



ARCTIC ENCOUNTERS

BY PAUL WEBER



DUNGEONS & DRAGONS

A menagerie of deadly monsters
for arctic encounters in the world's
greatest roleplaying game



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A Brief Introduction

Thank you for taking interest in this project! My name is, Paul Weber, and I enjoy Dungeons and Dragons. What I love even more is world building, and fantasy storytelling, which is why I've combined all those passions into this D&D add-on. After the success of my Jungle Encounters project I've decided to expand and build this Arctic Encounters Manual. In this manual you'll find new elements to add to your campaigns and or adventures in Dungeons and Dragons. I've created new monsters, and new Non-Player Characters, as well as a few new items. I hope you enjoy this material as much as I enjoyed making it!

Introduction

Welcome to Arctic Encounters! This is designed and dedicated to give more life into your Arctic themed adventures with fun themes, monsters, and NPC's. In this material you'll find over fifty new custom Arctic themed creatures and creations with full stat blocks, pictures, and descriptions. These creatures range from beast, a new dragon, seven new non-playable characters, weather patterns, and few new items! You'll also find, for your convenience, some official Dungeons and Dragons 5th Edition monsters that now have descriptions and pictures to better serve your creative juices when creating an adventure. Creatures taken from the official Dungeons and Dragons 5th edition Monster Manual have the exact stat block as they do in the manual, and have been marked with the red Dungeons and Dragons Logo on the upper right-hand corner of their stat block. These creatures were added to this project because they are common creatures found within Arctic-like environments. Like all creatures in the world of Dungeons and Dragons these creatures can be modified anyway you like and were created for inspiration and ideas for your enjoyment.

“Below Freezing temperatures are the least of your concern.”

A Worthy Note

Artwork in this was not created, nor is it owned by me. Most artwork was found using a basic Google image search. Most of the artwork in this was photoshopped by me to give it a more appealing, or desired look to what I was going for. Some images may be copyrighted or trademarked. Dungeons and Dragons is a registered Trademark by Wizards of the Coast. All rights reserved. This is a non-profit project.

Designed by Paul Weber

ARCTIC WOLF

Howling at the moon with snow catching and blending with its white coat, the Arctic Wolf is an Arctic carnivorous creature with an appetite for juicy red meats. Arctic wolves travel in packs and stalk their prey while hunching low in the snow. They can track prey for great distances with their proficient sense of smell. These creatures can be hard to detect in the snow because of their white fur and their ability to remain almost silent, especially at night where they are predominantly more active.



ARCTIC WOLF

Medium beast, unaligned

Armor Class 14 natural armor

Hit Points 39 (6d8 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	15(+2)	10(+0)	13(+1)	7(-2)

Skills Perception +5, Stealth +8

Damage Resistances Cold

Damage Vulnerabilities Fire

Senses darkvision 80 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

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

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

Actions

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

Bite. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claws. **Melee Weapon Attack:** +5 to hit, reach 5ft., one target. Hit: 10 (2d6 + 3) slashing damage.



BLOOD SLOTH

About the size of a wolf or large dog, the Blood Sloth is covered in a brown coat of fur that protects it from harsh Arctic environments in which it dwells. This creature stands on all four of its legs while it moves but will stand on its hind legs while attacking with its brutal claws. These creatures prefer smaller creatures and will use their long claws to decapitate them before feasting on their insides. Blood Sloth's get their names from their unquenchable thirst of blood. Creatures found dead at the hands of a Blood Sloth are typically missing their heads and all their blood has been drained. The flesh of these creatures usually remains but has been vigorously chewed.



BLOOD SLOTH

Medium Bad Guy

Armor Class 11 natural armor
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	19(+4)	16(+3)	2(-4)	10(+0)	7(-2)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

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

Actions

Multiattack. The Blood Sloth makes two attacks with its claws

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

BONENIP

Often confused with a rabid elk, the Bonenip is roughly the same size but slim and slender in appearance. Their tails appear as split branches that mimic their wood-like antlers. They appear scrawny and grossly unhealthy due to their appetite for strictly bones. The Bonenip scours its icy habitat for creatures that have already met their demise and they eat the leftover remaining bones. Though these creatures don't like meat or plants, they will attack threatening creatures with their bite, but mostly just thrash with their piercing antlers. These creatures are typically isolated as they travel alone in search for what other creatures have left behind.

"Others knew he was odd, and that Bonenip he had fenced in his yard should have been a clear sign of his murderous tenancies. The Bonenip had destroyed all skeletal evidence."
-Courtroom Testimony of Investigator,
Haroleek Samson



BONENIP

Medium beast, unaligned

Armor Class 11 natural armor

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	15(+2)	2(-4)	5(-3)	8(-1)

Senses Passive Perception + 13, darkvision 30 ft.

Languages —

Challenge 0 (10 XP)

Keen Hearing. The Bonenip has advantage on wisdom (perception) checks that rely on sound.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Antler Thrash. Melee Weapon Attack +2 to hit, reach 5ft., one target. Hit: 2 (1d4) slashing damage.

BUFFALO

Large Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	12(+1)	21(+5)	9(-1)	10(+0)	6(-2)

Damage Resistances Piercing, bludgeoning from nonmagical weapons

Senses Passive Perception 10

Languages —

Challenge 3 (450 XP)

Trampling Charge. If the Buffalo moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Buffalo can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack:+10 to hit, reach 10ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack:+10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.



BUFFALO

Buffalo are large and hairy nomadic beast that travel in herds of up to the hundreds. They use their heavy size and strong legs to run and charge any creature that it perceives at a threat. Buffalo can be captured and domesticated and used to pull wagons or carriages much like an ox or horse These creatures eat vegetation life and are constantly on the move consuming all they can in an area before moving on to the next. They are often hunted for their hides, meat, and coats.

"They charged through the marketplace out of nowhere leaving ripped tents, tumbling fruit, and bludgeoned woman and children crying in the streets before disappearing as fast as they came."

-Witness Fugot Miles, Trophy Town Buffalo Massacre



BUZUL GLACIER

These creatures maliciously float along icy waters appearing as glaciers until they are close enough to their target where they will lunge from the waters and demolish whatever is in their path. These creatures can range in size but most are gargantuan. Their skin is blue in color and forms ice on the surface which make them appear as huge ice formations. They mostly dwell in water where they can easily blend in however they are capable on walking on land though they are slow when doing so. They appear almost humanoid in shape with two legs that correspond to the rest of their bodies. Buzul Glaciers will attack large vessels by either flipping them or throwing large chunks of ice on top of them causing them to sink. The Buzul Glacier consumes water, ice, and living creatures on a daily basis.

BUZUL GLACIER

Gargantuan Beast, chaotic neutral

Armor Class 17 natural armor

Hit Points 256 (19d12 + 133)

Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	12(+1)	25(+7)	10(+0)	8(-1)	9(-1)

Saving Throws Str +11, Con +11

Skills Perception +14, Stealth +13

Damage Immunities cold, slashing, piercing, bludgeoning from nonmagical weapons

Senses blindsight 60ft., passive Perception 24

Languages —

Challenge 15 (13,000 XP)

Amphibious. The Buzul can breathe air and water.

Siege Monster. The Buzul deals double damage to objects and structures.

False Appearance. When the Buzul remains motionless it is indistinguishable from a glacier or mound of ice.

Actions

Slam. Melee Weapon Attack: +12 to hit, reach 15ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage.

CHILLONIAN

Huge Beast, unaligned

Armor Class 18 natural armor

Hit Points 168 (16d10 + 80)

Speed 30 ft., Burrow 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	10(+0)	21(+5)	10(+0)	11(+0)	10(+0)

Saving Throws Str +4, Con +9

Skills Perception +4, Stealth +1

Damage Immunities Cold, bludgeoning, piercing, slashing from nonmagical weapons

Senses Darkvision 60 ft, Passive Perception 2

Languages —

Challenge 8 (3,900 XP)

False Appearance. If the Chillonian is burrowed underground and displaying its shell above the surface it is indistinguishable from a glowing crystal formation.

Actions

Multiattack. The Chillonian attacks twice with its bite.

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

Breath Weapons (Recharge 5-6). The Chillonian uses the following Breath weapon.

Cold Breath. The Chillonian exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.



CHILLONIAN

The Chillonian are members of the chelonian, or turtle, species. A Chillonian is huge in size and relatively quick for a turtle-type creature. They have an immunity to cold environments and attacks and thrive in colder temperatures. The Chillonian has a shell with glowing ice crystals that absorb frost and power its magical cold breath. The Chillonian is able to swim, walk on land, and burrow underground. These creatures often burrow just deep enough to display their glowing crystal shell to lure in greedy or curious creatures. The Chillonian will attack with either its cold breath or powerful snapping bite. These creatures can be found in frozen covered caves, or in icy waters and are best to avoid if one wishes to survive or go without serious injury.



CICLE STAG

Medium beast, unaligned

Armor Class 12 natural armor

Hit Points 16 (3d8 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	13 (+1)	11 (+0)

Saving Throws. Dex +5

Skills Perception +4

Damage Vulnerabilities. Piercing, slashing

Damage Immunities Cold

Senses Passive Perception +5, Blindsight +2, Darkvision 20 ft.

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The Cicle Stag has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Horns. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The Cicle Stag uses the following breath weapon.

Fire Breath. The creature exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

CICLE STAG

Standing at the size of a horse with a goat-like face, extended pointed horns, white and red skin, and slender body, the Cicle Stag is a wintery nomadic beast with a fetish for flesh. These creatures are built for the cold and can breathe fire much like a dragon. They typically dwell atop snowy cliffs but are constantly on the move in search of food. These creatures chase down their prey either stabbing it with their horns or burning it with its fiery breath. Their slender skeleton-like bodies make them fast but easy prey for larger creatures.



CICLE STINGER

About the size of a large rabbit, black and blue in color, the Cicle Stinger is an Arctic adaption of a scorpion. Though slightly larger than a normal scorpion these creatures are resistant to cold and their stings unleash a frosty type injection that slows its target and chills their insides at a rapid rate. These creatures can be found in large groups especially in the deepest and darkest areas of caves. These creatures live a long time as they do not require food to survive but still seek it. They are extremely territorial and attack anything that gets too close.

CICLE STINGER SWARM

Swarm of Small beast, unaligned

Armor Class 14 (natural armor) Hit
Points 11 (1d4 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7(-3)	13(+1)	7(-2)	1(-5)	8(-1)	2(-4)

Damage Resistances Cold
Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Cicle Stinger. The swarm can't regain hit points or gain temporary hit points.

Actions

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (1d8+2) cold damage on a failed save, or half as much damage on a successful one.

CICLE STINGER

Small beast, unaligned

Armor Class 11 (natural armor) Hit
Points 5 (1d4 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	11(+0)	5(-3)	1(-5)	8(-1)	2(-4)

Damage Resistances Cold
Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

Actions

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) cold damage on a failed save, or half as much damage on a successful one.

CICLE STINGER SWARM

Tightly packed together in large groups Cicle Stinger Swarms claw at one another for sport but will quickly turn their attention to any creature that mistakenly enters their swarm. They will unleash a series of quick and painful stings that slowly freezes the insides of their target. Grouped together in a swarm these creatures are quite a threat.

The oils and fat in a Dorsal are used by many who dwell in icy environments as it provides the same amount of resources of whale blubber. The oils and fats are used as heating oils for lanterns and cooking.



DORSAL

Odd little creatures that populate a large area of icy environments and appear as very small walking whales. Dorsals are swift swimmers and usually slide across icy or snowy terrain like that of a penguin. They prefer to catch prey by swimming and scooping up small fish in their whale-like mouths but will also stand in groups looking up towards the skies for falling birds or other like-creatures to land in their mouths. These creatures are relatively harmless to humanoids but are hunted for their oils, fats, and meat.



DORSAL

Small Beast, unaligned

Armor Class 12 natural armor

Hit Points 5 (1d8 + 1)

Speed 20 ft. Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	8(-1)	9(-1)	11(+0)	11(+0)	15(+2)

Skills Perception +1

Damage Vulnerabilities. Slashing, Piercing.

Senses Passive Perception 1

Languages —

Challenge 0 (10 XP)

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

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

ELK

Elk are the deer of wintery type environments and are more alike than different. Elk travel in small packs usually consisting of their family members. They have large antlers that can sometimes resemble moose antlers or look like larger deer antlers. Elk are often hunted for their meat and hides and are one of the largest natural diets to other creatures who live amongst them. They are fast and cautious creatures that will usually run when started or in fear.



ELK

Large beast, unaligned

Armor Class 10 natural armor
Hit Points 13 (2d10 + 2)
Speed 50 ft.



STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	12(+1)	2(-4)	10(+0)	6(-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then bites it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

ELURRA CATALYST

These huge monstrosities are vial in appearance with their reptile like skin and muscles that are exposed in various places throughout its body. Spike-like thorns extend out from its back and its teeth are often crooked and disarranged. They have tiny black eyes that rest slightly above their drooling mouths. These creatures always travel and dwell in packs of three, no more, no less. They make their homes in freezing cold caves and avoid sunlight all together. The Elurra Catalyst will burrow through stone and ice to find the coldest resting spot. Large diameter, shallow holes within caves are often a sign of the Elurra Catalyst presence.



ELURRA CATALYST

Huge Monstrosity, Chaotic Evil

Armor Class 15 natural armor

Hit Points 73 (7d8 + 42)

Speed 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	22 (+6)	11 (+0)	9 (-1)	11 (+0)

Skills Perception +8, Stealth +2

Damage Resistances Piercing, slashing, bludgeoning from nonmagical weapons.

Damage Immunities Cold

Senses Inert

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. This creature can burrow through non magical, unworked earth, stone, and ice. While doing so, this creature doesn't disturb the material it moves through.

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

Ice Walker. The spider ignores movement restrictions caused by ice.

Actions

Multiattack. This creature makes three claw attacks and one bite attack.

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage and the creature must succeed on a DC 10 Constitution saving throw taking 6 cold damage on a failed throw or half as much on a successful one.

