



BENEOS TOKENS

WINTERGRIM



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

WINTERGRIM

Sudden drops in temperature and billowing snowstorms herald the coming of a Wintergrim. Wintergrim are murderous fey creatures and intrude into the profane world during a time where the temperature drops to unnatural lows and the snow mantle becomes a burial shroud for humans and livestock alike. Hunters don't return from the forest, rime coats windows and even a fire's heat may no longer banish the existential cold that has seeped into body and spirit. Until banished by the return of spring, the Wintergrim will hunt, its pale bestial hands choking life and warmth from its victims, leaving behind only icy skin and blood on the snow. At the seasonal height of its power, even powerful iron wards may not keep a Wintergrim at bay and many a frontier village turns to ancient pacts sealed with blood and sacrifice instead.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

WINTERGRIM

Large fey, chaotic evil

Armor Class 16

Hit Points 177 (19d10+76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	8 (-1)	18 (+4)	14 (+2)

Saving Throws Con +8, Charisma +6

Skills Perception +8, Stealth +7

Damage Resistances Fire

Damage Immunities Cold; Piercing, Slashing and Bludgeoning damage from non-magical weapons that aren't coldiron (detailed below)

Condition Immunities Charmed, Exhaustion

Senses Blindsight 20 ft. (senses heat), Darkvision 60 ft., passive Perception 18

Language Sylvan

Challenge 12

Apex Predator (Glacial). While within its natural environment, the Wintergrim has advantage on Wisdom (Perception) checks and makes any ability checks to track creatures with advantage. The Wintergrim also has advantage on Dexterity (Stealth) checks made to hide in snowy terrain and does not suffer any penalties to its movement from snow or ice-related difficult terrain, be it magical or non-magical.

Smothering Snowfall. The Wintergrim is constantly surrounded by localized heavy snowfall. This snowfall covers a 20 ft. sphere always centered on the Wintergrim. The area affected by the snowfall becomes magical difficult terrain and a creature starting its turn within the area or entering it for the first time on its turn must succeed on a DC 16 Constitution saving throw or be blinded until the start of its next turn. Ranged attacks made from outside the snowfall against creatures within are made with disadvantage. At the start of the Wintergrim's turn roll 2d8; the total is how many hit points of creatures the following ability can affect. Creatures within the snowfall are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this ability

falls unconscious until it takes damage or someone uses an action wake it. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. As this is due to the exhaustion caused by the magical nature of the snowfall, even creatures which normally can't be put to sleep are affected, with the exception of constructs or creatures immune to the exhaustion condition. If a creature starts its turn sleeping within the area of the snowfall, it suffers one level of exhaustion.

Grim Strangler. The Wintergrim makes grappling checks with advantage and does not suffer penalties to its movement speed when grappling a creature.

Greater Fey. The Wintergrim has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/Day). When the Wintergrim fails a saving throw, it can choose to succeed instead.

BONUS ACTIONS

Rimeiron Curse. The Wintergrim channels bitterness and hate into a non-magical metal object it can see within 40 ft. of it. The object becomes wreathed in rime, as flowery frost-patterns curl on its surface. Each creature in physical contact with the object immediately takes 9 (2d8) cold damage. Until the Wintergrim chooses a different target or the effect ends (either by ending it on its turn or due to the effect described below) the Wintergrim can use a bonus action on each of its subsequent turns to cause this damage again. As long as a creature touches the cursed object, it has disadvantage on attack rolls and ability checks until the start of the Wintergrim's next turn. If a creature is holding or wearing the object and takes the damage from it, the unnatural cold causes skin and flesh to stick to the cursed metal. To let go of the object, if possible, the creature must succeed on a DC 16 Athletics check to rip it off, suffering 9 (2d8) slashing damage on a success. As metal is anathema to fey creatures, it takes the Wintergrim great effort to maintain this effect. Each time the Wintergrim takes more than 10 points of damage from a single source while upholding this effect, it must succeed on a Constitution saving throw with a DC equal to the damage received or the effect ends.

