

Curious Creatures of the Frostlands



Bob Gropenstein

by Chad M. Lensch

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Credits

Writing, Layout, and Page Background:

Chad M. Lensch, @ddsDnD

Front Cover Artist:

Grim Press, [Phoenix #4 \(snowbird\)](#), @TheGrimPress

Editor:

John D. Parker, @johnnyopie

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Curious Creatures of the Frostlands

The frostlands of Fenrilik are desolate, unforgiving, and severe; however, there are creatures that call this frozen wasteland home. Various tribes speckle the domain, and even a few towns have sprung up, despite the harsh conditions.

There are others that thrive in the cruel landscape of the frostlands—those that do not find solace in civilization, but desire to live in the unmerciful places of ice and snow. Creatures capable of living in such grim circumstances are innately durable—some incredibly dangerous.

This resource presents but just a few of the monsters rumored to exist in the frostlands of Fenrilik. Use the following monsters as inspiration for encounters or quests in your own group's adventures.



Boreal Spiritbirds

Boreal spiritbirds are one of the rare beauties found in the wastes of the frostlands. The wayfaring adventurer who sees one is fortunate for witnessing such beauty and, perhaps more so, for the warning its presence portends—danger lurks by.

Guardian Spirits. The boreal spiritbird is the embodied spirit of an admirable person who died within the frostlands of Fenrilik. Their spirit is unwilling to leave this plane of existence and enters the form of the boreal spiritbird until its purpose is complete. It seeks to advance its principal goals when it can but is careful to not endanger its precious second chance at completing its objectives. Once its goal is achieved, it slowly dissolves into blowing snow that briefly resembles its satisfied original form before floating away.



BOREAL SPIRITBIRD

Small fey, neutral good

Armor Class 15

Hit Points 60 (8d6 + 32)

Speed 20 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 16 (+3) | 10 (+0) | 14 (+2) | 18 (+4) |

Skills Stealth +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 3 (700 XP)

Frost Aura. Any creature that touches the boreal spiritbird or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

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

Spirit Release. Upon the spiritbird's death, the spirit, anguished from failing its quest, releases an eruption of cold. Each creature in a 20-foot radius must make a DC 14 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much on a successful one.

ACTIONS

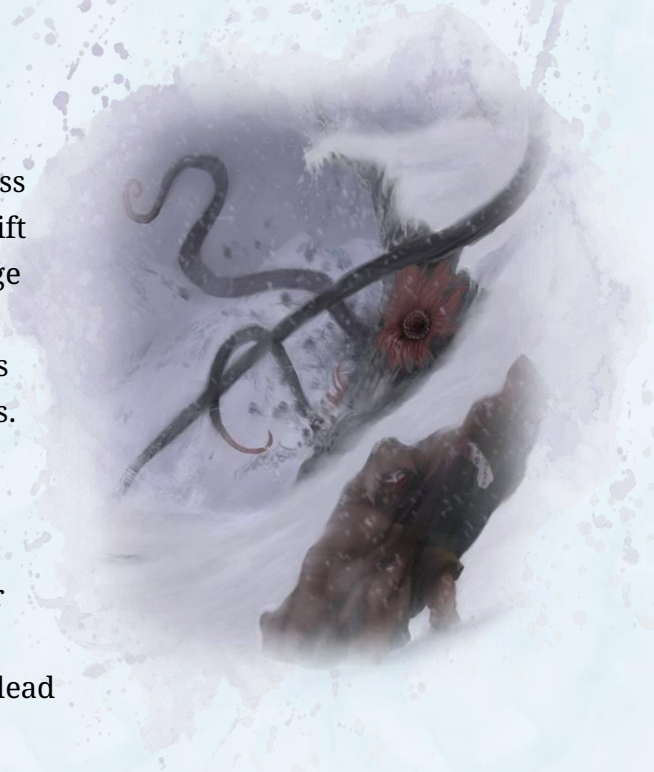
Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus 3 (1d6) cold damage.

Wing Attack (recharge 5-6). The spiritbird beats its wings. Each creature within 10 feet of the spiritbird must make a DC 14 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Drift Lurkers

Nothing creates feelings of paranoia and terror as the prospect of a drift lurker attack. Few adventurers witness the flailing tentacles and sharp-toothed mouth of the drift lurker and live to tell about it. Lurkers have a wide range of color variations: olive-green, red-brown, and black. However, the most feared are the albino drift lurkers, as they are even harder to see in the snow of the frostlands.

Strange Adaptation. Rather than resisting cold, the metabolism of drift lurkers creates a scorching internal heat, which allows them to stay warm and tunnel under the snow with ease. Tall tales abound of adventurers killing a drift lurker so they could climb into its warm, dead body to survive a blizzard.



DRIFT LURKERS

Large monstrosity, neutral evil

Armor Class 20

Hit Points 99 (12d10 + 33)

Speed 15 ft., burrow 15 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 8 (-1) | 17 (+3) | 5 (-3) | 16 (+3) | 4 (-4) |

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses tremorsense 120 ft., passive Perception 13

Languages -

Challenge 5 (1,800 XP)

Ambusher. The drift lurker is adept at surprising its enemies from under the snow. The drift lurker gains advantage when rolling initiative. In addition, it has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit against that creature is a critical hit.

Snow Glide. The drift lurker can burrow through snow and ice. While doing so, it doesn't disturb the material it moves through.

ACTIONS

Multiattack. The drift lurker makes 4 melee attacks, of which only one can be a bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lurker can't bite another target.