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FAERIE OWL

Faerie Owls are often thought of as a myth or child's folklore but these creatures are as real as they are rare. In certain icy locations, within snowy forest, these creatures fill tree branches, though they mostly remain invisible. If one does appear they look similar to snow owls, but they have arms and humanoid torsos. When they land they appear to descend from the skies like angels, softly lowering themselves to the ground or tree limbs. They are gifted with magical powers, most of which helps it to survive against threats or malicious intent. The presence of one of these creatures tends to set those in its path in a tranquil-like state, often resulting in feeling well rested or delightful moods. If this creature senses good intentions amongst those traveling through its forest, it will often heal them with its magical abilities. These creatures mostly keep to themselves and others of their kind. They are very intelligent and can understand and speak every language. Snow Owls tend to defend these creatures as if they worshipped them, adding to the ever wonderful mystery that is the Faerie Owl.

FAERIE OWL

Small Celestial, Lawful good

Armor Class 14 natural armor
Hit Points 27 (5d8 + 5)
Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	15(+2)	30(+10)	25(+7)	19(+4)

Skills. Arcana +4, Perception +8, Stealth +7, knowledge +18 History +15
Damage Immunities. psychic
Senses. darkvision 80 ft., passive Perception 13
Languages. Speaks all languages
Challenge. 2 (450 XP)

Superior Invisibility. As a bonus action, the owl can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the Faerie owl can magically communicate with any other owl or Faerie owl within 60 feet of it.

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

Spellcasting. The Faerie Owl is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

- Cantrips (at will):** *Minor Illusion, Dancing lights.*
- 1st Level (4 slots):** *Bane, Charm Person, Disguise self, Entangle, Faerie Fire*
- 2nd Level (3 slots):** *Calm Emotions, Detect Thoughts, Gust of wind, prayer of healing.*

Actions

Talons. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 6 (1d8) slashing damage.

FLYING REINDEER

Medium beast, unaligned

Armor Class 13 natural armor

Hit Points 10 (1d8 + 4)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	11(+0)	2(-4)	14(+2)	5(-3)

Skills Perception +12

Senses passive perception 4

Languages —

Challenge 0 (10 XP)

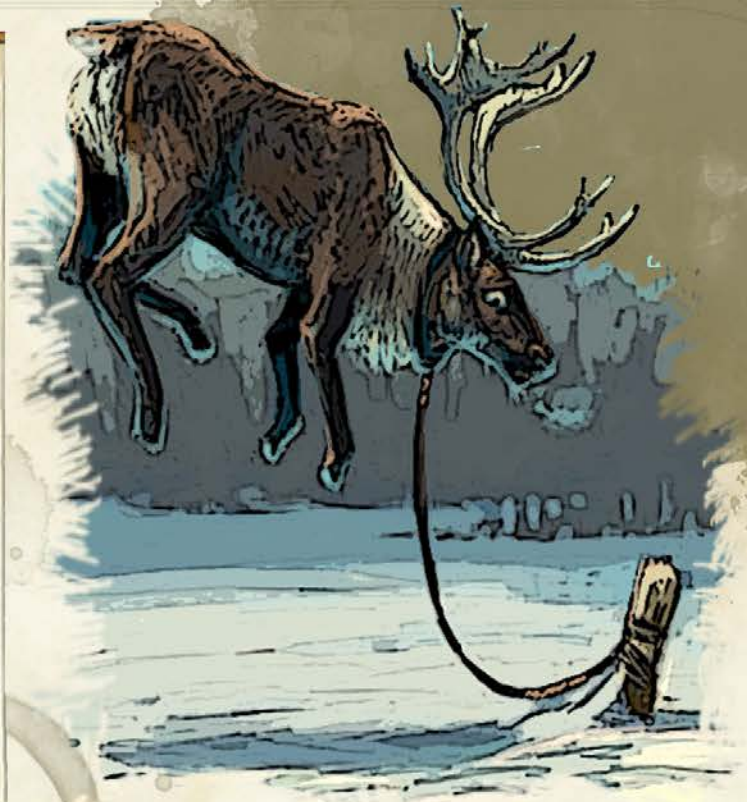
Keen Hearing. The reindeer has advantage on Wisdom (Perception) checks that rely on hearing.

Flee. The reindeer doesn't provoke opportunity attacks when it flees out of an enemy's reach.

Dive Attack. If the Reindeer is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

Antler Thrash. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d4+2) slashing damage.



FLYING REINDEER

Somewhere, someone, or something bestowed magically abilities to reindeer giving them the power to fly without wings or any other type of lift. Floating above the ground and pushing off the air or taking a running start, these creature effortlessly take to skies. Though their vision in incimate weather is weak, they are able to fly for great distances and moderate heights without suffering from exhaustion easily. A flying reindeer appears exactly like other reindeer and the only difference between them is their unique ability to fly. These creatures are greatly sought after in an attempt to domesticate to be used as flying steeds, though they are hard to capture due to their flight. Con-artist will attempt to pawn a reindeer as if it were a flying reindeer and then vanish with the profits.



Designed by Paul Weber

FROST BLIGHT

Slowly traversing through icy woodlands, its roots tapping against ice and burrowing through it, the Frost Blight is another Blight sent from the depths of evil intentions. The Frost Blight is immune to cold and everything it touches suffers from its freezing wrath. These creatures appear as dead trees that are shrouded in ice. The Frost Blight is slightly more knowledgeable than other Blights, as it will also use improvised weapons such as sticks to attack its victims. Frost Blights will also constrict a target in a tangly mess of dead frozen roots.

FROST BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 46 (4d8 +28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	16(+3)	9(-1)	11(+0)	3(-4)

Skills Stealth +5

Damage Immunities cold

Condition Immunities blinded, deafened

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1 (200 XP)

Ice Walker. The blight ignores movement restrictions caused by ice.

False Appearance. While the blight remains motionless, it is indistinguishable from a dead snow covered tree.

Cold Defence. Any creature that makes a melee weapon attack against the blight must succeed on a DC 10 Constitution saving throw taking 6 cold damage on a failed throw, or half as much on a successful one.

Actions

Touch. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 10 (3d6) cold damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 9 (2d6 + 2) cold damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.





ANCIENT FROST DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural Armor)
Hit Points 646 (28d20 + 352)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	17(+4)	29(+9)	23(+6)	21(+5)	30(+10)

Saving Throws Dex +15, Con +16, Wis +16, Cha +17
Skills Sense Motive +20, Arcana +9 History +18, Perception +19, Stealth +10
Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons cold, lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

Actions

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

Bite. **Melee Weapon Attack:** +17 to hit, reach 15ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. **Melee Weapon Attack:** +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. **Melee Weapon Attack:** +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT FROST DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 356 (19d12 + 233)

Speed 50 ft., fly 80 ft., burrow 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	12(+1)	25(+7)	17(+4)	15(+2)	21(+5)

Saving Throws Dex +8, Con +10, Wis +8, Cha +10

Skills Sense Motive +17, Arcana +8, History +8, Perception +14, Stealth +8

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons, cold, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

Actions

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

Bite. Melee Weapon Attack: +14 to hit, reach 10ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG FROST DRAGON

Large dragon, neutral

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +8, Wis +6 Cha +8
Skills Sense Motive +15, Arcana +9 History +10, Perception +10, Stealth +7
Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 14 (11,500 XP)

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

Actions

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

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

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.

FROST DRAGONS

Far away from civilization, in isolated below freezing mountain ranges dwells a Dragon that's said to be made of ice itself. The Frost Dragon may appear to be made of ice because of its translucent skin that shimmers blue and white, but they are of flesh and bone. The Frost Dragons bones are blue in color and when the dragons are wyrmlings they are often thought to be completely transparent while in certain lighting. As the Frost Dragon grows older, its scales become more dominant and the dragons appear more blue and white in color than transparent. Wyrmling Frost Dragons are so small they sleep on large icicles within their lair trying to stay as cold as possible. As the dragons age, they get very large in size, especially compared to their wyrmlings. When the Frost Dragon lye eggs, it can lye up to a dozen at a time but only a few survive due to the parents keeping them in freezing cold waters where other prey like to eat the eggs before they are able to hatch. Typically two out of twelve Frost Dragon eggs actually make it to birth.

Isolated Ice. The Frost Dragon prefers to stay as distant as it can from civilizations and other creatures as well as maintain a lair in the coolest region it can find. Typically the Frost Dragon will choose a colder environment over being away from other creatures due to its boiling hot body temperatures. The Frost Dragon mostly minds to itself but will decimate entire towns if it seeks a lair close by. They attack with an ice cold breath attack, their claws, bite, and tail.

Modest Monster. These dragons like to study other dragons and will collect and read books that have been written about them, but don't care too much for reading about themselves. They spend their time raising their wyrmlings and creating ice sculptures with their breath and claws. The Frost Dragon has a keen ability for creating beautiful works of art out of ice. These sculptures are usually other other dragons.

FROST DRAGON WYRMLING

Medium dragon, Neutral

Armor Class 15 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., burrow 15ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	14(+2)	15(+2)	12(+1)	16(+3)

Saving Throws Dex +4, Con +6, Wis +4, Cha +6

Skills Perception +4, Stealth +6

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons, cold, lightning

Senses blindsight 10 ft, darkvision 60 ft, passive perception 14

Languages Draconic, common

Challenge 2 (450 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-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 damage on a successful one.

A Frost Dragons Lair

Frost Dragons dwell in far off isolated lairs that are below freezing in temperature to account for their extremely hot body temperatures. Their lairs are usually trapped with thin ice that covers huge pits, and they tend to have plenty of sharp icicles hanging above ready to drop on any intruders. The Frost Dragon will typically seal off the entrance to its lair with ice and boulders to prevent intruders from entering.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Thin ice breaks within 120 feet of the dragon.
- Any hanging icicles that the dragon can see within its range will fall on up to 8 targets of its choice forcing a DC18 dexterity saving throw dealing 1d10 for piercing damage for every foot fallen on a failed roll and half as much on a successful one.
- The last weapon to physically strike the dragon turns to ice and then shatters breaking it indefinitely.

Regional Effects

The region containing a legendary Frost Dragons lair is warped by the dragon's magic, which creates one or more of the following effects:

- Temperatures within 6 miles of the dragons lair drop by 5 degrees for every mile in reach of the lair.
- Thin ice within 6 miles of the dragons lair becomes half as durable as normal thin ice.
- Blizzards occur more frequently within 6 miles of the dragons lair.
- Creatures with a strength of less than 4 and constitution of less than 8 are frozen in place within 1 mile of the dragons lair.

If the dragon dies all effects revert back to normal in 1d10 days.





FROST WEAVER

Frost Weavers are much like giant spiders except they have a unique ability to make webs out of ice. They are usually very large to huge in size as they stay dormant in cold dark places while they are young and then venture out once they've grown in size. Typical Frost Weavers have eight like a standard spider but some can have six and on a rare occurrence some have ten. Frost Weavers like to hang on ceilings or hang on the edge of low cliffs with their legs dangling down to look like large icicles. These Creatures usually plot and attack in pairs. A trick often used by a Frost Weaver is allowing creatures to enter a cave and then one Frost Weaver will block off the entrance while the other Frost Weaver blocks the only narrow corridor.

FROST WEAVER

Huge Beast, Unaligned

Armor Class 16 natural armor

Hit Points 36 (4d10 + 14)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	12 (+1)	10 (+0)	4 (-3)

Skills Stealth +10, Perception +10

Damage Immunities Cold, Poison

Senses Blightsight 10 ft., darkvision 60 ft., Passive Perception 10

Languages —

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing or ice.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT WALRUS

Gargantuan Beast, Unaligned

Armor Class 19 natural armor

Hit Points 178 (17d10 + 85)

Speed 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	19 (+4)	18 (+4)	16 (+3)	13 (+2)

Saving Throws. Str +7, Con +4, Int +2, Wis +2

Skills Perception +9, Intimidate +8

Damage Resistances Cold

Damage Immunities Piercing, slashing, and bludgeoning from nonmagical weapons

Condition Immunities. Charmed, frightened, paralysed, petrified, intimidated, prone

Senses Passive Perception +9

Languages —

Challenge 10 (5,900 XP)

Siege Monster. The Giant Walrus deals double damage to objects and structures.

Ice Walker. The walrus ignores movement restrictions caused by ice.

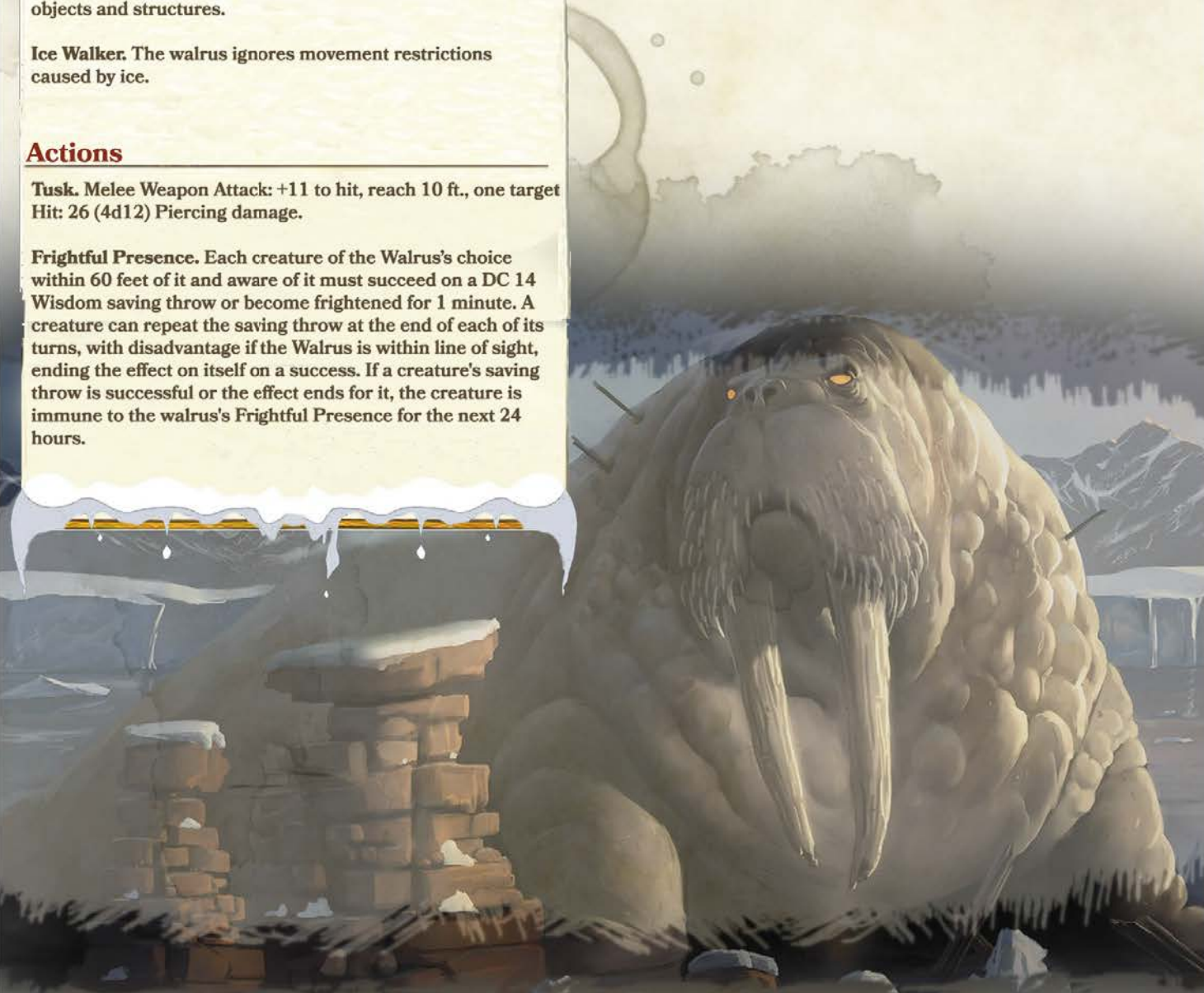
Actions

Tusk. Melee Weapon Attack: +11 to hit, reach 10 ft., one target
Hit: 26 (4d12) Piercing damage.

