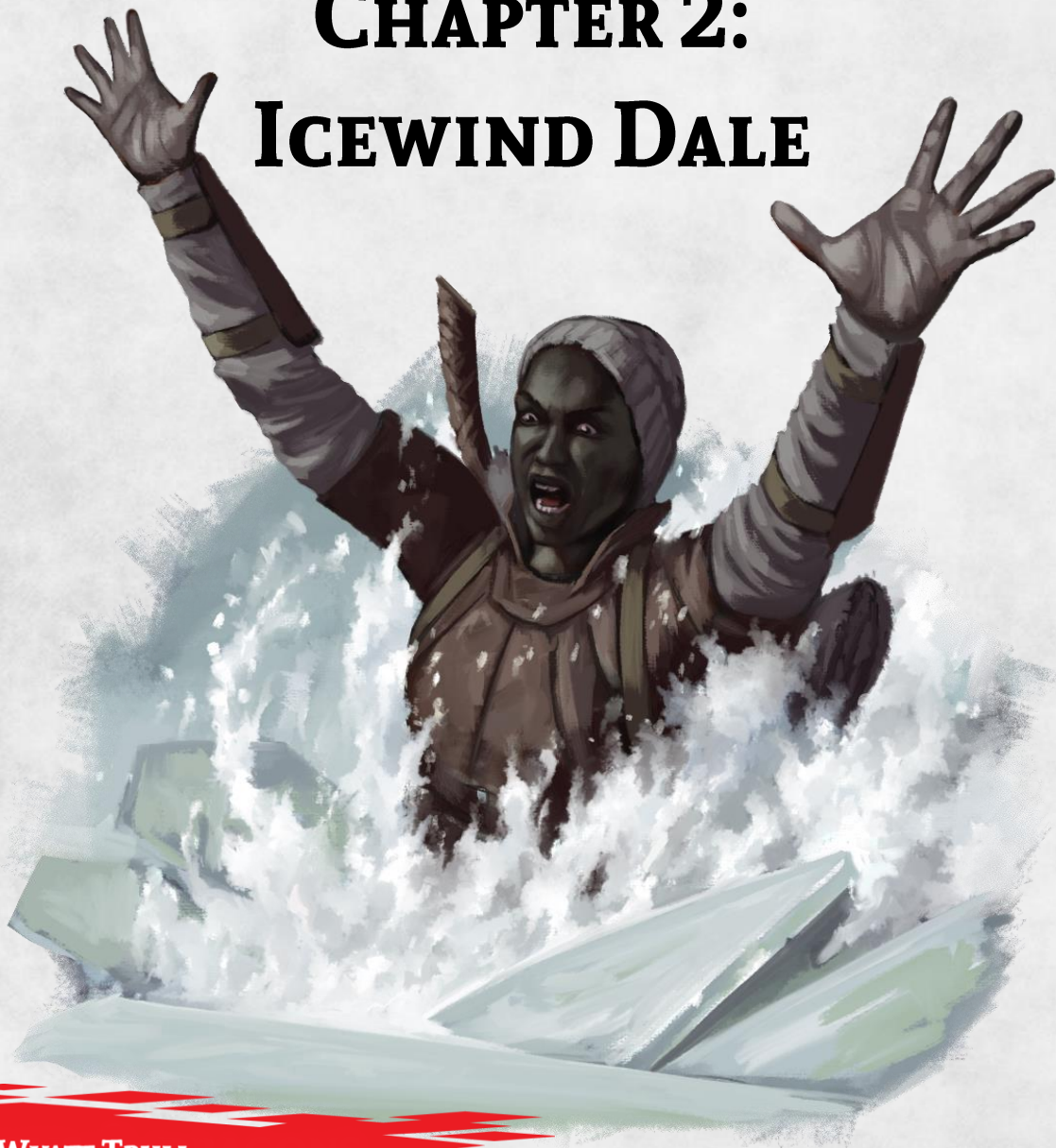


**ICEWIND DALE:
RIME OF THE FROSTMAIDEN
COMPANION:**

**CHAPTER 2:
ICEWIND DALE**



BY WYATT TRULL



FOREWORD

ONE COMPANION TO RULE THEM ALL

No campaign is easy for a Dungeon Master to run but the *Rime of the Frostmaiden Companion* ("Companion" for short) is devoted to making it easier and more satisfying for you to run. By providing new hooks, variants, flavor text, as well as any referential information for creature statistics or magic items, this supplement should make for a faithful companion to keep at your side.

