

TEN MONSTERS TO RUIN
AN ADVENTURER'S DAY

AND A FEW THINGS TO
MAKE IT BETTER

A VORPAL TALES
SUPPLEMENT

CREDITS



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CHAPTER ONE: MONSTERS TO RUIN AN ADVENTURER'S DAY

Excerpt from the journal of Naan D'Chuck of the Nine Deaths, Chef Knight Wanderer:

The Nine Deaths remembers in his younger days when his older half-brother asked him to venture into the frozen wastes of Fenrilik and setup the beginnings of one of his teahouses. It was a harrowing adventure, but once nestled in the market square of Kovokimru. The Nine Deaths heard all manner of strange tales about the awful creatures that lay wait in the dreadful snow-covered lands. Tales of cubes that would eat a boat and vile fire lords that dwelled in the depths. The Nine Deaths wished to never leave the tea house. They transferred out of there as soon as they could, never looking back...until much later with a silvered sword.

DAYS RUINED

Fenrilik is a dangerous place. Stepping out one's door is an achievement in of itself. Yet, it is safe to say that Fenrilik is beautifully dangerous with its pristine snows, glistening ice flows, and lumbering terrors that threaten to take even the most mundane of days into the darkest depths of utter terror.

With that in mind, whether a resident in Kovokimru, or an adventurer out on the wastes, each moment is graced with the care and thought that the snow drift just upon the rise could eat you, or the mountain off in the distance is a slumber god that could wake at any moment.

Needless to say, any day - any moment for that matter - could be one's last, therefore special care should be taken with as one treads through the Frostlands of Fenrilik.

There are the commonly known monsters, as in, everyone knows about a Crawling Glacier, or a Skerrai. But what about the monsters rarely seen, or only heard about in stories. Do the books and tomes consulted often ever speak about a Misguide Mimic? No? Just the normal ones? Well then, perhaps it is best to always consult even the weirdest tomes, or listen to those strange stories told by the old out of work cobbler who just sits on his stoop all day and gets drunk down in the tavern every evening. Seek out the rumors and oddities that no one dares talk

about; that no one thinks to consider. Sit down with the crazed old woman who swore she saw an iceberg sink a boat out on the lake. Eye the wizened barkeep who was once told a story about how the hot springs are kept warm by an ancient creature even from before the Titanwar.

These are the things to consider, the wild unknowns, the strange gossips, the ludicrous notions if one hopes to survive the Frostlands. These are no common lands, even by abnormal standards.

Herein lies a series of tales, a grouping of weird references rarely found outside of the most unique tales or tomes. These are the creatures villagers and the like are scarred to tell about as they suspect no one will believe them. Should you meet one of these deadly creatures in the wild, make sure every sword was sharpened the night before. Take care to polish the armor before going to bed. Expend every spell as if life itself depended upon it. Be prepared to risk everything to survive, not only the frostlands, but the strange creatures that it bares. These are no ordinary creatures.

What follows are ten monsters that will completely ruin the unprepared adventurer's day...

FENRILIK FENNEC

There is a legend that a family of ancient Vulpes migrated to Fenrilik long ago and the first Eschek took care of these creatures, and in exchange they worked as guides and hunting companions. Well adapted to the tundra, few visitors will ever see one of these creatures, but a skilled hunter might be able, and even attempt to tame one.

Some tell the tale of an old ranger who had grown long in the tooth. He had ranged upon and down, hunting the most deadly of beast keeping the nearby village safe. One day he happened upon one of these vulpes caught in a trapper's bear trap. The hunter freed the fennec who was happy to be free.

Yet the trapper was angry as he wanted the prize of the fennec himself. He struck the ranger when they were not looking, and sought to kill him. However the fennec returned the ranger's kindness by tearing the trapper's throat out.

The hunter ranged the rest of his days knowing he had a friend watching, lurking in the woods, making sure he was safe.

FENRILIK FENNEC

Medium beast, neutral

Armor Class 14

Hit Points 36 (6d6 + 12)

Speed 40 ft., Burrow 15ft. (snow only)

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

Saving Throws Dex +6, Wis +6

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

Damage Immunities cold

Condition Immunities prone

Senses Darkvision 60 ft., Tremorsense 15ft. passive Perception 15

Languages understands common but cannot speak.