Frightful Presence. Each creature of the Walrus's choice within 60 feet of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Walrus is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the walrus's Frightful Presence for the next 24 hours.

GIANT WALRUS

Monstrous in size compare to a normal Walrus, the Giant Walrus is also several times stronger than one. It has tusk that extend down from its mouth almost dragging the ice it slides across. Their tusk can be easily compared to the width and length of an oak tree. Their bodies are slippery and tough making them hard to penetrate with normal weapons. They are mainly isolated creatures that keep to themselves in hard to reach waters but if food is scarce and they are hungry enough, they have been known to attack villages and small towns. Large hunting tribes will ban together to slay one these creatures if they show signs that they are close to civilizations. The meat from a Giant Walrus can supply a medium sized town with enough food for about a year, though they are extremely tough to cut open.





GIANT WOLVERINE

The Giant Wolverine is a large beast with a keen sense for blood. It uses its extraordinary senses to track down and find prey. The Giant Wolverine is often rabid as it eats any scraps it finds. If a Giant Wolverine is rabid, it will also infect any creature it bites. This creature has very long and very sharp claws that it uses to attack and climb trees. This creature often dwells in forest and atop cliffs.

GIANT WOLVERINE

Large Beast, Unaligned

Armor Class 12 natural armor

Hit Points 45 (6d10 + 12)

Speed 50 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	14(+2)	9(-1)	12(+1)	11(+0)

Skills Perception +6, Stealth +2

Senses Passive Perception +6

Languages —

Challenge 1 (200 XP)

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

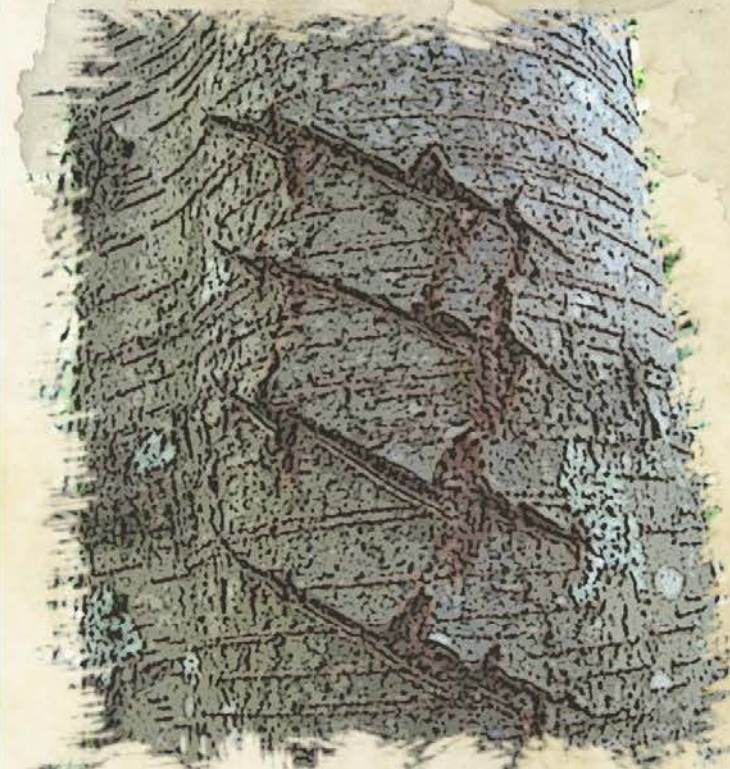
Rampage. When the Wolverine reduces a creature to 0 hit points with a melee attack on its turn, the Wolverine can take a bonus action to move up to half its speed and make a bite attack.

Keen Senses. The Wolverine has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target.
Hit: 10 (2d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.





GLACIER SHARK

With its ridged and sharp dorsal fin slicing through ice hard glaciers with ease, the Glacier Shark is a carnivorous, frozen seas, predictor. Though smaller than an average shark, it dwells in only the iciest waters chasing after anything that contains blood and flesh. The Glacier Shark is an extremely fast swimmer and darts through waters, capable of bursting through ice as it hunts down its meal. It has a series of several thousand tiny razor sharp teeth lined within its mouth and uses them to quickly grind through flesh, meat, and bones. The Glacier Shark's eight pectoral fins aligned on its lengthy and slim body are what makes its watery speeds so rapid.



GLACIER SHARK

Large Beast, unaligned

Armor Class 14 natural armor

Hit Points 126 (11d10 + 65)

Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	23(+6)	21(+5)	2(-4)	10(+0)	1(-5)

Skills Perception +6

Damage Resistances piercing from nonmagical weapons

Damage Immunities Cold

Senses blindsight 60 ft., passive perception 13

Languages —

Challenge 5 (1,800 XP)

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

Vigorous Stalker. If the shark uses its full speed in one action it can burst through small or medium glaciers without needing to make any ability checks.

Actions

Multiattack. This Shark attacks twice with its bite.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10+6) piercing damage.

GUINBANG

Small beast, (Guinbang) Chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 10 (2d6)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	11(+0)	13(+1)	13(+1)	16(+3)

Skills Perception +8, knowledge +1, history +3

Damage Immunities cold

Senses Darkvision 20 ft., passive Perception 8

Languages Common, Guinbang

Challenge 1/8 (25 XP)

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

Cunning Action. On each of its turns, the Guinbang can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The Guinbang deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Guinbang that isn't incapacitated and the Guinbang doesn't have disadvantage on the attack roll.

Web Walker. The Guinbang ignores movement restrictions caused by ice or snow.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 5 (1d4+3) piercing damage.



GUINBANG

Guinbang's are a race of intelligent penguin-like creatures that have an obsession with gold. These creatures don't spend any gold they acquire, instead they store it and worship it as if it's what controls the world they live in. These creatures will do whatever they deem necessary to acquire gold or golden objects. These creatures can immediately identify if an object is made of gold, or just appears to be gold. Guinbang's that live together will display their gold collections throughout their dwelling to display how much they've collected. If another creature attempts to take a Guinbang's gold they should prepare for a fight to the death as no Guinbang will ever part with its prized piece. A Guinbang is usually knowledgeable of the area and its history and will provide information for a shiny price. Guinbang's live in clusters of other Guinbang's on frozen islands, or in deep icy caverns. These creatures use weapons that they've found or stolen from ships, shipwrecks, or any other place they've looted. They usually equip themselves with weapons that have some sort of gold related piece, such as a sword with a golden hilt, or a mace with golden infused markings.



ICE ROPER

Very much similar to a roper, they are pretty much one in the same. The Ice Roper appears more like icicles or ice formations. They dwell in caves much like Ropers, except they are found in icy environments where caves are covered in snow and ice. The Ice Roper is slightly harder to spot especially while they hang upside down on cavern ceilings. Their Tendril's are also slightly more powerful than a typical Roper. When an Ice Roper's tendril grabs creature instead of tiny hair-like growths they stick to the creature by immediately freezing to it causing severe ice burning to flesh and skin. The Ice Roper is immune to ice, unlike other Ropers, and is vulnerable to fire. When an Ice Roper spots creatures carrying torches or other viable flames, it is far less likely to attack. Other than these minor differences the Ice Roper is very much the same as its cave-like cousins.





ICE ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	17(+3)	7(-2)	16(+3)	6(-2)

Skills Perception +6, Stealth +5
Damage Immunities cold
Damage Vulnerabilities Fire
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal ice cave formation, such as a stalagmite or icicle.

Grasping Tendrils. The roper can have up to six ice tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to cold and psychic damage; vulnerable to fire). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Ice Walker. The roper ignores movement restrictions caused by ice or snow.

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it, and takes 4(1d4) cold damage.

INFERNUS

Large Fiend, Chaotic Evil

Armor Class 17 natural armor

Hit Points 71 (13d8 + 13)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	9(-1)	15(+2)	15(+2)	17(+3)	16(+3)

Saving Throws Str +8, Con +4, Wis +6

Skills Perception +12

Condition Immunities. frightened, charmed, paralyzed.

Damage Immunities cold, fire, slashing piercing, bludgeoning from nonmagical weapons.

Senses darkvision 80 ft., passive perception 13

Languages —

Challenge 8 (3,900 XP)

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

Innate Spellcasting. The Infernus innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

Cantrips (At will): *Control Flames*, *Produce Flame* (8th level), *Ray of Frost* (5th level), *Frostbite*.

Actions

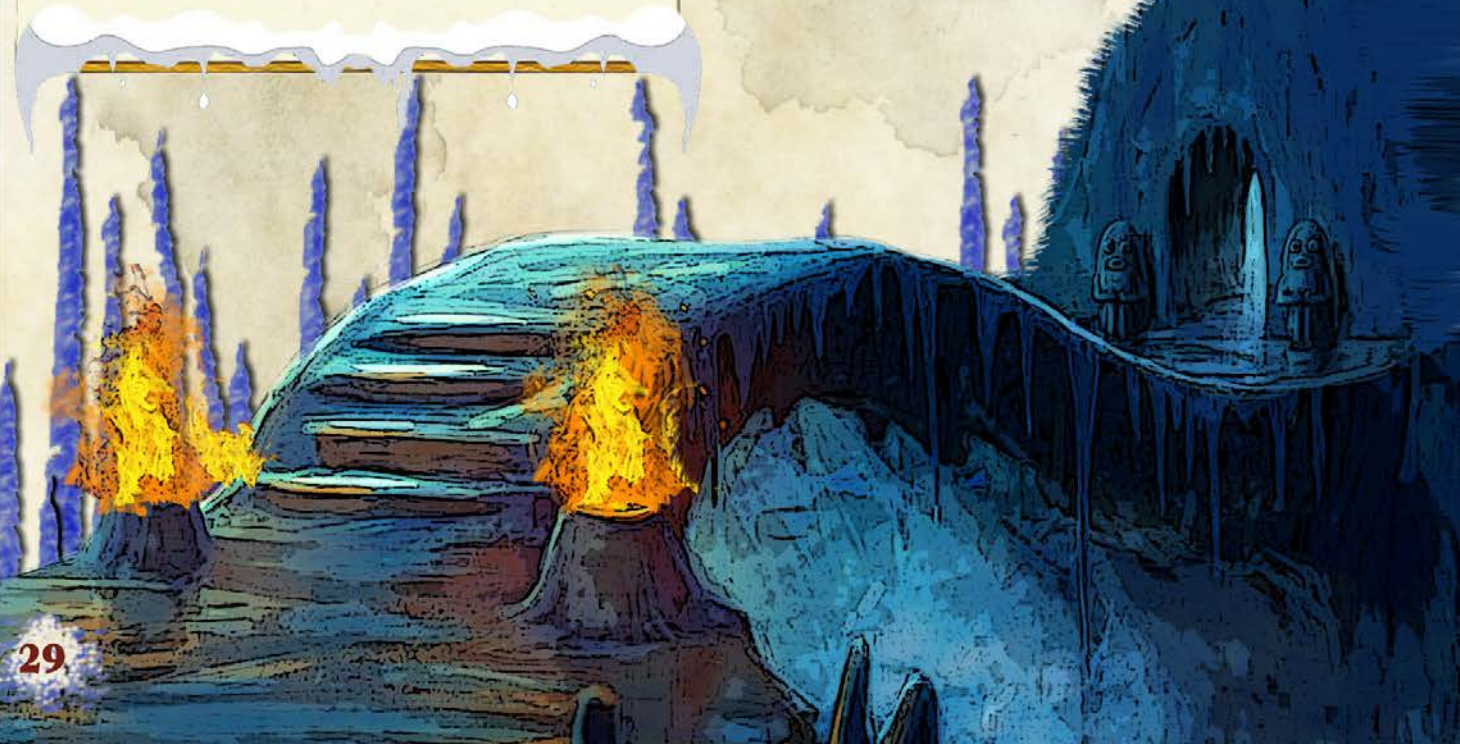
Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 17 (5d6) cold damage.

Summon Naga (1/Day). The Infernus attempts to magically summon a Spirit Naga with a 70 percent chance of success. If the attempt fails, the Infernus takes 5 (1d10) psychic damage. Otherwise, the summoned Naga appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



INFERNUS

Boulder in shape, and covered in an icy-type coating, this large fiend is magical in its abilities. It has the power to control flames, produce them, as well as cast some cold type magic. This creature may be coated in ice and frost on the outside but its insides are boiling hot. The Infernus takes pleasure in killing living creatures and sending them to the Plane of Conflagration to burn to ash. This creature will summon a Spirit Naga to fight alongside it as well as attack using its powerful, rock-hard, fist. Its eyes and mouth reveal its boiling hot insides when it opens them. Although these creatures are rare they have been found grouped together in old temples or large caves, mostly in the deepest parts where others have stored or hidden treasure.





