

Beasts of Legend

Boreal Bestiary

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5E Boreal Bestiary

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About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the RPG fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE

Beasts of Legend: Boreal Bestiary

This supplement contains 10 creatures and several additional variants suitable for use in any campaign set within or traveling through the frosty desolation of the northern wilderness. These creatures provide a wealth of sinister and surprising creatures living, dead, and somewhere in between, from feral fairies to haunted spirits and otherworldly terrors of the frozen north. The *Boreal Bestiary* stands proudly alongside the *Coldwood Codex* in drawing upon real-world folklore, classic fantasy tropes, and the design skills of some of the top creative minds in the business. For any campaign venturing into the wilds beyond the tree line, these bestiaries are indispensable additions to any GM's monster toolkit.

The *Beasts of Legend* series from Legendary Games are not your usual bare-bones bestiaries, but bring you richly detailed and evocatively described monsters drawing upon the myths and legends of the real world with a double dose of fantastic flair. The [Coldwood Codex](#) already has received lavish praise for its quality and inventiveness, and the *Construct Codex* and the Asian-themed *Beasts of the East* follow proudly in their footsteps, with more marvelous monsters to come. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Introduction

This bestiary is a companion to *Beasts of Legend: Coldwood Codex*, as it explores creatures endemic to the wild winter woods, and like the *Coldwood Codex* it delves deeply into the lore of woodland spirits both living and dead. However, the *Boreal Bestiary* strays much farther into the desolate and empty woods of the far north, where the lonely taiga verges into the vast and empty tundra and the eternal snows of the high ice beyond. The creatures in this volume exist largely apart from humanoid civilization, at best indifferent but far more often openly hostile, with a raw and ravaging hunger that threatens to devour the effete interlopers from the warmer lands and send them screaming back to more temperate climes.

Fey make up almost half the monsters in this bestiary. At low levels, **gruens** take the unhealthy obsession of mites with their vermin to an altogether terrifying place of chattering horror. The abomination of cannibalism is embodied in the **wiitikowan**, a template allowing you to transform humans and animals alike into bloodthirsty beasts under the curse of the wendigo, including two sample creatures as well as a hapless savage hunter fighting a losing battle against madness and a hunger for the flesh of his own kind. The **orruol** is a spirit of the mountains, a creature of regal strength and wisdom but often cold indifference to the people living in the shadow of her domain. Lastly, the sinister **polevik** is a poacher of souls venturing into lands barely settled and strangling the unsuspecting to give poleviks the deaths they believe are their due. Against these spirits of life (and sometimes in the wake of their murderous attacks), the sinister **green children** rise from their sodden graves to haunt and tear down those that failed to protect them during their lives cut short.

The remaining Beasts of Legend are living things, including the otherworldly and hypnotic **arctic harpspider**, whose resonant webs and cocoons of spun ice enrapture the unwary into an icy death. Such noise and vibration is anathema to the titanic **maniitok**, a massive ooze comprised of the living tundra itself and filled with loathing and wrath for the clamorous din of civilization and things not of nature. Its destructive

fury is unmatched should any intrude too far upon its silent solitude. Three monstrous humanoids complete the bestiary, including the hard-hearted **torden**, swift hunters astride winter wolves and giant owls alike, prowling the woodlands for vengeance upon the druids whose curse first created them. The towering **hiisi** are cunning half-giants, masters of traps and ambush and whose blood unravels magic itself. Lastly, the sinister **vodenjak**, more likely than any others in this bestiary to truck with humanoids as they offer passage across the cold rivers, lakes, and marshes of the north, as well as advice and gifts of magic, but every bargain has its price and few come out ahead when the vodenjak claims his reward.

Arctic Harpspider

Seemingly composed of opaque crystals of ice, this giant arachnid lurks by an icy spiderweb, softly brushing its bristled legs against the frozen strands of webbing. Below eight opalescent eyes, its large mandibles glisten with a viscid cyanic ichor.

ARCTIC HARSPIDER

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 91 (14d10+14)

Speed 30 ft., climb 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +7

Damage Immunities cold

Senses passive Perception 16

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can move between the Material Plane and the Ethereal Plane.

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.

Webs. The arctic harpspider's crystalline web is delicate and easily destroyed, having just 5 hit points for each 5 ft. section. Sections of the web may be suspended to act as an early warning system, woven into bridges and tunnels, or spun into patches of difficult terrain.

Actions

Bite. Melee Weapon Attack. +4 to hit,, reach 5 ft., 1 target. *Hit:* 1d10+2 (7) piercing damage plus 4d8 (18) poison damage (DC 11 Constitution save halves poison damage). If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Hypnotic Harmonics. The harpspider strums the thin,

crystallized strands of its web. Every creature within 300 feet of the harpspider that can hear the tinkling, melodious resonance must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. In each subsequent round at the end of the creature's turn it makes an additional Wisdom save against the same DC. If the save is successful than the effect ends. A creature that is charmed moves toward the arctic spider on its turn in the most direct path possible, unless it is somehow blocked. The harpspider must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpspider is incapacitated. A target that successfully saves is immune to this harpspider's song for the next 24 hours.

The arctic harpspider is an otherworldly creature composed of crystallized mineral-rich fluid. This bizarre other-dimensional arachnid possesses a shrewd cunning and is an instinctive skirmish predator. If its quarry resists its mesmerizing harmony, the spider favors darting in to strike then swiftly ducking back out of reach. It often waits until its poison disables a victim before closing in for the kill. It gains nourishment from the vital bodily fluids of its victims but can enter a state of frozen hibernation if prey is scarce. An arctic harpspider weighs 450 pounds and its legs extend 8 feet from its 7 foot long body.



Green Child

Bathed in the swirling mire mists emerges the gaunt corpse of a moss-covered, rotting child. Its bloated, swollen belly heaves to an unnatural rhythm. Eerily, the lathsome horror seems to shift its position in short flickers like the quavering flame of a windblown candle.

GREEN CHILD

Small undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (16d6+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Wis +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common (can't speak)

Challenge 5 (1,800 XP)

Dead Mob. Once per round, when it hits with a melee attack, the green child deals an additional 1d6 damage for each other green child who is within 5 ft. and not incapacitated.

Pack Tactics. The green child has advantage on an attack roll against a creature if at least one other green child is within 5 feet of the creature and not incapacitated.

Innate Spellcasting. The green child's innate spellcasting ability is Charisma (spell save DC 14). The green child can innately cast the following spells, requiring no material components:
3/day each: *mirror image*

ACTIONS

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

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

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

Gaze of the Green Child. A green child can allow its haunting gaze to fall upon a foe, cursing the unsuspecting victim with the woes and pains of the green child's former life. The green child targets a foe within 30 feet who can see the green child. If

at least one other green child is within 5 feet of the creature and that green child isn't incapacitated, a victim has disadvantage on saving throws against the gaze. A green child can target his opponent with any of the following curses:

Gaze of Anguish: This gaze attack imparts the anguish and agony of the green child's death. The anguish floods the cursed victim, dealing 5 (1d10) psychic damage and making the victim frightened. A successful DC 14 Wisdom saving throw negates the damage and the victim is not frightened. At the end of each of the victim's turns, the victim may make a new saving to end the frightened condition. The victim's maximum hit points are reduced by the damage taken until the victim completes a long rest. *Remove curse* removes the reduction to maximum hit points.

Gaze of Nightmares: This gaze attack curses the victim with dreaded and horrific nightmares, unable to sleep for more than a few hours without waking in a cold sweat. The victim can't complete a long rest until *remove curse* is cast upon them. This ability has no effect on creatures that are immune to being frightened. A successful DC 14 Wisdom saving throw negates this effect.

Gaze of Starvation: This gaze attack fills the victim with gnawing and insatiable hunger. The cursed victim believes they are starving and takes 10 (3d6) points of psychic damage and gains a level of exhaustion. On a successful DC 14 Wisdom saving throw, the victim does not take damage or suffer exhaustion, but has disadvantage on attack rolls and ability checks until the end of their next turn.

