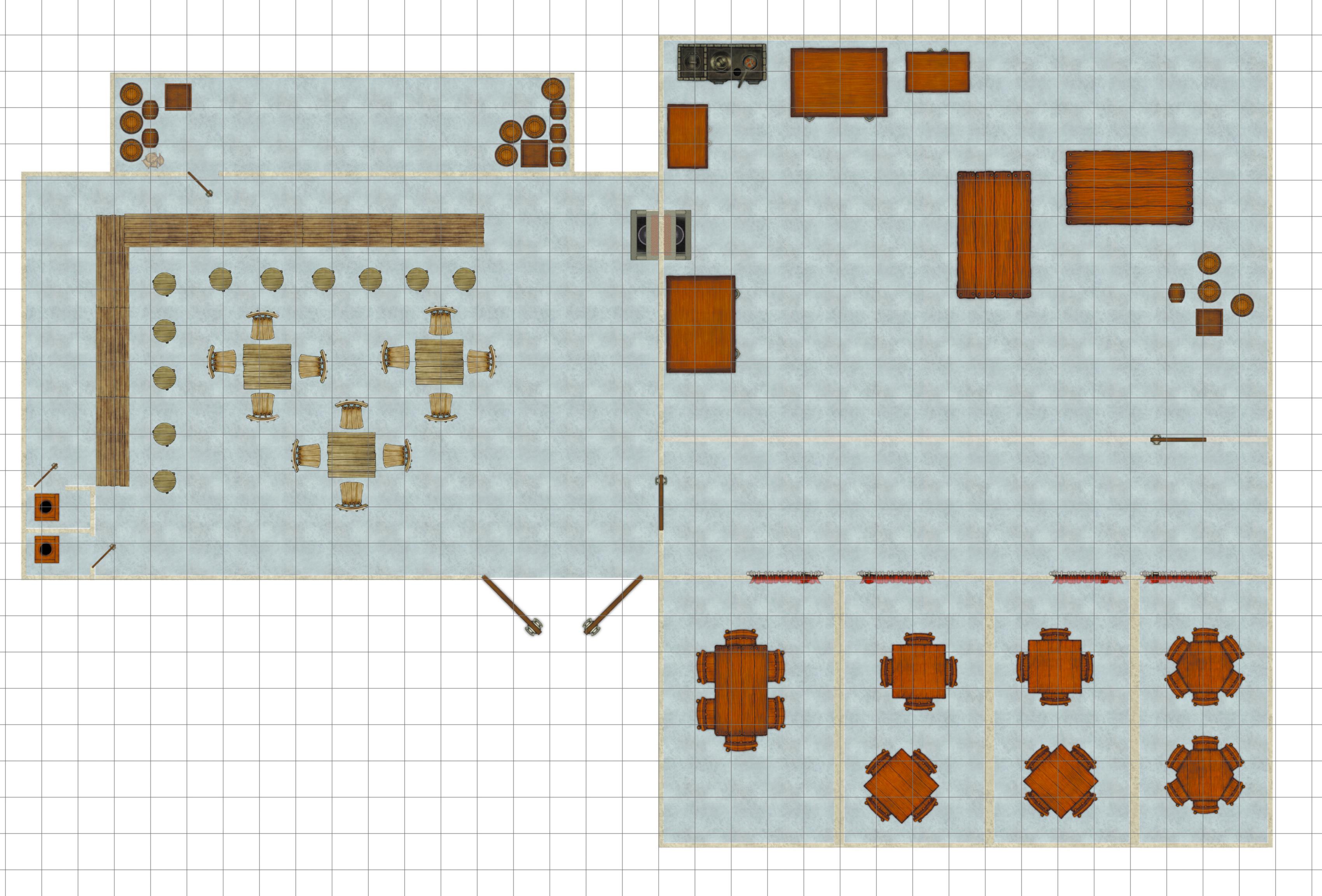


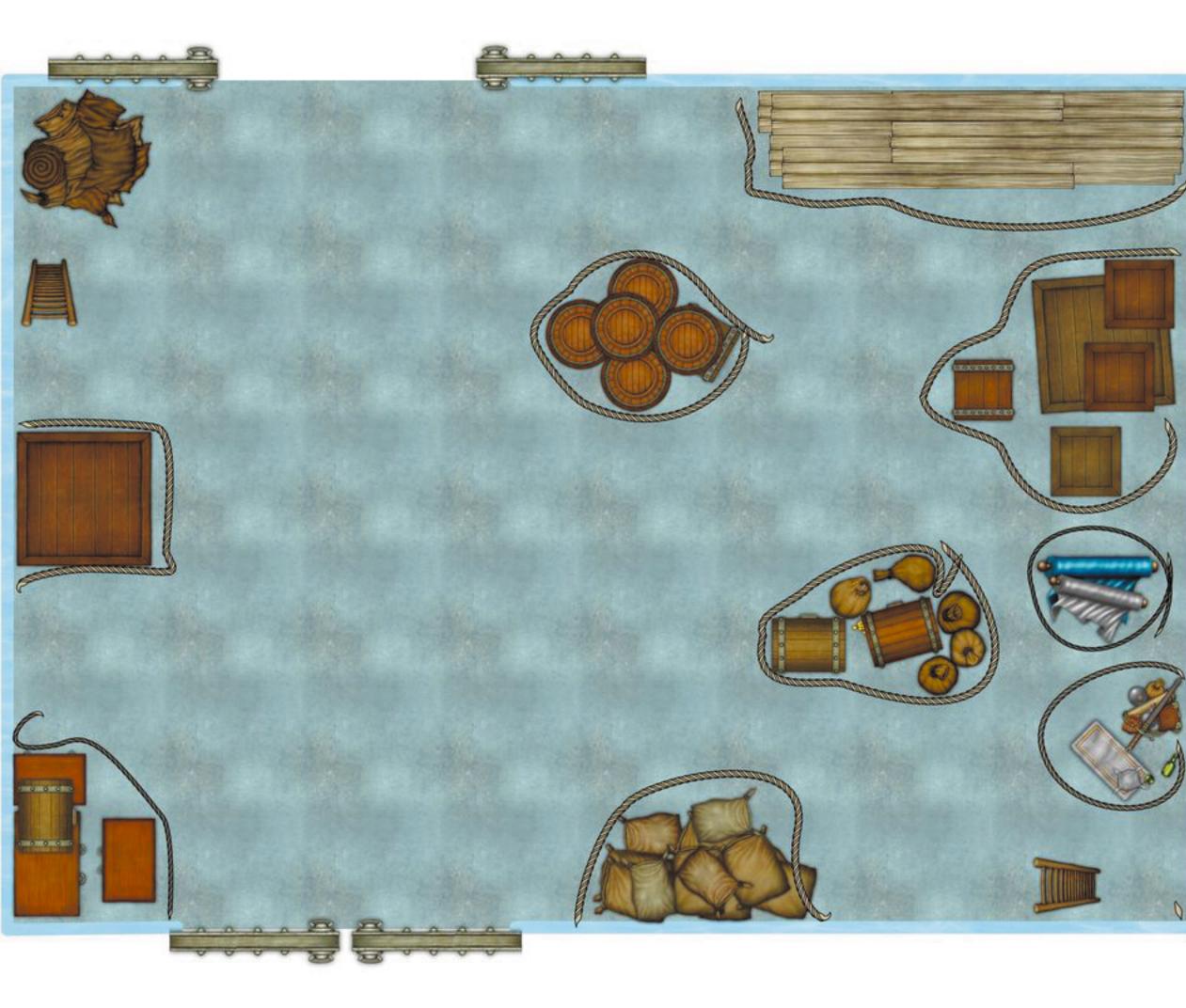