JEKEL

Staying hidden until after a major blizzard, the Jekel will then leave its dwelling to scour the lands for creatures that are injured from the chaos and finish them off. This medium-sized creature walks with a staggered limp, has large bone-like antlers that protrude from its demon skull-like head, and carries weapons and wears armor made from previous kills. Jekel's worships dark and evil powers, preying on the weak and defenceless. They are able to sense when a creature is near death or stranded with injury. It takes pleasure in torturing and killing living creatures and will summon them back to life to slave under its command. Jekel's will only make their appearance in conditions of low visibility, using their natural hunch and staggered walk to look like a weak and helpless elderly humanoid, thus drawing kind rescuing creatures close enough to become the victims.

Jekel's Dwelling. Jekel's will live on the Material plane in snowy environments and usually dwell inside the bones of large dead creatures. Jekel's may be found inside a dead woolly mammoth skull or the ribcage of a dragon for example. Inside these skulls is usually filled with hanging bones from other creatures, and several books scattered about. Jekel's spend their time worshipping other devils and practicing necromancy.

JEKEL

Medium fiend (devil), lawful evil

Armor Class 14 (bone armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	17(+3)	20(+5)	17(+3)	16(+3)

Saving Throws Con +4, Int +5, Wis +2

Skills Skills Deception +8, Insight +5, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities. Cold, fire, poison

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Animate Dead. The Jekel can use the Cleric spell Animate Dead (at 4th level spell slot) requiring no components.

Actions

Glaive. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

KULL

Medium beast, unaligned

Armor Class 13 natural armor

Hit Points 11 (2d8 + 2)

Speed 20 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	12(+1)	3(-4)	9(-1)	6(-2)

Skills Perception +5, Stealth +3

Senses Passive Perception 10, darkvision 30 ft.

Languages —

Challenge 1/4 (50 XP)

Keen Senses. The Kull has advantage on Wisdom (Perception) checks that rely on sight, hearing or smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Talons. Melee Weapon Attack +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) Slashing Damage.



Kull

Appearing as an Arctic Wolf with great, white owl-like wings, the Kull, is a flying creature that spends an equal amount of time in the air as it does on land. Because its lack of arms the Kull soars high above its snowy habitat to scout for prey. Once it has spotted its prey it lunges from the skies and carries it off with its large sharp talons. The Kull seeks smaller type prey that it's able to carry in either its mouth or talons. It has a keen sense of smell and vision much like its wolveren ancestors. These creatures are carnivorous but typically only attack smaller creatures and only when they are hungry. Some have attempted to domesticate these creature but with no success, as they have their own agenda.



LEPROWL

Large Monstrosity, unaligned

Armor Class 11 natural armor

Hit Points 69 (7d10 + 31)

Speed 50 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	20(+5)	11(+0)	14(+2)	12(+0)

Skills Perception +11

Senses darkvision 60ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Dive Attack. If the Leprowl is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Keen Sight. The Leprowl has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

LEPROWL

Soaring through the sky high above the snow topped mountains, and screeching a piercing roar, the Leprowl circles and gently flaps its large, white feathered wings. These creatures are so rare they are thought to bring good luck to those who see them, however those who have seen them will tell you that they are vicious and deadly creatures. These creatures will circle their prey in the skies several times, much like a vulture, before diving down at great speeds and attacking with their owl-like taloons. These creatures vary in apperance but most favor an owl and or hawk type wingspand with the body and texture of a leopard. Most have beaks but same have the full face of a leopard. Both verions will bite and claw at their prey. They are as large as leopards with huge wingspands, and they will feed on creatures twice their size. Domesticated Leprowls have been known to make great and loyal companions, though they are very difficult to capture.



Designed by Paul Weber

MOOSE

Large beast, unaligned

Armor Class 15 natural armor
Hit Points 76 (8d12 + 24)
Speed 50 ft., Swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	17(+3)	10(+0)	15(+2)	11(+0)

Skills Swim +5

Damage Resistances piercing and bludgeoning damage from nonmagical weapons

Senses passive perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the Moose moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Moose can make one antler thrash attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Antler Thrash. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) slashing damage.

ARMORED MOOSE VARIANT:

An armored Moose has an AC based on the type of barding worn (see player's Handbook for more information on barding). The Moose AC includes its Dexterity modifier, where applicable. Barding doesn't alter the Moose challenge rating.

AC	Barding	AC	Barding
16	Leather	20	Chain mail
17	Studded leather	21	Splint
18	Ring mail	22	Plate
19	Scale mail		



MOOSE

A moose is a large four legged beast with giant antlers atop its head. The creature is suited for cold type environments due to its thick skin and heavy dark colored fur. Though these creatures only eat vegetation life, they are territorial and attack any creature that it perceives as a threat. The Moose will attack by charging and then thrashing its target with its antlers. Because of their strength and speed these creatures are often captured, armored, and used as steeds to traverse harsh wintery terrain. Though adults are hard to domesticate they are kept for breeding so that their young can easily adapt to domestication.



Designed by Paul Weber



MUNCHKIN YODELLER

Small but chaotic and harmful beast, the Munchkin Yodeller is known for causing mayhem within Arctic mountain ranges. This light blue fur covered beast with tusk and curved ram-like horns, populate the tops of wintery mountains and yodel. When the creature is yodelling it can cause extreme discomfort and if the creature yodels loud enough it will cause avalanches. This creature is fully aware of its unique capabilities and will yodel to warn off potential predators or attract other Munchkin Yodellers. This creature takes pleasure in watching avalanches topple over other creatures and will purposely cause them just to see them suffer. In combat the Munchkin Yodeller will ram its target with its horns or bite them with its bottom tusks.

MUNCHKIN YODELLER

Small beast, chaotic neutral

Armor Class 12 natural armor

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	17(+3)	12(+1)	10(+0)	13(+1)	11(+0)

Skills Perception +4

Damage Immunities cold

Senses Passive Perception +4

Languages —

Challenge 1/4 (50 XP)

Keen Senses. The Wolverine has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

Yodelling Avalanche. The Munchkin Yodeller can use an action to yodel. Its yodel has a 90% chance of causing an avalanche to any steep incline, within 60 ft., that has accumulated snow on on it. Creatures in the avalanche zone must succeed on a DC20 dexterity check taking 10 (1d12+6) bludgeoning damage and falling prone on a failed roll, or half as much on a successful one.

Ram. If the Munchkin Yodeller moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 9 Strength saving throw or be knocked prone.

Actions

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Horn. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) Piercing damage.

NARWHAL

Narwhals are often referred to as the unicorn of the sea because of their large horn-like tusk that extends from its head like that of a unicorn. Their tusk can reach tremendous lengths, sometimes growing longer than the Narwhal itself. These creatures populate cold and frigid waters and eat other small fish and some sea plants. They use their tusk to penetrate attackers, or to kill larger fish to eat. These creatures are more non-threatening than their appearance perceives. These creatures travel and live in packs with the occasional Narwhal separating and living a life of isolation. These miniature horned whales are more often than not, prey for bigger fish and one of the polar bears favorite snacks.



NARWHAL

Medium beast, unaligned

Armor Class 10 natural armor

Hit Points 8 (1d8)

Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	10(+0)	8(-1)	8(-1)	11(+0)	14(+2)

Damage Resistances Cold

Senses Passive Perception 7

Languages —

Challenge 0 (10 XP)

Water Breathing. The Narwhal can breathe only underwater.

Pack Tactics. The Narwhal has advantage on attack rolls against a creature if at least one of the Narwhals allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 3 (1d4) piercing damage.

NEIGE FIEND

Relentlessly walking around in freezing temperatures, unaffected by the cold and craving flesh and blood, but not requiring it, the Neige Fiend is an undead humanoid type creature with an intelligence, that often terrorizes towns, campsites, and other civilizations. Its body appears and smells like rotting flesh and muscle with exposed veins and rotting teeth. The creature either walks on two legs, or on its arms and legs. It is extremely fast while hunched on all fours and is absolutely terrorizing to look at. These creatures usually roam in groups and single out one specific target to make a feast out of. They take enjoyment in killing any living creature and are fully aware of how terrifying they are. If a Neige Fiend manages to sneak into a town, it will lurk inside unlocked homes in dark lit places, where it will wait for the occupants to come home and fall asleep. Then it will slowly creep out of the darkness and present itself before killing its victim. These creatures seem to feed off, both the instilment of fear, and the physical flesh and blood of its victims.



NEIGE FIEND

Medium undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 73 (11d10 + 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	17(+3)	12(+1)	12(+1)	9(-1)

Saving Throws Dex +8, Con +8, Wis +9

Skills Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses. passive Perception 19, darkvision 120 ft.

Languages. Any language it knew in it's previous life

Challenge Challenge 4 (1,100 XP)

Turn Resistance. The Neige Fiend has advantage on saving throws against any effect that turns undead.

Death Burst. When the Neige Fiend dies, it explodes in a burst of frosty shards. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 14 (3d6) cold damage on a failed save, or half as much damage on a successful one. Flames and or Flammable objects are immediately extinguished.

Actions

Multiattack. The Neige Fiend makes two attacks with its claws.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage and the creature must succeed on a DC 14 constitution saving throw taking 10 poison damage on a failed throw or half as much on a successful one.

"Had I not smelt the horrible thing coming from our basement, I have no doubt my entire family and I would be dead."
-Townfolk Amid Filatore

OX

Large Beast, Unaligned

Armor Class 13 natural armor

Hit Points 45 (6d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21(+2)	18(+4)	15(+2)	2(-4)	12(+1)	6(-2)

Skills Swim +4

Damage Resistances Bludgeoning, slashing, piercing from nonmagical weapons

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the Ox 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 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Ice Walker. The Ox ignores movement restrictions caused by ice.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.



OX

Ox or Oxen, are incredibly strong well built, four legged beast. They are much like bison, buffalo, and bulls. They have tremendous strength which is why humanoid-type creatures will use them to drive their wagons or carriages. In the wild these creatures are very hostile to approaching creatures. They tend to like to be alone or with other oxen. Oxen like to graze on grass and other plant life, and live a very long time. They are nomadic in the wild, always on the search for fresh food. If threatened or attacked these creatures will use the horns on their heads to gore their targets and bludgeon them. Domesticated Oxen rarely attack and are friendly to other creatures who don't harm them or show hostility. Wild Oxen are hunted for their meat, hide, and horns.



PANORCA

Large Beast, unaligned

Armor Class 12 natural armor

Hit Points 22 (4d8 + 4)

Speed 40 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +4

Damage vulnerabilities slashing, piercing.

Damage Immunities cold

Senses blindsight 20 ft., passive perception 10

Languages —

Challenge 1/2 (100 XP)

Amphibious. The Panorca can breathe air and water.

Ice Walker. The Panorca ignores movement restrictions caused by ice.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d7 + 2) slashing damage.



PANORCA

Roughly the size of a rhinoceros the Panorca is a four legged whale type creature. It stand on four, very strong legs that have sharp panther-like claws. The top of this creature appears to be that of a killer whale including a dorsal fin, blow-hole, and whale-like tail. These creatures breath both air and water, though they prefer to be in water they are quicker on land. The Panorca has a small mouth for such a large creature making it's diet consist of mostly small to medium sized fish. As odd as this creature sounds, they are quite common in colder regions and some are even used as mounts. These creatures can be located in any frigged type environment close to water.

PENGUIN

Small beast, unaligned

Armor Class 9 natural armor
Hit Points 3 (1d6)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	8(-1)	11(+0)	4(-3)	9(-1)	12(+1)

Damage Immunities cold
Senses passive perception 2
Languages —
Challenge 0 (10 XP)

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

Ice Walker. The penguin ignores movement restrictions caused by ice.

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one creature.
Hit: 1 (1d4) piercing damage



PENGUIN

Short birds that can't fly and great swimmers.

Penguins dwell and thrive in colder environments because of their thick skin and large amounts of blubber. They are also very active which helps keep their body temperatures high, as well as huddling together in large groups. Penguins are easy prey for other creatures, so they often so stick in groups. They eat small fish and stick close to water so they can feed. A penguin also can slide across ice, faster than it can walk and will do so for fun.



POLAR BEAR

Large beast, unaligned

Armor Class 12 natural armor
Hit Points 42 (5d10 + 15)
Speed 40., Swim 30 ft.



STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

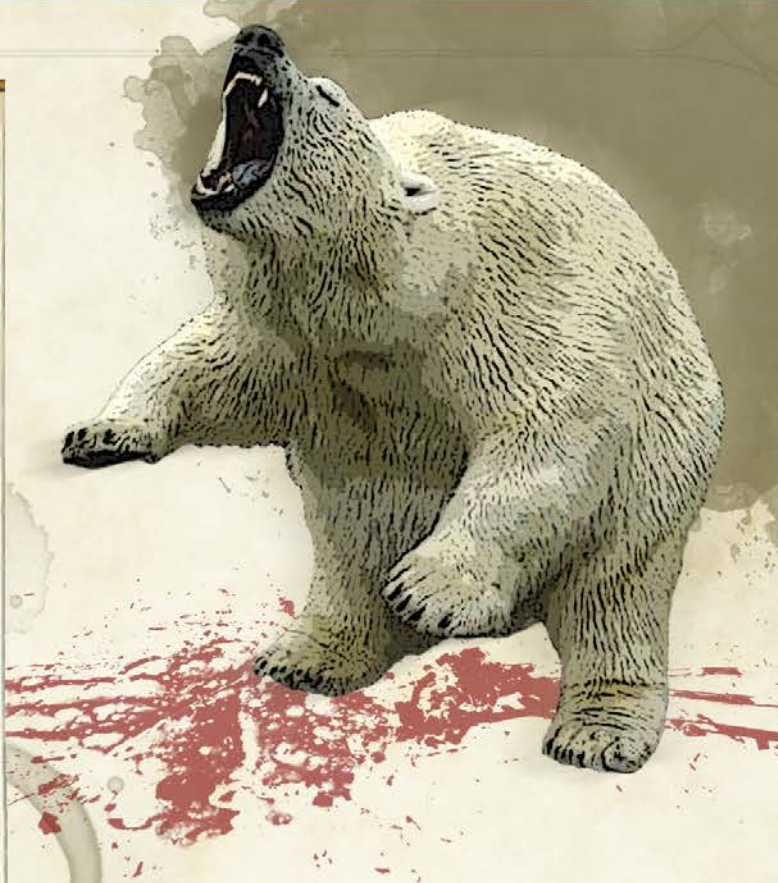
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.



