

MONSTROUS MENAGERIE

CHILLING

FOES

MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

With winter in full swing many GMs bring wintry weather into their games—strike terror and give players a glorious story of victory with the following chilling foes!



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Íssax

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	6 (-2)	15 (+2)	6 (-2)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages understands Aquan but cannot speak

Challenge 7 (2,900 XP)

Body of Jagged Ice. At the start of each of the íssax's turns, all creatures within 5 feet of it take 3 (1d6) piercing damage plus 5 (1d6 + 2) cold damage. A creature that touches the íssax or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage plus 5 (1d6 + 2) cold damage.

Destructive End. When the íssax is reduced to 0 hit points from bludgeoning or slashing damage, it explodes in a 10-foot-radius sphere of lethal ice shards. Each creature in the area must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) piercing damage and 9 (2d6 + 2) cold damage on a failed save, or half as much damage on a successful one.

Walking Snowstorm. A snowstorm rages in a 20-foot radius around the íssax's form. It and other creatures within the storm have three-quarters cover, except against attacks made by creatures within the snowstorm.

Winter Step. The íssax ignores difficult terrain created by ice or snow.

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ACTIONS

Multiattack. The íssax makes two attacks.

Shard Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 3) slashing damage plus 7 (2d6) cold damage, and the target's speed is reduced by 10 feet until the start of the íssax's next turn.

Ice Shard. *Ranged Weapon Attack:* +6 to hit, range 100/300 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage plus 7 (2d6) cold damage, and the target's speed is reduced by 10 feet until the start of the íssax's next turn.

On the snowy plains and elevations beyond humanity's reckoning lurk spindly giants borne of malice, hunters of the tundra seeking to cut down anything that crosses their path. The few explorers that have survived an encounter with one of these creatures speak its name only in hushed whispers, warning others of the íssax when travelers grow light on the roads—monsters in the shapes of men with bodies of sharp ice and hearts as cold as death. Sages are unsure of how the icicle giants came to be, the territories they wander, or even if they truly exist at all, for to this day no íssax has ever been captured alive.

Forvirskrípi

Tiny fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 165 (30d4 + 90)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	15 (+2)	13 (+1)	13 (+1)

Saving Throws DEX +9

Skills Nature +6, Perception +5, Stealth +9, Survival +5

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Dance of Disaster. By chaotically capering about for 10 minutes, the forvirskrípi unleashes one of the following effects on a space it can see for as long as it continues

dancing. It must concentrate (as if it were concentrating on a spell) to keep dancing.

- ♦ *Falling Ice.* The forvirskrípi conjures fierce winds that crash icicles onto an area with a 20-foot radius. All creatures and objects in this area must make a DC 14 Dexterity saving throw, taking 9 (2d8) bludgeoning damage plus 9 (2d8) piercing damage and fall prone, or half as much damage on a successful one
- ♦ *Sinking Crevasse.* The forvirskrípi isolates a snowy hill and shifts the weight of it beneath the feet of travelers, breaking open a fissure that swallows everything nearby! The forvirskrípi chooses an area with a 15-foot radius that it can see to place the sinking crevasse. When a creature enters the area, it must make a DC 14 Dexterity saving throw, falling 1d4 x 10 feet into the fissure on a failed save. At the start of the forvirskrípi's turn, the fissure widens 5 feet in all directions, to a maximum radius of 15 feet. All creatures within the crevasse as it expands must make a DC 14 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save.
- ♦ *Snow Slide.* The forvirskrípi shrieks at the top of its lungs, causing an avalanche to roll through the area in a 30-foot line that moves 30 feet downhill each round at the end of the forvirskrípi's turn. If the avalanche touches a creature, it must make a DC 14 Strength or Dexterity saving throw (target's choice). On a failed save, it takes 2 (1d4) cold damage plus 5 (2d4) bludgeoning damage and is restrained as it rolls down the hill with the snow. At the start of each of its turns, a creature restrained by the avalanche takes 2 (1d4) cold damage plus 5 (2d4) bludgeoning damage. As an action, it can make a DC 14 Dexterity check, escaping the avalanche on a success. A creature restrained in the avalanche when it stops moving is buried, and takes 2 (1d4) cold damage at the start of each of its turns until it or another creature makes a successful DC 14 Strength check as an action to dig itself out.