ABOUT THE AUTHOR

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All hail our glorious artist:

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USING THIS SUPPLEMENT

The *Companion* is quite formulaic; every chapter is designed to be easily digestible, whether you're a veteran reader or just diving into it mid-campaign.

Shorthand. This supplement is *massive*. The abbreviations below must be implemented to reduce the strain on your printer or the scroll wheel of your poor, poor mouse:

RoFM refers to *Icewind Dale: Rime of the Frostmaiden*.

Ch. refers to a chapter of the module (e.g. "Ch. 1").

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

VGM refers to *Volo's Guide to Monsters*, the monsters of which are featured in this guide.

MToF refers to *Mordenkainen's Tome of Foes*, the monsters of which are sometimes featured in this guide.

XGE refers to *Xanathar's Guide to Everything*, the spells and magic items of which are sometimes featured in this guide's chapters.

APPENDICES

The *Companion* is devoted to maximizing your playtime and minimizing interruptions at your table.

Appendix A provides the descriptions and locations of magic items found throughout the chapter.

Appendix B provides the statistics of all monsters featured throughout the chapter.

Appendix C provides details for spells, traps, diseases, and other effects that might be featured in the chapter. A qualifying effect is underlined in this supplement.

CHAPTER 2: OVERVIEW

RUNNING CHAPTER 2

Chapter 2 sees the adventurers striking out from Ten-Towns to explore the unforgiving wastes and rid them of potential threats to Icewind Dale. Take your time with this chapter, because once it's over, the campaign is locked into a schedule: the adventurers have to invade Xardorok's Fortress in Chapters 3 and defeat his dragon in Chapter 4.

Advancement. By now, your party should be 4th- or 5th-level. If they aren't, they're no match for the many encounters or locales described in this chapter.

Timeline. Once you begin Chapter 2, assume that 2d6+4 days have passed without incident since the party finished Chapter 1. Your campaign's narrative will be more grounded with the passage of time. During that time, the party sharpened their skills, let off some steam, and collected rumors that they can pursue. They may have even established an ally in Ten-Towns in the meantime.

The Next Chapter. Chapter 2 doesn't provide any leads to Chapter 3; the party must still discover the duergar in Caer-Konig or Easthaven, or speak with Hethyl in Caer-Dineval.

PREVIOUSLY ON RIME OF THE FROSTMAIDEN

By now, the adventurers' reputation has grown. News of an enterprising band of adventurers reaches all corners of Ten-Towns. Before running this chapter, refresh yourself on your adventurers' exploits and answer these questions:

- Did the adventurers discover the duergar in Caer-Konig or Easthaven?
- Have the adventurers encountered the Cult of Levistus in Caer-Dineval?
- Has the *Cold-Hearted Killer* quest been completed?

These questions revolve around the pillars that support *Rime of the Frostmaiden's* plotline. The duergar are the main antagonists for Act II of the campaign (Chapters 3 and 4), so they must be foreshadowed beforehand. The Cult of Levistus, stationed in Caer-Dineval, opposes the duergar and is aware of their schemes. The adventurers must encounter at least one of these factions because only they provide leads to Chapter 3.

The *Cold-Hearted Killer* quest is noteworthy because it confirms that the Frostmaiden is aware of the sacrifices being made to her—and that they won't end her wrath. At best, they keep her from punishing Icewind Dale further. Sephek Kaltro, essentially, tells the adventurers that they can't wait around for things to get better, because they won't. It is up to them to end the Everlasting Rime.

ESTABLISHING A PARTY ALLY

Rime of the Frostmaiden is a mobile campaign in nature. The adventurers are constantly on the move, investigating and ending threats around Icewind Dale. Because of this, it can be difficult for other characters to contact the party; they're left waiting until the adventurers surface or return to their town.

The *Companion* advocates the establishing of an ally—a recurring NPC that the adventurers can turn to for help, lore, and communication. This character might join the party for a time, depending on their own goals, or they might remain in the relative safety of Ten-Towns.

