

# BEASTS OF THE FROSTLANDS



A Scarred Lands 5th edition bestiary for the continent of Fenrilik.

POMMER

SLARECIAN  
VAULT





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# SLARECIAN -VAULT-

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# FENRILIK CREATURES

The following creatures should fit into the frozen climes of Fenrilik with ease.

## FNUFFEL

Covered in powder snow white fur, a fnuffel is almost impossible to pick out from the landscape in the frozen wilderness of Fenrilik. These creatures are said to be the failed spawn of the titans, who tried to create beings to terrifying that mortals who viewed them would die immediately and failed immensely. Rather, fnuffels are incredibly cute, looking something like a cross between a snow hare, a ball of wool, and a pair of furry mittens. Fnuffels wouldn't be notable were it not for their strange ability to produce disturbing quantities of flame. Taken as spurious rumour by most, an foreigners first encounter with a fnuffel is likely to be a memorable one!

### Fnuffel

*Tiny beast, chaotic neutral*

**Armour Class** 12

**Hit Points** 7 (2d4 + 2)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** Passive Perception 13

**Languages** -

**Challenge** 1/4 (50 XP)

**False Appearance.** While the fnuffel remains motionless, it is indistinguishable from a snow-covered shrub.

### Actions

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

**Spew Flames (Recharge 6).** *Ranged Weapon Attack:* +2 to hit, reach 15 ft., one target. *Hit:* 4 (1d8) fire damage.

## SVERIDSLI

Befanged and brutal, a sveridsli is a dangerous aquatic monstrosity feared throughout the oceans surrounding Fenrilik. Sveridsli sink boats with ease using their tusks to pierce hulls, and their muscular bodies to crush smaller boats. Their scales are prized due to their ability to absorb magic. The only time they amass are when storms draw them in - these recharge their resistance. Sveridsli leap into the air to be struck by lightning.

### Sveridsli

*Huge monstrosity, chaotic evil*

**Armour Class** 18 (natural armour)

**Hit Points** 209 (22d12 + 66)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	3 (-4)	14 (+2)	10 (+0)

**Saving Throws** Str +10, Dex +9

**Skills** Athletics +10, Perception +7

**Senses** darkvision 120 ft., Passive Perception 17

**Languages** -

**Challenge** 13 (10,000 XP)

**Lightning Absorption.** Whenever the sveridsli is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

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

### Actions

**Multiattack.** The sveridsli makes three attacks: two with its tusks and one constrict.

**Tusks.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

**Constrict.** *Ranged Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d12 + 5) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the creature is restrained, and the sveridsli can't constrict another target.

A creature restrained in this way takes 10 (3d6) lightning damage at the start of each of its turns.



# RIME GIANT

Formed partially of ice and partially of flesh, these strange creatures seem to be a mix of elemental and giant. They live together in small family groups, roaming the wastelands, rearing mammoths for their milk and cheese, and hunting large game for their flesh. Rarely, these giant beings will trade with the settlements of Fenrilik, though such occasions require a measure of sangfroid on the side of the humanoids.

As well as the danger that comes with their size, Rime Giants have the ability to freeze creatures to their very core. To begin, this feels like being frozen in place but, if allowed to escalate, the creature undergoes a transmutation and becomes solid ice. At that point, they are far beyond saving. Some claim this is how Rime Giants make more of their kind, others are convinced that the influence of the titans is involved.

## Rime Giant

*Huge giant, chaotic neutral*

**Armour Class** 17 (natural armour)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	16 (+3)	9 (-1)

**Saving Throws** Dex +5, Con +8, Wis +6

**Skills** Athletics +12, Perception +6, Survival +6

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Giant, Primordial

**Challenge** 9 (5,000 XP)

**Cold Aura.** At the start of each of the giant's turns, each creature within 5 feet of it takes 10 (3d6) cold damage. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

**Innate Spellcasting.** The giant's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells requiring no material components:

At will: *chill touch*, *ray of frost*

1/day each: *feather fall*, *fog cloud*, *cone of cold*, *ice storm*, *sleet storm*