Phase Jaunt (Recharge 5-6). A green child can shift his physical location by temporarily phasing out of existence and then re-manifesting in a new location somewhere within the range of movement on the following round. During the phase jaunt, the green child dematerializes and passes through the Astral Plane, then re-enters the Material Plane and materializes at the end of the jaunt. Phase jaunt does not provoke opportunity attacks. If the green child uses phase jaunt in conjunction with mirror image, the images flicker out during the jaunt, but reform when the green child returns. If the green child rematerializes next to an opponent, he can attempt a Dexterity (Stealth) check as a bonus action. This can allow him to gain surprise.

Beneath the soured mires of the cold wastelands, black swamps, and chilling ice moors stir the remnants of man's most horrific sins, the tumultuary corpses of wrongfully slain children. What force stirs their souls to unrest remains an enigma, for certainly the green children are evil creatures capable of perpetrating vengeful and sadistic acts upon the living. Some surmise that their violence serves as an act of justice; however, these malevolent beings lack ethics and indiscriminately attack any mortals they encounter.

Green children are named for their hideous appearance, and sodden decomposing flesh that is steeped and covered with greenish bog slime. While on few occasions one may encounter

a solitary green child, more often they travel in small gangs of about 2-8 individuals. When encountered alone, the creatures are less likely to launch a direct attack, instead stalking their prey for days, plaguing them with nightmares until they round up enough other green children to launch an attack. As a group, they

hunt with patience, surrounding prey in large circles. From this vantage point they use their mental powers to drive victims to harrowing anguish before slowly closing their ranks around strays and unsuspecting stragglers. Driven by near insatiable fury, most often, a gang of green children will fight until destroyed.



Gruen

Scuttling forth upon maddening clicks of hundreds of chitinous legs emerges a bloated larval centipede whose entire upper body and head have undergone a horrid metamorphosis into the form of a repugnant, pale-fleshed mite crawling upon three pairs of stunted and stubby forearms.

GRUEN

Small fey, neutral

Armor Class 13 (natural armor)

Hit Points 63 (14d6+14)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 1 (200 XP)

ACTIONS

Ball Roll. The gruen rolls up tightly into a ball. For its movement it can roll safely down a hill or slope at double its speed. While rolling, the gruen cannot steer or otherwise control the direction it rolls. While in a ball, the gruen gains +2 AC and if it takes damage from slamming into an object placed in its path, it takes half damage. It remains a ball until its next turn.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. A victim who has been bitten must succeed at a DC 11 Fortitude saving throw or become poisoned. Nausea and vomiting cause the victim to become incapacitated while poisoned. The victim may make a new saving throw at the end of each of their turns. On a success, the victim is no longer incapacitated and is poisoned for 1 hour.

REACTIONS

Spring Roll. The gruen is in ball form, takes half damage from falling until its next turn, and is not prone.

Disturbingly disfigured amalgams of mites and centipedes, these barely intelligent creatures lurk in the lightless warrens of the burrows of their masters and nearest kin—the despicable and craven mites. The gruen's humanoid features are misshapen and his hairless skin hangs in rubbery, wrinkled folds. While the creature's face somewhat resembles that of a mite, from either side of its swollen lower lip curl bug-like pinchers. Its upper torso is even more deformed, partially fleshy and humanoid in appearance, with pale bluish skin. From the torso protrude six

stunted arms, all of which bow slightly inward. These arms have equally proportioned dwarfish hands, though the hands serve more as feet and the creature cannot effectively use them to manipulate tools, wield weapons, or grapple. The posterior of the creature's body morphs into the multi-segmented chitin-plated abdomen of a centipede. The lithe centipede legs are well-armed and twist into cruel clattering spikes about the same length as the creature's stunted forearms.

To those unfamiliar with gruens, the creatures' aberrant body shapes and uncanny resemblance to mites seems to suggest foul sorcery and magical inbreeding. Nearly as often, humanoids mistake gruen for undead or even demonic avatars. Yet in truth, gruens are none of these things, but remain, perhaps unexpectedly so, products of Otherworld. Mites themselves describe gruens as the living embodiment of the souls of their ancestors, particularly those mites who were grievously erred during their lives and upon death, and made a conscious effort to serve their descendants and to sow their vengeance on the enemies of their people. Yet, despite such origins, gruens are not undead creatures; instead they emerge as the devolved souls that have reformed into a new and bizarre stage of life, morphed into their ghastly bodies through the chaos of Otherworld.

Gruens often maintain close relationships with mites, particularly large colonies of these creatures. While many mites venerate gruens, almost as often they enslave the creatures and force them into servitude. Particularly those mites who fear that a gruen might one day remember their former life, and turn violent and vengeful. Despite being more powerful than mites, gruen often accept, and even delight in the somewhat masochistic role of the servant. Certainly, mite spellcasters able to gain a minimal amount of skill quickly learn to summon these wretched creatures to their aid. Still, mites treat their slaves with great respect and often value their gruen slaves above the lives of their kin. Perhaps more unnerving are those dark and twisted tales of mites that uncover the former name and identity of a gruen. In nearly all these stories, the gruen turns out to be the reincarnation of a revered and powerful mite ancestor. These tales typically resolve with the mite taking the gruen for her lover, though in the end, the ghastly beast ends up consuming the mite, and turning its unfortunate lover into another gruen.

Most of the time, mites allow gruens to inhabit in the outer tunnels surrounding their own lairs. In this symbiotic relationship, the gruens provide the mites with an added first line of defense, and in return the mites provide the gruens with offerings of food. More complex relationships sometimes evolve where a mite takes the role of master or driver. These individuals may learn to direct gruens, and like cattle, drive them, getting them to perform raids on neighboring humanoid settlements or even to participate in war. Truly accomplished drivers may even take gruen mounts or familiars. Such sightings have helped cultivate some of the more outlandish tales of mite/gruen relationships.



Hiisi

Towering above its surroundings, this monstrously hideous giant staggers forth, leaning on crudely formed polearm with two tines. His bent body is covered with scraggly hair and tiny horns protrude from his fleshy forehead. Drool spills from its pink, fleshy lips and its cracked teeth grind like ravenous millstones.

Hiisi

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 276 (24d12+120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	6 (-2)	12 (+1)	13 (+1)

Saving Throws Str +11, Con +10, Wis +6

Damage Resistances poison

Condition Immunities poisoned

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Giant

Challenge 16 (15,000 XP)

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

Traps (3/Day). Hiisi possess an innate talent for building deadly mechanical traps. Hiisi traps consist mostly of landmines, triggered avalanches, and hurling projectiles. Foul creatures, they frequently smear their traps with fecal matter, dead organisms, and natural toxins to make them more deadly. These consist of simple and readily available materials such as scrap metal, wood, cord, sinew, and bone. Once the hiisi has collected what he needs, it takes him a relatively short amount of time to construct a trap. Setting a trap requires an action. A trap fills a 10-foot square area, and cannot be placed in the same area as another trap or a magical trap such as a glyph of warding, or a creature who would trigger it. However, a hiisi can increase the area of a trap by building a second trap adjacent to the initial trap.

The DCs for Wisdom (Perception) checks to notice the trap and checks to disable it is 14. The DC for saving throws to avoid it is 8 + the hiisi's proficiency bonus + its Wisdom modifier. Each trap lasts 24 hours or until it is triggered, whichever comes first. Hiisi traps trigger when a creature enters the trap's area.

Alchemist's Fire Geyser: A foul mix of chemicals spews, covering its victims in sticky, burning goo. Anyone in the area must succeed at a DC 14 Dexterity saving throw, taking 55 (10d10) fire damage on a failed saving throw, or half as much on a success. If a victim fails the initial saving throw, at the end

of their next turn they must make a second saving throw or take the damage again.

Avalanche Trap: The hiisi rigs a pile of snow and some wood or stone structures to collapse. Anyone in the area must succeed at a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage on a failed saving throw, or half as much on a success. If the victim fails the initial saving throw, they are knocked prone, and also begin to suffocate. At the end of each of the victim's turns, they must succeed at a DC 14 Strength saving throw to stop suffocating and cease being prone. If an ally helps dig the victim out, they may make a DC 14 Strength (Athletics) check to give the victim advantage; if the victim has ceased struggling, such as due to unconsciousness, the ally can attempt to dig the victim out, with disadvantage on the ability check. The area of an avalanche counts as difficult terrain due to snow.