Challenge 1 (200 XP)

Being of Snow. The Fennec seems to almost become one with the surrounding terrain and has advantage on all Dexterity (Stealth) checks to hide, and may do so as a bonus action. Additionally, attempts to track the Fennec are done at disadvantage.

Keen Senses. The Fennec has advantage on Wisdom (Survival) checks to locate an object or creature as long as they can establish a scent.

Fenrilik Wildlife. The Fennec has evolved to be at

home on this continent. It does not suffer the adverse effects of extreme cold climates.

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

ACTIONS

Multiattack The Fennec can make two claw attacks. If they both hit, it may immediately use a bite attack as a free action.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 2) piercing damage.

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

MISGUIDE MIMIC

Some individuals are good with dealing with their problems directly; others let nature take its course. Mimics are no different. While a typical mimic is content with waiting and spring their trap upon unwary adventurers, Misguide Mimics prefer to let nature do their dirty work for them. Often they will disguise themselves as a journal giving vivid clues to safe havens, or act as a makeshift sign pointing to safe harbor. In reality, the mimic is merely guiding the unwitting to a trap or precarious situation, thus allowing the misguide mimic to ease in after the carnage has taken affect and pick the corpses clean. At the least, misguiding adventurers allows the mimic to easily get the drop on them, giving the misguide mimic the advantage.

It is common for the Misguide Mimic to find its way to part of a dungeon, just a few rooms or feet from a trap, or very dangerous area. The Misguide Mimic will post up as a sign pointing to this area as a safe haven, or fall to the ground as a torn note from a journal, or even a complete journal itself, reciting how an adventurer had found refuge in this area. It will then lie in wait for an unwitting wandering adventurer to read its pages, be compelled by the misguide mimics naturally exuding assurances, and follow the adventurer to their doom. The Misguide Mimic will then pick apart the adventurer as it has maimed itself in a trap or bludgeoned by the club of an ogre.

MISGUIDE MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 12)

Speed 15 ft.

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

Saving Throws Con +5, Int +3

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone, restrained

Senses Darkvision 60 ft., passive Perception 11

Languages understands common but cannot speak.

Challenge 1 (200 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies. The Misguide Mimic prefers the form of either signs or journals, as to send unwitting adventures into nearby danger.

Persuasive. The directions that a Misguide Mimic gives are incredibly persuasive, giving any creature that reads its directions a compulsion to follow them. (Insight DC 13). Ability checks suspecting the directions as disingenuous have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 1) bludgeoning damage.

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

RIMEATRICE

The chicken is a hardy bird. Even the frosts of Fenrilik are not enough to abate this foul's existence. Chickens are raised for both their meat and eggs. However, sometimes a foul or two gets free and roams the ice wastes managing to peck and claw the few seeds and morsels that are to be found buried in the less frozen dirt.

However, there are many foul things that are not a chicken that roam the frozen wastes, and they corrupt in all manner of ways. Sometimes both a foul and the foul cross paths and whatever such a result might end in for the chicken, sometimes an egg gets laid there in the snow and ice. The foul corruption wraps itself around that egg and eldritch things happen.

That egg will hatch into a most foul of foul. Filled with the chill of malice and the bitter avarice of knowing nothing but corruption and cold all of its life, the creature knows enough of its existence to wantonly seek to bite and nibble anything it can get its beak into in order to spread the corruption of cold the bore it to life. Piercing the darkness with its magically reflective eyes, it seeks whatever prey it can find, digging in its sharp teeth made of cold, corrupted ice.

A Rimeatrice is much like its cockatrice cousin, however, the rimeatrice has a terrible bite that infects the wound with the frozen foulness the rimeatrice has known all its life. Instead of petrifying the victim the rimeatrice's bite will cause frostbite to set in with hardly a method to abate it. Fanning out from the bite wound, the victim will slowly be overcome with blackened, frostbitten flesh.

Its a fate that lasts a whole day. The victim is just barely alive enough to know the terror that is being frozen in place. Should anything brush against the frozen stature of frostbitten flesh, sometimes those bits fall off. This only adds to the notion of returning to flesh with less than the victim went in with.

