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FROZEN DEATH

ENCOUNTER

Frozen death is an arctic combat encounter for four to five characters with an average party level (APL) of 8th level. The characters come across a frozen lake in a dead forest home to an ice worm. Statistics for creatures found within this encounter can be located in this encounter.

The bare tree branches glitter with long icicle like-teeth around the lakes frozen surface. The hard ice crunches underfoot but seems to hold weight. The faint cracks running across its surface do little to alleviate your concern.

ICEY LURKERS

This encounter takes place in any arctic environment. This lake is home to a giant smaller than its desert-dwelling cousins. The **ice worm** is a terror of the wastes, lurking beneath the frozen ground and icy water before smashing through it to grab unsuspecting prey. These ambush predators have a fierce reputation in arctic communities, and the locals know better than to walk across or fish in unknown lakes.

ENCOUNTER: LAKE BELOW

When the characters arrive near the lake and the dead grove, the **ice worm** will be waiting 30 ft.

below the lake's surface. It will wait for its tremorsense to detect a creature nearby, and once the creature crosses the lakes ice or tries to go around, the ice worm will strike.

HAZARD: BROKEN ICE

Once the **ice worm** surfaces, the lake's ice will crack and float freely. Any creature on the ice will need to make a **DC 13 Dexterity saving throw** or fall into the freezing water. A creature in the frigid water takes 3 (1d6) cold damage each round while in the water.

Ice Worm

<i>Huge monstrosity</i>	CR 9	5,000 XP
AC 17	HP 115	SPD 50ft, burrow 30 ft.
Str +8	Dex -2	Con +5
Int -5	Wis -1	Cha -3

Blindsight. 30 ft. **Immunities.** Cold
Tremorsense. 60 ft.
Passive perception 9

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Amphibious: The worm can breathe air and water.

Actions (Name makes two melee attacks)

Bite. +12, reach 10 ft., 18 (3d6+8) piercing. If the target is a Medium or smaller creature, it must succeed on a **DC 19 Dexterity saving throw** or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 17 (5d6) acid damage at the start of each of the worm's turns.

ICE WORM TACTICS

The **ice worm** is 60ft long and will make use of the freezing water as its shield retreating below the surface if it needs to. There it waits to strike again at another target in range. If it grabs and swallows a target, it retreats underwater to devour its prey.

CONCLUSION

Swallowed. If the characters deal at least 30 points of damage in one round, the ice worm regurgitates its last meal, including any recently swallowed creatures.

Last meal. The worm's last meal was a wagon, and its rider, along with the wagon remains, is a huge chunk of quartz ore with gold veins worth 1000 gold pieces.

CR9

5,000XP

8TH

LEVEL

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