



Bagonurn

A bagonurn (BAH-go-ner-n) resembles a 16-foot-tall canine-giant hybrid that haunts dark, northern climates. Their despicable and violent nature make them formidable foes to all who try to settle such regions. Even frost and hill giants in such regions loathe these creatures, and work fast to eliminate all they come across.

Bagonurns do not travel with their own kind. Instead, they prefer to travel in packs with winter wolves, dire wolves, mundane wolves, and even the occasional werewolf. Intelligent members of such canine packs view bagonurn as the living embodiment of the cruel hunger that arrives with winter. When such a creature appears, wolves flock to the bagonurn to embrace its savage nature. These hunts are referred to as "blood blizzards" by superstitious northerners.

A bagonurn lairs in cold, inhospitable areas that even their pack members find unwelcoming. Usually, these lairs are at the tops of tall, frost-covered mountains, within underwater arctic caverns, or in deep, twisting ice caverns. As of yet, there are no known bagonurn societies. Furthermore, it's unknown how bagonurns mate. Most examples which have been encountered are usually female, although a few males have been seen. Interestingly, male bagonurns are usually smaller and have whiter coats than the opposite sex.

Bagonurn

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +7
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages Giant
Challenge 6 (2,300 XP)

Cold Aura. The bagonurn emits an aura of chill air 15 feet in all directions. A creature that starts its turn within the bagonurn's aura has its movement speed reduced by half until the start of its next turn. Creatures that are resistant or immune to cold damage are unaffected.

Pack Master. Each creature of the bagonurn's choice with the Pack Tactics trait that starts its turn within 15 feet of the bagonurn has advantage on the next attack roll it makes so long as it makes the attack before the end of its turn.

Actions

Multiattack. The bagonurn makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.



Crochnoa

Medium aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Saving Throws saving_throws

Skills Arcana +4

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities condition_Immunities

Senses darkvision 120 ft., passive Perception 10

Languages Deep Speech

Challenge 1 (200 XP)

Defensive Attunement. As a bonus action, the crochnoa attunes to a creature of its choice that it can see within 30 feet of it. As long as the crochnoa remains attuned to the creature, the crochnoa has advantage on attack rolls against that creature, and the creature has disadvantage on attack rolls against the crochnoa. The attunement lasts until the crochnoa is incapacitated, the creature and crochnoa are on different planes of existence, the crochnoa attunes to another creature, or the crochnoa uses another bonus action to drop its attunement.

Innate Spellcasting (Psionics). The crochnoa's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand* (the hand is invisible), *tongues*

3/day: *shield*

Actions

Multiattack. The crochnoa makes one attack with its pincers and one attack with its tail.

Pincers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) damage and the target is grappled. Until the grapple ends, the crochnoa cannot use its pincers on another target.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed saving throw or half as much damage on a successful one.



Crochnoa

Crochnoas (CROKE-no-ah) are steely, reptile-like aberrations that strictly live in cold environments. Originally from a distant realm far beyond the Real, crochnoas are intensely interested in what they consider "chaos creatures"—in other words, all creatures that are not crochnoas. Although they aren't xenophobic, per se, crochnoas treat other species with an equal blend of admiration and disgust.

Crochnoas are not above working with other creatures, but prefer not to. The few creatures that they will collaborate with include other alien creatures from the distant reaches of space and reality, civilized humanoids, and self-aware constructs. They prefer the company of hive-mind creatures, especially formians and other creatures whose functions are controlled by a singular entity. Ironically, crochnoas enjoy their own independence.

Crochnoans consider themselves all equals, and there is no dileneation between inferior and superior crochnoans. All crochnoans follow an ancient code of laws which they inherently know and inviolably respect. Anything that would disrupt a crochnoa's adherence to it code would be considered a fate worse than death."





Dire Polar Bear

Dire polar bears are massive, white-furred bears that measure 15 to 20 ft. tall when they stand on their hind legs. Their thick fur and dense skin repels the weapons of most who would dare hunt them; their razor sharp fangs and man-sized paws can drop a healthy warhorse in a single round.

Interestingly, dire polar bears are much less aggressive than their smaller cousins. Although they will savagely defend their domains and cubs, these huge bears will not pursue instigators—not even poachers. As such, dire polar bears are viewed as wise creatures whose good favor northerners try to earn with regular offerings of fresh fish and venison. In turn, dire polar bears bring protection to the areas they inhabit. These beasts will even go as far to scare off remorhazes, winter wolves, and even white dragons to protect those who honor them.

Unfortunately, dire polar bears are an endangered species. Despite their strength, big game hunters trap and kill the beasts for their pelts. Over the last two decades, Rasgax babrarians and northern drow fought against the hunters. Slowly, the dire polar bears are starting to reappear.

Dire Polar Bear

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances cold

Senses passive Perception 15

Languages —

Challenge 7 (2,300 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 17 (3d6 + 7) slashing damage.