Thus the old saying goes, "beware a chicken in the wild" for it might not be a chicken at all. Many an adventure thinks to make quick coin by helping out a village who might ask to do away with the cold foul menace. However, one should never underestimate the dreadful bite of the Rimeatrice. Quick and immune to the cold the birthed it, some say that it can bite even fire to freeze it. Though this be an unfounded claim, more than one wizard has been found frostbitten in the wastes in the at of their somatic gestures some say were about to cast a fire-based spell.

Beware foul places of corruption. Should you find an egg in the snow, crush it beneath a boot, as it might just be something most foul. Beware chickens in the wild.

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	2 (-4)	13 (+1)	5 (-3)

Saving Throws Con +5, Dex +3

Senses Darkvision 60 ft., passive Perception 11

Damage Immunities Cold

Languages understands common but cannot speak.

Challenge 2 (450 XP)

ACTIONS

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

The target must succeed on a DC 13 constitution saving throw against being magically petrified via frostbite. On a failed save, the creature begins to turn to become stiff as their body starts to become frozen and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is frostbitten and frozen in place for 24 hours

RIMEATRICE

RIME CUBE

Along the shores where the fishing is good, as well as deep in the Tobor Gorge where raft riding is common; there is a tale of the ‘living iceberg’. While some may debate the notion of what is living, those that survive the tale can tell of the creature not being an iceberg at all.

Though a rare occurrence a gelatinous cube has been known to find its way out of a dungeon. Perhaps even a piece of a crawling glacier breaks off and decides to do its own thing. Whatever the case may be, that cube finds its way to the icy waters of Fenrilik. Their naturally acidic make up keeps them from freezing and eventually they become used, even immune to, the cold.

The rime cube floats along swaying in the currents, carried along with the drift much like an iceberg might be. They feed on the fish and other creatures in the water. However, the rime cube has a strange predilection for wood. No one is quite sure how they develop this strange taste, for lack of a better term. Just as a gelatinous cube knows that the halls of a dungeon mean tasty morsels will soon come around, the rime cube innately knows the hull of a boat means tasty morsels are just within a pseudopod’s reach.

Upon bumping into what it knows to be wood, the rime cube will begin to secrete its acidic ‘drool’ burning through the hull, often causing them to sink. The creature will then move against anything that falls into the water, engulfing it, breaking it down with its chill acid. The only thing that seems to stave off the cube is, as the old saying goes, kill it with fire.

RIME CUBE

Large ooze, unaligned

Armor Class 19
Hit Points 96 (12d10 + 52)
Speed 15 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Str +6, Con +7
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Damage Immunities Cold, Acid
Damage Vulnerabilities Fire
Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 8
Challenge 8 (3900 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube’s Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 18 (5d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Translucent. Even when the cube is in plain sight, it takes a successful DC 18 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. The cube typically is only found in cold, frozen waters and will appear as a piece of ice floating in the water. The Rime Cube floats along until it bumps into a creature or object (most likely a boat with creatures on it). It will immediately begin to engulf the object or creature with its acid. Its acid attack will immediately start to burn through whatever touched the cube. A creature that tries to enter the cube’s space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 21 (6d6) damage; half the damage is cold, the other acid.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures’ spaces. Whenever the cube enters a creature’s space, the creature must make a DC 14 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature’s space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can’t breathe, is restrained, and takes 30 (8d6) acid damage at the start of each of the cube’s turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

PLUME LORD

Large civilizations are rare on Fenrilik as the cold winds and freezing temperature prevent complacency. The city of Kovokimru seems to be the main exception and its formation can be credited in large part to Stazadlov, the wellspring. Considered a sacred site, its waters warm the region, irrigate its farms, and nourish its people. It is the largest hot spring on the surface of the continent.

The citizens have never questioned why this wellspring sprung up, or what fuels it and keeps it hot year after year. The most inquisitive have just assumed it's a geothermal current deep underground that over the centuries has wormed its warmth up to the surface. It is possible there might be a volcano below and in a thousand years it will erupt.

The truth could not be more different, or more dangerous.

