

Giant Ice Cream Bunny

Huge elemental, chaotic evil

condition on a success. The bunny cannot use this ability again until it completes a long rest.

Armor Class 19 (natural armor)

Hit Points 206 (18d12 + 90)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	12 (+1)	14 (+2)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Creamoran

Challenge 14 (11,500 XP)

Deliciously Cold. Whenever the bunny is hit by an attack or fails a saving throw that deals cold damage, it heals for the number of cold damage points dealt by the effect.

Ice Cream Headache. Whenever the bunny scores a critical hit with a melee attack, the target must succeed on a DC 18 Constitution saving or become paralyzed until the end of the ice cream bunny's next turn.

Snow Walk. Difficult terrain composed of ice or snow doesn't cost the bunny extra movement.

Sticky Aura. All ground within 10 feet of the bunny is difficult terrain.

Actions

Multiattack. The bunny makes three attacks: two with its slam and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 4 (1d8) cold damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 4 (1d8) cold damage.

Breath Weapons (Recharge 5-6). The bunny uses one of the following breath weapons.

Hot Fudge Breath. The bunny exhales scalding hot fudge in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

Sprinkle Breath. The bunny exhales exploding rainbow sprinkles in a 60-foot cone. Each creature in the area must succeed on a DC 18 Constitution saving throw or become blinded for 1 minute. A creature who failed its saving throw can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

Cherry Bomb. The bunny hurls the cherry atop its head up to 150 feet and it explodes in a 20-foot-radius sphere. Creatures in the area must make a DC 18 Constitution saving throw. Creatures who fail take 35 (10d6) cold damage and are stunned for 1 minute. Creatures who succeed take half damage and are not stunned. A creature who is stunned in this way can repeat the saving throw at the end of each of its turns, ending the stunned

Great Bear

Huge beast, neutral

Armor Class 13 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Keen Sight and Smell. The great bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Icebreaker Shark

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	2 (-4)	10 (+0)	9 (-1)

Skills Perception +3

Damage Resistances cold

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 8 (3,900 XP)

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

Superior Tremorsense. The icebreaker shark can detect and pinpoint the origin of vibrations within a 60-foot radius, provided the source of that vibration is either in the water or on a surface which touches the water.

Water Breathing. The icebreaker shark can only breathe underwater.

Actions

Multiattack. The icebreaker shark can make a bite and a tail attack, make a bite attack and use Ice Smash.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature it is grappled (escaped DC 17). Until this grapple ends, the target is restrained, and the icebreaker shark cannot bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Ice Smash. The icebreaker shark can destroy a 15-foot cube of ice (or similar material like wood) within 10 feet, possibly creating a hole through which the shark can attack. Any creatures standing on the effected ice must succeed on a DC 17 Dexterity saving throw or fall through the ice. Any creature who succeeds on the save ends up in an unoccupied space adjacent to the smashed ice.