Monsters of "Shards of the Storm"

In the frigid, unforgiving lands far to the North of most civilized places, the landscape is almost alien in comparison to the lower climes. Heavy, thick snow buries the ground for the majority of the year. There's no vegetation save for the hardiest of shrubs and evergreens. And the creatures which walk the snowy valleys and rocky peaks are quite unlike anything a typical Southerner has likely ever seen....

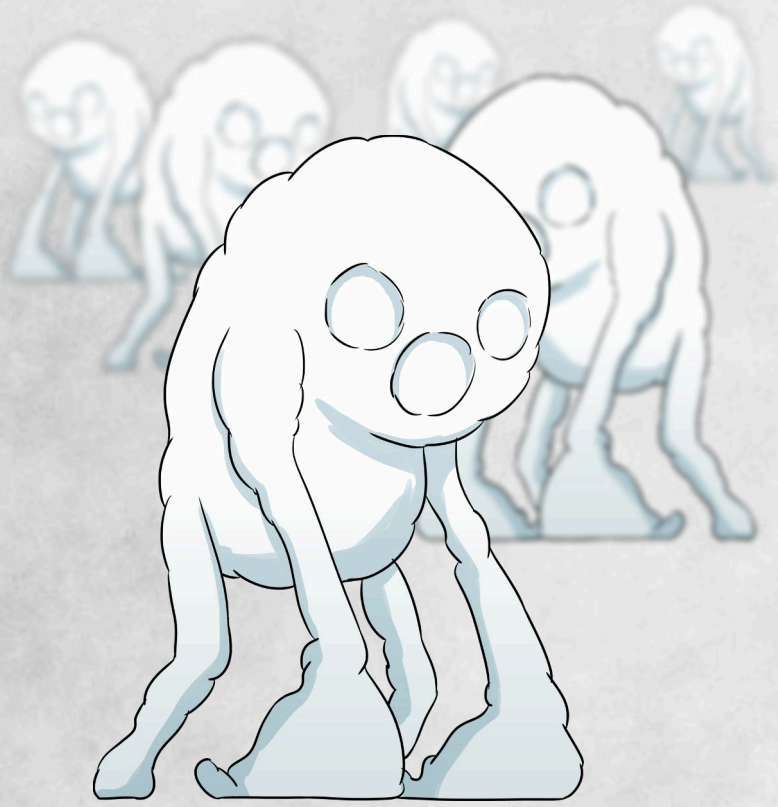
Monsters by CR

In this supplement you will find new, unique monsters designed specifically to accompany the other "Shards of the Storm" content included as part of this release. You will find the monsters here arranged in order of their challenge rating.

Fruin

While these diminutive elementals may seem almost cute on the surface, in reality they are an unrelenting force of nature in groups of sufficient size, and they show no remorse in their smothering of nearly any living thing that approaches their home.

Fruins typically congregate in great numbers, and are fiercely territorial. They respond immediately and unthinkingly to any creature they recognize as an invader, not unlike the way that a hive of insects attacks a solitary threat. Fruins waste no time in surrounding hostile or careless creatures that wander too close, throwing themselves at it until it is entombed in an unmovable living snowbank.



Fruin

Small elemental, neutral evil

Armor Class 10
Hit Points 22 (4d6 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	6 (-2)	7 (-2)

Saving Throws Con +4
Skills Stealth +5
Damage Vulnerabilities fire
Damage Resistances piercing from magical attacks
Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Aquan and Auran but can't speak
Challenge 1/2 (100 XP)

Snow Body. The fruin's body is comprised of snow, and it can reform any severed parts of its body at the start of each of its turns (no action required). If the fruin spends more than 8 consecutive hours in temperatures above 40 degrees Fahrenheit, it melts, killing it.