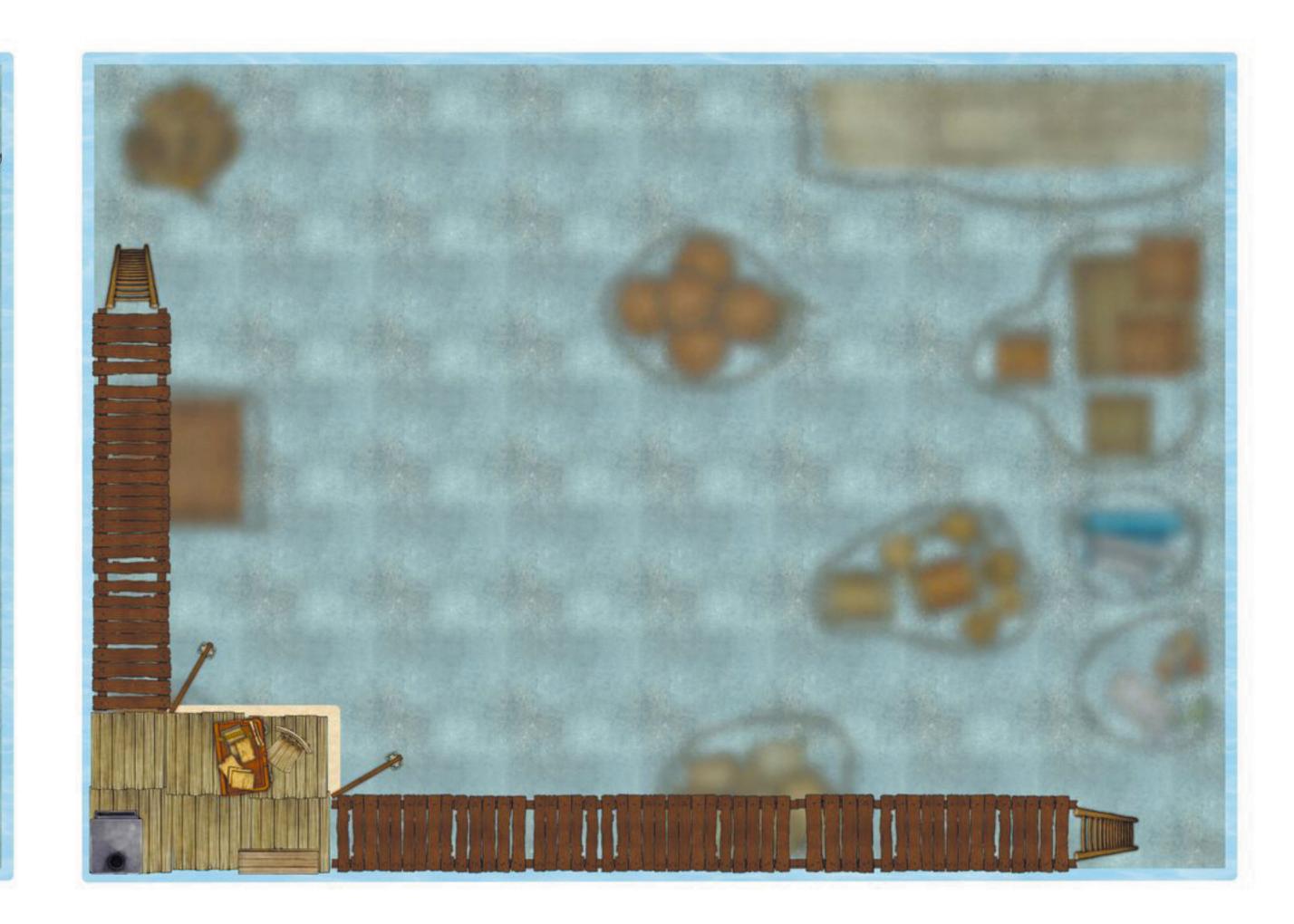


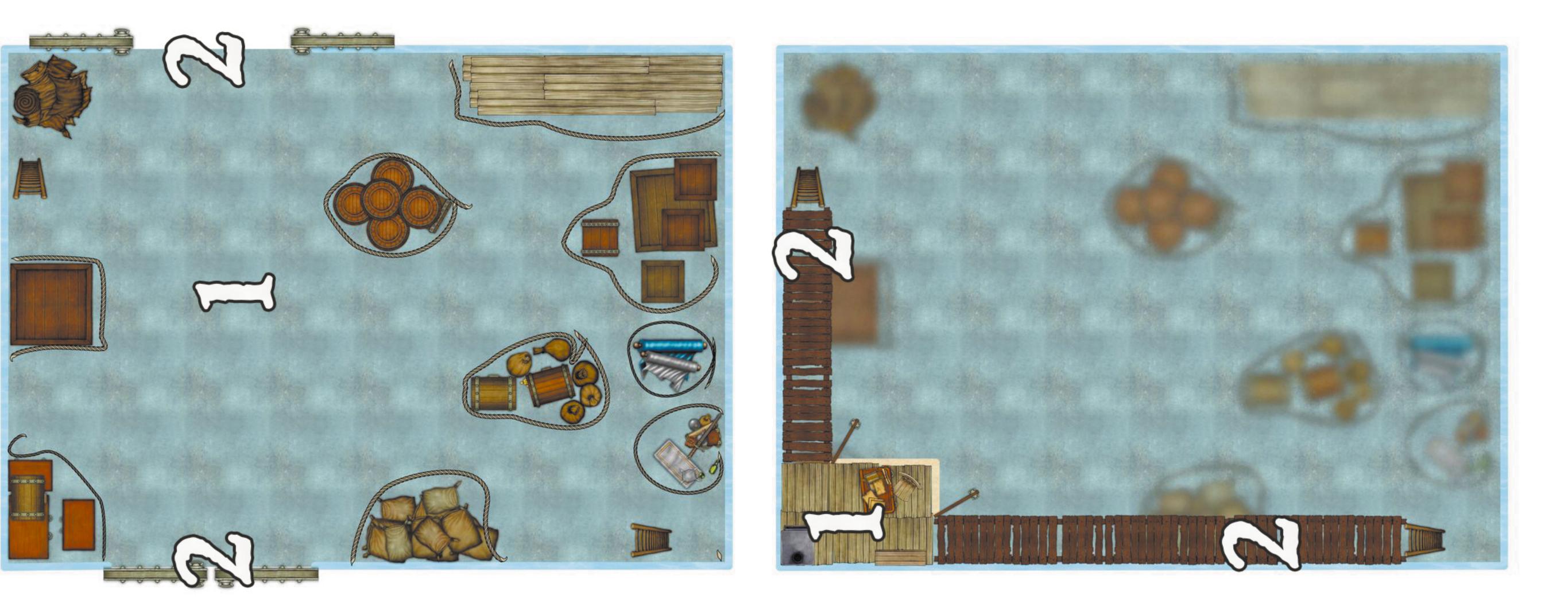