The Titans think themselves the original beings, but before them were primordial essences. The progenitors of energy. Ancient powers that lived, created, fell dormant, and became forgotten before the Titans were formed. One such being exists deep beneath the ice of Fenrilik and has begun to be awoken.

It is believed that a Plume Lord is what the Skerrai are so desperately looking for. Another cause for its awakening could be the exploration and digging into the Tobor Gorge.

PLUME LORD

Gargantuan elemental, neutral

Armor Class 18 (natural armor)

Hit Points 420 (20d20 + 220)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	28 (+9)	5 (-3)	20 (+5)	17 (+3)

Saving Throws Str +14, Wis +12, Cha +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire Poison

Condition Immunities Charmed, Deafened, Exhausted, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., Tremorsense 120ft., passive Perception 18

Languages --

Challenge 23 (50,000 XP)

Empowered Attacks. The Plume Lord's attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

Heat Aura. The Plume Lord gives off an immense warmth that prevents the manifestation of any cold magic or magical items that produce cold effects. Additionally any creature with the Cold Dependent Trait is affected adversely.

Illumination. The Plume Lord sheds bright light for 30ft. And dim light for an additional 60ft. after that.

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

Innate Spellcasting. The Plume Lord's innate spellcasting ability is Constitution (spell save DC 22, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Heat Metal, Stone Shape, Wall of Fire

3/day each: Bones of the Earth, Destructive Wave, Teleport

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

ACTIONS

Multiattack. The Plume Lord makes two slam attacks, two boulder hurls, or a combination of the two.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 9 (3d6) fire damage.

Boulder Hurl. *Ranged Weapon Attack:* +12 to hit, range 120ft., 5ft. radius based on a point. *Hit:* 27 (4d10 + 7) bludgeoning damage plus 9 (3d6) fire damage.

Summon Elementals (1/Day). The Plume Lord summons up to three total fire & earth elementals and loses 30 hit points for each elemental it summons. Summoned elementals have maximum hit points, appear within 100 feet of The Plume Lord, and disappear if The Plume Lord is reduced to 0 hit points.

LEGENDARY ACTIONS

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

Move. The Plume Lord moves up to its speed.

Shift Form (Costs 2 Actions). The Plume Lord can shift its body between molten lava and hardened rock. This causes the Plume Lord's AC to increase by +5 until it's next turn at the cost of one of its attacks on its turn.

Effusate (Costs 2 Actions). The Plume Lord expels magma out from itself in 15ft. in all directions. All creatures must make a DC22 DEX saving throw or take 4d6 (12) fire damage and become restrained as the magma quickly cools to become rock on a failed save. On a success a creature is not restrained and takes half damage.

LAIR ACTIONS

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

Magma erupts from a point on the ground the Plume Lord can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

A tremor shakes the lair in a 60-foot radius around the Plume Lord. Each creature other than the Plume Lord on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

A 20ft. Square becomes glassed and acts like the Grease spell

SKERRAI GARDENER

When a skerrai is “successful” in fighting a blood gardener it will still usually die in this deadly contest, but a gardener rarely has access in time to the corrective magic necessary to remove the larvae inside of it, and a Skerrai Gardener is born. This amalgam of white fur, hard chitinous body, ape like head with a scorpion body is a true image of horror from any creature’s nightmare. The need to grow and care for bloodfruit manifests itself as the Skerrai Gardener tends to take care of the young until they mature. They are well equipped to take on a large group of enemies who might threaten a nursery.

SKERRAI GARDENER

Medium monstrosity, Neutral Evil

Armor Class 16

Hit Points 128 (19d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Str +9, Wis +6, Cha +7

Skills Insight +6, Intimidation +7, Perception +6

Damage Resistances Psychic

Damage Immunities Cold

Senses Darkvision 120 ft., passive Perception 16

Languages Abyssal, Draconic, Giant, Fenriliki, Primordial, Titan Speech; telepathy 120ft.