ACTIONS

Multiattack. The Wintergrim makes two attacks with its Icy Claws. Alternatively, it can make one Goring Antlers and one Icy Claws attack.

Icy Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 3) slashing damage plus 7 (2d6) cold damage. A creature hit by the Icy Claws must succeed on a DC 16 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws until the end of its next turn, as unnatural cold seeps into its bones.

Winter's Embrace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* A creature hit with this attack is grappled and restrained. The grappled creature takes 9 (2d8) cold damage and the dice pool for the Wintergrim's Smothering Snowfall ability increases by 2d8. The grappled creature must also succeed on a DC 16 Constitution saving throw. On a failed save, the creature's hit point maximum is reduced by an amount equal to the cold damage taken. On subsequent turns, the Wintergrim can use its action to subject a restrained creature to the effect of Winter's Grasp without needing to make a hit roll.

Goring Antlers. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 3) plus 7 (2d6) cold damage. This attack scores a critical hit on the roll of 19 and 20.

Rime Breath (Recharge 6). Each creature in a 30-foot cone must make a DC 16 Constitution saving throw. A creature takes 21

(6d6) cold damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 5 or more is paralyzed, as it is frozen solid. It can repeat the saving throw at the start of each of its subsequent turns, ending the effect on a success.

LEGENDARY ACTIONS

The Wintergrim can take 2 Legendary Actions, choosing from the options below. Only one legendary Action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

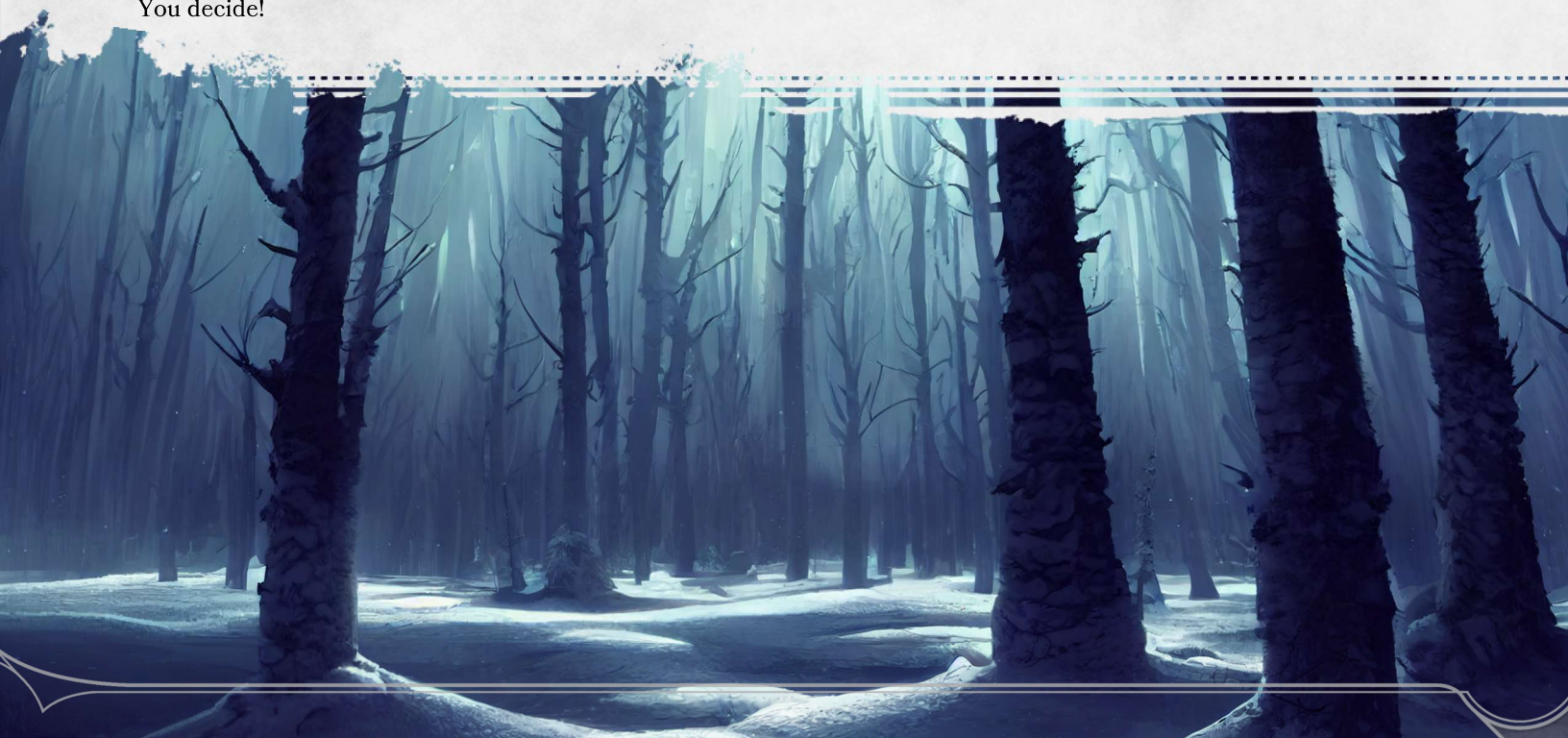
Mirrorhaunt. The Wintergrim teleports up to 80 ft. to an unoccupied space within 5 ft. of a reflective surface made of ice. If this teleportation leaves it within 5 ft. of a creature, it can make an **Icy Claws** or **Winter's Grasp** attack against the creature.