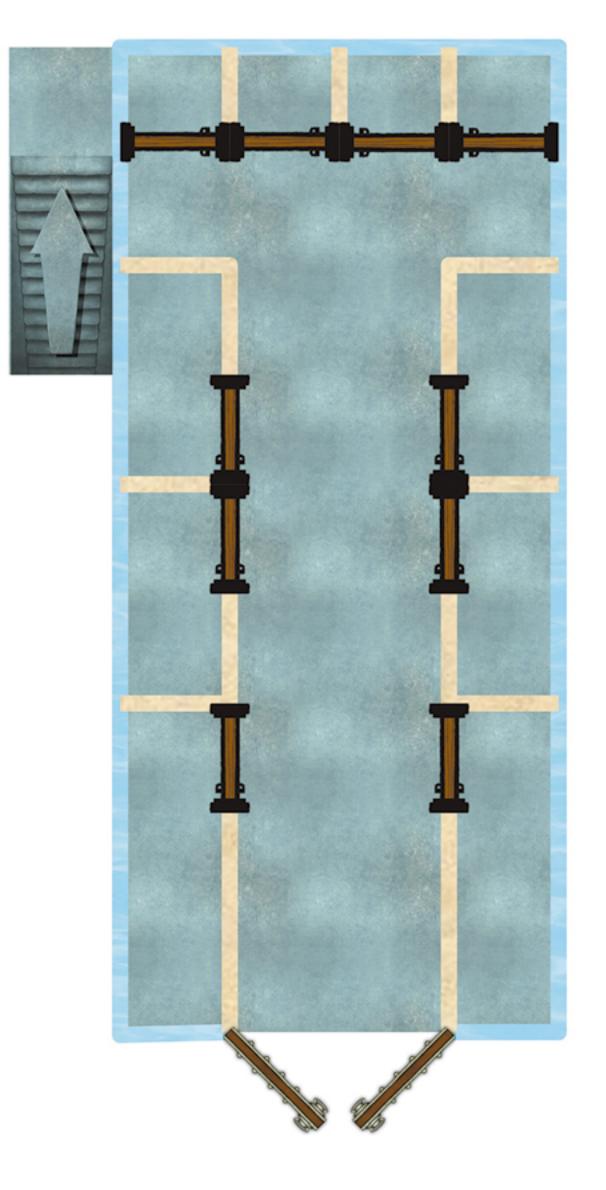






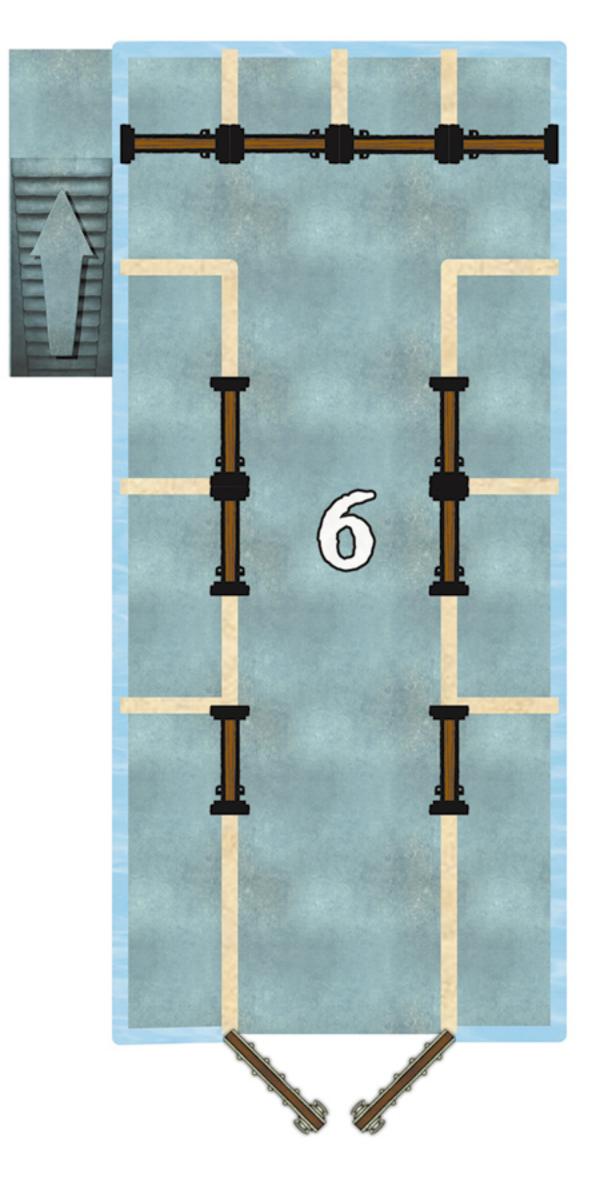