Dead Magic Collapsing Pit Trap: The hiisi conceals a pit with a collapsing cover, and uses its dead magic blood to make the trap more dangerous. A victim who fails to notice the trap and steps on it, taking falling damage, 17 (5d6) bludgeoning for a 50 ft. pit. The bottom of the pit is an antimagic zone caused by the hiisi's blood (see below). Creating the trap requires the hiisi to let blood as usual.

Flying Dung Boulders Trap: The hiisi rigs a pile of boulders to explode, hurling heavy stone and contamination. Anyone in the area must succeed at a DC 14 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed saving throw, or half as much on a success. Anyone in the area is also exposed to sewer plague.

ACTIONS

Multiattack. The hiisi makes three attacks with its fork.

Fork. Melee Weapon Attack. +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10+6) piercing damage, and the victim must succeed at a DC 19 Constitution saving throw or be knocked prone.

Rock. Ranged Weapon Attack. +11 to hit, range 30/120 ft. one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Dead Magic Blood. A hiisi can bleed himself for 10 (3d6) points of slashing damage to create a dead magic zone. A dead magic zone has the properties of an *antimagic field* in a 20-ft-radius surrounding the spilled blood. The *antimagic field* effect has a duration of 5+1d10 minutes. They often spill blood on their traps or on boulders before throwing them at spell-wielding opponents. On a hit with a boulder, the dead magic zone is centered on the target's location. On a miss, the boulder continues in a fairly straight line to the limit of its range or until it reaches a wall or other large structure. Once spilled, the properties of the blood quickly dissipate and it cannot be effectively stored for later use.

LEGENDARY ACTIONS

The hiisi 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 hiisi regains spent legendary actions at the start of its turn.

Blood Stone. The hiisi uses dead magic blood to smear its blood on a rock.

Fork Attack. The hiisi attacks one time with its fork.

Trap Springer (Costs two actions). The hiisi triggers one of its own traps that is within 30 ft.

These deformed, hirsute giants inhabit the cold wildlands that border the realms of what appears to be their favorite prey, man. Monstrously hideous, those who have survived hiisi encounters describe them as a crossbreed of ogres, hill giants, devils, and yeti. Still, hiisis stand larger than all these creatures and despite their hunched posture, adults tower nearly 16-feet-tall. Long, thin, scraggly hair covers their hulking and muscular forms, providing both camouflage and protection from the harsh, frigid climates where they settle. A hiisi's hair thins out almost completely on its head, lower legs, feet, forearms, and hands while its blotchy skin is a ruddy color. The two stumpy horn-like protrusions along the hiisi's boney brow-ridge suggest infernal influence, or perhaps even the influence of oni. Curiously, they also have short, stubby tails.

While below average in intelligence, hiisis possess a sort of primal cunning that has aided their species through centuries of survival. Perhaps to compensate for their limited intelligence, they hoard ancient secrets, passing them down through generations despite never understanding their meaning.

Hiisis thrive upon violence, and their culture is based entirely on brutality and dominance. Semi-nomadic cave dwellers, they live in small clans and migrate with the seasons. A typical clan consists of a single adult male, four to six females, the same number of adolescents, and twice as many children. Clans fight over common hunting grounds, caves, and mates. Hiisi clan leaders treat their women and children as commodities and think nothing of killing rival clan leaders and stealing their families to increase their own wealth. They do not afford much sympathy to outsiders and have no use for thralls or slaves of other races. For the most part, they avoid outsiders though they have few qualms about slaying them and eating them when supplies of humans run short. Humans are of course their preferred quarry, and hiisis become crazed with excitement whenever they encounter them. They believe eating humans increases their intelligence and virility. For this reason, clan leaders compulsively collect the skulls of their human victims. Within their caves, they make great piles and elaborate displays of human skulls in order to show off their power. Nearly all hiisi settlements have at least one great iron cooking pot that they keep stewing with meat.

Hiisis wear few clothes, with males wearing hides for armor or loincloths. To proclaim status, they decorate themselves with crude jewelry made from bones, rocks, tusks, and similar materials, all painted with primitive cryptographs. Dominant males also file their teeth into sharpened points.

Despite their primitiveness, hiisis possess a minimal knowledge of metallurgy. While their skills remain crude, they are proficient enough to craft basic tools and weapons from iron. They make their own weapons, huge polearms with flat bladed tines that they are adept at using to impale victims as well as ensnare

and snap their opponent's weapons. They also excel at making large and deadly traps using foraged materials. They surround their territories with their traps, checking them infrequently for humans and other prey. While they delight in catching things, the dimwitted creatures become disappointed, if not openly enraged, when they discover their traps sprung or disabled and placate themselves by smashing the nearest available target.



Maniitok

This immense abomination looms like a frozen hillside come to life. Rivulets of slushy muck cascade across the frost-rimed boulders of its massive shape, infested with tiny parasites in every crevice. A face in the frost forms and deforms from nearly human to gaping, vacant pits and back again, shifting as it heaves its mountainous bulk across the tundra.

MANIITOK

Colossal ooze, neutral evil

Armor Class 17 (natural armor)

Hit Points 264 (23d12+115)

Speed 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	21 (+5)	7 (-2)	12 (+1)	14 (+2)

Damage Resistances acid, electricity, fire; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, poison, psychic

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

Skills Perception +13

Senses darkvision 60 ft., passive Perception 23

Languages Sylvan (can't speak)

Challenge 17 (18,000 XP)

Amorphous. The maniitok can move through a space as narrow as 1 inch wide without squeezing.

Enveloping Chill. The maniitok inflicts 10 (3d6) cold damage to creatures it has grappled at the beginning of its turn.

Innate Spellcasting. The maniitok's innate spellcasting ability is Charisma (spell save DC 16). The maniitok can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *heat metal* (deals cold damage instead of fire), *pass without trace* (self only), *sleet storm*

3/day each: *commune with nature*

1/day: *animate objects*, *antipathy/sympathy* (antipathy only), *insect plague* (as a 7th level spell)

Immovable Mire. Maniitoks are perpetually surrounded with sodden muck of boggy peat and half-thawed permafrost. The area 10 ft. around a maniitok is treated as difficult terrain. A creature that moves adjacent to a maniitok must succeed at a DC 19 Strength saving throw or become restrained until its next turn or until the maniitok moves.

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

One With the Land. If a maniitok is killed while touching the ground (including a vertical surface), it triggers an *earthquake*

centered on the maniitok's location, as the spell.

Regeneration. The maniitok regains 20 hit points at the start of its turn if it has at least 1 hit point and is in contact with the ground.

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

ACTIONS

Multiattack. The maniitok makes two attacks with its pseudopod.

Pseudopod. Melee Weapon Attack. +16 to hit, reach 15 ft., one target. Hit: 32 (4d10+10) bludgeoning damage and the target is grappled. If it scores a critical hit, it rolls damage three times instead of two times.

Breath Weapon (Recharge 6). The maniitok expels a cone of mire and debris in a 60 ft. cone. Creatures in the area must succeed at a DC 19 Dexterity saving throw. On a failure, the creature takes 21 (6d6) bludgeoning damage and is restrained until the end of its next turn; on a success, the victim takes half damage and is not restrained. The breath weapon has additional effects depending on the ambient temperature.

Frozen (below freezing): Victims also take 7 (2d6) points of cold damage. If the cold damage reduces the target to 0 hit points, the target is stable but suffers one level of exhaustion.

Thawed (above freezing): Victims also take 7 (2d6) points of poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour.

BONUS ACTIONS

Tundral Swarm (Recharge 6). The maniitok surrounds itself with a cloud of mire and debris. A 10 ft. radius surrounding the maniitok is creates strong wind and is heavily obscured. At the end of the maniitok's turn, the swarm, disrupts concentration (DC 10 Constitution saving throw to maintain concentration), deals 10 (3d6) bludgeoning damage to creatures in the area, and has additional effects depending on the ambient temperature. In colder environments (below freezing), a maniitok's tundral swarm is mostly shards of ice, hard-frozen ground, bits of bone and stone, and driving snow. Creatures within 10 feet of the maniitok also take 3 (1d6) points of cold damage. In warmer weather (above freezing), this tempest is largely comprised of mosquitoes, beetles, and centipedes, interspersed with rocks, uprooted plants, and chunks of permafrost. Creatures within 10 feet of the maniitok also take 3 (1d6) points of poison damage. This aura moves with the maniitok and lasts 1 minute.