POLAR BEAR

Larger than most bears and covered in white fur, the Polar Bear is a dominant creature of the Arctic. Its size, and strength give it an intimidating edge to other creatures. These large beast are great swimmers capable of diving under water and catching fish. These creatures enjoy eating large fish like the Narwhal, and even matinees. The Polar Bear uses its giant claws to snag prey and attack predators. It will let out a gut wrenching growl to try and intimidate those who wish to do it harm. These creatures spend time on icebergs, glaciers, and snowy terrain close to a fresh water source.



POLAR GRIZ

Huge Beast, Unaligned

Armor Class 17 natural armor
Hit Points 123 (13d10 +52)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	16(+2)	12(+1)	11(+0)	7(-2)

Skills Perception +10
Damage Resistances Cold
Condition Immunities frightend, charmed, paralyzed
Senses passive perception 10, darkvision 40 ft.
Languages —
Challenge 6 (2,300 XP)

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

Ice Walker. The Polar Griz ignores movement restrictions caused by ice.

Keen Hearing and Smell. The Polar Griz has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The Polar Griz makes three attacks: one with its bite, one with its claws, and one with its arm tusk.

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tusk. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 +4) Bludgeoning damage.



POLAR GRIZ

Easily twice the size of a Polar Bear, these creatures are similar except they don't typically hunt or dwell near water. These creatures spend time in snow covered forest or caves, and usually walk on two legs instead of four. The Polar Griz is more aggressive in nature and seeks out any meaty creature that crosses its path or that it can smell. These creatures also have extended rock like tusk that form from their arms, spine, and head. These extensions provide the Polar Griz with addition armor as well as piercing weapons in addition to their already deadly claws. A Polar Griz can typically live about 200 years and the older it gets the darker its white fur becomes and the longer its tusk become.



"It hadn't snowed in weeks, but there was a savagely torn
apart corpse in the middle of snow, with no tracks around it."
-Imperial Scout, Arcane Frost Valley



POWDER STALKER

Bluish green in appearance the Powder Stalker was named after noticing that it is capable of walking on snow without leaving any tracks. This creature will hunt down prey and suck its blood dry before softly disappearing into the night without a trace. These creatures can feed off blood and or frost. If a Powder Stalker breaths in cold air deeply, it can satisfy its hunger for a short period of time. Leaving no tracks in the snowy terrain gives this creature an edge on stalking prey such as humanoids who won't notice something has been following them for the past several miles. Powder Stalkers usually attack quickly with their bites, and claws. Their skin is a natural ice-like armor that's hard to penetrate. These creatures will either travel alone or in small packs.



POWDER STALKER

Small Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19(+4)	18(+4)	12(+1)	14(+2)	9(-1)

Skills Perception 14, stealth +15
Damage Resistances piercing from nonmagical weapons
Damage Immunities Cold
Senses darkvision 80 ft., passive Perception 14
Languages —
Challenge 1 (200 XP)

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

Silent Movement. The Powder Stalker doesn't make any noise when it moves, and leaves no visible tracks in any type of terrain.

Actions

- Multiattack.** The Powder Stalker makes two attacks with its claws
- Bite.** Melee Weapon Attack: +6 to hit, reach 5ft., one creature. Hit: 6 (2d4) piercing damage
- Claws.** Melee Weapon Attack: +6 to hit, reach 5ft., one creature. Hit: 6 (2d4) slashing damage

REINDEER

Medium beast, unaligned

Armor Class 13 natural armor

Hit Points 10 (1d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	11(+0)	2(-4)	14(+2)	5(-3)

Skills Perception +12

Senses passive perception 4

Languages —

Challenge 0 (10 XP)

Keen Hearing. The reindeer has advantage on Wisdom (Perception) checks that rely on hearing.

Flee. The reindeer doesn't provoke opportunity attacks when it flees out of an enemy's reach.

Actions

Antler Thrash. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d4+2) slashing damage.



REINDEER

Reindeer are Arctic-adapted deer-like creatures that populate a large amount of freezing temperature environments. These creatures look very much like deer but have slightly more fur that doesn't shed as easily. Their antlers may be larger and thicker than deer as well. These creatures, like deer, are often hunted for their meat or as trophies. Reindeer also are captured and used as pulling drivers for light cargo sleds, or wagons. Reindeer may also be hunted for capture in attempt to pawn off as a flying reindeer, though only the feeble minded fall for such scams. It's not uncommon to see a reindeer head mounted to an Arctic tavern or inn wall in place of a typical deer.



SABRE SEAL

Medium Beast, Chaotic neutral

Armor Class 14 natural armor
Hit Points 58 (9d10 + 9)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	15(+2)	14(+2)	11(+0)	12(+1)

Skills Stealth +8, Perception +8
Damage Immunities cold
Condition Immunities exhaustion, paralyzed, prone
Senses blindsight 30ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

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

Ice Walker. The seal ignores movement restrictions caused by ice.

Amphibious. The Sabre Seal can breathe air and water.

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The seal exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



SABRE SEAL

Sabre Seal have short tusk and naturally armored skin that makes them tough to penetrate. Sabre Seals travel in packs sometimes as large as in the hundreds. These creatures like to spend their time on icy beaches or in the water playing with other Sabre Seals. Sabre Seals really enjoy teasing and laughing with one another as well as challenging each other to playful fights. They are terrific swimmers and vicious attackers. These creatures will use their tails to knock over and bludgeon its opposition. They are also capable of breathing cold breath like that of a dragon, freezing its target while it continues its attacks or calls for help from its companions. These creatures are capable of surviving long periods of time because of their travel in numbers, strong armor like skin, and freezing cold breath.



SIREN

Long feared by sailors and boat travellers, Siren are evil creatures of the sea that feed on destruction and chaos of others. Siren have the ability to appear and sound like beautiful creatures even though they are truly atrocious to look at. They are humanoid from the waist up but below the waist they are multi-tentacled creatures. A Siren is capable of disguising themselves or charming others into seeing them as beautiful creatures and will do so to lure them into their waters. Once in the water, the Siren will grasp onto them and drown them. Siren will also disguise their voice and sing pleasing and beautiful songs as ships sail close by. Their songs are a tranquil to the Capitan of the vessel who will become distracted and crash the ship on reefs or other damaging sea debris. The Siren take pleasure in watching those aboard the vessel struggle to stay afloat and will even assist the stronger swimmers to the depths of the sea floor. These creatures like collecting treasure and relics from shipwrecks and store them in their underwater cavern homes as collectables and trophies.



SIREN

Medium humanoid, chaotic Evil

Armor Class 14 natural armor

Hit Points 45 (6d10 + 12)

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	19(+4)	17(+3)	16(+3)	16(+3)	18(+4)

Saving Throws. Dex +3, Con +3, Int +3, Wis +3, Cha +3

Skills Insert

Damage Resistances psychic

Condition Immunities Charmed, frightened

Senses Insert

Languages Abyssal, Aquan, Common

Challenge 3 (700 XP)

Hold Breath. The Siren can hold its breath for 30 minutes out of water.

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

Innate Spellcasting. The Sirens innate spelcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks) It can innately cast the following spells, requiring no material components:

Cantrips (At Will): *Chill touch, Whisper, Minor Illusion, ray of frost (5th level)*

5/day: *Charm Person, Disguise self, Fog Cloud*

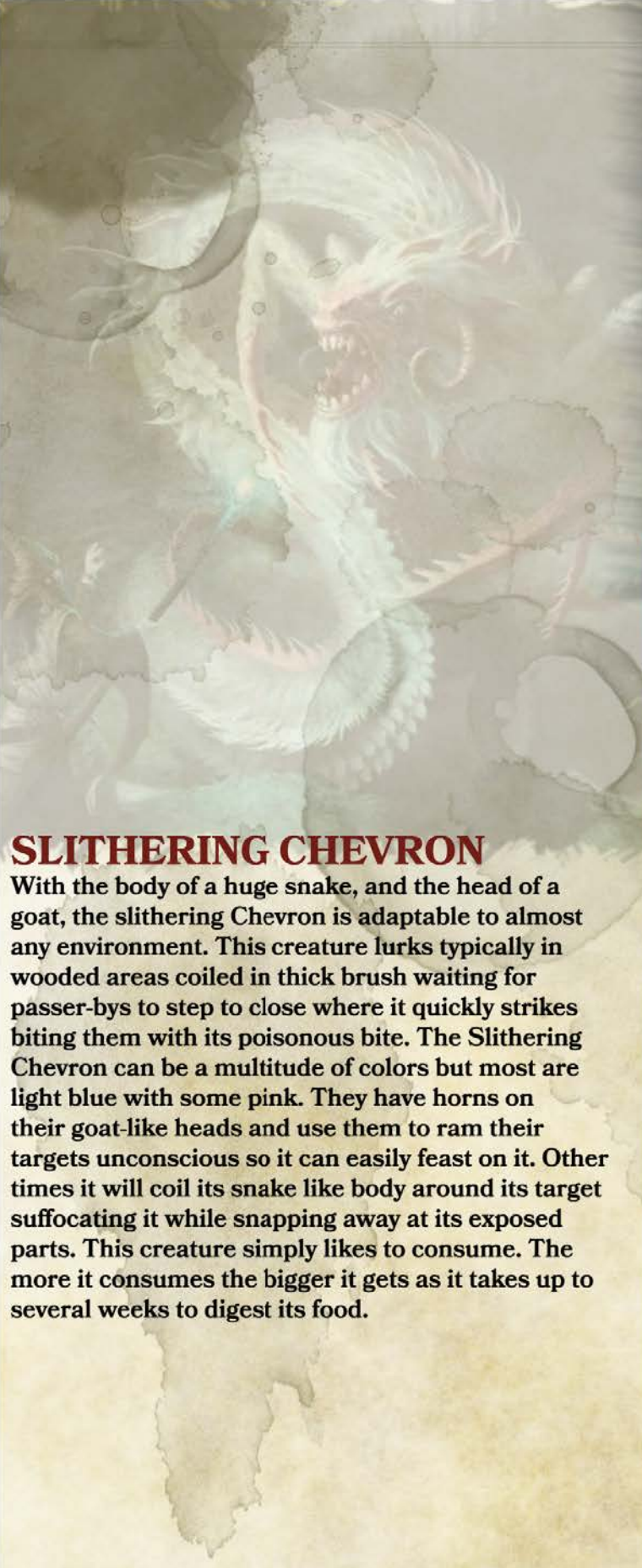
4/day: *Dissonant Whispers, silent image*

3/day: *Alter Self, Detect Thoughts*

2/day: *Confusion*

Actions

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Siren can't use its tentacles on another target.



SLITHERING CHEVRON

Large Beast, Chaotic neutral

Armor Class 16 natural armor
Hit Points 58 (13d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+6)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Str +3, Wis +2, Cha +4

Skills perception +11, Stealth +7

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive perception 10

Languages —

Challenge 4 (1,100 XP)

Keen Hearing. The Slithering Chevron has advantage on Wisdom (Perception) checks that rely on hearing.

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

Actions

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the Slithering Chevron can't constrict another target.

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., One Target. Hit: 6 (1d4 + 4) bludgeoning damage.

SLITHERING CHEVRON

With the body of a huge snake, and the head of a goat, the slithering Chevron is adaptable to almost any environment. This creature lurks typically in wooded areas coiled in thick brush waiting for passer-bys to step to close where it quickly strikes biting them with its poisonous bite. The Slithering Chevron can be a multitude of colors but most are light blue with some pink. They have horns on their goat-like heads and use them to ram their targets unconscious so it can easily feast on it. Other times it will coil its snake like body around its target suffocating it while snapping away at its exposed parts. This creature simply likes to consume. The more it consumes the bigger it gets as it takes up to several weeks to digest its food.

SNAROWL

Large Beast, Chaotic Neutral

Armor Class 16 natural armor

Hit Points 67 (9d8 + 27)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+4)	17(+3)	14(+2)	16(+4)

Skills Perception +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses Passive Perception 16, darkvision 120 ft.

Languages —

Challenge 4 (1,100 XP)

Dive Attack. If the Snarowl is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 10 (1d10) damage to the target.

Keen Sight. The Snarowl has advantage on perception (wisdom) checks that rely on sight.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 12 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) slashing damage.

SNAROWL

This wintery woodland beast appears as a large tiger-like owl with the capabilities to fly using its huge feathered wings. This creature is white in color with majestic blue eyes that are keen on spotting out prey and other creatures. This creature predominantly hunts just before sunrise while its still dark, then sleeps away the day and is active again at night. These creatures are fast in the air and on land, it uses its four tiger-like legs to dart through the woodlands after its meals. A Snarowl must consume its body weight in food before it is satisfied. They prey on any type of creature that fills its large stomach and they especially love creatures with large bones that they can chew on. The Snarowl has often been a sign of bad luck and misfortune to Arctic farmers. If one is spotted mid-year they believe their crops are doomed that upcoming harvest.

"Dissecting the Snarowl pellet revealed 27 humanoid skulls, and over 300 other various type bones."

-Arctic researching Floyd Thunderfist



SNEMUND

Medium Construct, Chaotic Evil

Armor Class 15 natural armor

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft., when rolling, 60 ft., rolling downhill.)

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	17(+3)	13(+1)	15(+1)	11(+0)

Skills Stealth +10

Damage Vulnerabilities fire

Damage Immunities bludgeoning, slashing, piercing from nonmagical weapons

Condition Immunities charmed, prone, frightened

Senses Passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Cold Absorption. Whenever the Snemund is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

False Appearance. While the Snemund remains motionless, or is in snow form it is indistinguishable from a normal mound of snow, snow, or a snowman.

Rolling Charge. If the Snemund rolls at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Longsword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Blade Hand. Melee weapon Attack: +8 to hit, reach 5 ft., one target. Hit 17 (2d6 + 10) slashing damage.

Breath Weapons (Recharge 5-6). The Snemund uses the following breath weapon.

Cold Breath. The Snemund exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

"Having fought these creatures before, I knew not to approach the snow pile with sticks and sword protruding from it."
-Foradane Quiloth



SNEMUND

Construct of Evil. The legend of the Snemund's existence into this world started long ago when a necromancer needed a way of harvesting children's organs. The Necromancer conjured up the Snemund to look like a snowman, with the idea it would lure children close enough, decapitate them, harvest the organs, and then return them to him. No one knows for sure why the necromancer was so bent on collecting children's organs but it was enough for parents to cease their kids from playing in the snow.