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

## Actions

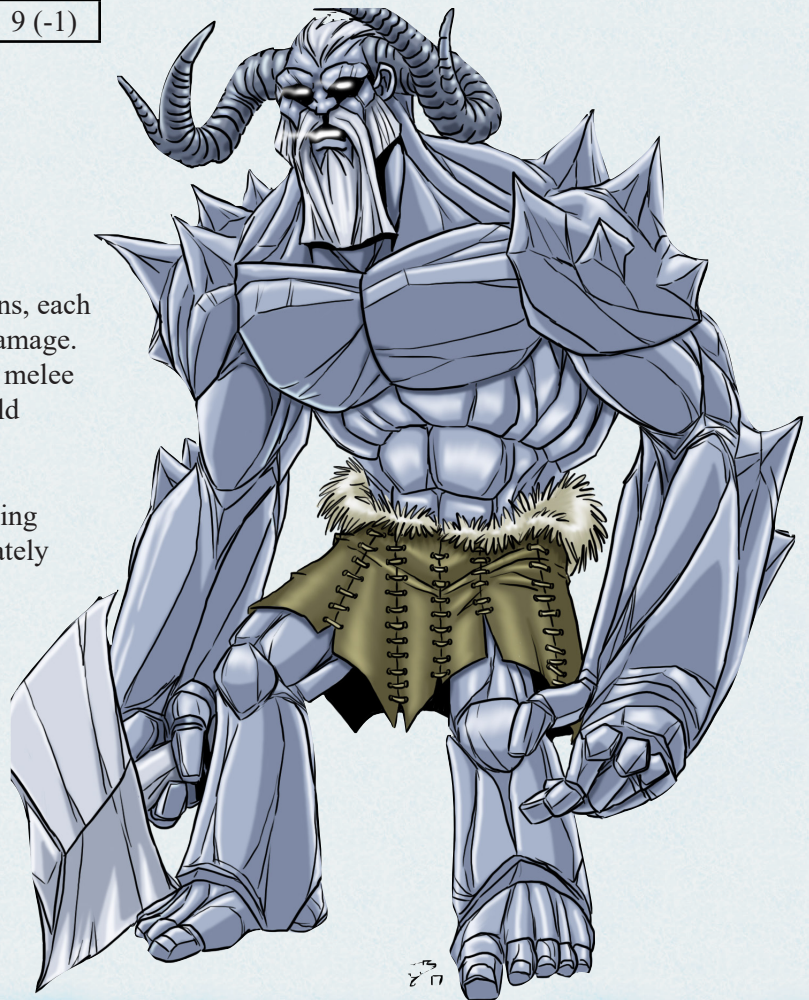
**Multiattack.** The giant makes two fist attacks.

**Fist. Melee Weapon Attack:** +9 to hit, reach 15 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

**Rock. Ranged Weapon Attack:** +9 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Chill to the Bone (Recharge 5-6).** The giant targets one creature it can see within 30 feet of it. That creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 54 (12d8) cold damage and starts to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is frozen and petrified. It must repeat the saving throw a third time at the end of its next turn. On a failure, the creature turns to ice and becomes an object until freed by the *wish* spell. On a success, the effect ends.

On a successful first save, the creature takes half as much cold damage and isn't turned to ice.





## TOBOR HOUND

Inhabitants of Tobor Gorge, these creatures are a hybrid of orca and wolf. Their muscular forms are coated with blubber that keeps them insulated against the freezing temperatures, and their cetacean-like mouths are lined with needle-sharp teeth. Tobor Hounds can create lights that outline their prey against the snow. Some claim they have been domesticated in the past, used for both sled pulling and as mounts on land and water. If there is any truth to these rumours, it is not evident in this age.

### Tobor Hound

*Large monstrosity, neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 102 (12d12 + 24)

**Speed** 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Athletics +6, Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** -

**Challenge** 4 (1,100 XP)

**Hold Breath.** The tobor hound can hold its breath for 30 minutes.

**Innate Spellcasting.** The tobor hound's innate spellcasting ability is Wisdom (spell save DC 11). The hound can innately cast the following spells, requiring no components:

At will: *dancing lights*

1/day: *faerie fire*, *hypnotic pattern*

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

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

### Actions

**Multiattack.** The tobor hound can make two claws attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

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

## TOGRODOK

These creatures have features of both bat and walrus. Their stubby wings provide remarkable flying capability for such large creatures, and they can swim faster than any human. Their enormous tusks, mostly used in courtship displays, distract from the sharper teeth hidden beneath blubbery lips. These are used to devour fish, birds, and unlucky humanoids! The togrodok's main attack is a body slam followed by a vicious bite, but these creatures can also emit an aura of despair, which saps the willpower of those nearby.

### Togrodok

*Large monstrosity, neutral evil*

**Armour Class** 12

**Hit Points** 42 (5d10 + 15)

**Speed** 20 ft., fly 30 ft., swim 40 ft.

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

**Skills** Perception +3

**Senses** blindsight 60 ft., passive Perception 13

**Languages** -

**Challenge** 3 (700 XP)

**Echolocation.** The togrodok can't use its blindsight while deafened.

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

### Actions

**Multiattack.** The togrodok makes two attacks: one with its slam and one with its bite.

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

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

**Radiate Despair (1/Day).** The togrodok emanates a magical aura of willpower sapping energy around itself to escape from predators. Each creature within 30 feet of the togrodok must make a DC 13 Wisdom saving throw. On a failed save, the creature is incapacitated as it mourns and wails. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the Radiate Despair of all togrodoks for the next 24 hours.