Maniitoks (man-EE-tock) are strange and solitary creatures of the northern wastes, known by many names wherever they exist. Some call them *palartok-maguyuk*, the "silent howlers," while others name them *nunataq*, "the mountain rising from the snow," but their common name simply means "the rugged and desolate ones." Maniitoks are amorphous creatures, amalgamated from the land itself and imbued with a crude intellect and spirit that craves silent solitude. A maniitok may lie dormant for years, half-buried

in a chilly bog or forgotten valley, dimly contemplating the proper balance of nature and brooding on their forgotten purpose until their reverie is interrupted. They use their magic to make their homes as inhospitable and unapproachable as possible.

Maniitoks carry a deep loathing for the din and clamor of humanoid civilization, which grates unmercifully upon their hypersensitivity to sound and vibration in a way that the ambient noises of the empty tundra do not. Their empathic linkage to the land carries even far-distant echoes of every blow and cut of hammer, axe, and saw, piercing them with a needling pain, inflaming in them a destructive rage, and calling them to avenge this insult to the land itself. They destroy every physical trace of civilization they discover, demolishing buildings, tearing up roads, smashing bridges, and slaughtering any that get in their way. They can follow even subtle traces of patrols and explorers, trailing them back to their outposts and laying waste to all they find in the hope of driving them so far away they will never return. Even the sounds of combat can sometimes attract the wrath of a maniitok, awakening it from its torpor and bringing its wrath down upon combatants on both sides. They are generally

tolerant of fey creatures, plants, animals, vermin, and other oozes, but other creatures venturing into a maniitok's range may soon find themselves face to face with the creature.

The true origins of the maniitoks are a mystery even to them, some believing they well up naturally at places of great primal power in the North as either a manifestation of nature magic or perhaps an accretion of disruptive forces worms away at the natural world like a canker and the maniitok forms as an anodyne to heal it. They may also be the literal or figurative children of Tekkeitsertok, great god of the earth and the hunt, made to keep the wild places wild or formed from the divine residue created where his feet touched the ground. Others call them "tundra spirits," believing them to be animated by the souls of ancient shamans seeking the quiet solitude of the endless arctic wastes, and that their rage is kindled by those who disrupt their silent meditations. Survivors of encounters with maniitoks often describe shifting faces in the frost that shrouds them, some seeing just yawning dark pits like eyes and a gaping maw, others reporting the chiseled features that look entirely human.

In combat, maniitoks are usually surrounded by a whirling tempest of tundra debris, and when they cannot crush or engulf their foes or drown them in the muck that perpetually surrounds them, they may hurl torrents of this debris or even rocky chunks of their own body mass at them. If confronted with foes it cannot perceive or cannot reach, or if severely wounded, a maniitok burrows underground to heal, often covering its retreat with a blinding *sleet storm*.



Orruol

This slender but solid woman has an air of distance and cold aloofness, her eyes glinting like cut gemstones. Her skin is smooth yet has a faint sheen, with jewels bedecking her throat. Her clothing, of a simple and even primitive tribal style, seems to flow into a weave of spun crystal before coalescing into a clinking cascade of faceted stones trailing behind her as she walks and briefly sprouting from the ground where her feet alight before crumbling away.

ORRUOL

Medium fey, lawful neutral

Armor Class 17 (natural armor)

Hit Points 150 (20d8+60)

Speed 30 ft., climb 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

Damage Immunities cold, poison

Condition Immunities petrified, poisoned

Skills Perception +6, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages Gnomish, Sylvan, Terran

Challenge 10 (5,900 XP)

Earth Glide. The orruol can burrow through nonmagical, unworked earth and stone. While doing so, the orruol doesn't disturb the material it moves through.

Innate Spellcasting. The orruol's innate spellcasting ability is Charisma (spell save DC 16). The orruol can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day: *flesh to stone*, *transport via stone* (like *transport via plants*, but only through natural stone)

1/day: *bestow curse* (as a 9th level spell), *commune with nature*, *earthquake*

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

Spellcasting. The orruol is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The orruol has the following druid spells prepared:

Cantrips (at will): *guidance*, *mending*, *produce flame*, *resistance*, *shillelagh*

1st level (4 slots): *animal friendship*, *create or destroy water*, *cure wounds*, *detect magic*, *faerie fire*, *purify food and drink*, *speak with animals*

2nd level (3 slots): *animal messenger*, *barkskin*, *chill metal* (like *heat metal*, but cold damage), *gust of wind*, *spider climb*, *spike growth*

3rd level (3 slots): *conjure animals*, *daylight*, *lightning*

bolt, *meld into stone*, *plant growth*, *sleet storm*
4th level (3 slots): *dominate beast*, *freedom of movement*, *stone shape*, *stoneskin*
5th level (2 slots): *passwall*, *geas*, *scrying*, *wall of stone*
6th level (1 slot): *heroes' feast*, *move earth*

ACTIONS

Multiattack. The orruol makes two slam attacks.

Slam. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Fey Charm. The orruol targets one humanoid or beast that she can see within 30 feet of her. If the target can see the orruol, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the orruol as a trusted friend to be heeded and protected. Although the target isn't under the orruol's control, it takes the orruol's requests or actions in the most favorable way it can. Each time the orruol or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the orruol dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the orruol's Fey Charm for the next 24 hours. The orruol can have no more than one humanoid and three beasts charmed at a time.

BONUS ACTIONS

Petrifying Touch. When the orruol hits a creature with a slam attack, she uses her *flesh to stone* on the target.

REACTIONS

Break Steel. If the orruol is hit by melee weapon attack, using a weapon with a metal striking surface, the orruol reduces the damage by 1d10+4. If this reduces the damage to 0, and the weapon is non-magical, the weapon shatters and cannot be used again until it is repaired.

LEGENDARY ACTIONS

The orruol 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 orruol regains spent legendary actions at the start of its turn.

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

Shift. The orruol uses earth glide and moves up to half her burrow speed.

Stone Shards (Costs 2 actions). Creatures within 10 ft. take 21 (6d6) magical piercing damage. A successful DC 16 Dexterity saving throw halves this damage.

AN ORRUOL'S LAIR

An orruol's lair is both fortress and soul for the fey. Forbidding, beautiful, and full of secrets, an orruol's lair poses many dangers.

LAIR ACTIONS

Fighting an orruol in her lair challenges the full might of her fey soul. On initiative count 20 (losing initiative ties), the orruol takes

one of the following lair actions:

- The ground shifts unpredictably. A 30 ft. radius area becomes difficult terrain because of soft soil, uneven rocks, and vibrations. The difficult terrain does not affect the orruol or other creatures with earth glide or a similar ability. The terrain remains for 24 hours or until the orruol uses this action again.
- A rain of rocks and pebbles. The orruol designates a 10 ft. radius. Creatures in the area take 10 (3d6) bludgeoning damage. A successful DC 16 Dexterity saving throw reduces this damage to half.
- The floor twists and rumbles. All enemies must succeed at a DC 16 Dexterity saving throw or fall prone, taking 5 (1d6+2) bludgeoning damage.

REGIONAL EFFECTS

- When she is in the vicinity of natural stone within 1 mile of her lair, she gains information from the stone as though she were using *commune with nature*, but only things within 30 ft. that occurred in the last 24 hours.
- As an action, she can control the effects of high altitude within 1 mile of her lair, making it as extreme as 20,000 ft. or as endurable at 5000 ft.

All of these effects end immediately if the orruol dies.

An orruol is a powerful fey that embodies the spirit of a great mountain. As befits their high and lofty home, orruols are aloof and cool towards lesser beings, considering themselves mistresses of all they survey. Some primitive tribes worship them as goddesses, venerating them for their power, their beauty, and their seeming immortality. Orruols may or may not acknowledge this worship; some enjoy the attention and may manipulate their “worshippers” to serve them in whatever ways they wish. Others may disdain this adulation, ignoring the cries of the faithful and their pathetic rituals or appearing to collect their offerings with diffidence and mysterious silence before returning to their lonely mountaintop haunts.