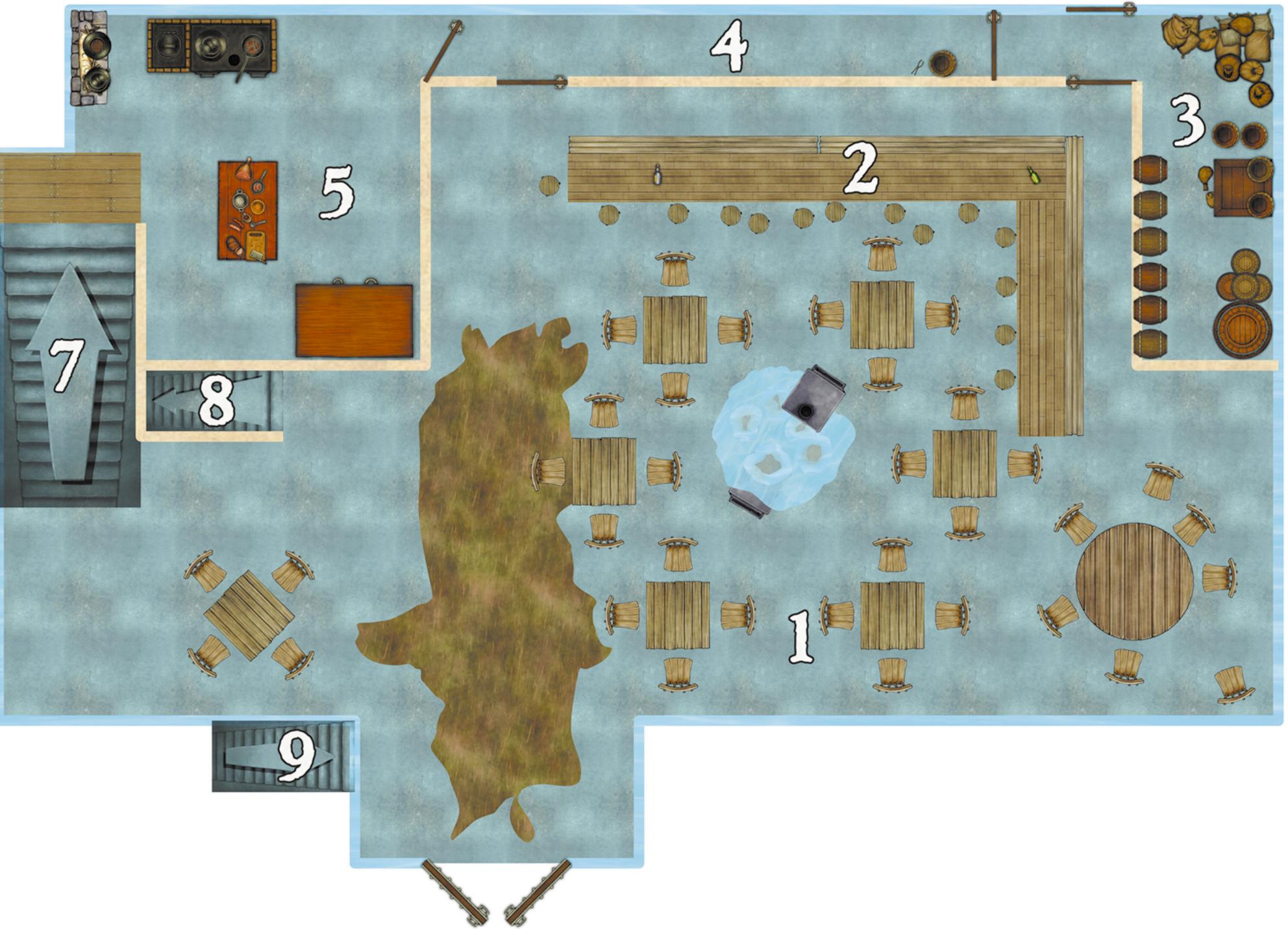




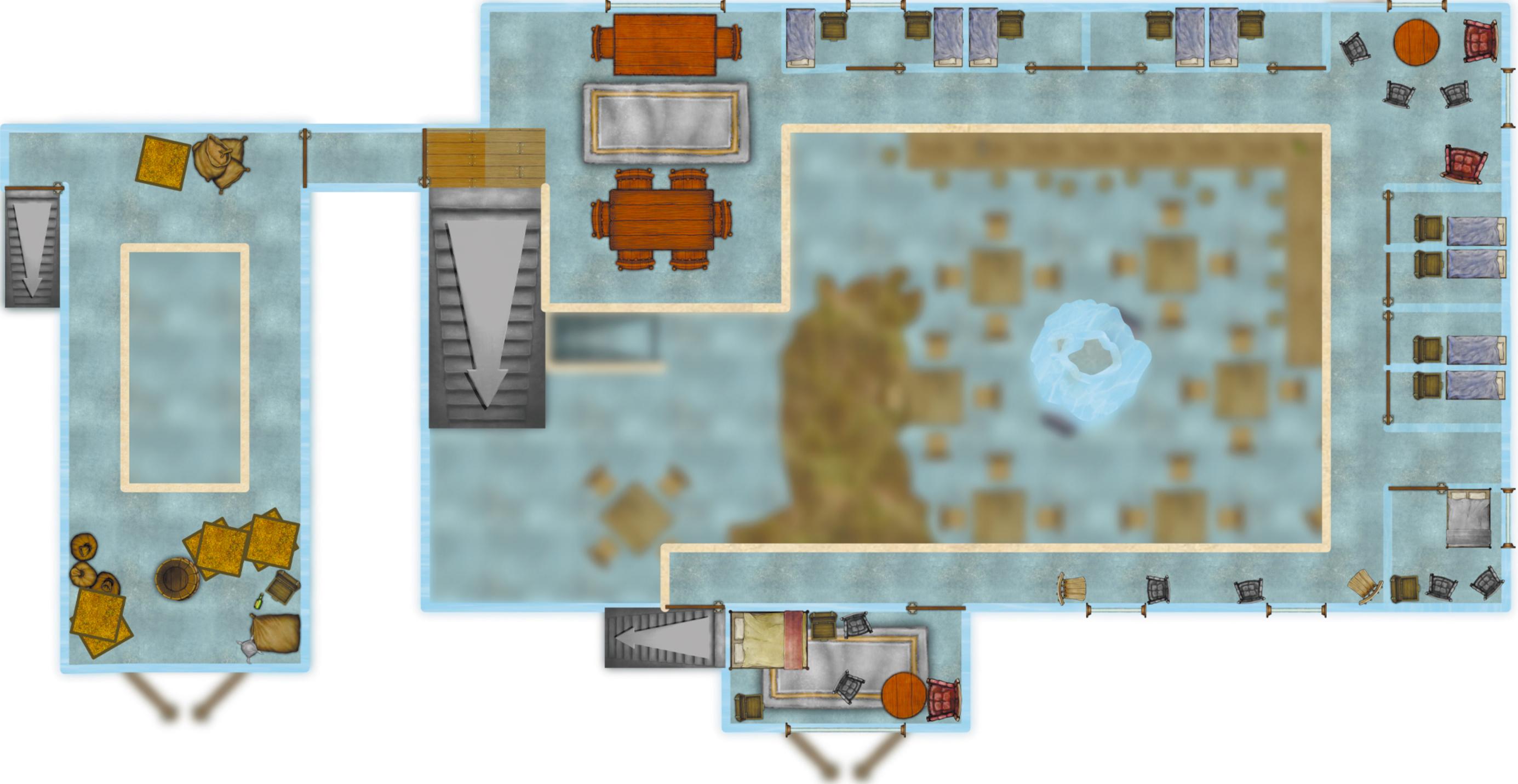