Dashing through the Snow. The Wintergrim becomes incorporeal, its essence momentarily coalescing into the swirling snow. In its incorporeal form, the Wintergrim can move up to 40 ft. and rematerialize at the end of this movement. Each creature in a 10 ft. wide line between start and end point of the Wintergrim's movement must succeed on a DC 16 Constitution saving throw or suffer 14 (3d8) cold damage and have their speed halved until the end of their next turn. This movement does not provoke an attack of opportunity.

Relentless Stranglehold. The Wintergrim uses **Winter's Embrace** on a creature that is currently grappled by it.

COLDIRON WEAPONRY

Nursery rhymes, bedtime stories and literal fairytales allude to cold iron as a means to ward off, poison or even kill feyfolk. It is unclear what makes *coldiron* so special, other than iron being a symbol of industrial progress and technology, acting as an opposite to the 'natural' fey. Is it special iron blessed by the gods, crafted from meteoric ore, found in ancient burial site? You decide!



A WINTERGRIM'S LAIR

Wintergrim primarily reside in icy grottos and snow-covered forest groves, but are also known to dwell within the rime-wreathed ruins of abandoned villages. Their lair is permeated by unnatural coldness, icy mists cover the floor and no flame can stand against ever-howling winds. The fey magic of the Wintergrim twists this place, mirror images and warped reflections appearing on ice surfaces, threatening and taunting intruders, luring them deeper into the frozen core of the lair. Wintergrim delight in abducting creatures and letting them roam freely through their labyrinthian homesteads, soon succumbing to the freezing temperatures and cutting winds, unable to find their way out of the fey-touched ice labyrinths. At the height of a Wintergrim's reign of terror, its lair is littered with the dead and dying, partially frozen to the ground or walls, partially torn open by other captives' desperate attempts to harvest another's warmth for themselves.