Murder & Mobility. This creature moves by adapting snow and other debris to its ever-changing body or by rolling into a ball and reanimating back into a snowman-like physique where it stops. While its rolling in its boulder-like shape, it will aim towards targets knocking them prone. The Snemund targets any living creature that it thinks will be fun to cut open. It utilizes not only its blade hand, but also any other type of weapon that it can carry in one of its other two open hands. With the ability to use weapons, and its rolling charge, the Snemund will also attempt to freeze targets by using its cold breath attack where it exhales an icy blast in 15-foot cone. There are those that have said they've witnessed a Snemund sculpting creatures it has frozen as if they were living ice sculptures.

Camouflaged Shape Changers. The Snemund's true form is that of a vial snowman with three twisted branch-like arms, a sewn crooked smile, torn and bloodied clothing, and black eyes, however, having been designed with an intelligence, this creature is fully aware of what it looks like and will stand motionless to appear as a snowman still drawing creatures close to it. It will also decompose into a snow pile and reconstruct itself within seconds, making this creature hard to spot or easy to overlook in the snow.



SNIDE

Lurking in the waters below thin ice, the Snide, is a huge, aquatic, carnivorous predator that preys and sneaks upon ice fishers. This creature prefers the taste of humanoids, mostly Human, Dwarves, and Elves, but will also consume other fish-like creatures to fill its ever-growing appetite. These creatures are huge in size and are capable of busting through glaciers, especially if it knows there is food on top of it. These creatures are rarely seen before they attack as they utilize the dark ice covered waters as their hunting grounds. Only a few have told stories of the Snide, as only a few have survived an encounter with one.

SNIDE

Medium Bad Guy

Armor Class 17 natural armor
Hit Points 168 (16d10 + 80)
Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	11(+0)	21(+5)	8(-1)	5(-3)	5(-3)

Skills Perception +15, Stealth +12
Damage Resistances piercing from nonmagical weapons
Damage Immunities cold, bludgeoning from nonmagical weapons
Senses passive perception +15
Languages —
Challenge 8 (3,900 XP)

Water Breathing. The Snide can breathe only underwater.

Ice Camouflage. The Snide has advantage on dexterity (stealth) checks made while under icy water.

Siege Monster. The Snide deals double damage to objects and structures.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d6) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Snide may bite another target.

Swallow. The Snide makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Snide, and it takes 15 (4d6) cold damage at the start of each of the Snides turns. The Snide may have only three targets swallowed at a time. If the Snide dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



SNOW LEOPARD

Very much the same as a leopard, the snow leopard features a white, black spotted coat. This gives the snow leopard extra stealthy abilities in the snowy terrain. Snow Leopards stalk and hunt their prey just as normal leopards and like other leopards they bite and attack with their claws. Snow Leopards are also great climbers. Its not uncommon to look up into the trees and see several snow leopards watching you from atop the branches.

SNOW LEOPARD

Medium Beast, Unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	12(+1)	3(-4)	12(+1)	7(-2)

Skills Perception +6, Stealth +8

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Leopard can make one bite attack against it as a bonus action.

Actions

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.



SNOW MONKEY

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	11(+0)	4(-3)	12(+1)	6(-2)

Damage Resistances cold

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

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

Snow Camouflage. The snow monkey has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

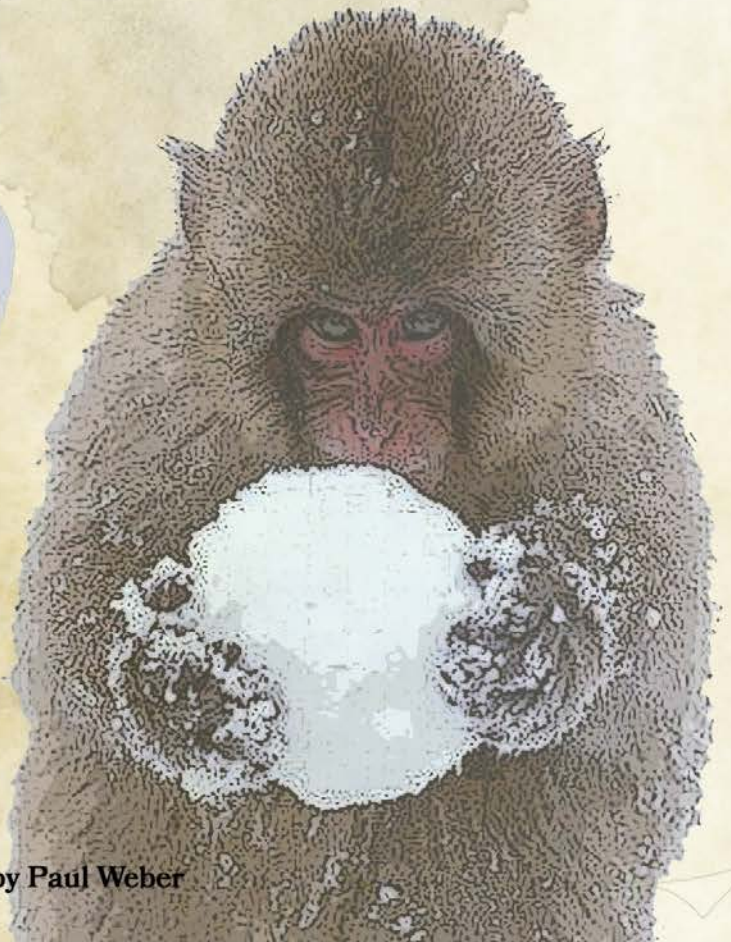
Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 - 1) piercing damage.



SNOW MONKEY

Snow Monkeys are small primates that live in cold or frigid environments. They are small in size but their long and heavy fur provide warmth to the creature. These creatures act and behave like most other monkey-like creatures. The snow monkey will always travel and dwell amongst a pack of snow monkeys. Common entertainment amongst snow monkeys includes snow diving from high atop trees, and snowball fights.





SNOW OWL

Small Beast Unaligned

Armor Class 11
Hit Points 8 (3d4)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	11(+0)	2(-4)	15(+2)	10(+0)

Skills Perception +3, Stealth +3
Senses darkvision 120ft., passive Perception 13
Languages-
Challenge 0 (10 XP)

Snow Camouflage. The Snow Owl has advantage on dexterity (stealth) checks made to hide in the snowy terrain.

Dive Attack. If the Snow Owl is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talon. Melee Weapon Attack: +4 to hit, reach 5ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

SNOW OWL

All white feathers, and razor sharp talons, the Snow Owl is a small creature that soars the skies in search of smaller creatures to feast on. Snow Owls are said to be knowledgeable, and lucky if sighted. Its because of their rarity such rumors of luck came about and its because they are hunted and easy prey for larger creatures that they are a rarity. These majestic looking birds are as gorgeous as they are gracious in fight. Snow Owls help keep small rodents like mice and spiders from overpopulating an area and are welcomed in any sized civilization.



SNOW OWLBEAR

Not much different than a standard owlbear except for the fact their fur and feathers are white to help them blend with their snowy habitats. The Snow Owlbear is also slightly smaller than an average Owlbear and they are extremely rare. Speculation has added to the ever-growing existence of the Owlbear species, after recent events by a scientific explorer whom had discovered a frozen Owlbear deep inside a cavern. After countless studies and examinations of the frozen creature, the scientist publicly announced that the Owlbear had been frozen for thousands of years, thus adding to the Elven suggested theories that they weren't created by wizard experimentation. There is still a large amount of scepticism as the scientist who made these claims, was himself of Elven race.



SNOW OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 49 (7d10 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	12(+1)	17(+3)	3(-4)	12(+1)	7(-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 13

languages -

Challenge 3 (700 XP)

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

Snow Camouflage. The owlbear has advantage on dexterity (stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

SOARING PENGUIN

Small beast, unaligned

Armor Class 11 natural armor

Hit Points 6 (1d6)

Speed 20 ft., Swim 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	11(+0)	4(-3)	9(-1)	12(+1)

Damage Immunities cold

Senses passive perception 6

Languages —

Challenge 0 (10 XP)

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

Ice Walker. The penguin ignores movement restrictions caused by ice.

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one creature.

Hit: 4 (1d4+1) piercing damage



SOARING PENGUIN

Rising to the skies like an angel, the soaring penguin is a wondrous creature to witness. These creatures have huge white feathered wings that spread from their backs just like an angels would. These creatures aren't as rare as they sound as they roam with other penguins. Their wings go through shedding phases where they wither away and regrow in certain times of the year. When a soaring penguin is without its wings, it appears just as a slightly larger penguin amongst the heard. Not only do they resemble penguins, they act just like them and are welcomed into their societies. Once a soaring penguin has regained its wings it will rise to taste the freedom of the air once again. Soon after it returns with the others to rejoin their landed entertainment.



Vepar

Medium beast, unaligned

Armor Class 11 natural armor

Hit Points 15 (2d10 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	9(-1)	1(-5)	2(-4)	8(-1)

Senses passive perception +2

Languages —

Challenge 0 (10 XP)

Charge. If the Vepar moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) damage. If the target is a creature, it must succeed on a DC 5 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 10ft., one target.
Hit: 3 (1d4) bludgeoning damage.

Vepar

The Vepar is a medium sized creature with extremely large tusk that it uses to ram and bludgeon other creatures. This four legged beast likes to challenge other creatures in a battle of strengths and won't back down once it has engaged. Vepars will usually travel in pairs, one male and one female, and the male will always attempt to show its strength in front of the female by challenging others in a battle to the death. These creatures are territorial and will dwell in snow covered mountainous regions. Vepars will stomp in place and snort before charging into attack. Although similar to pork, Vepar meat is an acquired taste, as it is tough and sour. It's still a favored treat to those dwelling in isolated Arctic areas.



WALRUS

Large beast with tough skin and two large tusk extending from its whiskery mouth, the Walrus, is a isolated creature that only dwells with its own kind and stays away from humanoid civilizations. They like spending time sitting on slow moving glaciers and swimming while catching fish to eat. The blubber of a Walrus keeps it warm it the cold enviroment, and is often sought after by hunters to sell as oil for cooking and lanterns The Walrus will defend itself by biting with its large tusk and impaling its target. These creatures can be loud especially when grouped together.



WALRUS

Large Beast, Unaligned

Armor Class 13 natural armor

Hit Points 42 (5d10 + 15)

Speed 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	13(+1)	12(+1)	14(+2)	10(+0)

Skills Perception +6, Intimidate +2

Damage Resistances Cold

Condition Immunities. Charmed, frightened, paralysed, petrified, intimidated, prone

Senses Passive Perception +5

Languages —

Challenge 2 (200 XP)

Ice Walker. The Walrus ignores movement restrictions caused by ice.

Amphibious. The Walrus can breathe air and water.

Actions

Multiattack. The Walrus attacks twice with its tusk.

Tusk. Melee Weapon Attack: +11 to hit, reach 10 ft., one target
Hit: 8 (3d6) Piercing damage.



WINTER HUSKY

Often confused with a wolf, these hybrid dogs do have wolveren bloodlines. A Winter Husky is a loyal and quick companion. These creatures, when domesticated, are used as transportation for small goods and supplies, like potions and medicines. When several are bound together they are the ideal pulling mechanism for sleds to traverse snowy and icy terrain, commonly referred to as a dog sled. The Winter Husky is typically friendly and loyal only to its master. These creatures, used to typically help in emergency situations, can also be trained as attack or guard dogs. A Winter Husky trained to guard will stand by its assigned area like that of a scout or guard. They will use their loud and piercing howls to as an alarm if someone or something that is not supposed to be there approaches. These creatures that are trained to attack will attack on the command word or signal of its master, delivering a powerful bite and claw attacks. These creatures have a extraordinary sense of smell and very keen hearing, making them an excellent home defence.

WINTER HUSKY

Medium beast, unaligned

Armor Class 10 natural armor

Hit Points 10 (1d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Skills Perception +5, listen +8, search +8, Sneak +2, Track +9
Swim +3, spot +5

Damage Resistances cold

Senses Passive Perception +13

Languages (domesticated) Understands simple commands of its owner but can't speak.

Challenge 1/8 (25 XP)

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

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

Ice Walker. The husky ignores restrictions that are caused by icy or snowy terrain.

Brave. The husky has advantage on saving throws against being frightened.

Actions

Multiattack. The husky attacks twice. Once with its bite and once with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Claws. Melee Weapon Attack +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.





WOLVERINE

Small Beast, unaligned

Armor Class 9 natural armor
Hit Points 14 (2d6 + 8)
Speed 30 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	11(+0)	9(-1)	5(-3)	8(-1)	5(-3)

Skills Perception +3, Stealth +1
Senses Passive Perception +3
Languages —
Challenge 0 (10 XP)

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

Rampage. When the Wolverine reduces a creature to 0 hit points with a melee attack on its turn, the Wolverine can take a bonus action to move up to half its speed and make a bite attack.

Keen Senses. The Wolverine has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5ft., one target.
Hit: 2 (1d4) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 2 (1d4) slashing damage.



Wooly Mammoth

A Wooly Mammoth is similar to an elephant in that it has the same basic structure and body-type only the Wooly Mammoth is much bigger, has larger and more rounded tusk, and they are covered in thick wool-like hair on their entire body. The hair on a Wooly Mammoth helps to keep it warm in Arctic-like temperatures and environments. The Wooly Mammoth is also a favored war machine for those who engage in wintery battles. These fierce creature have tough skin and brutal strength, which adds to their already battle-ready physic.

WOOLY MAMMOTH

Huge beast, unaligned

Armor Class 16 natural armor

Hit Points 106 (8d12+54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	11(+0)	17(+3)	9(-1)	15(+2)	8(-1)

Skills. Perception +6

Senses passive perception 12

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Ice Walker. The mammoth ignores movement restrictions caused by ice.

Siege Monster. The mammoth deals double damage to objects and structures.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 26 (3d10 + 10) bludgeoning damage.