Orruols are often friendly with other fey that live on or near their mountains, and many cultivate the services of animals or magical beasts as servants, especially giant eagles, giant owls, griffons, and rocs. While most orruols live above ground in cultivated gardens and wild meadows, some delve into the stony heart of their mountain homes in search of isolated cysts and geodes and veins of crystal, and these orruols often have a pack of 5-10 pech as servants. If orruols choose not to delve in their own mountain, however, they are typically very displeased with other creatures that do so and may choose to collapse their tunnels or seal them inside the mountain with their magic, or may curse or charm them as punishment. Delving an orruol’s mountain does not injure the creature physically, but it may be that for most orruols it causes some kind of sympathetic spiritual discomfort that compels them to halt any disruption to their mountain’s

natural state. It is not unheard of for orruols to allow miners into their territory, exacting a high tribute and absolute fidelity to whatever rules they impose in exchange for the privilege. Even the tiniest transgression can see the miners exiled or enslaved, and few but the greediest prospectors are willing to take the risk of striking such a bargain.

Orruols enjoy the natural beauty of their mountain homes, but they often amuse themselves devising clever stonework traps that they craft with their magic to capture or kill those that violate their sacred refuges. Orruols are not cruel so much as they are largely without pity, seeing themselves merely as part of the harsh order of nature that embodies life and death, creation and destruction, beauty and ugliness. They are not wild and capricious as many fey can be, preferring to rely on logic and reason, though their tempers can be kindled by those that fail to show proper respect and their wrath can be terrible when aroused.

Orruols are 6 feet tall and weigh 150 pounds.



Polevik

This aged-looking and filthy dwarf angrily clutches a brace of rusted sickles bound together with a fine cord. His hair and beard are matted into dangling clumps while bits of leaves and twigs cling to his dirty armor.

POLEVIK

Medium fey, neutral evil

Armor Class 13 (leather armor)

Hit Points 217 (29d8+87)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, or slashing damage from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Skills Acrobatics +7, Perception +7, Stealth +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Sylvan

Challenge 13 (10,000 XP)

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

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

Innate Spellcasting. The polevik's innate spellcasting ability is Charisma (spell save DC 16). The polevik can innately cast the following spells, requiring no material components:

At Will: *invisibility*, *jump*, *pass without trace*

3/day each: *entangle*, *tree stride*, *wall of thorns*

1/day each: *imprisonment* (minimum containment only)

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

Sneak Attack. Once per turn, the polevik deals an extra 14 (4d6) 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 polevik that isn't incapacitated and the polevik doesn't have disadvantage on the attack roll. Instead of dealing sneak attack damage, the polevik can instead hit with its constrict attack.

Soul Thief. Whenever a polevik successfully renders a victim unconscious with its stranglehold attack, it can steal part of the victim's soul, robbing the unfortunate target of 1d4 points of its highest ability score. In the case of a tie, this is the victim's casting ability or other important ability. The polevik keeps the stolen ability points stored in a fetish for later use, typically for

barter or sale to other powerful creatures (see below). The loss is permanent; however if the fetish is crushed and destroyed, the points are released and restored to the victim. The polevik can have only one fetish per victim at a time.

Surprise Slasher. A polevik's speed is doubled during a surprise round in which it attacks.

ACTIONS

Multiattack. The polevik makes four chained sickle attacks.

Chained Sickle. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage, and if the target is Medium or smaller, the target must succeed at Strength (Athletics) or Dexterity (Acrobatics) check with a DC equal to the attack roll or be knocked prone.

Constrict. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 19 (4d6+5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the polevik can't constrict another target.

REACTIONS

Parry. The polevik adds 5 to its AC against one melee attack that would hit it. To do so, the polevik must see the attacker and be wielding a melee weapon.

Poleviks, sometimes known as gray stranglers, are malicious fey creatures possibly related to grimstalkers. Murderous assassins, they hunt powerful mortals seeking to steal pieces their souls for dark purposes. They believe mortals owe their souls to the fey, and seek to reclaim them in order to use their power to create potent magical effects. They delight in strangling their marks and stealing pieces of their souls, which they then sell off or use to bargain with fiends from the lower planes.

Poleviks maintain many contacts with evil creatures of the lower planes. They frequently bargain with these creatures for artifacts and resources that would otherwise be unavailable to the fey. Their contacts also allow them to keep a sort of nebulous peace between these beings and fey overlords, perhaps a key reason as to their importance to the fey overlords. Despite their occasional usefulness to the fey hierarchy, they hold no allegiances and are not (as some would portray them) fey avengers. Instead, they take great delight in their "work", a quality trait that most other fey find unsettling. Still, natives of Otherworld seem to view poleviks as a necessary evil and when dealing with non-fey, they often deny their existence, chalking them up as fable, bogeymen used to haunt those of guilty conscience.

Most poleviks favor fighting with a matching pair of crudely forged, rusty sickles bound together at the handles by a length of slender rope or chain. Whenever possible, they use stealth to slip behind their targets and strangle them. The chain also allows a polevik to swing his sickles to gain a 10-foot reach attack, which he can use to attempt to trip opponents. If possible, a polevik avoids fair fights, preferring to stage ambushes or similar situations where he can catch his opponents by surprise or at a disadvantage.

They fight dirty, using stealth, trickery, and feints. If faced with obviously strong opponents, these creatures attack only until they acquire a portion of their opponent's souls, after which they flee back into the woods. While they may plot to return and slay such opponents at a later time, they may just as easily put a contract on their heads and sell it to a more powerful ally from the lower planes.

Poleviks are similar in appearance to deformed dwarves with excessively wrinkled skin and bulbous eyes with sickly yellowish irises. At all times, they appear filthy and paint themselves with mud, twigs, and leaves to help them blend into their environments.



POLEVIK FETISHES

Created from bits of the stolen souls of its victims, these fetishes can provide their owners with the following magical benefits. While an individual may carry more than one fetish, only a single fetish can be active at one time. The individual must display the fetish to activate it. Each fetish has a number of charges determined by the number of a polevik's victim's stolen ability score points. Each time the fetish is used, a point is drained. Calculate the effects based on the stored points before the point is deducted. Unless otherwise noted, once a fetish is activated, its effect remains active for 24 hours, after which the effect ends and one of its charges is expended. Using a polevik fetish is an evil act, inadvertent if the user does not know that it is powered by stolen souls but a deliberate act otherwise. Fetishes provide the following benefits as determined by the stolen ability score:

Strength Fetish: When activated, this fetish grants its user a bonus to all melee attacks and damage equal to the number of Strength points in the fetish.

Dexterity Fetish: When activated, this fetish grants its user advantage on initiative.

Constitution Fetish: When activated, this fetish provides its user regeneration equal to the number of Constitution points in the fetish, times 3. The user regains this many hit points at the beginning of their turn if they have at least 1 hit point.

Intelligence Fetish: When activated, this fetish provides its user with advantage on saving throws against spells and other magical effects.

Wisdom Fetish: When activated, this fetish allows the user to summon a fiend. This works like the spell *conjure celestial* except it summons a fiend with a CR equal to or less than the Wisdom points in the fetish. This fetish cannot be used more than once in a 24 hour period.

Charisma Fetish: When activated, this fetish grants its user the benefits of a *ring of spell turning*.

Torden

This shaggy hunter stands with bow and spear in hand, his long braids and bushy beard tangled and rimed with frost. His leathern helm shades his face, glowing eyes faintly visible and his breath freezing the air. Cruelly sharp black antlers crown his head, polished to a deadly shine.

TORDEN

Medium monstrosity, neutral evil

Armor Class 13 (leather armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Damage Vulnerabilities fire

Damage Immunities cold

Skills Perception +3, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Sylvan

Challenge 3 (700 XP)

Faultless Tracker. A torden can track foes who leave no tracks, even flying opponents or creatures affected by *pass without trace*. A torden has disadvantage when tracking in this way.