Challenge 9 (5,000 XP)

Implantation. On a successful sting attack against a creature, the skerrai may implant the target with a larval skerrai, which burrows itself into the creature’s body, eating the host alive. The target must succeed on a DC 15 Constitution saving throw to overcome the larval infestation. On a failure, the target suffers 1d4 Constitution loss after one minute, repeating that loss every minute thereafter until the host dies. A lesser restoration spell or similar magic can end the infestation, though the caster must succeed on a DC 15 caster ability check (made at disadvantage due to the larva’s magic resistance) to do so. Spells and magical effects that restore hit points to the victim also require a DC 15 caster ability check to function while the larva is still infesting the target. If the victim is reduced to 0 Constitution while infected, the larval skerrai bursts from its body and scurries to safety. They become fully grown within a year. An average skerrai has 2d6 larva ready to inject, and their body replenishes this larval stock in just over a week.

Innate Spellcasting (Psionics). The skerrai’s innate spellcasting ability is Intelligence (spell attack +7, spell save DC 15). They can cast the following spells, requiring no material components:

At will: charm person, detect thoughts, mage hand, suggestion

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

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

ACTIONS

Multiattack. The skerrai makes one spear attack and one sting attack. Should both attacks hit, it may immediately make a rend attack as a free action.

Spear Melee or Ranged Weapon Attack. +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) if used with two hands

Sting Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Rend Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Mind Blast (Recharge 6). The skerrai discharges a wave of psionic energy in a 60-foot cone. Each creature within the area must succeed on a DC 15 Wisdom save or be stunned for 2d4 rounds.

Predatory Lullaby. As a bonus action the skerrai may softly sing its haunting song to those nearby. Creatures within 30 ft of the skerrai must succeed on a DC 16 Wisdom save or fall into a deep magical slumber for one hour. On a successful save, the creature is immune to the effects of the lullaby for 24 hours.

CORPSE LOTUS

In the Frostlands, warmth is a precious commodity. Some are willing to kill for it, and this notion extends to the very plant life itself. bursting through snow banks to find the sun, the corpse lotus is a wonder to gaze at with its glittering petals. It is so wondrous to look at, some might fall into a gaze. This would be most unfortunate for the onlooker, as the corpse lotus will creep closer, wrapping its vines around the victim and burrowing deep into the warmth of their flesh attempting to take root.

CORPSE LOTUS

Small plant, neutral

Armor Class 14

Hit Points 96 (12d6 + 60)

Speed 30 ft., Burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +9, Con +8

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Tremorsense 60 ft., passive Perception 11

Languages --

Challenge 9 (5,000 XP)

False Appearance. While the corpse plant remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Multiattack. The corpse lotus makes two slam attacks, or a gaze and a corpse burrow attack.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 6) bludgeoning damage

Gaze. The lotus blossom glistens in the light of the day. The sparkle is mesmerizing to those who look upon it. The corpse blossom chooses the most vulnerable target and attempts a gaze attack. The target must make a DC14 constitution save or be incapacitated until the end of the corpse lotus' next turn. On a successful save the target is not stunned

Corpse Burrow. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated or grappled creature by the corpse lotus. Hit: The target takes 30 (10d6) piercing damage. If this damage reduces the target to 0 hit points, the corpse lotus kills the target by burrowing into its body and taking root in its warmth.

RIME TROLL

Not all creatures in the wildness are feral and vicious. Some can be down right civil if not approached with sword drawn. The rime troll is one such creature. This shrewd individual learned the value of community in the feral frost wilds. More so, rime trolls develop a keen sense of commerce. Rime trolls are a bit more uplifted than their standard cousins in the mainland. A rime troll will find a nice spot like a bridge or a narrow passageway and set up shop. They will charge a fee in order to pass. Sometimes the rime trolls work in tandem with other rime trolls in a cooperative to impress upon the toll payer that the toll taker means business. The toll amount can be different every time, as the rime troll factors in demeanor any accoutrements, time of day, etc. etc., in order to assess the value of the toll.

RIME TROLL

Large giant, lawful neutral

Armor Class 18 (natural armor)

Hit Points 87 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Str +9, Con +8

Skills Deception +3, Insight +1, Perception +2, Persuasion +4

Damage Immunities Cold

Damage Resistances Bludgeoning, Piercing from nonmagical weapons

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Fenrilik, Giant

Challenge 8 (3,900 XP)

Good Deal. The rime troll is always looking for the best deal (especially if it can benefit them). The rime troll gains advantage on all Deception, Insight, and Persuasion checks.