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ZELBERIAN

Huge Aberration, Chaotic neutral

Armor Class 14 natural armor

Hit Points 117 (18d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	15(+2)	19(+4)	23(+6)	23(+6)	16(+3)

Saving Throws Str +4, Con +8, Wis +6, Int +4

Skills Arcana +6, History +6, Perception +8, insight +8

Damage Resistances piercing, slashing, bludgeoning from non magical weapons

Damage Immunities cold, acid, psychic

Condition Immunities frightened, petrified, charmed

Senses darkvision 80 ft (blind beyond this), passive Perception 13

Languages Telepathy

Challenge 10 (5,900 XP)

Innate Spellcasting The Zelberian's innate spellcasting ability is Charisma (spell save DC 15). The Zelberian can innately cast the following spells, requiring no material components:

At Will: misty step, acid splash, detect thoughts

3/Day: suggestion, eyebite

1/Day: fear, hallucinatory terrain

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

Actions

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) slashing damage plus 10 (3d6) acid damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 17 (1d6 + 14) bludgeoning damage

ZELBERIAN

The Zelberian is a huge Aberration with hard reptile-like skin and a long extended head with small black and yellow eyes. The creature walks on two legs much like an ape, using its arms to brace itself against the ground. This creature has a strong resistance to magic with the ability to use it, as well as the ability to communicate with telepathy. The Zelberian causes hallucinations, discomfort, and paranoia, not only with its physical appearance, but with its powerful psychic abilities as well. The Zelberian has only been spotted in a specific region consisting of freezing temperatures in an isolated boarder between a human and dwarven kingdom.

Legend & Folklore. Rumors spread that this creature was found buried frozen inside a huge metallic-like saucer and transported inside a human kingdom for scientific research. It was shortly after its arrival that it had thawed, reanimated, and freed itself, killing hundreds before fleeing back into the woods. The Kingdom that contained the creature blamed that the creature belonged to a Dwarven Kingdom who had buried it in one of their Dwarven devices as a trap to the human race. The Dwarves have made it clear they've never manufactured any metallic saucer-like objects. The two Kingdoms have been at a malicious war ever since, and soldiers fighting in the boarder territory report seeing strange lights in the skies and still report seeing the creature and suffering from frighting hallucinations, and extreme nausea.





ARCTIC NATIVES

The following contains statistics for seven humanoid, nonplayer characters (NPCs) that adventurers might encounter during their journey through Arctic type environments, including, explorers, big game hunters, Eski Mountainmen, mushers, and Vanguard. These stat blocks can be used to represent both human and non-human NPCs.



ARCTIC EXPLORER

Arctic Explorer's are typically the most experienced type of explorer. Those who explore the Arctic are fearless survivalist usually having explored other types of environments such as jungles, or deserts and needed more thrills. Arctic Explorers are usually in search of knowledge over treasure. They seek to find extraordinary discoveries like extinct creatures frozen in ice, or proof of past civilizations that didn't survive. Arctic explorers have been known to find odd things buried and disposed of in the ice and snow. An Arctic explorer will often log in and bury a journal in the snow before traversing into unknown territory and then retrieve the journal if he or she returns. Other explorers often find these journals and know to use extra caution in proceeding down the same path.



ARCTIC EXPLORER

Medium humanoid, any race any alignment

Armor Class 12 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	17(+3)	20(+5)	19(+4)	17(+3)

Skills Survival +15, Climb +11, Religion +3, Nature +15.
Medicine +10, Perception +15, Stealth +9

Senses passive Perception 14.

Languages Common, Eski, Jungleborn, Apemen, Felidae
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The explorer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Cunning Action. On each of its turns, the explorer can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Observation. The explorer has advantage on spot checks in relation to traps. An explorer has has advantage on disabling, and resetting traps.

Actions

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

BIG GAME HUNTER

Medium humanoid, any race any alignment

Armor Class 17 (Medium Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	18(+4)	17(+3)	12(+1)	16(+3)	14(+2)

Skills Survival +15, Climb +4, Nature +10, Perception +12, Stealth +9, track +10

Senses passive Perception 12.

Languages any one to two languages.

Challenge 2 (450 XP)

Keen Senses. The hunter has advantage on Wisdom (Perception) checks that rely on hearing, sight, and smell.

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

Actions

Multiattack. The hunter makes two ranged attacks.

Creatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 10 (1d10 + 5) piercing damage.



BIG GAME HUNTER

There are those who travel to the Arctic regions just to hunt diverse creatures, especially bigger creatures known as big game. There are two types of big game hunters; Those who are in it for the sport of it whom take pride in being able to survive the elements and take down big creatures with well placed arrows and those who are in it for the gold. Those who are in it for the gold will typically work in groups of other hunters and use cruel and vicious traps. There is gold to be made in the sport of big game hunting as these hunters are well aware of. The corpse of a well taken down yeti may just be worth its weight in gold to the right buyer. Big game hunters are usually well connected because they need to be. Taking down a woolly mammoth may be hard in itself but transporting the multi-ton corpse would be impossible without the connections that these individuals have.



Designed by Paul Weber



ESKI

Eski are born into Arctic type environments and have adapted to the cold, and perilous climates and conditions. Eski live in tribes and utilize nature and magic to survive. They make their own clothing from creatures that they have hunted for a food, and build shelter from ice and snow. An Eski will use a slain creature for all of its parts and they never kill another non-threatening creature that they can't utilize. Eski care very little for possessions and their only currency is supplies such as pelts, hides, clothing, and food. This mindset is both custom and self-taught as they know they are less likely to become victims of bandits or thieves if they do not use standard currency. Eski tend to live in one area their entire lives and will only move if their land becomes unstable or destroyed. Eski take great pride in their homelands and will not hesitate to defend it, though otherwise, they are peaceful in nature.



ESKI

Medium humanoid, any race any alignment

Armor Class 14 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25(+6)	16(+3)	11(+0)	14(+2)	16(+3)	9(-1)

Skills Medicine +4, Nature +3, Perception +4, Survival +13

Damage Resistances cold

Senses passive Perception 14.

Languages Common, Eski

Challenge 1 (200 XP)

Spellcasting. The Eski is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): fire bolt, mending, produce flame
1st level (4 slots): alarm, burning hands, goodberry
2nd level (3 slots): barkskin, heat metal

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

MOUNTAINMEN

Large Humanoid, (Mountainmen) any alignment

Armor Class 16 natural armor (17 with shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25(+6)	16(+3)	11(+0)	14(+2)	16(+3)	9(-1)

Saving Throws Str. +8, Dex +6
Skills Perception +8, History +9, Knowledge +3, survival +20
Damage Immunities cold, lightning
Senses passive perception 14, darkvision 30 ft.
Languages Common, Dwarven, Mountainmen
Challenge 2 (450 XP)

Brave. Mountainmen have advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Mountainmen hits with it (included in the attack).

Actions

Multiattack. Mountainmen attack four times with their handaxe attack.

Handaxe. Melee/Ranged Weapon Attack: +5 to hit, reach 10 ft., or ranged 20/60ft., multiple targets within range. Hit: 5 (1d6) slashing damage.



MOUNTAINMEN

Mountainmen are said to have been around since the mountains themselves. These four armed burly creatures resemble nine-foot Dwarves in their physical appearance with the addition of two added arms. Their multiple arms allow them to easily climb difficult terrain such as cliffs and mountains which is where they get their names. Mountainmen are natural survivalist and can withstand freezing climates and normally unbearable temperatures. Mountainmen are notorious for being able to forge weapons, traps, and other survivalist gear out of almost anything. They live their lives mostly on mountain tops or mountains caves. The only shelter the mountainmen uses besides a cave is a tent, typically with a flag of their family crest posted just outside of it. Some of these creatures will lodge in towns and villages but only for a few days before traversing back into the mountains where they take pleasure in isolation. These creatures tend to shy away from normal societies and civilizations as they are stubborn and short tempered around mundane situations and lifestyles.

MUSHER

Medium humanoid, any race any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., (Sled 40 ft., per Husky)

STR	DEX	CON	INT	WIS	CHA
25(+6)	16(+3)	11(+0)	14(+2)	16(+3)	9(-1)

Skills Medicine +8, Nature +6, Perception +8, Survival +9

Senses passive Perception 12

Languages Common, Eski

Challenge 1/2 (50 XP)

Loyal Companions. The musher will have 2 Winter Huskies for every passenger on its sled including itself. These Huskies are loyal to the musher and will attack any creature that attacks or attempts to do harm to the musher. The musher can also verbally or physically command its Huskies to attack. (see *Winter Husky* for stats on these creatures)

Actions

Whip. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 4 (1d4) slashing damage.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 10 ft., and 20/60 ft., one target. Hit: 5 (1d6) piercing damage or 7 (1d8) piercing damage if used with two hands to make a melee attack.



MUSHER

Mushers are trained and skilled in the use of dogsleds. These individuals will gladly escort you great distances through the snowy and icy terrain, for a fee of course. A typical Musher will use 2 Winter Huskies for every creature that is aboard the sled including the Musher themselves. Mushers provide a great service to those wishing to quickly get from one place to another in the harsh wintery landscape. Though they can be pricey, a dogsled can quickly drive past creatures that are waiting out in the cold for something to eat. The Winter Huskies also provide great protection at camp sites while those traveling are resting. The downfall of traveling by dogsled is the fact the Musher is always present controlling when their riders must stop and rest for the Huskies well-being. There is also the risk of one of the Huskies being injured or killed rendering the sled useless.



Designed by Paul Weber

VANGUARD

Medium Humanoid, any race any alignment

Armor Class 16 (medium armor)

Hit Points 48 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	14(+2)	14(+2)	10(+0)

Skills Perception +2, History +2, Knowledge +2, survival +2

Senses passive perception 10

Languages Common, Dwarven, Mountainmen

Challenge 2 (450 XP)

Vanguard Leadership. If the vanguard is in the front of its allies and attacks a creature, the vanguard deals an extra 4(1d4) slashing damage to the creature on a successful hit.

Actions

Multiattack. The Vanguard makes two attacks with its sword.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.



VANGUARD

When not out with another group of adventurers a Vanguard spends its time in taverns soliciting its services. A Vanguard is more or less an experienced mercenary-like guide. They are well versed in knowledge of the area and typically have military backgrounds which gives them combat experience. These individuals will work for gold up front, as well as for the provided supplies for the intended journey. Agreements can be arranged between the Vanguard and its clients on whether or not treasure collected along the way would be split. There are several types of these individuals scattered about the lands, and some offer different skills and abilities than others. A standard Vanguard uses a greatsword and wears medium based armor. These individuals can typically speak languages that are native to the area and may also have knowledge on certain history regarding the geographical location. Hiring a Vanguard may be the difference between life and death in Arctic-like environments.

Designed by Paul Weber



ARCTIC WEATHER & CONDITIONS

The following contains weather and environmental conditions that would occur in Arctic environments. Some of the conditions and effects are straight from the Dungeons & Dragons 5th Edition Dungeon Master Guide while others are of my own homebrew rules. These differences are labeled



ARCTIC WEATHER

The Arctic is notoriously known for having harsh and dangerous weather. In addition to foul and deadly creatures, beast, and natural hazards, the Arctic also has the constant element of its unforgiving weather conditions. In addition to the already harsh weather, there also exist deadly weather that often comes without warning. These weather conditions in Arctic environments is the leading cause of death to those who dwell or journey through its treacherous landscape

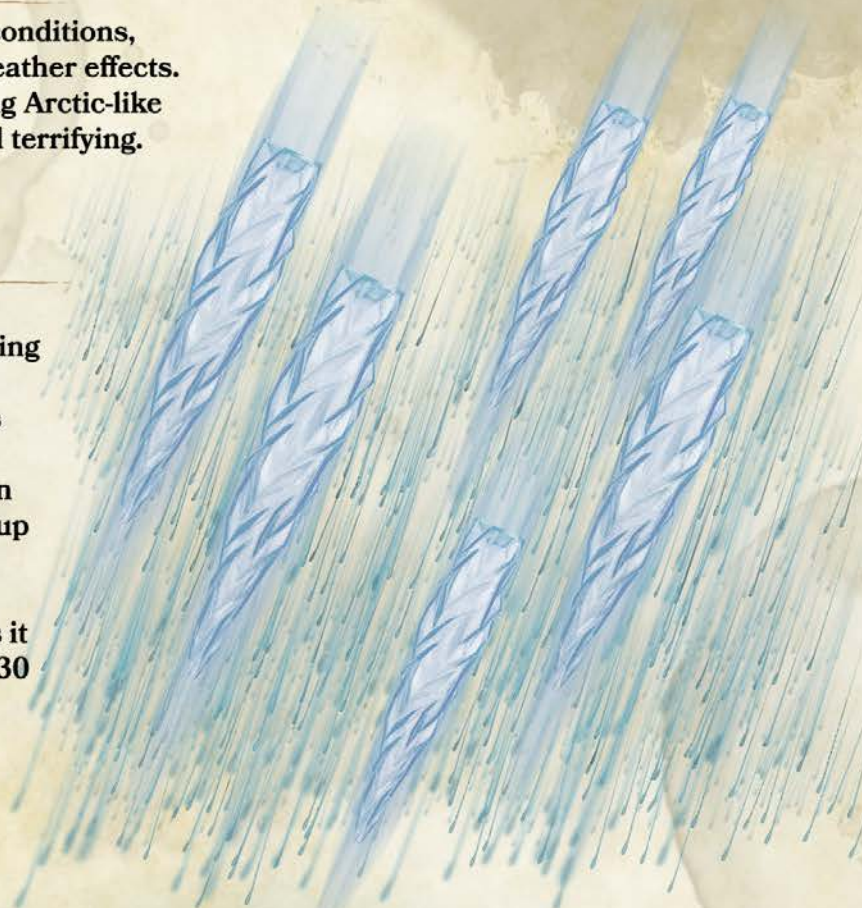
DEADLY WEATHER

In addition to its already harsh weather conditions, the Arctic also has strange and deadly weather effects. These types of conditions make traversing Arctic-like environments even more challenging and terrifying.

HAILING SHARDS

Hailing shards is known to occur in Arctic-type environments and is the leading cause of death to those stuck without shelter. Hailing Shards are frozen icicles that dart down from the skies piercing through objects with ease. This event can last in time ranging from thirty seconds up to five minutes.

If a creature is exposed to hailing shards it takes 6 (1d6) piercing damage for every 30 seconds they are exposed as well as 4 (1d4) cold damage once its been hit. Hailing Shards is not capable of penetrating heavy type armor.



FREEZING GUST

Freezing gust stirs up without warning and sweeps across Arctic plains often freezing all that's in its path. Smaller creatures are often left frozen in place without their skin. The Gust is invisible but leaves a frosted coating behind in its path.

