



Artwork by Nickalart

THERMOPOD

The Thermopod was first documented in the traveling journal of the explorer Nafiglio. He painted a picture of a horrific first encounter, describing the creature bursting through solid tundra ice to attack him and his crew while spewing a geyser of scathing steam in its wake.

For the longest time the Thermopod was dismissed as just another tall tale Nafiglio had fabricated to boost his reputation, like many explorers of the time. It was not until years later when northern continent discoveries began to be validated by the arrival of trading outposts was the Thermopod confirmed as very real.

In appearance the Thermopod is a massive worm-like creature that preys upon any creature smaller than itself. It is able to easily burrow through solid ice thanks to the incredible heat it can generate in its body. Like a hot wire through butter it's able to move even through glaciers. It uses sensory organs to detect movement on the icy surface above, allowing it to strike and capture food from below.

THERMOPOD

Gargantuan Monstrosity

Armor Class 16 (natural armor)

Hit Points 231 (14d20 + 84)

Speed 40 ft., burrow 40 ft. (see glacial tunneler), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	1 (-5)	12 (+1)	4 (-3)

Proficiency +4

Skills Perception +5

Resistances cold, fire

Senses tremorsense 60 ft., passive Perception 15

Challenge 12 (8,400 XP)

Glacial Tunneler. The Thermopod can only use its burrowing speed to dig through solid ice. When the thermopod does so it leaves a 10-foot diameter tunnel in its wake.

Heated Body. A creature that touches the Thermopod or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Thunder Weakness. When the thermopod takes thunder damage it cannot use its tremorsense until the end of its next turn and must succeed a DC 11 Wisdom saving throw or has disadvantage on attack rolls until the end of its next turn.

ACTIONS

Multiattack. The Thermopod makes a bite attack and uses its Steam Release.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage plus 14 (4d6) fire damage.

Steam Release. Each creature within 10 ft. of the Thermopod must succeed a DC 17 Dexterity saving throw or take 14 (4d6) fire damage.

Overheat (1/short rest). The Thermopod releases a cloud of steam in a 40 ft. radius centered on itself which heavily obscures the area. Each other creature within the area must make a DC 17 Constitution saving throw. On a failed save a creature takes 36 (8d8) fire damage and half as much on a successful one.

Once the Thermopod uses this action it cannot release steam for one minute.

MOON VAGRANT

Large Aberration (Moonkin)

Armor Class 16 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	8 (-1)	15 (+2)	6 (-2)

Proficiency +3

Skills Perception +5, Survival +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities blinded, exhaustion

Languages Understands Common, Draconic, and Deep Speech

Challenge 5 (1,800 XP)

Sensory Tendrils. The Moon Vagrant has advantage on Wisdom (Perception) and Wisdom (Survival) checks.

Sleepless. The Moon Vagrant cannot be put to sleep by magic or natural means.

Water Walk. The Moon Vagrant can walk on water.

Winter Walk. The Moon Vagrant can move across and climb icy and snowy 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 Moon Vagrant 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:* 19 (4d6+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage and the Moon Vagrant's any attack roll it makes against the target before the end of its next turn has advantage.

MOON VAGRANT

A peculiar lumbering beast has been sighted in recent expeditions to the cold north. Covered in pure white fur it almost blends into the white canvas of its surroundings, betrayed only by the otherworldly skin and undulating appendages.

The Moon Vagrant is a creature created with purpose. This purpose causes the vagabond to wander the white lands of the north undeterred by wind or weather. One who observes and tracks the vagabond's path will find it following with purpose, moving in peculiar but systemic patterns. On occasion the vagabond will stop and investigate something of interest, touching the object with the undulating tendrils sprawling from its face. But shortly after it will resume its trail, never knowing rest or distraction.

While not aggressive in of itself, the Moon Vagrant will attack anything that upsets its path, may it be hungry predators or curious explorers.



Artwork by Nickalart

PATREON | DMTUZ



Artwork by Nickalart

FOYLETER

Medium Monstrosity

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., burrowing 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	4 (-3)	12 (+1)	6 (-2)

Proficiency +2

Skills Perception +3, Stealth +4

Resistances poison

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

Altered Body. The Foyleter has advantage on all Constitution saving throws.

Consume Carrion. The Foyleter can consume the body of a dead creature that is small size or larger over the course of 1 minute. At the end of the minute the corpse is consumed and the Foyleter regains 7 (2d6) hit points plus additional 7 (2d6) hit points for each size category of the dead creature bigger than small.

ACTIONS

Multiattack. The Foyleter makes one attack with its bite and one attack with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) piercing damage plus 9 (2d8) poison damage and the target must succeed a DC 13 Constitution saving throw or be poisoned until the end of the Foyleter's next turn.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10+3) slashing damage.