Snow Camouflage. The fruin has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Gathering. The fruin inherently collects loose snow with its body as it moves. The fruin regains 1 hit point for every 5 feet it moves through loosely-packed and undisturbed snow that is 2 feet deep or deeper. At the GM's discretion, continued usage of this ability in one area may disturb the snow there, preventing this ability from being used there again.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 3 (1d6) cold damage.

Glom. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* The fruin attaches to the target. When the target moves, the fruin moves with it. Each fruin attached to a creature reduces its speed by a cumulative 10 feet. If the number of fruins attached to a creature exceeds it Strength modifier (minimum 2 fruins), the creature is buried under a mound of snow. A buried creature is restrained and can't breathe. A buried creature is freed when it or another creature uses an action to make a successful DC 13 Strength (Athletics) check to excavate it, ending the effect and causing all attached fruins to appear in the nearest unoccupied spaces.

Written by Kyle Pointer (ItsADnDMonsterNow). Art by AzzyFree, Forgotten Adventures, and Kraven's Keep.



White Kobold

These kobolds descended from white dragons are especially well-suited to the cold Northern reacches.

White Kobold

Small humanoid (kobold), lawful evil

Armor Class 14 (hide armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Damage Resistances cold
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP)

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

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

Snow Tunneler. The kobold can burrow through loose snow at half its walking speed and leaves a 3-foot-diameter tunnel in its wake.

Actions

Flint Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ice Shard Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.



Frost Goblin

Frost goblins are from a tribe of goblinoids who migrated North long ago, and eventually grew accustomed to the harsh climate and barren landscape.

Frost Goblin

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 13 (3d6 + 3)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	5 (-3)	10 (+0)	9 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Snow Tunneler. The goblin can burrow through loose snow at half its walking speed and leaves a 3-foot-diameter tunnel in its wake.

Actions

Flint Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ice Shard Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.

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Dire Penguin

Much like the legendary dire wolf, the dire penguin is a larger, tougher, and more ill-tempered variant of the more common penguins.

While dire penguins sport the superior strength and bony armor plates of other dire species, they differ in that their method of attack has also evolved to include picking up their prey in their beaks in order to fling them great distances.

Dire Penguin

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	2 (-4)	11 (+0)	5 (-3)

Saving Throws Con +5
Skills Athletics +5
Damage Resistances cold
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

Clumsy. The penguin is not as graceful on land as it is in the water. When on standing on solid ground, the penguin has disadvantage on Dexterity saving throws and any throws against an effect that would knock it prone.

Hold Breath. The penguin can hold its breath for 30 minutes.

Slide. If the penguin moves up to 10 feet in a straight line, it can jump prone as a bonus action, sliding along icy or otherwise slick surfaces. When it does so, the penguin immediately, and at the start of each of its turns moves its entire speed in the same direction it ran leading up to the slide. The speed of this slide may increase or decrease based on the incline or surface, as determined by the GM.

If the penguin collides with a creature or object, the target takes 3 (1d6) piercing damage for every 10 feet the penguin's slide would have moved it that turn. The penguin then takes half as much bludgeoning damage.

Swimming Leap. If the penguin spends at least 20 feet of its movement swimming in a straight line, it may immediately end this movement and perform a long jump up to a distance of 25 feet in the same direction as its last 20 feet of swimming. This jump may be used to jump out of the water and onto a solid surface.

Actions

Multiattack. The penguin makes two attacks with its beak.

Beak. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the penguin can't use its beak on another creature.

Fling. The penguin flings one Medium or smaller creature it has grappled. The creature is thrown up to 20 feet in a direction of the penguin's choice (up to 30 feet if the creature is Small or smaller) and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.



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Aurora Dancer

These undead are the restless spirits of elven soldiers who perished in the frigid polar snowfields—whether from battle, or simply from exposure to the elements.

It's said that in the days surrounding a bright enough aurora, these graceful dead will rise and wander the land in search of another battle to fight.