LAIR ACTIONS

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

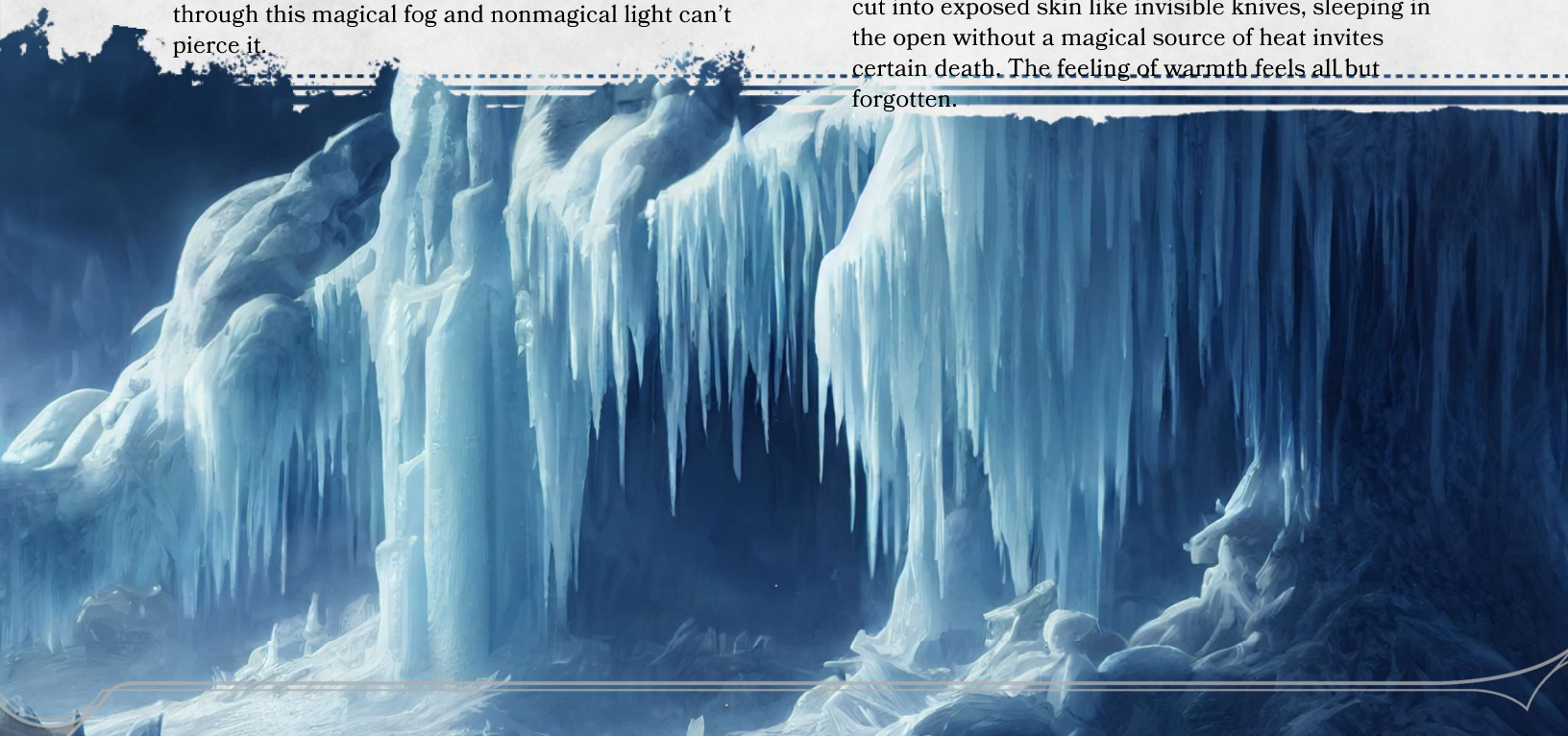
- **Curse the Anathema.** Non-magical metal objects within 100 ft. of the Wintergrim get infused with the Wintergrim's hate and give off intense frost, dealing 9 (2d8) cold damage to each creature touching a metal object.
- **Glacial Mists.** Magical icy fog spreads from a point the Wintergrim chooses within 40 feet of it, filling a 15-foot-radius sphere until the fey dismisses it as an action, uses this lair action again, or dies. The fog spreads around corners. The space is heavily obscured, a creature with darkvision can't see through this magical fog and nonmagical light can't pierce it.