Swallow. The drift lurker 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 lurker, and it takes 10 (3d6) fire damage at the start of each of the lurker's turns. It can have only one target swallowed at a time. If the drift lurker dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Whipping Tendrils. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, plus 4 (1d6) fire damage.

Fenrilik Oozes

Fenrilik oozes are a living contradiction of the frostlands; not only are they able to maintain their gel-like state in temperatures that would easily freeze other oozes, but they have also adapted to thrive in the frozen regions of Fenrilik.

Opportunistic. Even though Fenrilik oozes can survive out in the open tundra, they do best in sheltered areas such as caves, ravines, and tunnels, where other creatures hide to gain relief from the cold. It is in those places, they hide in plain sight, disguising themselves as a patch of ice, and wait to spring their frigid attacks on unsuspecting victims.

Cooperative Melding. Life in Fenrilik is tough, and at times, a “knot” of small oozes (a group of 4 or more) willingly mass together into a common large ooze to help one another survive.

Taslenh Controversy. The Taslenh are torn on how they feel about the Fenrilik oozes; some see them as an abomination worthy of extermination, while others wonder if somehow, they are precursors to their current forms. There are whispers of cults that worship the oozes in the darker corners of Taslenh societies.

SMALL FENRILIK OOZE

Medium ooze, unaligned

Armor Class 10

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 13 (+1) | 8 (-1) | 16 (+3) | 1 (-5) | 6 (-2) | 2 (-4) |

Skills Stealth +1

Damage Resistances acid, piercing

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/2 (100 XP)

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

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of snow or patch of ice.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must make a DC 12 Constitution saving throw, taking an additional 2 (1d4) cold damage on a failed save, or half as much damage on a successful one.



LARGE FENRILIK OOZE

Large ooze, unaligned

Armor Class 10

Hit Points 84 (8d10 + 40)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 15 (+2) | 4 (-4) | 20 (+5) | 1 (-4) | 6 (-2) | 2 (-4) |

Damage Resistances acid, piercing

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

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

False Appearance. While the ooze remains motionless, it is indistinguishable from a large pile of snow or a patch of ice.

ACTIONS

Multiattack. The ooze gets two melee attacks.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage, and the

target must make a DC 14 Constitution saving throw, taking an additional 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 10 (3d6) cold damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) cold damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

A creature within 5 feet of the ooze can take an action to pull a creature or object out of the ooze. Doing so requires a successful DC 13 Strength check, and the creature making the attempt takes 10 (3d6) cold damage.

Fuzzballs

Fuzzballs are small creatures with thick white hair. They are most active at dawn and dusk and do well in low-light environments due to their overly-large eyes. The fuzzballs are able to pull their legs up to their body and roll at surprisingly high speeds.

Habitat. Fuzzballs can be found anywhere in the frostlands of Fenrilik, but large concentrations of fuzzballs live in the caverns of Tobor Gorge. Not only are they able to live in harsh arctic conditions, but they also thrive in towns, where their natural predators won't go.

Adoration. Humanoids who live in Fenrilik have grown to love the endearing creatures. The krampek of Mistpool appreciate the fuzzballs' natural hatred of the skerrai, and have even domesticated them for pets, guards, and message-carriers. Those with means in Fenrilik yearn to have one as a trained pet, as a status symbol.

FUZZBALL

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4 + 1)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 1 (-5) | 17 (+3) | 12 (+1) | 6 (-2) | 14 (+2) | 16 (+4) |

Skills Perception +4, Stealth +5

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 1/8 (25 XP)

Escape. The fuzzball can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

ACTIONS

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

Adorable Expression. The fuzzball attempts to distract a humanoid that can see it within a 20-foot range. The target must succeed on a Wisdom contest against the fuzzball's Charisma, or gains disadvantage on attack rolls. At the end of the target's turn, it can attempt the contest again. On a successful result, the target is no longer distracted, and cannot be affected by the Adorable Expression again until the dawn of the next day.

SWARM OF FUZZBALLS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 10 (+0) | 17 (+4) | 12 (+1) | 6 (-2) | 12 (+1) | 14 (+2) |

Damage Resistances cold, bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Escape. The swarm of fuzzballs can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Adorable Expression. The swarm of fuzzballs attempts to distract a humanoid that can see it within a 20-foot range. The target must succeed on a Wisdom contest against the fuzzball's Charisma, or gains disadvantage on attack rolls. At the end of the target's turn, it can attempt the contest again. On a successful result, the target is no longer distracted, and cannot be affected by the Adorable Expression again until the dawn of the next day.



Fuzzball
(actual size)

Ice Golems

It is rumored that ice golems are the result of forced experimentation from wizards and scholars captured by the skerrai, to create tireless foot soldiers for the expansion of their influence.

Many Forms. The appearance of ice golems is as diverse as the shapes of a snowflake. Some have very symmetrical, geometric forms, while others have erratic and disorganized appearances. Lately, there have even been ice golems that appear as escheks, skarrai, and krampek. Naturally, the Taslenh despise them and consider them to be abominations.



ICE GOLEMS

Medium construct, unaligned

Armor Class 12

Hit Points 50 (8d8 + 14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 14 (+2) | 6 (-2) | 14 (+2) | 1 (-5) | 6 (-2) | 2 (-5) |

Damage Vulnerabilities fire

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 4 (1,100 XP)

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

False Appearance. While the golem remains motionless, it is indistinguishable from a large cluster of icicles.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Melt. While in an area of extreme heat, the golem loses 3 (1d6) hit points at the start of each of its turns.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes 3 melee attacks.

Stabbing Punch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) cold damage.

Ice Spear. *Ranged Weapon Attack:* +0 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) cold damage.

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