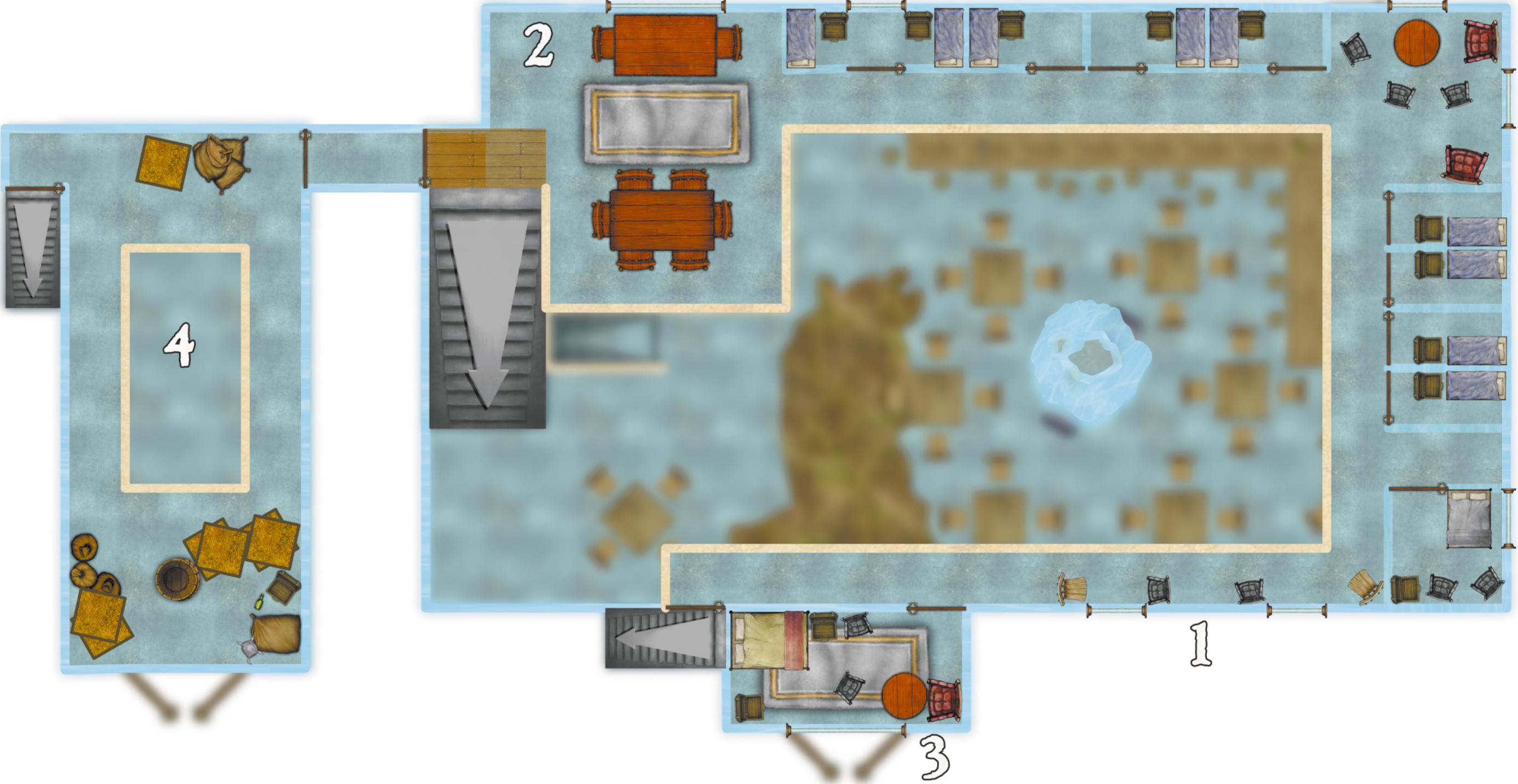


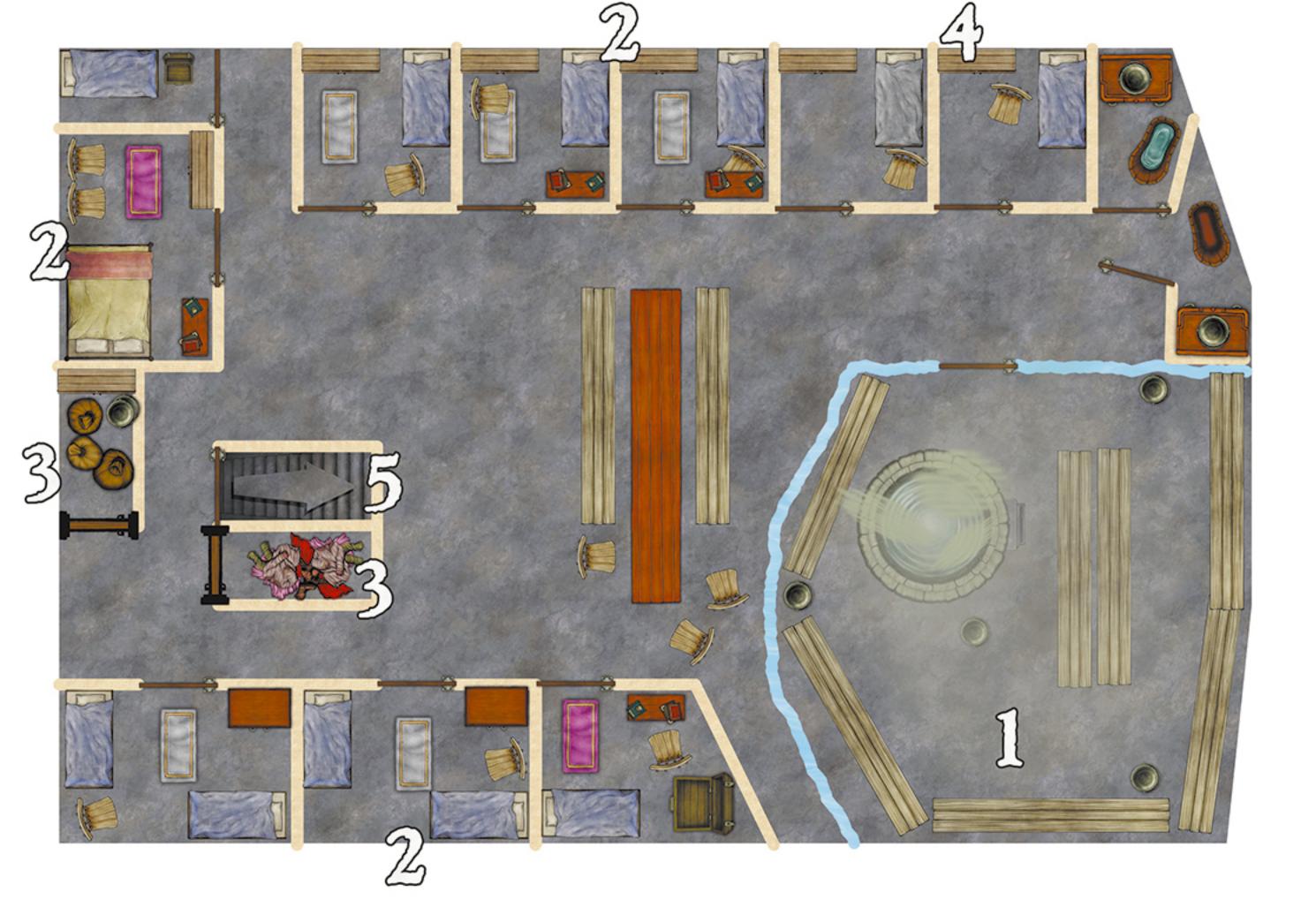