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

Regeneration. The rime troll regains 15 hit points at the start of its turn. If the rime troll takes fire damage, this trait doesn't function at the start of the rime troll's next turn. The rime troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* (1d6 + 4) cold damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the rime troll's next turn. On a successful save the target is not stunned.

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

LIVING FROST BREATH

White dragons are not an uncommon site to behold lumbering through the sky in the high mountains to the north. Often times adventuring parties will wander into these heights to face down the white dragon. Should there be a magic user in the midst of that party, there is a rare chance that a strange and terrifying magical event can happen. In just the correct moment, with both the dragon is spewing its breath, and the mage is casting its spells, and the stars are in the proper alignment, a conjunction that horrifies both the dragon and the spellcaster can occur. The magics of the mage will meld with the breath of the dragon causing it to spring forth as a 'living' thing. It is said that the breath weapon with strike down all involved, even the dragon itself somehow not being immune to this new living terror.

LIVING FROST BREATH

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)
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Saving Throws Dex +9, Con +8

Damage Immunities Cold Poison

Damage Resistances Lightning; Thunder; Bludgeoning, Piercing, and Slashing From nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Blindsight 60 Ft. (Blind Beyond This Radius)

Languages --

Challenge 10 (5,900 XP)

Breath Form. The living frost breath can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Other creatures can enter the space, but a creature that does so is subjected to the living breath weapon's Lingering Breath Weapon. Creatures inside the living frost breath can be seen but have half cover.

Piercing Cold. The breath weapon's cold attacks affect even those creatures who might be immune to cold.

ACTIONS

Lingering Breath Weapon. The living frost breath moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces.

Creatures caught within the space occupied by the living frost breath are subject to the lingering breath weapon damage of the living breath weapon. Each creature in that area must make a DC 19 Constitution saving throw, taking 18 (6d6) cold damage (always based on half the living frost breath's hit dice) on a failed save, or half as much damage on a successful one.

A creature can move out of the living frost breath's occupied space without penalty, however is still subject to Opportunity Attacks should the creature move out of the living front breath's reach.

FROSTBITTEN MUFFLER

Being stranded in the frostlands without shelter or supplies can be an unpleasant experience. Sometimes it is so unpleasant, a creature will die frostbitten to the core. And well, sometimes when this happens, some creatures are just so unsettled by the experience, they get angry about it. Those creatures, through sheer will of hate, rise as frostbitten mufflers - their tongues frozen brittle and broken off, or more so, their whole jaw just gone. These creatures died in horrifying silence, and their hate and rage manifests as a field of eerie silence that stretches out in an aura around the lumbering creature.

FROSTBITTEN MUFFLER

Medium undead, chaotic evil

Armor Class 14

Hit Points 64 (8d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)	8 (-1)

Saving Throws Str +6, Con +8

Damage Immunities Cold, poison

Damage Resistances necrotic

Senses Darkvision 60 ft., passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Aura of Silence. Any creature that starts its turn within 30 ft. of the frostbitten muffler is as if under the conditions of the Silence spell; no sound can be created within or pass through a 30-foot-radius sphere centered on frostbitten muffler. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible from within the aura. Any creature that ends its turn within the aura must make a DC 16 Constitution save or take one point of Exhaustion. Creatures that continue to remain within the aura have to make the DC 16 Constitution check at a +2 for each round they remain within the aura, moving up a level in the Exhaustion chart for each failure of the save.

Turn Defiance. The frostbitten muffler has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The frostbitten muffler makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAPTER TWO: A FEW THINGS TO MAKE DAYS BETTER

Excerpt from the journal of Naan D'Chuck of the Nine Deaths, Chef Knight Wanderer:

During The Nine Death's time in Fenrilik, they remember how something as simple as a warm day could bring happiness to the heart. More so, there often were things that could be found in the wake of a giant crawling glacier that might be of interest either to sell or to simply display in that tavern as a talking piece.