Evasion. If the forvirskrípi is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the forvirskrípi instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The forvirskrípi throws three wicked iceballs.

Frenzied Dance (Recharges on a Short or Long Rest).

The forvirskrípi unleashes one of the effects of its Dance of Disaster. The effect lasts as long as it concentrates (as if it were concentrating on a spell), up to 1 minute.

Wicked Iceball. *Ranged Weapon Attack:* +9 to hit, range 50/100, one target. *Hit:* 6 (1d6+5) bludgeoning damage plus 7 (2d6) cold damage and 7 (2d6) force damage.

REACTIONS

Uncanny Dodge. When an attacker that the forvirskrípi can see hits it with an attack, the forvirskrípi can use its reaction to halve the attack's damage against it.

There is nothing more satisfying for a forvirskrípi than to caper about mountaintops, dooming hiking travelers until winter comes and the urge for chaos guides their accursed little hands to inflict widespread suffering by plaguing whole regions with natural disasters. Most kingdoms have standing bounties for the mischievous fey's furry, lanky, crimson hides but their capriciousness is matched only by their malevolence—hunters trek up the slopes with full quivers and courageous hearts never to return, losing the trail of their would-be prey before being cut-off from escape by an avalanche or rockslide.

Capturing or killing a forvirskrípi is a dire task and appeasing them has saved several villages from peril, though the creature's fickle will can make placating it just as difficult. Settlements able to afford it make offerings of all kinds, loading wagons with rare goods and exotic gifts in hope of receiving merciful safety. A maddened few seek out the lairs of these fey knowing that there are treasures aplenty in what's left over after a forvirskrípi has picked over a tribute—to the peril of anyone living nearby. Whether or not it cared for what has been taken, the wrath of a forvirskrípi that has been stolen from knows no bounds.

Hlaupa

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	11 (+1)	6 (-2)

Skills Survival +3

Damage Resistances cold

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Charge. If the hlaupa 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) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Hard Stomach. The hlaupa can eat almost anything, and has advantage on saving throws against poison.

