

Treasure: Double standard
Alignment: Usually neutral evil
Advancement: 21–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

This creature appears as a four-legged monstrosity with thick, blue-white skin and heavy, clawed feet. Its body is saucer-shaped, with a long, powerful tail ending in a macelike club and huge jutting ribs of bone arching over its back. Its head is vaguely insectile and shelters between its forelimbs, protected by its bony carapace. Four long clawed arms sprout from its back, ending in claws that look like razor-sharp icicles.

Chilblains originate on the Material Plane, but seem more like inhabitants of the most frigid regions of the Elemental Planes. These strange creatures have an innate hatred of warmth and seek to destroy all life not affiliated with cold energy—especially creatures of fire, their sworn enemies.

Though chilblains are well-suited for life in frostfell environments, they often mount solitary raids into warmer lands, wreaking havoc on whatever they encounter. In their relentless pursuit of destruction, they fight to the death, never seeing beyond the present battle, seeking only to quench their ever-burning urge to smite the warm.

COMBAT

Chilblains keep opponents at a distance, relying on their breath weapon, cold aura, frozen stare, and spell-like abilities to weaken foes before engaging in melee combat.

Breath Weapon (Su): 60-ft. cone of coldfire, once per day, damage 10d6 frostburn, Reflex DC 27 half. Living creatures that fail their saves must attempt a DC 27 Fortitude save or be blinded by frostbitten skin and frozen eyes for 2d6 rounds. The DC is Constitution-based.

Cold Aura (Ex): A chilblain radiates intense cold in a 10-foot radius. Any creature within 10 feet of the chilblain takes 2d6 points of cold damage at the beginning of its turn.

Frost Touch (Ex): The chilblain's natural attacks deal an additional 2d6 points of cold damage with each successful hit.

Frozen Stare (Su): As a standard action, a chilblain can turn a creature within 30 feet to ice permanently with a look. The target must succeed on a DC 24 Fortitude save or be turned to ice (as the spell *flesh to ice*). The save DC is Charisma-based.

Spell-Like Abilities: At will—*detect fire*, *frostfell slide*, *lesser frostburn* (DC 15), *frostburn* (DC 18), *ice storm*, *shivering touch* (DC 17), *wall of ice* (DC 18); 3/day—*cone of cold* (DC 19), *wall of coldfire* (DC 19). Caster level 20th.

DIRE ANIMAL

Dire animals are larger, tougher, meaner versions of ordinary animals. They tend to have a feral, prehistoric, or even demonic appearance.

The frostfell is home to a number of dire animals that are unrelated to the mundane animal species found in other parts of the world. For example, the smilodon (or saber-toothed tiger) is not a tiger or a dire tiger. However, it is presented here because it is thematically similar to the various dire animals in the *Monster Manual*. Like other dire animals, it is more resistant to enchantments and other magic that influences its mind or attitude, and thus has a good Will save. It is also more savage, more ill-tempered, stronger, and less fearful of humans and other humanoid than a normal animal.

DIRE POLAR BEAR

Huge Animal

Hit Dice: 18d8+114 (195 hp)

Initiative: +0

Speed: 50 ft. (10 squares); swim 20 ft.

Armor Class: 19 (–2 size, +11 natural), touch 8, flat-footed 19

Base Attack/Grapple: +13/+35

Attack: Claw +25 melee (2d6+14)

Full Attack: 2 claws +25 melee (2d6+14) and bite +20 melee (3d8+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +17, Ref +11, Will +12

Abilities: Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10

Skills: Hide –6^B, Listen +11, Spot +11, Swim +17

Feats: Alertness, Endurance, Improved Natural Armor, Run, Toughness (2), Track^B, Weapon Focus (claw)

Environment: Cold plains

Organization: Solitary or pair

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 19–36 HD (Huge); 37–45 HD (Gargantuan)

Level Adjustment: —



Dire polar bear

Illustration by E. Cox

CHAPTER 6
MONSTERS OF THE
FROSTFELL

This tremendous white bear is the size of a small house. Its claws seem like black swords, and its forequarters are armored with bony ridges.