Innate Spellcasting. The torden's innate spellcasting ability is Charisma (spell save DC 11). The torden can innately cast the following spells, requiring no material components:

At will: *faerie fire*, *find traps*

Wintry Stride. Moving through nonmagical difficult terrain costs the torden no extra movement. They can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, they have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. In addition, their movement is never adversely affected by snow or ice, and they can walk across a thin snow crust or thin ice without breaking through. A mounted torden can share this ability with a mount one size larger than himself.

ACTIONS

Multiattack. The torden attacks twice with its longbow, or twice with its lance and once with its gore.

Lance. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12+2) piercing damage. A lance attack against a foe 5 ft. away has disadvantage.

Longbow. *Ranged Weapon Attack.* +4 to hit, range 150/600 ft.,

one target. *Hit:* 6 (1d8+2) piercing damage.

Gore. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must succeed at a DC 12 Constitution saving throw or take an additional 7 (2d6) necrotic damage.

Harrowing Horn (Recover 5-6). The torden can conjure and sound a phantom trumpet. All horn effects have a duration of Concentration, to a maximum of one minute. This feature uses the torden's innate spellcasting DC. The horn can have one of the following effects:

Bless: All allies within 30 ft. who can hear gain the benefits of *bless*.

Bane: All enemies within 30 ft. who can hear are targeted by *bane*.

Pursuit: All allies within 30 ft. who can hear gain the benefits of *longstrider*.

BONUS ACTIONS

Track. A torden may make a Wisdom (Survival) check as a bonus action.

TORDEN HUNTMASTER

Medium monstrosity, neutral evil

Armor Class 14 (leather armor)

Hit Points 170 (20d8+80)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +4

Damage Vulnerabilities fire

Damage Immunities cold

Skills Perception +4, Stealth +9, Survival +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Sylvan

Challenge 7 (2,900 XP)

Eldritch Strikes. A torden huntmaster's weapon attacks count as magical for the purposes of overcoming resistance and immunity.

Faultless Tracker. A torden huntmaster can track foes who leave no tracks, even flying opponents or creatures affected by *pass without trace*. A torden huntmaster has disadvantage when tracking in this way.

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

At will: *faerie fire*, *find traps*, *fly* (self only, speed 30 ft.), *gaseous form* (self only)

1/day: *arcane eye*, *call lightning*, *control weather*, *ice storm*, *sleet storm*

Wintry Stride. Moving through nonmagical difficult terrain costs the torden no extra movement. They can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, they have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell. In addition, their movement is never adversely affected by snow or ice, and they can walk across a thin snow crust or thin ice without breaking through. A mounted torden can share this ability with a mount one size larger than himself.

ACTIONS

Multiattack. The torden huntmaster attacks three times with its longbow, or three times with its lance and once with its gore.

Lance. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12+4) piercing damage. A lance attack against a foe 5 ft. away has disadvantage.

Longbow. Ranged Weapon Attack. +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Gore. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must succeed at a DC 15 Constitution saving throw or take an additional 21 (6d6) necrotic damage. The tarden huntmaster's bite imparts a bitter chill. A target who takes necrotic damage has disadvantage on ability checks and attack rolls. At the end of each of the target's turns, they must succeed at a DC 15 Constitution saving throw to end the disadvantage.

Harrowing Horn (Recover 5-6). The torden huntmaster can conjure and sound a phantom trumpet. All horn effects have a duration of Concentration, to a maximum of one minute. This feature uses the torden huntmaster's innate spellcasting DC. The horn can have one of the following effects:

Air Walk: All allies within 30 ft. who can hear gain the benefits of *fly*, but with a speed of 30 ft.

Bless: All allies within 30 ft. who can hear gain the benefits of *bless*.

Bane: All enemies within 30 ft. who can hear are targeted by *bane*.

Haste: All allies within 30 ft. who can hear gain the benefits of *haste*.

Slow: All enemies within 30 ft. who can hear are targeted by *slow*.

BONUS ACTIONS

Track. A torden huntmaster may make a Wisdom (Survival) check as a bonus action.

Tordens are a race of savage hunters of the cold lands born of an ancient curse. Their legendary forebears, their names now largely forgotten, were once great hunters themselves but trespassed one too many times into the sacred woods of the elder druid circles. Mortally wounded when their erstwhile prey turned savagely upon them, and abandoned by their allies to their fate, they were taken by the druids to be reforged into living weapons upon their

former allies, hunting them as they had once hunted the beasts of the field and forest. They hunted well, terrorizing lands they once ruled and being branded outlaws and traitors, but upon returning with the spoils of their first hunt they saw no reason to stop hunting just because their creators and supposed masters were in view. Thus, the druids that made the first tordens also fell by the hand of their murderous creations, loyalty and obedience being of no moment. In time, the tordens forgot all allegiances but to one another. Even their own names were discarded as meaningless. There was only the hunt, and an undying hatred for the druids that cursed him to live for nothing else.

Tordens roam across all the cold lands, from the polar ice to the barren tundra, icy mountain ranges and chilly bogs, but it is the boreal forests they love best. They sometimes range into warmer temperate woodlands during the winter, but they rarely remain past the coming of spring. Some think them fey, transient spirits of winter's hunger and cruelty, but they are entirely natural creatures for all their unnatural lineage. They reproduce by spreading their curse (see sidebar), though rumors persist that some tordens can mate with ordinary women and that the children of such unions, always male, will manifest the curse upon reaching adulthood. In either case, most tordens have no qualms about spreading their curse, though they are careful to avoid creating too many hunters with whom they will have to compete. When a group grows too large the two strongest leaders split the clan and go their separate ways to ensure that every hunter will always have enough prey. Some tordens try to turn away from their legacy of death, confining their hunting to non-sentient beings and never passing along their curse, and some are solitary and do not pass on the curse simply because they despise the company of others and do not wish to share their kills, but most travel in packs.

Tordens are skilled warriors afoot, but they are almost always found mounted. Many use common mounts, such as horses or trained elk, sharing their wintry stride ability and allowing them to ride through dense and tangled woodlands and drifts of snow and treacherous ice at speeds impossible for most of their prey to match. Over the centuries since their creation, however, tordens have also developed a unique and almost empathic affinity for giant owls and winter wolves. These creatures are not servants but allies, as the tordens live among them and fight alongside them, using them sometimes as scouts or magnificent mounts. They share trophies, treasure, and meals alike with their inhuman comrades, as each understands the other is key to their mutual success in planning and executing a successful hunt.

The greatest and most bloodthirsty tordens become the fearsome huntmasters, leading their fellows in the scouring of the land and even racing in deadly hunts across the sky through the winter storms. Huntmasters typically lead from the rear of their fellows, raining deadly arrows in the thick of the fighting before diving in with leveled lance and tearing horns. Huntmasters are primarily focused on their own business and may not concern themselves with PCs unless they interfere with their hunt; of course, the malevolent huntmasters are just as likely to be encountered in the employ of someone willing to pay well to target the PCs.

Vodenjak

This gaunt ferryman is dressed in ragged, mud-stained shrouds of blackish green. His gnarled hands grip a stout pole of equal utility for walking or poling a skiff. His eyes are quick and appraising, his hair wild and white, and his smile decidedly unpleasant. A jangling roughspun satchel hangs at his side.

VODENJAK

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8+32)

Speed 30 ft., swim 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Skills Deception +6, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Sylvan

Challenge 6 (2,300 XP)

Amphibious. The vodenjak can breathe air or water.

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

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

At will: *animal friendship*, *disguise self*, *fog cloud*, *shillelagh* (duration of 24 hours), *speak with animals* (aquatic beasts only), *spray of water* (like *gust of wind* but water)

3/day: *divination*, *entangle*, *scrying*

1/day: *bestow curse*, *conjure animals* (summons two giant pikes), *polymorph* (aquatic creatures only)

Riverman's Bargain. Once per month, a vodenjak can grant a limited *wish* to a creature. It cannot grant a wish to another vodenjak or another creature capable of granting wishes. This wish is limited to duplicating the effects of a spell 6th level or lower, undoing or modifying an effect that can be affected by a wish, forcing a future die roll to be re-rolled, or effects of a similar scope. However, this wish always comes as part of a bargain, and the creature receiving the limited wish must agree to accept a *geas* from the vodenjak, which the vodenjak can invoke from any distance up to a year and a day after granting the wish. This specialized *geas* does not allow spell resistance or a saving throw, and if the *geas* is removed before the task specified by the vodenjak is completed, the benefits of the limited wish are immediately ended (or undone, if

the effect of the wish has already ended). If the wish cannot reasonably be reversed or negated, the wish recipient instead is affected as *bestow curse* (no saving throw) when the *geas* is broken. If the target is killed before the *geas* is completed, its soul is taken by the vodenjak as if it had successfully used its soul drinker ability. A vodenjak cannot have more than one riverman's bargain in effect at a time.