If a creature is exposed to freezing gust, that creature takes 1d4 cold damage for every 30 seconds that it is exposed to the gust, and that creatures movement is slowed by half for 1d4 hours. Any liquids that creature was holding or carrying are frozen for 1d10 hours.



COMMON WEATHER

Environments Arctic-like in nature have frigid, often below freezing temperatures causing short-lived vegetation, and constantly withering trees, and plants. Snowfall and freezing winds contribute to these effects throughout its white and icy terrain. Though snowfall and winds are the most common type of weather in these environments, they are not the only type of weather issues that those venturing through the landscape will encounter.

SNOW, RAIN, & HAIL

Rain. Reduces visibility ranges by half, resulting in a disadvantage on Spot, Search and Listen, checks, as well as a disadvantage on weapon attacks.

Snow. Treat as rain, but obscures all sight, including darkvision, beyond 5 feet. Creatures 10 feet away have concealment. Snow can last for several days. 1d20 days.

Blizzard. Very high winds and snowfall, reduce visibility to zero, making Spot, Search, and Listen checks as well as all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Dexterity saving throw or face the effects based on the size of the creature (see Table: Wind Effects).

Hail Storm. In addition to wind and snow, hail storms are accompanied by falling frozen ice that can pose a hazard to those without proper shelter (especially those without helmets). Creatures in areas of hail storms must succeed on a DC20 dexterity saving throw at the start of each of their turns while exposed to the hail, taking 6 bludgeoning damage on a failed throw or half as much on a successful one.

FOG

Fog. Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away are hidden.

WIND

Light Wind. A gentle breeze, having little or no effect.

Moderate Wind. A steady wind with a 50% chance of extinguishing small, unprotected flames, such as torches.

Strong Wind. Gusts that automatically extinguish unprotected flames. Such gusts impose a disadvantage on ranged attack rolls and on Listen checks.

Severe Wind. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a disadvantage.

Wind Force	Wind Speed	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0-10 mph	Any	None	—
Moderate	11-20 mph	Any	None	—
Strong	21-30 mph	Tiny or smaller	Knocked down	10
		Small or larger	None	
Severe	31-50 mph	Tiny	Blown away	15
		Small	Knocked down	
		Medium	Checked	
		Large or larger	None	

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10feet

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, taking 1d4 points of bludgeoning damage per 10 feet. Flying creatures are blown back 2d6x10 feet and take 2d6 points of bludgeoning damage due to battering and buffeting.

Source: <http://www.d20srd.org/srd/weather.htm>

NATURAL HAZARDS

Apart from snow, rain, and winds, Arctic environments also have other natural hazards filling the environment such as freezing temperatures, blistering cold waters, slippery and thin ice, and unforgiving, unpredictable avalanches.

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its constitution score before suffering any ill effects. Each Additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw as do creatures that are naturally adapted to living in ice-cold water.

-D&D 5th Edition Dungeon Master guide page 110

EXTREME COLD

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

-Dungeons & Dragons 5th Edition Dungeon Master Guide page 110

SLIPPERY ICE

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

-D&D 5th Edition Dungeon Master Guide page 110

AVALANCHE

Avalanches occur randomly resulting in crushing blows to those unfortunate enough to be standing in the falling zone. A creature in the falling zone must succeed on a DC 20 Dexterity Check taking 1d12 bludgeoning damage and be trapped by rocks and snow or half as much damage on a successful throw. A trapped or rescuing creature attempting to lift rock must succeed on a DC 16 Strength Check. After three attempts the creature attempting to lift rock suffers 1 level of exhaustion.

-DM Paul Weber Homebrew Rule.

THIN ICE

Thin ice has a weight tolerance of 3d10 x 10 pounds per 10-foot square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.

-D&D 5th Edition Dungeon Master Guide page 111





ARCTIC GEAR

The following contains some recommended gear from the Dungeons & Dragons 5th Edition Players Handbook that players should consider getting before adventuring through harsh Arctic-like environments. Some gear is from the Players Handbook and other gear is home-brewed.



ARCTIC ADVENTURING GEAR

Environments like the Arctic require a diversity of different gear than standard adventuring gear. Adventurers setting their sights on braving freezing conditions and rough, slippery terrain should consider equipping themselves warmly and perhaps with some of the gear listed on this page if they wish to survive the elements.

Climbers Kit

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Grappling Hook

You can use a grappling hook to anchor a rope in place.

Pickaxe

Good for breaking apart stone or hard-packed earth, such as ice. The pickaxe can be used as an improvised weapon that deals piercing damage 1d4 piercing damage.

Snowshoes

Snowshoes are worn over shoes or boots and provide stability on snowy or icy terrain. Though wearing these causes a -10 to your base speed, they allow you to walk on ice without needing to make a dexterity saving throw.

Tent

A simple and portable canvas shelter, a tent sleeps two.

Thermals

Thermals provide warmth under armor and common clothing. Combined with a toboggan, gloves, and a winter coat will protect the creature wearing it in freezing and below freezing temperatures.

Toboggan

Smart adventurers know that protecting their head and ears from freezing temperatures is a good idea. A toboggan can be made from various creature and animal hides and pelts, as well as wool, and other insulated fabrics. Combined with a thermals, gloves, and a winter coat will protect the creature wearing it in freezing and below freezing temperatures.

Winter Coat

A winter coat that fits flawlessly over any type of armor. This type of clothing is essential when adventuring in freezing temperatures. Combined with a toboggan, gloves, and thermals this item will protect the creature wearing it in freezing and below freezing temperatures.

Winter Gloves

Leather or wool gloves that fit under any type of armor gloves or gauntlets perfect for keeping hands warm in cold temperatures. Combined with a toboggan, thermals, and a winter coat will protect the creature wearing it in freezing and below freezing temperatures.

Item	Cost	Weight
Climber's Kit	25 g	12 lb.
Grappling Hook	2 g	4 lb.
Pickaxe	2 g	10 lb.
Snowshoes	7 g	2 lb.
Tent	2 g	20 lb.
Thermals	2 g	1/4 lb.
Toboggan	1 g	1/4 lb.
Winter Coat	12 g	2 lb.
Winter Gloves	1 g	1/4 lb.



Snowshoes



Grappling Hook



Climber's Kit



ARCTIC ADVENTURE OR CAMPAIGN IDEAS

The following contains six adventure or campaign ideas that you can use to start an Arctic themed adventure or campaign. These concepts are just that. They can be modified to your liking or changed entirely.



ARCTIC ADVENTURE OR CAMPAIGN IDEAS

THE CRASHED OBJECT

The party has been asked, by a high-ranking military official, to investigate a rumored crashed object in the outskirts of an Arctic region. The official demands that the quest and any information obtained be kept secret to all but him. He has provided an undetailed map of the rumored location where the crashed object is said to be. He has also provided a ship for your travels to the north with three military crewmembers, a military Captain, and a military navigator. He recommends you equip yourselves with the proper gear for subzero temperatures at your own expense.

The military crewmembers, captain, and navigator know nothing of the quest and their only objective is to get you to and from the region by sea. Because they are military they will not disobey orders willingly and will stay on the ship or at a local town inn while the party continues their quest.

Towards the ending of the adventure or campaign the party may discover that; the object was just a crashed meteor with no significant value, the crashed object was a crash meteor with magical abilities that empower all who touch it, the crashed object is a meteor with cursed abilities that curse all who touch it, the crashed object was an alien craft that had plummeted to their planet, and tracks of the occupants disappear into the snowy woods, the crashed object had been removed leading the party to discover who removed it, where it went, and what it was.

THE LOST & POWERFUL WEAPON

The party has heard of a powerful weapon that exists deep in an old and isolated Arctic temple. They overheard the conversation and know very little detail of where the temple is. They must provide travel by sea to get to the huge snow and ice-covered region. Once they arrive they must investigate where the temple is located while in local towns, villages, or settlements. Once the party has discovered the location they discover the temple is huge in size and mostly underground. The temple is filled with various monsters, other adventurers, cultist, or other creatures that would cause setbacks and harm.

Once the party has arrived at the room where the alleged powerful weapon is said to have been they may discover; the weapon is already gone, the weapon never existed, the weapon is there but doesn't hold any special abilities, the weapon is there but is cursed, the weapon is there and does hold some powerful magical abilities, the weapon is there and holds powerful magical abilities but can't be removed without another item from another lost temple.

DRAGON SKULL COLLECTOR

A collector of dragon skulls request the party venture to an Arctic region, slay a Frost Dragon, and bring back its skull for a large sum of gold. The collector warns the party that the dragon is fierce, and powerful. He also suggest that the party gear themselves properly for the long journey in isolated subzero temperatures. The party must travel on their own expense, investigate where a Frost Dragon is located, and then discover where that location is.

Once the party discovers a location of a Frost Dragon, the party may; have to slay the Frost Dragon as intended, discover the ice dragon is no longer at that location, discover that the Frost Dragon is no longer at that location but its treasure is, discover that a different type of dragon is in that location.

ARCTIC ADVENTURE OR CAMPAIGN IDEAS

A KIDNAPPED PRINCE

The party has been employed by a wealthy King to journey to an Arctic region and return his kidnapped son. The King has advised that he received a ransom note to step down as King, turn over his Kingdom, and give his own life in order for the safe return of his son. The King has his suspicions of whom wrote the ransom and where they are hidden. He wants the party to go to that location, kill the traitor, free and return his son to him. The King supplies a detailed map, a ship and small five man crew, and some rations.

Upon reaching their destination the party may discover; the son is dead and kidnapper has set a trap, the son and the traitor are both dead at the hands of a brutal monster, the son and the traitor are both the same person and the entire quest was a trap, the son is alive and the traitor is a powerful Devil that wants control over the Kings Kingdom, the mapped location doesn't exist, the mapped location is not the location of where the son and or kidnapper currently are.

WRITERS ICE BLOCK

The party is already in an Arctic environment and have been hired by a writer to guide him safely to a tribe of Eski, or other type of Arctic native tribe, that he wishes to study. The writer is not combat savvy in the least and would never survive the journey without experienced adventurers. He has little to offer but advises the party that there is rumored treasure in a location that is on the way to the tribe's village. The party must guide the writer safely through hazardous winter terrain, weather, and conditions as well as encounter several monsters that attempt to kill them and the writer.

When the party arrives at the tribes village with the writer they may discover, the journey was an ambush by the writer who has several bandits waiting in that location, the tribe is no longer at that location, the tribes village has been destroyed and they must return the writer back to town safely, the village has been destroyed and the monsters or creatures who destroyed it are lurking close by, the village tribe is currently engaged in a battle with another tribe, monsters, or creatures and the party can choose which side to help, if any at all.

RETURN OF THE BLING

The party has been employed by a museum curator to return an item to an Arctic temple that he has had in his collection. The Curator doesn't appear healthy and is almost begging for the party to return the item and as fast as possible. The item is cursed and the curator may or may not tell the party that it is. The curator may tell the party he wishes the item be returned because he is a noble individual and he was notified that the item was stolen from a sacred temple. The item must be returned for the curse to be removed, and all those who touch the item, once it is removed from its pedestal in the temple, are cursed. The party may be convinced to touch the item so they are cursed forcing them to accept the quest and learn the truth behind the item, or the curator may still keep the curse a secret.

Once the party has touched the item the curse may; Age them at rapid rates, slowly drain their hit points, slowly drain their experience points, cause disadvantage on certain rolls, take away magic abilities, make them vulnerable to certain effects, cause them to appear very unhealthy (like the curator), cause an alignment change, cause one of their ability scores to drop significantly.

Additional Arctic Creatures.

The following creatures are also monsters that dwell in Arctic-like environments and may be found in the official Dungeons & Dragons 5th Edition Monster Manual on their corresponding page numbers.

MONSTER	PAGE	CHALLENGE RATING
Banshee	23	4
Bone Devil	71	9
Bugbear	23	1 - 3
Centaur	38	2
Dinosaurs	79-80	1/4 - 9
Doppelgänger	82	3
Dire Wolf	321	1
Drow Elves	128-129	1/4 - 8
Duegar	122	1
Elementals	124-125	5
Ettin	132	4
Frost Giant	155	8
Giant Boar	323	2
Gnolls	163	1/2 - 4
Gnome	164	1/2
Goblins	166	1/4 - 1
Griffon	174	2
Grimlock	175	1/4
Ice Devil	75	14
Ice Mephit	215	1/4
Mammoth	332	6
Ogre	237	2
Oni	239	7
Orcs	246-247	1/2 - 4
Pegasus	250	2
Quaggoth	256	2
Roper	261	5
Winter Wolf	340	3
Worg	341	1/2
Yeti	305	3
Yeti (Abominable)	306	9

INDEX OF STAT BLOCKS

Use this index to find a specific monster stat block

A	
Arctic Explorer	62
Arctic Wolf	4

B	
Big Game Hunter	63
Blood Sloth	5
Bonenip	6
Buffalo	7
Buzul Glacier	8

C	
Chillonian	9
Cicle Stag	10
Cicle Stinger	10
Cicle Stinger Swarm	11

D	
Dorsal	12

E	
Elk	13
Eski	14

F	
Faerie Owl	15
Flying Reindeer	16
Frost Blight	17
Frost Dragon (Ancient)	18
Frost Dragon (Adult)	19
Frost Dragon (young)	20
Frost Dragon (wyrmling)	21

G	
Giant Walrus	23
Giant Wolverine	24
Glacier Shark	25
Guinbang	26

I	
Ice Roper	28
Infernus	29

J	
Jekel	30

K	
Kull	31

L	
Leprowl	32

M	
Moose	33
Mountainmen	65
Munchkin Yodeller	34
Musher	66

N	
Narwhal	35
Neige Fiend	36

O	
Ox	37

P	
Panorca	38
Penguin	39
Polar Bear	40
Polar Griz	41
Powder Stalker	42

R	
Reindeer	43

S	
Sabre Seal	44
Siren	45
Slithering Chevron	46
Snarowl	47
Snemund	48
Snide	49
Snow Leopard	50
Snow Monkey	51
Snow Owl	52
Snow Owlbear	53
Soaring Penguin	54

V	
Vanguard	67
Vepar	55

W	
Walrus	56
Winter Husky	57
Wolverine	58
Wooly Mammoth	59

Z	
Zelberian	60

