

RANAWOG RIME WARDEN

Sleeping Sentinels of the Winter Fey.



Many would assume the frog-like ranawog to be related to the grung or gripli, but they are actually a race of goblinoid fey. Those residing in the more frozen lands of the feywild are often employed by the sylvan courts of the winterlands. Though they are built for agility and acrobatics, the winter ranawog's unique physiology has made them more well-known for standing still.

FROSTY GUARDSMEN.

Ranawog of the winterlands are known for their resilience to the cold. They can stand outside in freezing temperatures, even full blizzards, unmoving. Eventually the accumulation of ice causes them to become completely frozen, resembling gargoyle-like ice sculptures. They can hibernate in this frozen state while remaining aware of any warmth around them. If an unwanted guest approaches a dwelling under their protection, the intruder is in for a terrifying surprise.

AMBUSH ADEPTS.

One never wants a rime warden to get the jump on them, but few ever have a choice. At the smallest hint of warmth, a frozen ranawog can burst forth from its icy state and immediately unleash a flurry of blows. With an ability to craft icy implements of death, a rime warden is always armed and dangerous. Additionally, it retains its feyborn ability to teleport, adding to its already impressive mobility. Even if one lands a decisive blow on a rime warden, they may find the target they hit was simply a frigid duplicate, with the ranawog positioning itself for a devastating attack of its own.

HONORABLE WATCHERS.

Ranawog that become rime wardens are fiercely loyal to those whom they swear to protect. This conviction has granted them great respect amongst the fey courts, and having such warriors in one's employ is an impressive display of status. While they tend to remain in one place, guarding courts and their own homes, ranawog have been known to migrate. Some travelers have been known to find shelter from a blizzard amongst a host of icy statues, only for them to disappear by the time they awaken.

Ranawog Rime Warden

Medium Fey (Goblinoid), Any Alignment

Armor Class 16 (Leather)

Hit Points 108 (18d8 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	18 (+4)	17 (+3)

Skills Acrobatics +8, Intimidation +7

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Goblin, Sylvan

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Amphibious. The ranawog can breathe air and water.

Standing Leap. The ranawog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

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

Thermal Awareness. The ranawog can sense the presence of warm-bodied creatures within 30 ft. of it.

Frozen Sentinels. While the ranawog remains motionless for at least an hour in freezing temperatures it freezes solid, becoming indistinguishable from an icy statue. When it senses the presence of warm-bodied creatures, it can burst out of its frozen state to ambush the creature.

Assassinate. During its first turn, the ranawog has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ranawog scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the ranawog deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ranawog that isn't incapacitated and the ranawog doesn't have disadvantage on the attack roll.

Actions

Multiattack. The ranawog makes three Ice Shuriken attacks. It can replace one attack with a use of Spellcasting.

Ice Shuriken. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) slashing damage plus 9 (3d6) cold damage.

Spellcasting. The ranawog casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *fog cloud, ice knife*

Bonus Actions

Create Ice Shuriken. The ranawog creates a shuriken of ice in each of its empty hands.

Fey Step (Recharge 4–6). The ranawog teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Reactions

Icy Substitution (Recharge 6). When the ranawog would take damage while in freezing temperatures, it can use its reaction to produce an icy duplicate of itself that takes the damage instead. When it does so the ranawog teleports along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Read Out. *As you approach the frozen statue, the blizzard continues to rage around you. Your feet crunch through ever-rising snow and icy winds bite at your face. You can see your warm breath erupt from your mouth as a white cloud. As the breath reaches the statue, you hear a sharp crack, as a fissure lances down its face and large golden eyes alight from under the icy surface. Before you can react, the statue bursts as a frog-like humanoid leaps through the icy shards. In its hand a bladed weapon grows from fractalized ice, and with unearthly precision it strikes down upon you.*