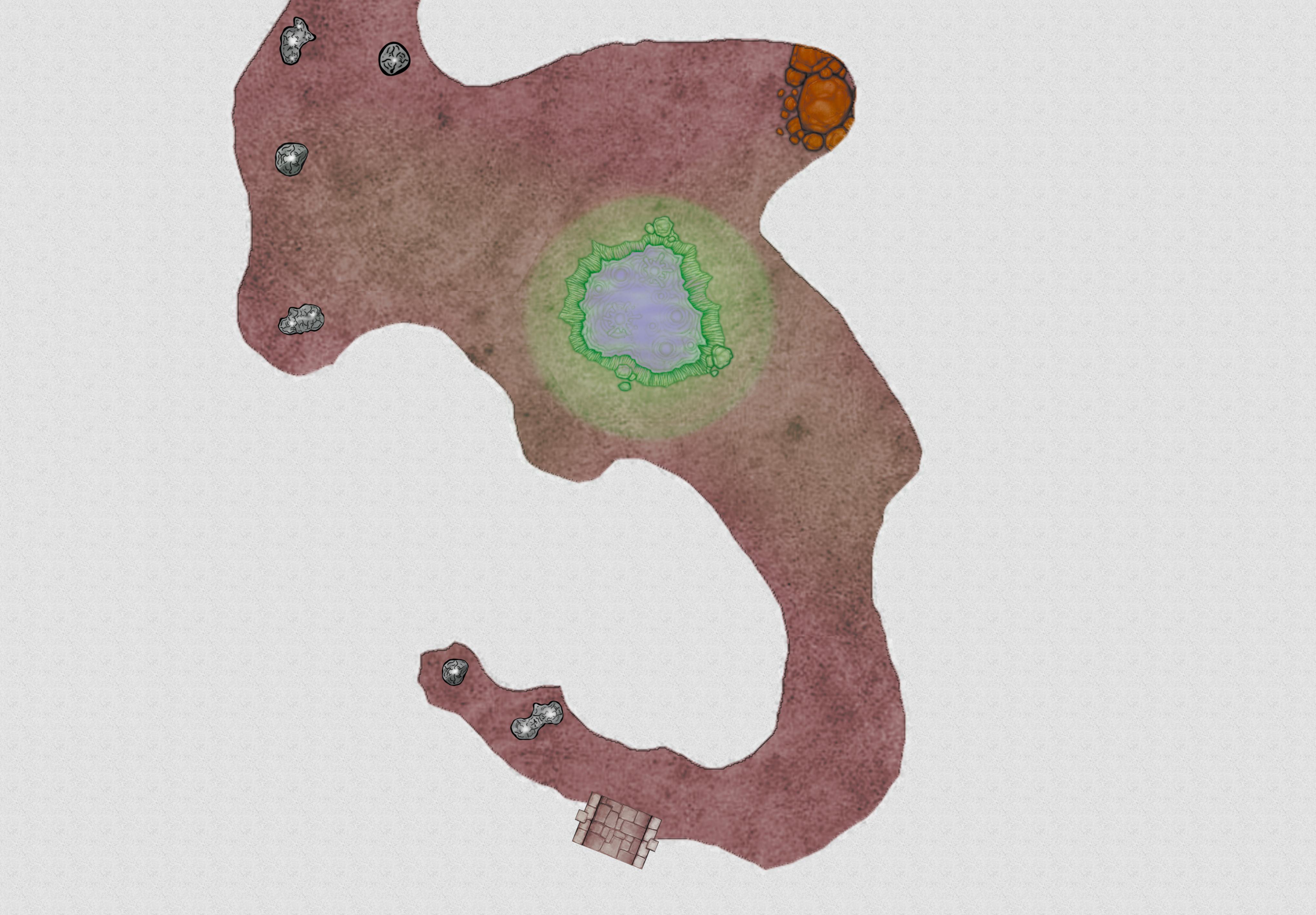




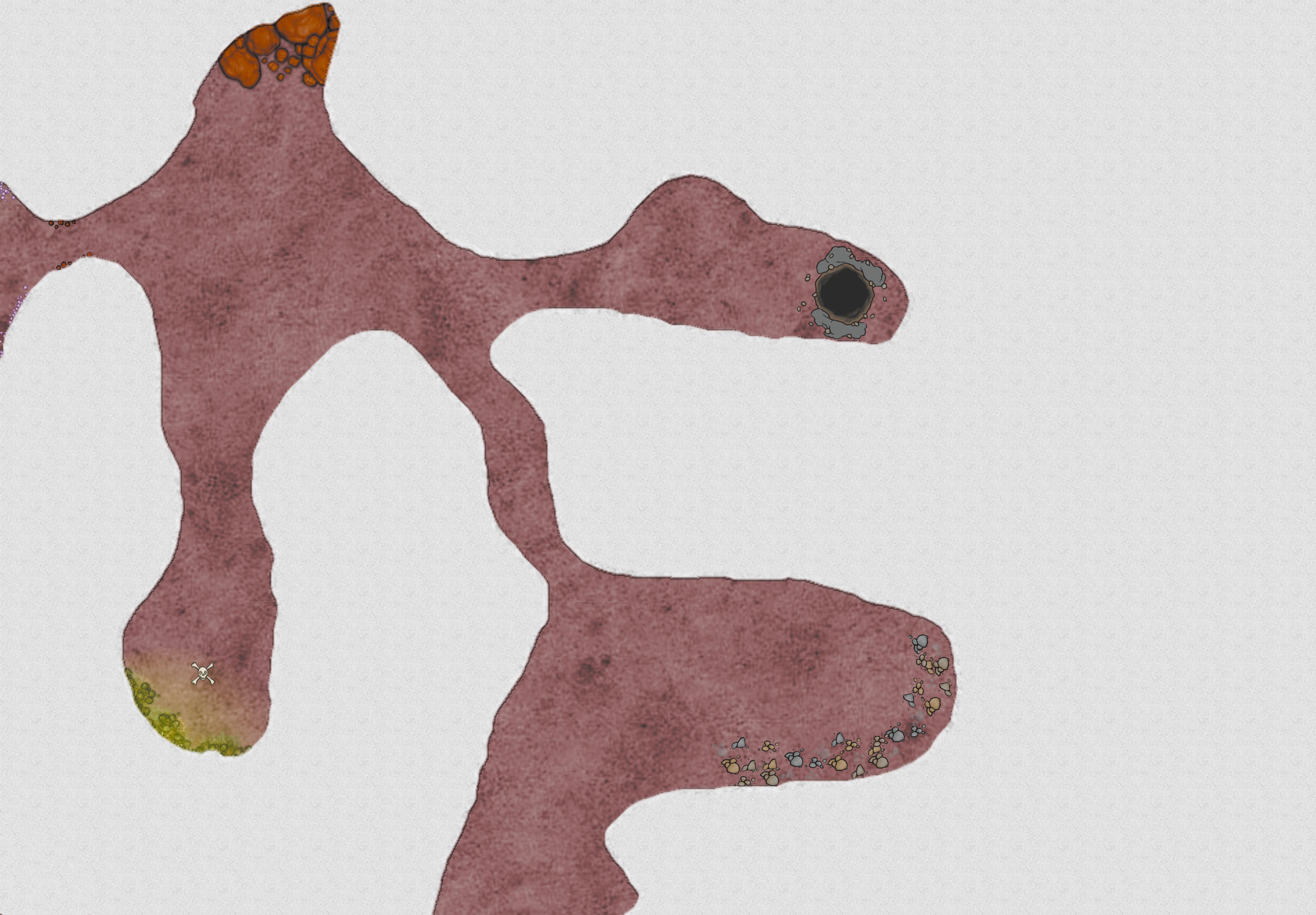