Further still, there were some rewards that were most precious indeed; a potion to warm the heart, or a artifact of ancient power from the Titanwar. The Frostlands holds many a beast to ruin a day, but also great wonders to make it better.

BETTER DAYS AHEAD

Fenrilik is a dangerous place, this is true. Sometimes one can step off their hearth only to find the town raided by plunders and frost demons. Other times it is just a normal day of laboring in the bitter cold. However, on those rare occasions the sun might shine brighter than usual, or one might find a bauble on the trail that might have an interesting story behind it, giving it some value.

It is these bright days that almost makes living a life in Fenrilik bearable. The snow is ever-falling, and the ice is always forming. A great legendary adventurer may fall in the fields of the frozen and pass out of time's memory. But then one day, the snow may melt off as a fortunate adventuring soul passes by only to discover that treasure trove of a corpse that is this lost adventurer's frozen grave.

That ancient soul may from the dead to stave off any one from claiming their goods, but that is another matter entirely. It is save to say that sometimes fortune smiles on the fortunate and there may be something to be claimed in that field of snow or the dank icy cave just up ahead.

What follows are a few trinkets that will brighten up a lucky adventurer's day...

OBJECTS IN A CRAWLING GLACIER

One of the most feared creatures in Fenrilik is the Crawling Glacier. Most of the time it rolls through remote villages wiping them from the face of the land forever. Other times they meander strangely through the land as if muddled and amiss of direction. In any case, it is possible to search its wake for oddities that the glacier has collected and let go for whatever reason.

Provided is a d20 Chart to roll on for objects that can be found in, or in the wake of, a Rolling Glacier. Roll 1d20 and consult the following table:

OBJECTS IN A CRAWLING GLACIER

D20 ROLL	OBJECT
1	A Fell Deer antler that has dissolved into the shape of a crude frowning face
2	The shaft of a spear wrapped in leather
3	The thumb of an Eschek, with a sapphire star ring still on it
4	A perfectly preserved Bloodfruit
5	A manuscript that teaches how to make household furniture from iceworks
6	A crudely carved idol to the Ushada
7	A frost moth covered in ice with wings stretched out
8	The complete skeleton of a bird, and inside of that, the whole skeleton of a rat
9	A hooked hammer
10	A Gabrolin Head that once removed, utters its Piercing Scream once
11	A dagger made from a Wollahog tusk
12	An entire tent with several sleeping bags inside of it
13	Several ballista javelins
14	A Skerrai Tail, complete with stinger
15	Three dozen assorted wildflowers that miraculously have not withered or died
16	Frost Ring, that once removed, immediately makes the Glacier start to melt
17	A spellbook with the spells; Rupture, Ice Shards, and Fracture salvageable
18	A heavy icework chest filled with sapphires, opals, tanzanite worth 750gp
19	A large stone jar that is sealed with Arcane Lock. Inside are 2d10 larval skerrai
20	The heart of a Rime Witch, that if purified, melts into a potion that cures all levels of exhaustion

SHOES OF THE TUNDRA WALKER

Wonderous Item, uncommon

While wearing these shoes, you are not encumbered or suffer any movement penalties walking through heavy snow or harsh weather. Additionally, you can choose to leave behind untraceable tracks, so that you are harder to be hunted, causing disadvantage on any Survival checks to follow you.

POTION OF ICEHEART

Potion, very rare

When you drink this potion, you freeze any negative condition affecting you until the proper magic or ritual can be completed. This can include; poisons, diseases, curses, monster effects like chaos phage, and the incubation of foreign objects like larval skerrai. Unfortunately the side effect is that you suffer one level of exhaustion that cannot be removed by any means, and are unable to cast any spells. When you cure the negative effect, the potion's effects are resolved as well.

This potion is clear and watery. The liquid is tinged sapphire blue, and there seems to be ice crystals forming in it. The bottle the potion is contained is always frosted over and freezing to the touch.

LOST ARMORY OF GOLTHAGGA

When the first refugees of the Divine War fled to Fenrilik, they did not come empty handed from their Titan deities. It was hoped that a counterattack or re-staging could occur on Fenrilik and the tide of the Divine War might change. Some of the best blacksmiths, blessed by Golthagga, were endowed to create weapons of terrible and ultimate power to be wielded by mortal champions that would cut down thousands.