- **Mirrorhaunt Labyrinth.** Three glacial monoliths materialize at points of the Wintergrim's choosing within 80 ft. of it from the misty floor, exuding intense cold. These monoliths are huge objects (AC 17, 40 hit points, immune to psychic, poison and cold damage) and are eligible targets for the Wintergrim's **Mirrorhaunt** ability and creatures starting their turn within 10 ft. of the monolith or moving within 10 ft. of them for the first time during their turn must succeed on a DC 16 Constitution saving throw or have their movement speed reduced to 0 until the start of their next turn. They last until the Wintergrim dismiss them as an action, uses this lair action again, dies or until they are destroyed.

REGIONAL EFFECTS

The region containing a Wintergrim's lair is warped by the Wintergrim's fey magic, which creates one or more of the following effects:

- Within 20 miles of the lair, heavy snow storms are blocking out the sun and the temperature drops significantly with every mile travelled towards the lair. Fires must be tended to constantly and only give the faintest impression of warmth, keeping one alive but doing nothing to make them feel better.
- Within 10 miles of the lair, nature appears frozen in time, with thick snow or ice covering every inch. No birds can be heard and animals are gaunt and haggard, often too weak to attack or even flee. Sunlight feels like a distant memory.
- Within 1 mile of the lair, the cold becomes almost unbearable, it is impossible to start non-magical fires and water freezes within its containers. Harsh winds cut into exposed skin like invisible knives, sleeping in the open without a magical source of heat invites certain death. The feeling of warmth feels all but forgotten.



SHOWCASE: WINTERGRIM

FIGHTING STYLE AND PURPOSE.

- **Fighting Style: Demanding and Lethal.** A Wintergrim forces a party to roll a lot of saving throws to resist its various abilities, making this a *demanding* encounter. As they target Strength and Constitution, the Wintergrim is much more dangerous to characters with already lower hit points. This is also what makes it actually *lethal* - the lower a character's hit points, the more dangerous the Wintergrim's **Smothering Snowfall** becomes. With the Wintergrim being intelligent enough to determine the most viable targets, its speed offered by the **Mirrorhaunt** and **Dashing through the Snow** abilities and the spiraling dynamic of **Winter's Embrace** and **Smothering Snowfall**, an encounter with the Wintergrim can easily end up killing one or several player characters.
- **Purpose: Gimmick, Pressure and Boss.** The Wintergrim relies on the gimmicky nature of its abilities, but figuring those out does not end the encounter, as with many *gimmick* type enemies. This is where the *pressure* nature of the Wintergrim comes, there are several layers of abilities providing unique challenges the players need to overcome before getting the upper hand of the fight. Due to the complexity and danger posed by an encounter with the Wintergrim, it is best use as a *boss*. Running the Wintergrim deserves a narrative setup for maximum impact and requires more preparation to run than a simple encounter.
- **Challenge.** As always, the actual challenge a creature poses is hard to quantify, when the actual danger comes from abilities, rather than just values like AC, hit points and damage. The Wintergrim's danger lies in its abilities and versatility. Its innate aura ability, the **Smothering Snowfall**, is a lethal threat and increases in power over the course of the encounter, making even a weakened Wintergrim extremely dangerous. The challenge lies in forcing it to attack targets that can best withstand the fey's set of abilities, hardy characters with high Strength, Constitution and lots of hit points to resist the sleeping effect. If however the Wintergrim manages to overcome these hard targets, and it has the means to do so (or can simply try and ignore them), frail characters are in danger. A well planned encounter within the Wintergrim's lair does not require additional minions, as the interactive set of abilities and layered challenge can make for a dynamic encounter by themselves.

2. STORY PROMPTS.

Death Looms Each night icy mist descends on the isolated village of Shivermoore, as a gaunt nightmare stalks its citizens, leaving behind grim trophies for the terrified villagers to find in the morning. Night after night, the desperate villagers huddle in the forge, but slowly even the iron begins to show faint traces of rime.

Ancient Rites. As a terrible winter ravages the land, desperate communities return to forgotten rituals to guarantee their survival, mournfully luring in travellers with promises of shelter, only to sacrifice them to an ancient being stalking the nearby woods.