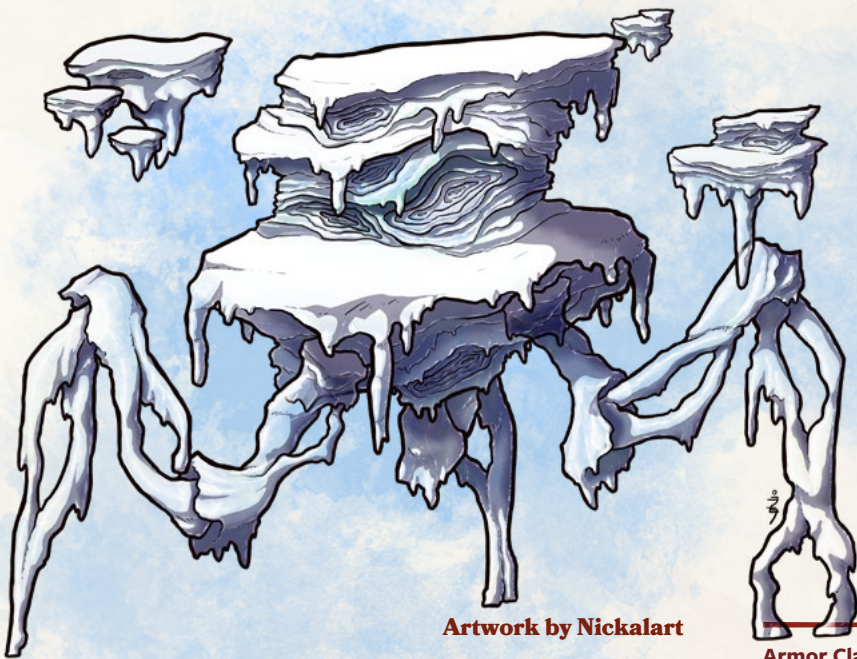
Feeding Frenzy (1/day). The Foyleter makes three bite attacks. It can move between each of the attacks without provoking opportunity attacks. The Foyleter can only use this action if it has consumed a corpse within the last 10 minutes.

FOYLETER

Despite the extreme environment, life found its way throughout the frozen lands of the northern continent. But where there is life, there is death, and where there is death there too are scavengers. Though the cold claims bodies quickly and encases them in ice. The Foyleter is equipped with powerful claws to carve and free the morsel underneath.

The Foyleter, despite their reptilian appearance, are native to the cold north and are perfectly adapted to the climate. Being nocturnal they sleep in caves during the day, and prowl the snowy planes in the cover of night.

Some suggest the Foyleters have been changed by a corruption in their diet. As recent discoveries have found not all creatures within the north exist in agreement with nature. Many of these unknown carcasses found in the ice have shown evidence of being fed on by scavengers.



Artwork by Nickalart

CORRUPTED ICE

According to the traveling journal of Nafiglio he describes his discovery of an ominous frozen lake in the depths of the northern continent. The ice covering this lake was ominous and strange in shape and color, as if frozen in motion. Soon after setting up camp near the lake Nafiglio described an onset of hysteria among his crew, who spoke of disturbing dreams, visions of a creature trapped under the ice beckoning them to free it. They quickly moved on the next day.

Similarly strange phenomena can be discovered all over the frozen north. One can only assume that an otherworldly corruption lingers somewhere deep underneath the snow and ice, shrouded from the rest of the world. Its corrupting influence has changed the local fauna and flora, but even the land is not safe from its influence. Pieces of ice, corrupted elementals, wander the frozen wastes and are a danger to any who encounter them.

CORRUPTED ICE (GREATER)

Large Elemental

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	1 (-5)	16 (+3)	3 (-4)

Proficiency +4

Senses passive Perception 13

Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Immunities cold, poison

Condition Immunities paralyzed, poisoned

Challenge 9 (5,000 XP)

Freezing Body. A creature that touches the Corrupted Ice or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) cold damage and the creature's speed is reduced by 5 ft. until the beginning of the creature's next turn.

CORRUPTED ICE (LESSER)

Medium Elemental

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	1 (-5)	12 (+1)	3 (-4)

Proficiency +2

Senses passive Perception 11

Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Immunities cold, poison

Condition Immunities paralyzed, poisoned

Challenge 2 (450 XP)

Freezing Body. A creature that touches the Corrupted Ice or hits it with a melee attack while within 5 ft. of it takes 3 (1d6) cold damage and the creature's speed is reduced by 5 ft. until the beginning of the creature's next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+4) bludgeoning damage plus 4 (1d8) cold damage and the creature's speed is reduced by 10 ft., if this reduces the creature's speed to 0 the creature must succeed a DC 12 Strength saving throw or be restrained until the end of the Corrupted Ice's next turn.

ACTIONS

Multiattack. The Corrupted Ice makes two attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 9 (2d8) cold damage and the creature's speed is reduced by 10 ft., if this reduces the creature's speed to 0 the creature must succeed a DC 12 Strength saving throw or be restrained until the end of the Corrupted Ice's next turn.

Frozen Prison (Recharge 6). A creature within 30 ft. of the Corrupted Ice must make a DC 14 Constitution saving throw. On a successful save a creature takes 18 (4d8) cold damage. On a failed save a creature takes 18 (4d8) cold damage and is restrained for one minute. The restrained creature can repeat the saving throw at the end of its turns, ending the effect on a success. If the target creature is already restrained when it fails the saving throw, it is additionally paralyzed for as long as it is restrained.

LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc („Wizards“). All Rights Reserved.

1. Definitions: (a) „Contributors“ means the copyright and/or trademark owners who have contributed Open Game Content; (b) „Derivative Material“ means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) „Distribute“ means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) „Open Game Content“ means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) „Product Identity“ means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) „Trademark“ means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) „Use“, „Used“ or „Using“ means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) „You“ or „Your“ means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT

NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Unbound Monsters
Copyright 2023, DM Tuz.

END OF LICENSE