Aurora Dancer

Medium undead, chaotic evil

Armor Class 19 (mithral half plate, shield)
Hit Points 45 (6d8 + 18)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	5 (-3)	10 (+0)	9 (-1)

Skills Perception +6, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, necrotic, poison
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Blizzard Stalker. The dancer's vision and hearing are unimpeded by inclement weather such as wind, snow, and fog, and it has advantage on all Dexterity (Stealth) checks it makes in such conditions.

Reactive. The dancer can take an take one reaction on every turn in a combat.

Actions

Multiattack. The dancer makes three attacks with its scimitar.

Frozen Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 4 (1d8) cold damage.

Cutting Wind. The dancer swings its blade in a wide horizontal arc, slicing out at each creature in a 15-foot square within 5 feet of the dancer. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage plus 10 (3d6) cold damage.

Reactions

Blade Dance. When a creature the dancer can see moves while within 10 feet of it, the dancer can move up to 15 feet in a straight line to an unoccupied space it can see. Opportunity attacks triggered by this movement due to the dancer leaving another creature's reach are made with disadvantage.

Written by Kyle Pointer (ItsADnDMonsterNow). Art by AzzyFree, Forgotten Adventures, and Kraven's Keep.

Walrutte

The walrutte appears to be a bizarre hybrid of a shark and a walrus. The beast hunts by holding its breath and diving beneath the surface. There, it patrols the underside of the thick ice until it finds some unsuspecting prey wandering on the surface above. With astounding speed and strength, the Walrutte then bursts through the surface of the ice, catching its quarry in the midst of the icy spray.

Walrutte

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	2 (-4)	10 (+0)	5 (-3)

Damage Resistances cold
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Blubber. The walrutte has advantage on any saving throw it makes against an effect that would deal cold damage.

Hold Breath. The walrutte can hold its breath for 1 hour.

Ice Walk. The walrutte can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain due to ice or snow doesn't cost it extra movement.

Swimming Leap. If the walrutte swims at least 10 feet in a straight line before breaching the surface of the water, its long jump is up to 30 feet and its high jump is up to 15 feet. As part of this movement, the walrutte can break through up to 5 feet of solid ice.