These bulky carnivores are much bigger than a dire bear, averaging almost 20 feet in length and weighing as much as 15,000 pounds. Dire polar bears are aggressive hunters that stalk explorers and travelers, looking for a chance to attack.

Combat

A dire polar bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Scent (Ex): A dire polar bear can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A dire polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

GLYPTODON

Large Animal

Hit Dice: 10d8+33 (72 hp)

Initiative: -1

Speed: 20 ft. (4 squares), burrow 5 ft.

Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +7/+16

Attack: Tail +11 melee (2d6+5/3)

Full Attack: Tail +11 melee (2d6+5/3) and bite +6 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Augmented critical, trample

Special Qualities: Damage reduction 5/piercing, low-light vision

Saving Throws: Fort +10, Ref +6, Will +8

Abilities: Str 20, Dex 8, Con 17, Int 2, Wis 12, Cha 7

Skills: Listen +8, Spot +8, Swim +8

Feats: Alertness, Improved Natural Attack (tail), Power Attack, Toughness

Environment: Cold plains

Organization: Solitary, pair, colony (3-4), or herd (6-20)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Level Adjustment: —

This odd creature is the size of a draft horse, but its body is low to the ground and covered by a thick armor of leathery bands. A tail ending in a heavy spiked club of bone trails behind its dome-shaped body.

Glyptodon (literally, "carved tooth") is an enormous armadillo-like creature—if an armadillo were the size of a small wagon. It has a short snout and powerful jaws, with no teeth in the front of the mouth, but grinding teeth farther back in the mouth. While it is a plant-eater, its armor plating and heavy knobbed tail makes it very capable of defending itself against smaller predators and even of chasing off other grazers. Glyptodons are especially hostile to horses, musk oxen, and other arctic and subarctic herbivores that compete with them for the rich summer grasses.

Glyptodons are often prey for saber-toothed tigers, dire lions, and other deadly hunters such as dragons and humans.

A fully grown glyptodon is about 10 feet long and 5 feet tall, and weighs about 3,000 to 4,500 pounds.

Combat

A glyptodon found by itself is common, but the creatures also fight in small groups, circling around the young to create a wall of armored flesh. If provoked, a glyptodon typically begins a combat by attempting to trample its foe.

Augmented Critical (Ex): A glyptodon deals triple damage if it scores a critical hit with its tail attack.

Trample (Ex): As a full-round action, a glyptodon can move up to twice its speed and literally run over Medium or smaller creatures. This attack deals 1d6+7 points of damage. Trampled opponents can make attacks of opportunity



Glyptodon

Typical Sorcerer Spells Known (6/6 per day; caster level 3rd): 0—*acid splash* (+3 ranged touch), *daze* (DC 14), *detect magic*, *mage hand*, *touch of fatigue* (+3 melee touch; DC 14); 1st—*magic missile*, *silent image* (DC 15), *sleep* (DC 15).

Incorporeal Traits: A ghost is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Rejuvenation (Su): If destroyed, this ghost restores itself in 2d4 days with a successful level check (1d20+3) against DC 16.

Undead Traits: The ghost is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

Possessions (all ethereal): bracers of armor +2, dagger.

must make a Will save or be affected as if by a *slow* spell for 5 rounds.

A ghost that uses its chill ray power must wait 1d4 rounds before it can use the power again.

Coldfire Radiance (Su): A frostfell ghost can manifest an aura of coldfire in a 10-foot radius. The aura lasts until the beginning of the ghost's next turn. Any creature within this area takes 2d6 points of frostburn damage, plus an additional 1d6 points of frostburn damage on the following round. In addition, creatures exposed to coldfire may contract coldfire ruin (see Disease, page 14).

Coldfire Ruin: Supernatural disease—aura, Fortitude DC 20, incubation period 1 day; damage 1d8 Con.