Soul Preserve. The vodenjak can assemble a collection of 10 or more soul essences. The vodenjak can sense when someone disturbs its collection, as the spell *alarm*. As an action, the vodenjak can use *word of recall* to return to its collection, though doing so destroys 1d4-1 soul essences. The range of these abilities is unlimited provided the vodenjak has a clear path to the collection, which can be through water but not solid barriers. A vodenjak's collections are often hidden in the open on remote sand or gravel bars or on tiny uninhabited islets so they are not disturbed.

Soulchemist. A vodenjak can use soul essence to craft potions as if it knew all druid spells of 1st to 3rd level. Crafting a potion requires 8 hours of work and frees the trapped soul essence. These potions retain their potency for one week and then evaporate into nothingness.

ACTIONS

Multiattack. The vodenjak makes three melee attacks.

Staff. *Melee Weapon Attack.* +6 to hit (+5 without *shillelagh*), reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage, or 9 (2d6+2) without *shillelagh*. On a critical hit, a target of Medium or smaller size must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, if the vodenjak chooses; on a failure, the target is shoved 10 ft. and knocked prone.

Change Shape. The vodenjak magically polymorphs into a giant pike fish, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the vodenjak's choice). In a new form, the vodenjak retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Soul Drinker. The vodenjak can try to extract the soul of a dying or suffocating creature adjacent to it, drawing it forth as a liquid and storing it in an open container, such as a goblet, chalice, or teacup. The creature must succeed at a DC 14 Wisdom saving throw or die. A creature that is underwater has disadvantage on this save. Using a spell on someone whose soul has been taken is difficult; casting *raise dead*, *speak with the dead*, and the like, requires a DC 14 Wisdom check or the spell is wasted. Destroying the soul essence removes this difficulty.

Speak with Soul Essence. The vodenjak can use *speak with the dead* to interrogate any of the souls in its possession. It may divide up

the questions among several souls.

Consume Essence. The vodenjak drinks one soul essence, gaining the benefits of *false life*, and the essence is destroyed.

Sip. The vodenjak tastes one of its essences, and gains *guidance*.

REACTIONS

Drowning Soul. The vodenjak uses soul drinker on a creature within 30 ft. that is drowning.

Vodenjaks are supernatural ferrymen, sometimes called *vodnik* or *vodianow*, closely related to hags though always excluded from their covens. Like hags, they often wander in disguise through settled lands, plying their wares and offering temptation to the unwary. Unlike hags, however, vodenjaks have no interest in devouring the creatures they inveigle with their cunning. Instead, they are far more interested in a creature's soul.

Vodenjaks stay close to rivers, lakes, and marshes, sometimes using their phantom skiffs to speed passengers from place to place. They often ask a dear price for passage, and can be swift and sure in their transit, but often they will simply ask for whatever payment their passengers wish. Those who deal generously with a vodenjak will have few problems, but those that seek to cheat or insult him draw his ire and often cause him to disperse the phantom skiff in the midst of a journey, often amidst dangerous waters or when hungry aquatic predators have gathered about in his wake (including those the vodenjak summons himself).

Vodenjaks enjoy riddling talk and may challenge passengers to contests of boasting, riddles, or storytelling to pass the time on

their journey. They will also offer to read the fortune of passengers, telling them what may come to pass. Their divinatory gifts are real, but how much they offer and how truthful they are about what they see depends on their opinion of their passenger. The same is true of their offers to craft magical potions, as they may slip poison into the vials of customers that have angered them. A vodenjak always feigns friendliness and never shows anger outwardly unless he is ready to attack. Their powers of temptation go beyond potion-making and divination to the granting of small wishes, but always bound up with a promise of service on the vodenjak's behalf.

All of a vodenjak's affable pretensions work to the goal of gathering souls, which it collects as others might collect fine wines. They use these souls as ingredients in their potions and for their personal power, but mostly they love the sense of control over mortal life and death, and the satisfaction of luring someone into giving up a portion of their soul willingly. A vodenjak has the power to seize it by force at the moment of dying, but gaining them through guile is far more delicious. Vodenjaks are very protective of their collections and will attack in a fury anyone who threatens to disturb their soul containers.

GIANT PIKE

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10+12)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	1 (-5)	12 (+1)	2 (-4)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the pike can't bite another target.

Swallow. The pike makes one bite attack against a Medium 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 pike, and it takes 5 (1d10) acid damage at the start of each of the pike's turns. The pike can have only one target swallowed at a time. If the pike dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



Wiitikowan

(Lesser Wendigo) (Template)

The lined and weathered features of this tribal hunter are wracked into a feral rictus, as blood drips from his lips and hands, painting the tips of cruel antlers twisting up from his skull. He draws his bow with practiced skill, ready to rain death upon his targets and commence a bloody feast upon their flesh.

SAVAGE HUNTER

Medium humanoid, neutral

Armor Class 14 (studded leather)

Hit Points 156 (24d8+48)

Speed 30 ft.

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

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 8

Languages Common, Halat

Challenge 4 (1,100 XP)

Mobility. The savage hunter can take the Dash action as a bonus action on each of its turns.

Reckless. At the start of its turn, the savage hunter can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Trackless. The savage hunter no longer leaves tracks that can be followed without magic.

Wendigo Fever. The savage hunter suffers disadvantage on Wisdom ability checks, and is frightened in the presence of the wiitikowan.

ACTIONS

Multiattack. The savage hunter makes two melee weapon attacks or two ranged weapon attacks.

Battleaxe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage, or 6 (1d8+2) if wielded one-handed.

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

Longbow. *Ranged Weapon Attack.* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

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

WIITIKOWAN POLAR BEAR

Large fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 56 (7d10+28)

Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	1 (-5)	13 (+1)	3 (-4)

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed, frightened

Skills Perception +3, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1,100 XP)

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



Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

Regeneration. The wiitikowan regains 10 hit points at the start of its turn. If the wiitikowan takes fire or radiant damage, this trait doesn't function at the start of the wiitikowan's next turn. The wiitikowan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

ACTIONS

Multiattack. The polar bear makes two attacks with its bite or claw.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	1 (-5)	12 (+1)	2 (-4)

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed, frightened

Skills Perception +3, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.



Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 11. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowans quarry.

Regeneration. The wiitikowan regains 10 hit points at the start of its turn. If the wiitikowan takes fire or radiant damage, this trait doesn't function at the start of the wiitikowan's next turn.

WIITIKOWAN RAVEN

Tiny fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed fly 60 ft.

The wiitikowan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

ACTIONS

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and the target is exposed to wendigo fever. On a critical hit, a wiitikowan's bite deals triple damage rather than double.

A wiitikowan is the result when a living creature is spiritually consumed by a raw and hungry spirit of nature. Most common in cold, harsh lands where humanity and its kin sometimes teeter on the edge of relapsing into savagery and even cannibalism in order to survive, a wiitikowan may also arise as a result of a powerful curse. In any case, its appearance is wild yet haggard, its hair, fur, or feathers matted and its skin scarred and tattered (or, in rare cases, completely falling out and leaving the victim utterly bald), scarcely hiding its bulging muscles within. Its mouth is always bloody as though continually in the midst of a feast of carnage. Its eyes hold a feral supernatural gleam and its feet end in bloody stumps or sometimes bony claws, the flesh melting away into a cold mist.

A creature that has begun to succumb to the wiitikowan curse but has not yet fully lost their mind and soul may appear totally normal, but will periodically be stricken with a hungry blood rage that causes them to undergo a savage transformation, like the **savage hunter** above. At first this change is temporary and the accursed creature returns to normal when the transformation abates, with no recollection of their actions while transformed. If their curse can be removed before their original mind and personality are utterly gone, they can sometimes be redeemed and rescued from their accursed fate. If not, they are doomed to hunt as a wiitikowan forever.