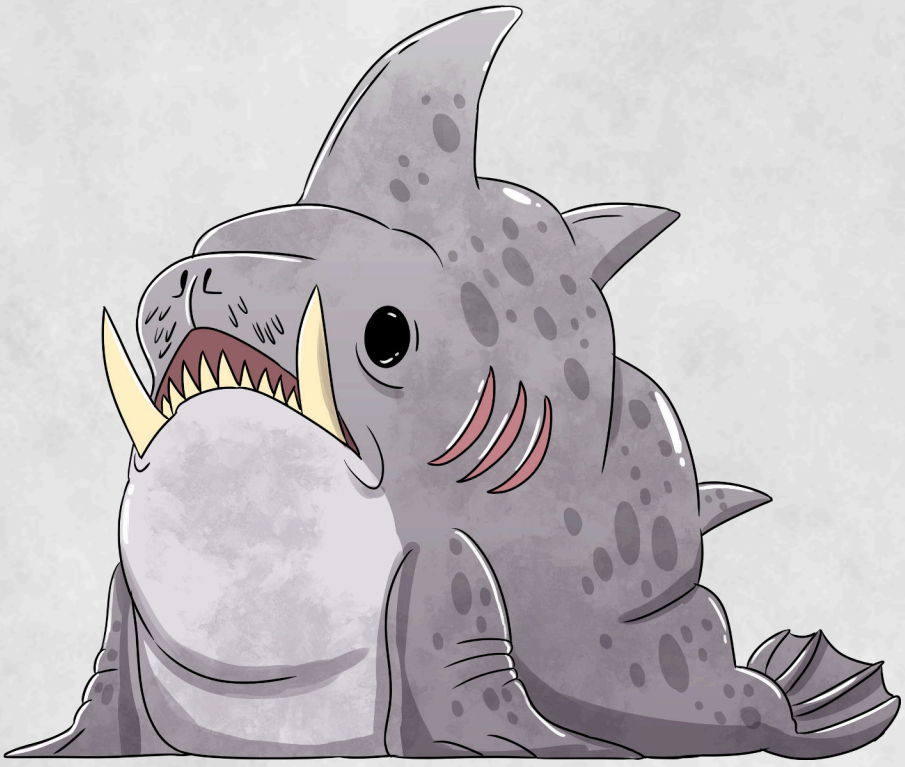
Actions

Multiattack. The walrutte makes two gore attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Deadly Breach. If the walrutte jumps at least 15 feet as part of its movement, it can then use this action to land upright in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (4d6) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the walrutte's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the walrutte's space.



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Ice Elemental

Like other paraelementals, the ice elemental is the result of a fusion of elemental energies from the Frostfell, which is located at the intersection of the elemental planes of air and water.

An ice elemental has a build similar to that of an earth elemental, except that its body is comprised entirely from solid ice. Their shape can vary somewhat from one individual to another, but most feature jagged ridges or sharp icicles which the elemental employs to its own benefit in combat.

Ice Elemental

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire, thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Auran
Challenge 6 (2,300 XP)

Heat Susceptibility. At the end of each hour that the elemental spends in temperatures above freezing, its hit point maximum decreases by 10. The elemental dies if its hit point maximum is reduced to 0. The elemental's hit point maximum is restored when it spends the course of an entire long rest in sub-freezing temperatures.

Ice Sense. While in icy or snowy terrain, the elemental has tremorsense out to a range of of 60 feet.

Ice Walk. The elemental can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The elemental makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Icicle Darts (Recharge 4–6). The elemental bristles with countless tiny icicles which it then launches at a 10-foot cube area it can see within 30 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 7 (3d4) piercing damage plus 7 (3d4) cold damage on a failed save, or half as much on a successful one.

Written by Kyle Pointer (ItsADnDMonsterNow). Art by AzzyFree, Forgotten Adventures, and Kraven's Keep.

Polar Chimera

Polar chimerae are the cold-adapted cousins of the more familiar type. A polar chimera retains the same three-headed configuration, but the lion's head is swapped with that of a white tiger, the ram's head is swapped for a hardy mountain goat, and of course, the red dragon head is instead white.

Most of these differences are largely superficial—a lion and a tiger are fairly comparable when it comes to taking a bite out of a humanoid, after all—however the dragon head's white color comes with its characteristic freezing breath weapon, as opposed to the red dragon's fire breath.

Polar chimerae don't mind the cold at all, and in fact, they might even prefer it. Polar chimerae have been known to lay out to sleep in the midst of a blizzard, such that they get buried in the freshly falling snow. Then, if a prey creature happens to wake it up as it wanders nearby, the chimera is readily camouflaged under an opaque blanket of concealing snow.

Polar Chimera

Large monstrosity, chaotic evil

Armor Class 12 (armor scraps)
Hit Points 137 (11d12 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	3 (-4)	16 (+3)	11 (+0)

Saving Throws Con +8
Skills Perception +9
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 19
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