Frigid Touch (Su): A frostfell ghost that hits with its frigid touch attack deals 2d6 points of frostburn damage. Against ethereal opponents, the frigid touch deals no damage. Against nonethereal opponents, the ghost adds its Dexterity modifier instead of its Strength modifier to attack rolls.

Special Qualities: Frostfell ghosts often have one or both of the following special qualities.

Immunity to Cold (Ex): Some frostfell ghosts are immune to cold damage.

Spell Resistance (Ex): Some frostfell ghosts have spell resistance equal to 13 + Hit Dice. Increase the ghost's Challenge Rating by 1 if you assign it this power.

GIANT, FROST

The frostfell is the home of the frost giants, rapacious and evil raiders who pose a grave danger to travelers and natives alike. No other monstrous race possesses the sheer numbers, physical power, or will to dominate that the frost giants do.

Frost giants are described in the *Monster Manual* (page 122).

This entry presents three new variations on the

frost giant: the mauler, the spiritspeaker, and the tundra scout. The frost giant mauler and tundra scout are standard frost giants built on the elite array, with different skill and feat choices. The spirit-speaker is a frost giant who possesses a special link with the evil spirits of the frostfell.

CREATING A FROSTFELL GHOST

The *Monster Manual* describes many common powers of ghosts, including corrupting touch, manifestation, and corrupting gaze. Some ghosts created in the frostfell possess unusual powers not often found elsewhere. Additional ghostly powers are described below.

Special Attacks: If a special attack allows a saving throw, the DC is 10 + 1/2 the ghost's Hit Dice + its Cha modifier.

Chill Ray (Su): A frostfell ghost can attack with a ray of cold light. The ray has a range of 90 feet. The ghost must make a ranged touch attack to hit with the ray. On a successful hit, the chill ray deals 1d8 points of Constitution damage. In addition, the target



Frost giant mauler

FROST GIANT MAULER

Frost Giant, 2nd-level Barbarian

Large Giant (Cold)

Hit Dice: 14d8+98 plus 2d12+14 (193 hp, 225 hp when raging)**Initiative:** +5**Speed:** 50 ft. (10 squares)**Armor Class:** 23 (-1 size, +1 Dex, +9 natural, +4 chain shirt), touch 10, flat-footed 22**Base Attack/Grapple:** +12/+31**Attack:** Slam +22 melee (1d4+11) or rock +12 ranged (2d6+11)**Full Attack:** 2 slams +22 melee (1d4+11) or rock +12 ranged (2d6+11)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Rage, rock throwing**Special Qualities:** Fast movement, immunity to cold, low-light vision, rock catching, uncanny dodge, vulnerability to fire**Saves:** Fort +19, Ref +5, Will +7**Abilities:** Str 32, Dex 13, Con 24, Int 10, Wis 16, Cha 8**Skills:** Climb +15, Craft (armorsmithing) +6, Intimidate +13, Jump +19, Spot +13**Feats:** Awesome Blow, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack**Environment:** Cold mountains**Organization:** Solitary, pair, gang (3-5), or raiding party (1-2 plus 6-9 frost giants plus 2-4 winter wolves plus 2-5 ogres)**Challenge Rating:** 11**Treasure:** Standard**Alignment:** Often chaotic evil**Advancement:** By character class**Level Adjustment:** +4

This hulking giant disdains weapons. His blue-white skin gleams with frost, and his hair is an unkempt mane of deep blue. He wears a chainmail shirt.

The frost giant mauler is a barbarian who disdains weapons, preferring to smash his enemies into bloody pulp with his bare fists. Among frost giants, maulers are regarded with much the same supernatural awe that berserkers earn among other northerly peoples.

The frost giant mauler had the following ability scores before adding racial modifiers: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Combat

The frost giant mauler lives for the opportunity to get his hands on his foes. He is an expert grappler, and looks for any opportunity to leap on a solitary foe and wrestle him or her to the ground. Even the mightiest knight or wizard can be rendered helpless in the crushing grasp of a mauler, slowly broken by the giant's terrible strength.

A mauler fighting alone against multiple foes uses his Awesome Blow and Improved Bull Rush feats to get at least a couple of enemies out of the way before resorting to his deadly grapple.