In the end the war was ended before these weapons could see the light of day and the refugees came to embrace the harsh lands of Fenrilik as their home, and the weapons were lost to time and memory. That is, until now.

SCOURGE OF THE UNTAMED ONE

Legendary Weapon (Spiked Chain), requires Attunement

The grip is smoothed obsidian with a black onyx crossguard, engraved with storm clouds and lightning bolts. Each individual chain link is copper, and as the chain is whipped from side to side, arcs of electricity seem to cascade down its length. The blade at the end is cut jaggedly.

The weapon gives an extra +1 to attack and damage rolls made with it. Successful attacks deal 2d4 piercing damage, plus an additional 1d4 lightning damage and 1d4 thunder damage.

This weapon has the ability to give its wielder the fury of Lethene and enter into a Rage. The weapon has three charges that replenish at dawn. While raging, you gain the following benefits if you aren't wearing heavy armor:

You have advantage on Strength checks and Strength saving throws.

When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.

You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

The raging winds of Lethene provide you with +10ft of movement while you wield this weapon.

THE HUNTER'S IRE

Legendary Weapon (Longbow), Requires Attunement by a Non-Good Character

Shaped and formed completely out of ice, this longbow was cut from the first glacier that formed on the continent and iceworked by the first Escheks the loyal Titanspawn came into contact with and subsequently enslaved, pleasing Hrinruuk

Bond of Oblivion - Upon being attuned to this weapon, the bow dissolves and gives the appearance of frostbite to the user allowing for the weapon to be hidden on their person, being able to not be noticed in a search for weapons. Only a Wish spell or similar magic can end the bond.

This magical longbow gives the user a +1 to attack and damage rolls made with it. Additionally when attacking, the user may declare they are using one of the three traits available to them. They can hit the target with an arrow that produces the effect of a Fog Cloud spell focused on the target, or the Silence spell focused on the target. Lastly, they may forgo damage, but inflict the petrified condition as the user is covered in ice (DC 15 CON save). These can be used once per day as long as each day you hurt someone with the bow.

To give the bow its magical power, three names must be whispered to it. Those three names are marked for death, and you must do everything in your power to hunt and kill them. When a name is killed, a new name must join the list.

THE CALDERA HAYMAKER

Legendary weapon (Cestus), Requires Attunement

Molten Iron was pulled from the heart of a volcano to be shaped into this Cestus. The entire piece is the blackest of wrought metal. In each knuckle segment there is black diamond carved to form the runes in Titan Speech spelling out the name Thulkas

Offspring of Fire - While attuned to this weapon, you have a +1 to all attack and damage rolls made with it. Additionally you do an extra 1d8 fire damage.

You are also immune to the effects of extreme cold weather and have resistance to cold and fire damage.

Once per a day you may cast the Conjure Elemental spell through the Cestus. When you do you are forced to conjure a fire elemental. The spell works in the same way otherwise.

BLADES OF THE GREAT SICKNESS

Legendary weapons (Roundknives), Requires Attunement by a Rogue or Warlock

This pair of blades is identical. The handles were cut from the stalks of the same Mantrap and the blades were shaped from wyvern stingers. There are three buttons on the inside of the handle, and the blades glow iridescent with the power of Chern.

These magical blades give a +1 bonus to attack and damage rolls as well as deal an additional 1d4 acid damage.

The three buttons coat the blades in three different poisons. Each poison coating lasts for one melee attack and is a bonus action to activate.

The first button coats in basilisk blood. Upon a successful hit, the target performs a CON saving throw (DC 15) or they are restrained as they start to turn to stone. At the end of their next turn they repeat the save and another fail causes petrification.

The second button coats in purple worm venom. Upon a successful hit the target takes an additional 7d6 poison damage.

The third button coats in green dragon bile. The target must make a DC 13 CON saving throw or be marked for death. The target will die in 2 hours unless an antidote is administered or Lesser Restoration is cast. Pressing the third button again coats the blade in the antidote.

The blades can be thrown. Once the blades land, they disappear in a green mist and teleport back to the users hands.

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