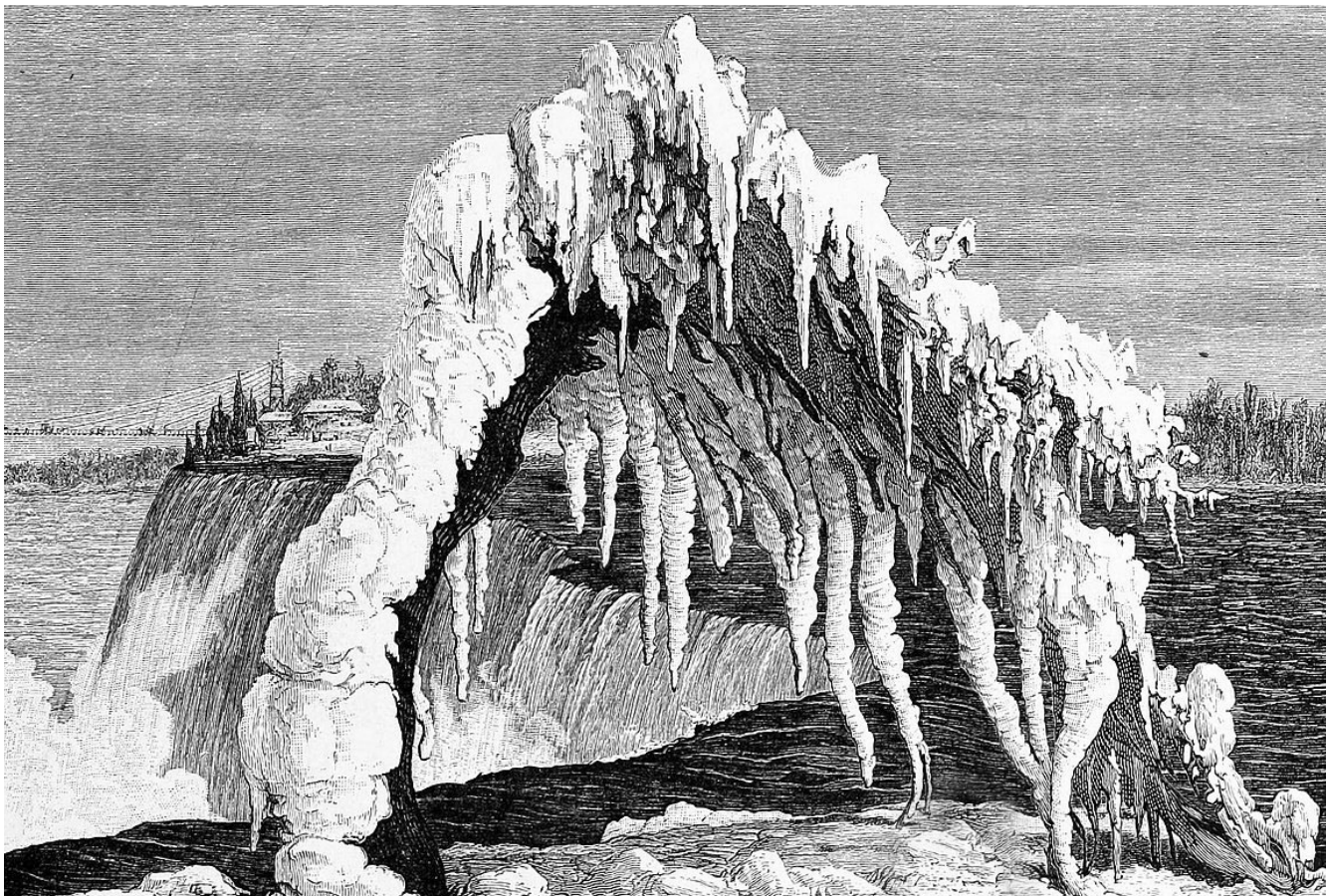
Relentless (Recharges after a Short or Long Rest). If the hlaupa takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one prone creature. *Hit:* 7 (2d4 + 2) bludgeoning damage.

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

Ivory tusks jut out from the drooling maw of this large beast's wide neck, its dark porcine eyes, mighty antlers, and thick black hooves standing out against the white fur covering its girthy body. Small herds of hlaupa live on mountainsides where predators can be scarce but plants—even snowed in vegetation and alpine needles—are in abundance, providing ample food regardless of the season. Most “ice pigs” live in the wild but they are frequently the domesticated beasts of choice for mountain towns, usable as mounts, beasts of burden, sustenance in harsh winters, means of disposing refuse, and even for combat.



Knútdraugr

Medium undead, lawful evil

Armor Class 15 (armor scraps, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	5 (-3)

Skills Perception +1, Stealth +4, Survival +1

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The knútdraugr makes two longsword or handaxe attacks, or uses its Chilling Glare and makes one weapon attack.

Chilling Glare. One creature able to see the knútdraugr must make a DC 12 Wisdom saving throw or become frightened for 1d4 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. As a bonus action, the knútdraugr can force a creature frightened by its Chilling Glare to make another DC 12 Wisdom saving throw. On a failure, the creature is frightened for an additional 1d4 rounds and can no longer make saving throws to end the effect at the end of its turn. On a successful save, the effect ends. If the effect ends for a creature, it is immune to the knútdraugr's Chilling Glare for the next 24 hours.

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

Handaxe. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. The knútdraugr has four hand axes.



On the tundra dishonor can mean worse than a smaller share of the spoils—dying in complete dishonor is a fate that even the bravest hearts fear. Cowards that die fleeing from battle may yet rise again, their bones animated by an evil wyrd that leaves them with enough of their minds to take foul vengeance on the living by slaying their loved ones. Knútdraugr still have the cunning of warriors, waiting until the dead of night before stalking back into their settlements and homes to make murder. Iced blue flesh hanging from their skulls makes them into disgusting parodies of mothers and fathers returning to the hearth to spill blood, were the hollow gaze from their eye sockets and its baleful power not terrifying enough. 🧊