Rage (Ex): Once per day, this frost giant mauler can enter a state of fierce rage that lasts 12 rounds. The following changes are in effect as long as he rages: AC 21 (touch 8, flat-footed 20); hp increase by 32; Grp +33; Atk +24 melee (1d4+13, slam) or +12 ranged (2d6+13, rock); Full Atk +24 melee (1d4+13, 2 slams) or +12 ranged (2d6+13, rock); SV Fort +21, Ref +5, Will +9; Str 36, Con 28. At the end of his rage, the mauler is fatigued for the remainder of the encounter.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Uncanny Dodge (Ex): A frost giant mauler retains his Dexterity bonus to Armor Class even if he is caught flat-footed or struck by an invisible attacker.

FROST GIANT SPIRITSPEAKER

Large Giant (Cold)

Hit Dice: 14d8+59 (122 hp)**Initiative:** -1**Speed:** 40 ft. (8 squares)**Armor Class:** 24 (-1 size, -1 Dex, +9 natural, +5 breastplate, +2 heavy shield), touch 8, flat-footed 24**Base Attack/Grapple:** +10/+21**Attack:** Battleaxe +16 melee (2d6+7/x3) or slam +16 melee (1d4+7) or rock +8 ranged (2d6+7)**Full Attack:** Battleaxe +16/+11 melee (2d6+7/x3) or 2 slams +16 melee (1d4+7) or rock +8 ranged (2d6+7)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Rock throwing, spell-like abilities**Special Qualities:** Immunity to cold, low-light vision, rock catching, vulnerability to fire**Saves:** Fort +13, Ref +3, Will +7**Abilities:** Str 25, Dex 9, Con 18, Int 12, Wis 13, Cha 17**Skills:** Climb +7, Concentration +16, Intimidate +9, Jump +7, Listen +7, Sense Motive +4, Spot +13**Feats:** Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (Necromancy), Toughness**Environment:** Cold mountains**Organization:** Solitary, band (1-2 plus 6-9 frost giants plus 35% noncombatants), or raiding party (1 plus 6-9 frost giants plus 2-4 winter wolves and 2-5 ogres)**Challenge Rating:** 10**Treasure:** Standard**Alignment:** Often chaotic evil**Advancement:** By character class**Level Adjustment:** +5

This giant wears a breastplate of iron over his blue-white skin. His beard and hair are long and braided, with human skulls woven in. His eyes are dark purple, with a peculiar brilliant white pupil.

As young children, some frost giants hear the call of the frostfell spirits and learn to call upon these spirits for

FROST GIANT TUNDRA SCOUT

Large Giant (Cold)

Hit Dice: 14d8+98 (161 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 23 (–1 size, +1 Dex, +9 natural, +4 masterwork chain shirt), touch 10, flat-footed 22.

Base Attack/Grapple: +10/+23

Attack: Longspear +18 melee (2d8+13/×3) or slam +18 melee (1d4+9) or rock +10 ranged (2d6+8)

Full Attack: Longspear +18/+13 melee (2d8+13/×3) or 2 slams +18 melee (1d4+9) or rock +8/+8/+3 ranged (2d6+9)

Space/Reach: 10 ft./10 ft. (longspear 15 ft. – 20 ft. only)

Special Attacks: Rock throwing

Special Qualities: Immunity to cold, low-light vision, rock catching, vulnerability to fire

Saves: Fort +16, Ref +5, Will +7

Abilities: Str 28, Dex 13, Con 24, Int 12, Wis 17, Cha 8

Skills: Climb +9, Craft (trapmaking) +6, Hide +6*, Knowledge (geography) +4, Move Silently +5, Spot +10, Survival +7

Feats: Point Blank Shot, Rapid Shot, Quick Draw, Stealthy, Track

Environment: Cold mountains

Organization: Solitary, pair, gang (3–5), or war party (2–5 plus 3–6 frost giants plus 1 3rd-level frost giant cleric or sorcerer plus 2–8 winter wolves)

Challenge Rating: 10

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

Level Adjustment: +4



Frost giant spiritspeaker

magical powers. They often serve as elders and shamans for their tribes, using their cold magic against the enemies of the giants.