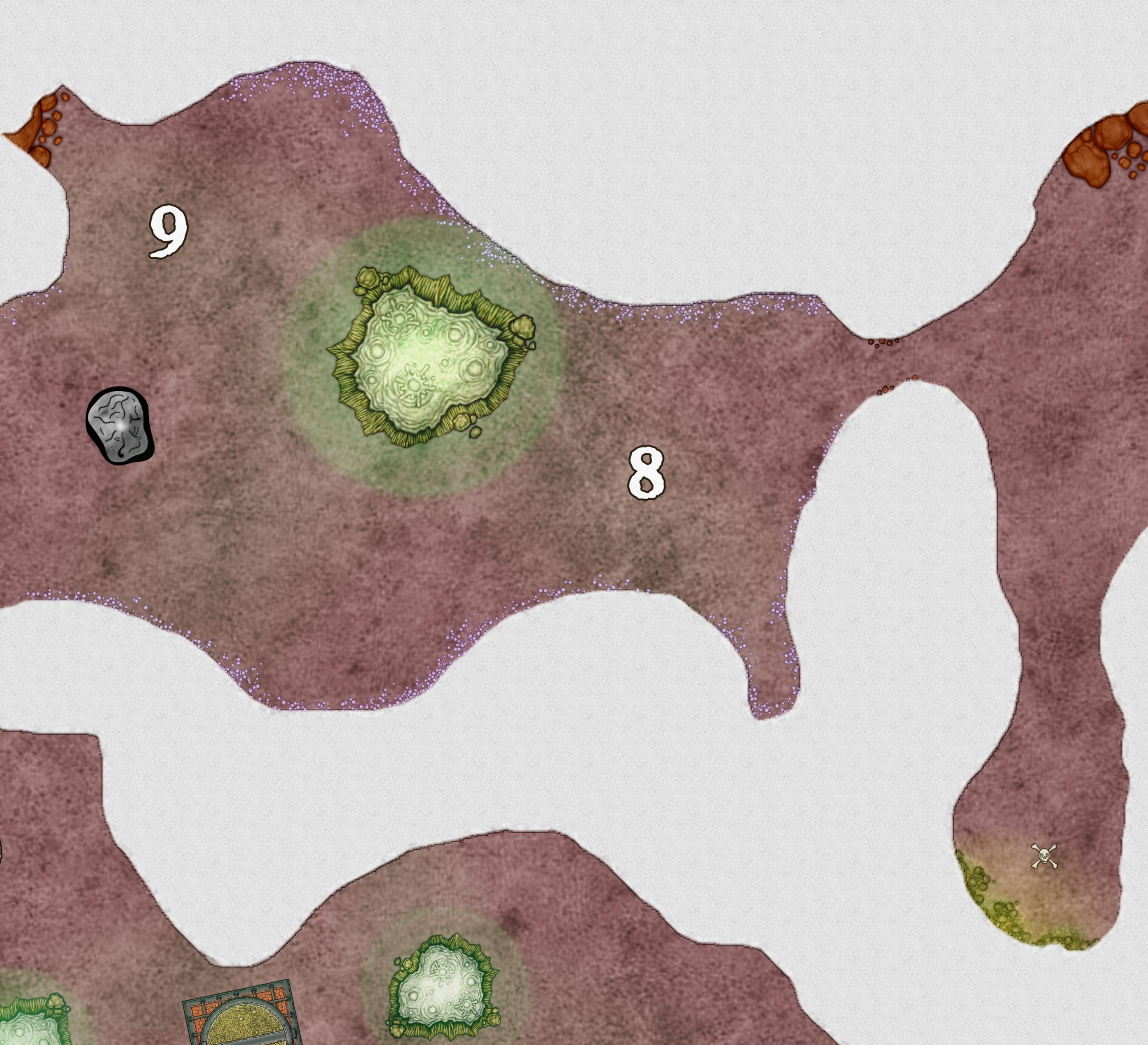


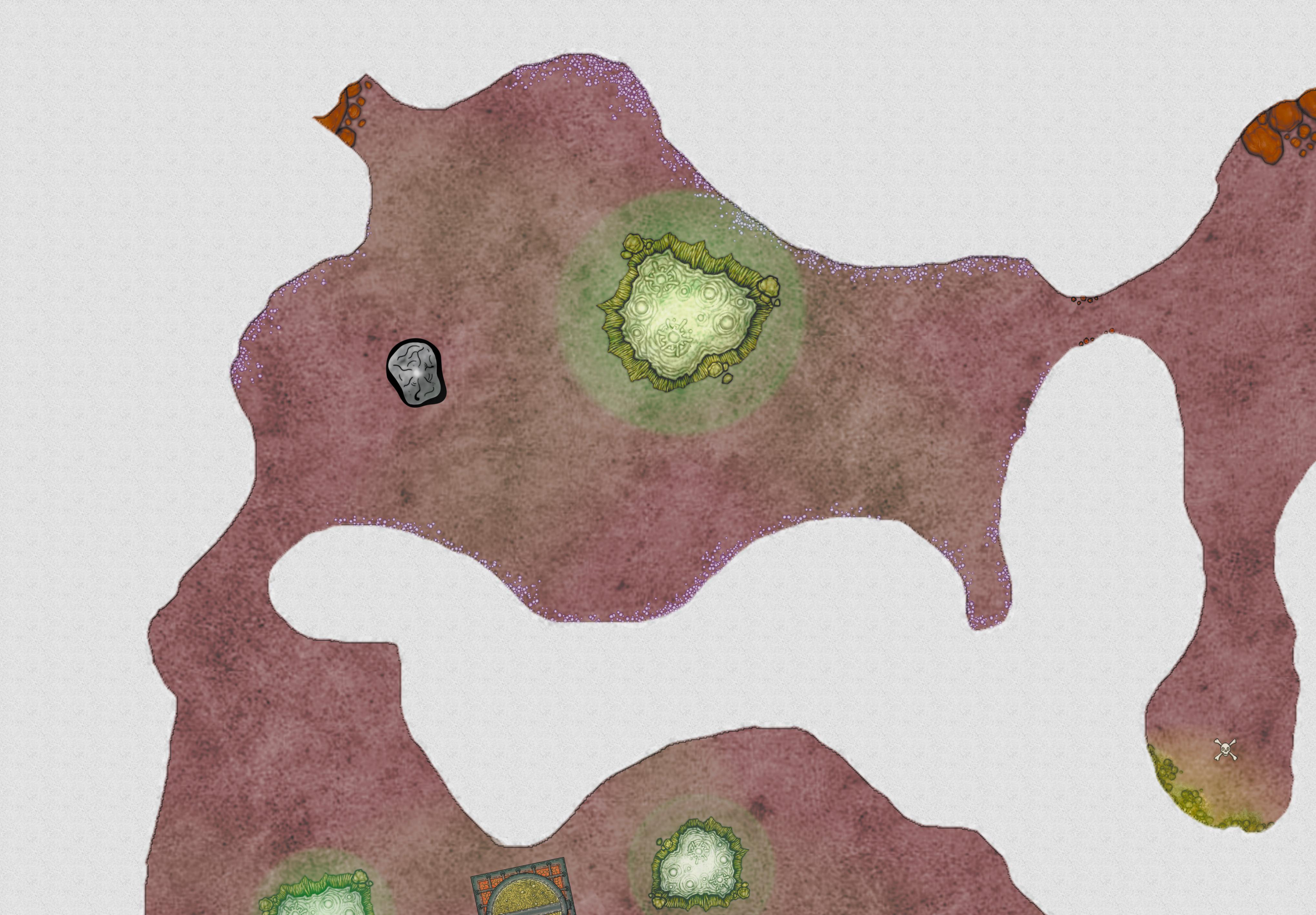
















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