Ice Walk. The chimera can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

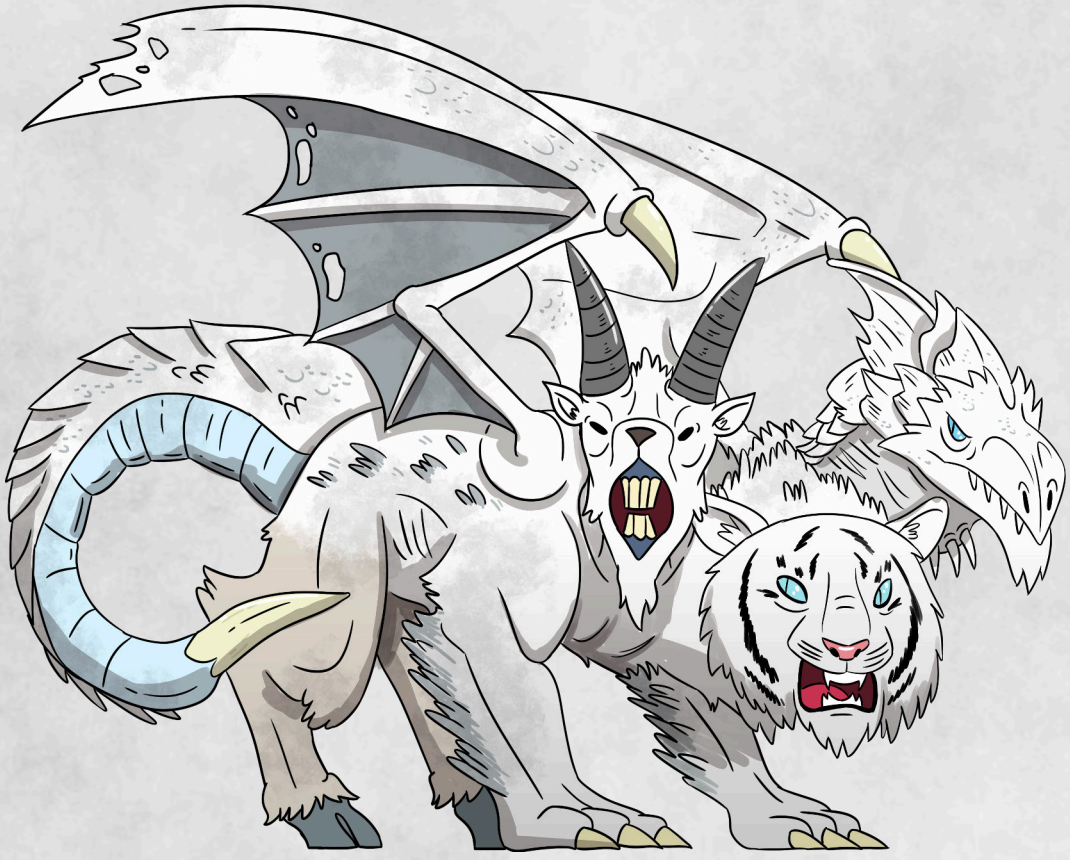
Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its cold breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon head exhales freezing air in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 30 (7d6) cold damage on a failed save, or half as much damage on a successful one.



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Jötunn Dragon Hunter

Gargantuan giant, neutral evil

Armor Class 15 (natural armor)
Hit Points 214 (13d20 + 78)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	9 (-1)	15 (+2)	16 (+3)

Saving Throws Str +11, Con +10, Wis +6, Cha +7
Skills Athletics +11, Perception +6, Survival +10
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 12 (8,400 XP)

Blizzard Stalker. The jötunn's vision and hearing are unimpeded by inclement weather such as wind, snow, and fog, and it has advantage on all Dexterity (Stealth) checks it makes in such conditions.

Ice Walk. The jötunn can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Ice Weapons. Once on each of its turns, the jötunn can form a weapon of solid ice in its empty hand (no action required). This weapon can be either a javelin or a lance, either of which counts as magical for the purpose of overcoming resistances and immunity to nonmagical attacks. The weapon lasts indefinitely, as long as it remains in sub-freezing temperatures.

Innate Spellcasting (1/Day). The jötunn can innately cast *ice storm*, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 15).

Actions

Multiattack. The jötunn makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 33 (4d12 + 7) slashing damage if wielded with two hands.

Ice Lance. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 52 (10d8 + 7) piercing damage plus 22 (5d8) cold damage.

Ice Javelin. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 34 (6d8 + 7) piercing damage plus 22 (5d8) cold damage.

Jötunn Dragon Hunter

The mighty jötunn are the undisputed rulers of the far North. Even ancient dragons are felled to the unmatched strength and prowess of their dragon hunters. This is a role of great honor among the jötunn, taken up by only the most fearsome and celebrated of warriors.



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