Combat

A spiritspeaker prefers to lead other frost giants into battle and support his allies with his spells, as opposed to engaging foes on his own. He uses spells such as *rage*, *prayer*, and *invisibility purge* to help his allies fight better, and looks for opportunities to target the tribe's enemies with empowered *ice storms* or *fear* spells.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Spell-Like Abilities: At will—*detect magic*, *door* (DC 15), *rage*; 3/day—*blindness/deafness* (DC 16), *cure serious wounds*, *fear* (DC 17), empowered *ice storm*; 1/day—*dispel magic*, *invisibility purge*, *prayer*, *wall of stone*. Caster level 14th.

This giant is a lean, lanky fellow with dead white skin and hair of light blue. He wears a shirt of chainmail and carries an enormous longspear.

Tundra scouts are frost giants who are chosen as the tribe's eyes based on their wits and agility. While they are not as formidable in melee as most frost giant warriors, they are still capable of defeating almost any human or humanoid they run across.

The tundra scout presented here had the following ability scores before racial adjustments: Str 10, Dex 15, Con 14, Int 12, Wis 13, Cha 8.

Combat

Tundra scouts often fight enemies in the wide-open spaces of the everfrost. They prefer to bombard their foes with long-distance rock throwing, and are willing to back away from enemies to keep the range open. Only when an enemy proves that a ranged fight is disadvantageous for the tundra scouts will they close in to melee.

*Frost giant tundra scout*

When possible, tundra scouts set deadly traps and prepare ambushes for unwary foes.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Skills: *Frost giant tundra scouts wear specially made long white cloaks that give them a +2 circumstance bonus on Hide checks in snowy landscapes.

GOBLIN, SNOW

Snow Goblin, 1st-level Warrior

Small Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 16 (+1 size, +1 Dex, +1 natural, +2 leather armor, +1 light shield), touch 12, flat-footed 15

Base Attack/Grapple: +1/−2

Attack: Morningstar +3 melee (1d6+1) or javelin +3 ranged (1d4+1)

Full Attack: Morningstar +3 melee (1d6+1) or javelin +3 ranged (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Booming voice, darkvision 60 ft.

Saves: Fort +3, Ref +1, Will −1

Abilities: Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6

Skills: Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2

Feats: Alertness

Environment: Cold hills

Organization: Gang (4–9), troupe (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (30–300 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–8 dire wolves, and 1–4 ogres or 1 frost giant)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often neutral evil

Advancement: By character class

Level Adjustment: +1

Short and bandy-legged, this humanoid has long arms, a shaggy half-pelt of white hair, and a large, loose sac in its throat that gives it a distinctly froglike appearance. It wears shabby leather armor and carries a wicked spiked club.

Snow goblins are shaggy humanoids with large throat sacs that they use to call to one another over long distances. The booming noises they make with these sacs can be heard for miles, and are used to signal hunting and war parties over wide areas. Snow goblins can also create loud monkey-like hoots.

A typical snow goblin stands 3 to 4 feet tall, with long arms and seasonal fur color, changing from glossy black or brown in summer to pure white in winter. Its fur is typically crusted with ice and snow.

Female snow goblins are larger and more aggressive than males. Both males and females take part in raiding parties, and most people who have met them agree that the females are just as aggressive as the males, and much crueler in the tortures they inflict on captives.

Snow goblins speak Common and Goblin.

COMBAT

Snow goblins have a weak grasp of tactics but are quite fearless in their native hills. They often spring simple ambushes against invaders in their territory. These ambushes are sometimes preceded by the deliberate triggering of an avalanche in mountainous terrain. Snow goblins prefer to fight in groups, and both males and females are individually very brave, though they rarely fight in a coordinated way.

Usually, snow goblins are servants of greater powers, such as priests of winter deities, frost giants, or ogres. Under such