BECOMING A WIITIKOWAN

Wiitiwowan is a template that can be applied to a beast, humanoid, or monstrosity.

Challenge Rating: If the base creature does not possess class levels, innate spellcasting, or spellcasting, increase the challenge by +2. Do not recalculate the creature's proficiency bonus.

Type: The creature becomes a fey.

Alignment: The creature becomes chaotic evil.

Abilities: Modify the creature's Strength by +2, Dexterity +2, Constitution +2, Intelligence -4 (minimum 1), and Charisma -4 (minimum 1).

Armor Class: If the creature has natural armor, increase its value by 1. If the base creature was wearing light armor, it instead gains natural armor with an Armor Class of 10 + the creature's Constitution modifier (minimum 1) + the creature's Dexterity modifier. If the creature wears medium or heavy armor, or armor of an unusual nature (such as a magic item), it retains that armor.

Hit Dice: The creature gains two additional Hit Dice added to its hit points.

Speed: The creature gains a flight speed of 60 ft. and loses other forms of movement.

Damage Immunities: Cold.

Damage Vulnerabilities: Fire.

Condition Immunities: Charmed, frightened.

Attacks: The creature gains, as an action, a bite attack, if it does not already possess one. The base damage is equal to one of its Hit Dice. If the wiitikowan's CR is 3 or higher, it is equal to two Hit Dice; three Hit Dice if equal to 6 or higher; four hit dice if equal to 11 or higher.

If the creature already has a better bite attack, use the better numbers. On a hit, the bite deals piercing damage and exposes the target to wendigo fever (see below). On a critical hit, a wiitikowan's bite deals triple damage rather than double.

Nightmare Stalker. As an action, a wiitikowan can designate a creature within 120 ft. as its quarry. It has advantage on Perception (Wisdom) and Survival (Wisdom) checks to detect its quarry. Each night, the wiitikowan can contact its quarry in its dreams. Each night, the victim must succeed at a Wisdom saving throw with a DC of 8 + the wiitikowan's proficiency bonus + its Wisdom modifier. If the victim succeeds three nights in a row, they are no longer treated as a quarry and cannot be contacted again. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. If the target fails the saving throw, they are frightened in the presence of the wiitikowan for 24 hours. A victim who fails the saving throw has dreadful visions unless they are immune to being frightened. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the victim becomes a wiitikowan. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic, or until the victim completes a long rest after they are no longer the wiitikowan's quarry.

Regeneration. The wiitikowan regains 10 hit points at the start of its turn. If the wiitikowan takes fire or radiant damage, this trait doesn't function at the start of the wiitikowan's next turn. The wiitikowan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Taste of Terror. A wiitikowan is aware of the direction and approximate distance of any creature within 1 mile that is

frightened. A wiitikowan can see any creature within 60 ft. that is frightened and pinpoint its location even if the creature is obscured.

Wind Walker. A wiitikowan may *wind walk* as a bonus action, affecting itself. In addition, a wiitikowan's movement, attacks, and senses are never impeded by wind or by natural or magical weather effects, including *fog cloud* and *sleet storm*.

Proficiencies: A wiitikowan adds double its proficiency bonus to Dexterity (Stealth) and Wisdom (Survival) checks.

WENDIGO FEVER

Each night at sunset, the exposed creature must succeed at a DC 13 Constitution saving throw or suffer the effects of wendigo fever. On a failed saving throw, the creature suffers disadvantage on Wisdom ability checks for 24 hours, and becomes susceptible to a savage transformation. The affected creature must succeed at a DC 13 Wisdom saving throw or be overcome with an insatiable hunger for the flesh of its own kind, being compelled to stalk and kill the nearest creature of its own race and feast upon its flesh. As soon as the afflicted creature eats the flesh, it gains the following traits:

- **Senses.** Darkvision 60 ft.,
- **Reckless.** At the start of its turn, the creature can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

- **Trackless.** The creature no longer leaves tracks that can be followed without magic.
- **Attacks.** If the creature normally has a bite attack, it gains the damage and critical hit multiplier of a wiitikowan, if that would improve its attack.

If the creature is a humanoid or similar creature lacking natural weapons, it may gain one or more attacks:

d%	Result
01-25	no additional attack gained
26-50	bite attack gained (damage and critical hit multiplier as a wiitikowan)
51-70	gore attack gained (the base damage is equal to one of the creature's Hit Dice)
71-95	claw attack gained (the base damage is equal to one of the creature's Hit Dice)
96	bite and gore
97	bite and claw
98	claw and gore
99-00	bite, claw, and gore

If the creature has the ability to make multiple attacks with the attack action, it may substitute bite, claw, and gore attacks for other melee attacks.

This transformation last for 1d4 hours, after which the afflicted creature returns to normal with no memory of events that transpired while affected by this effect.



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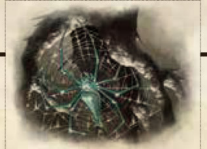
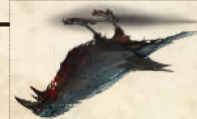
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Arctic Harpspider



Green Child



Gruen



Húisi



Maniitok



Orruol



Polevik



Torden



Dodenjak



Wíítikowan

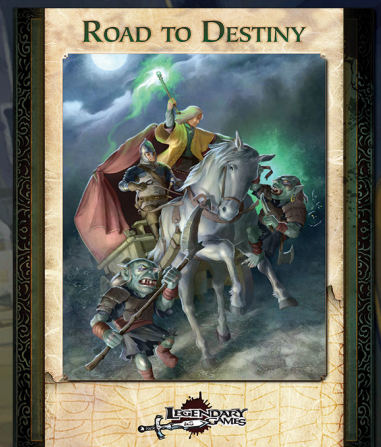
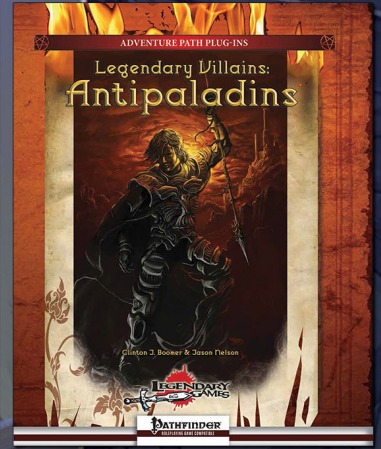
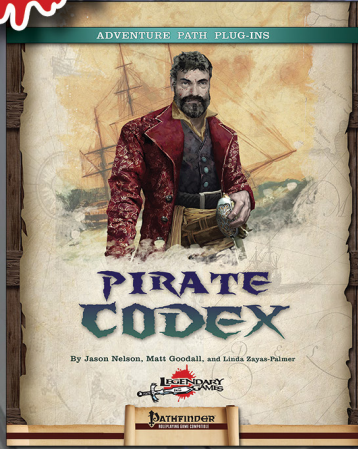
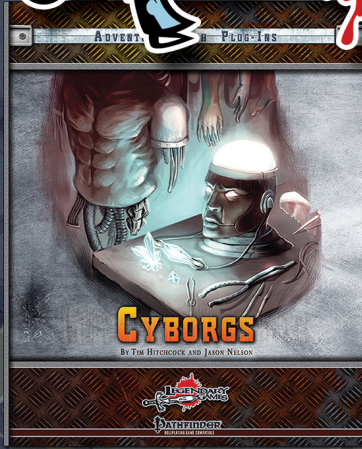
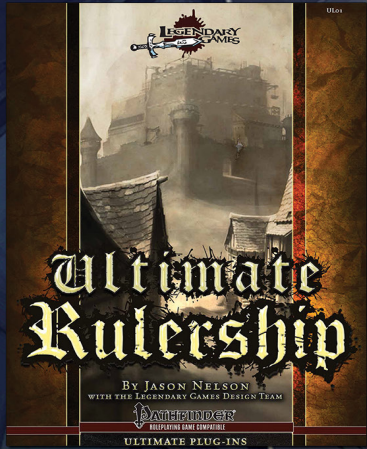


Mountain Raven



Dire Wolverine

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