Duties. The party ally is your tool behind-the-scenes. They can collect information for the party and lead them to quests or locales. While the adventurers are out in the wilds, the ally is establishing contacts for the party and acting as their liaison to Ten-Towns and other Icewind Dale factions. The party can still be approached by other characters, but having the ally means that they can worry about dealing with dangers.

Potential Allies. The adventurers will meet many folks in the course of this campaign, but few of them have the potential of becoming actual allies. "Ally" in this context refers to a constant companion that the adventurers can turn to for a myriad of reasons: information, funds, and favors. They will get to know this ally, whether they like it or not.

Five potential allies have been selected below, each chosen for their involvement (or potential involvement) in *Rime of the Frostmaiden* and the narrative benefits they can bring to the party. If you wish to make another character an ally, first ask yourself how influential and knowledgeable they are, as well as where they fit into the plot of *RoFM*.

Gaining Allies. The adventurers must prove themselves to a potential ally—a feat which is conveniently handled in Chapter 1 of *Rime of the Frostmaiden*. If the party did not directly assist a potential ally (such as through the town's quest), word of their exploits can still motivate the character to propose this relationship.

Goals. Just because a character is allied with the party doesn't mean they don't pursue their own goals. Some may have goals that the adventurers won't or don't agree with, or even oppose.

Multiple Allies. Allies can come and go; there is no harm in the adventurers temporarily allying with one of these characters and then later turn to a new one that can better aid in their current quest. In fact, it's even encouraged that you utilize two to three allies, each with different goals, morality, and purpose.

Hlin Trollbane

NG retired shield dwarf bounty

Introduced in the *Cold-Hearted Killer* quest, Hlin Trollbane is a retired bounty hunter with nothing left to prove and no one to appease. In her more youthful days, she was darkly devoted to justice; she has since wizened into a pragmatist. The relative boredom of retirement led her to Sephek Kaltro and now her ancient appetite for mystery has returned.

Provided the adventurers already met her as part of the *Cold-Hearted Killer* quest, Hlin becomes a logical choice for the players to turn to as their central quest-giver. They will inherently recognize this and can be expected to have their characters do the same.

Goals. Hlin wants only to relax in retirement, but she can't do that if Icewind Dale freezes to death under Auril's Everlasting Rime. As it did when she investigated Sephek Kaltro, boredom often gets the better of her, interrupting the relaxation she—apparently—craves.

Resources. What Hlin lacks in funds and institutional support, she makes up for in contacts and information. As a retired bounty hunter, she is well acquainted with Ten-Towns' seedy underbelly and can turn to several contacts, who shall go unnamed, of course, for information. Likewise, investigation was as much a part of her career as tracking, so she makes for a skilled sleuth. Given time, she can unearth any number of secrets—including the existence of duergar spies and Levistus cultists.

Related Quests. Hlin is a pragmatist unmotivated by gold and glory. She is more interested in shoring up the defenses of Icewind Dale and ending the Everlasting Rime. To that end, she is involved with these quests:

- *A Goliath Problem* – Hlin believes that the Everlasting Rime can't be undone without the strength and wisdom of the goliath clans.
- *Black Cabin/Provisions for Macreadus* – Hlin has heard of Macreadus's efforts to undo the Everlasting Rime and wants to check up on him.
- *Cackling Chasm/Gnoll Heads* – Even one gnoll is too large of a threat to ignore.
- *Id Ascendant/Distress Signal* – That a sensitive people are hearing telepathic messages is most troubling...

STATISTICS

Hlin Trollbane is a dwarven **veteran** with the following changes to her statistics:

- She has a walking speed of 25 feet.
- She has darkvision out to a range of 60 feet.
- She has resistance to poison damage and advantage on saving throws against being poisoned.

At Higher Levels. Hlin has done enough adventuring in her life, but if she is habitually convinced to tag along with the adventurers, she eventually becomes a **gladiator** with the same changes above. This can occur in Chapter 4 at the earliest. This change in her statistics represents her coming back from retirement.

Avarice: Opportunistic Wizard

LE power-hungry tiefling wizard

First found among the cultists in Caer-Dineval, Avarice is a powerful wizard and member of the infamous Arcane Brotherhood, a cabal of magi feared and respected across the world. As described in App. C of *RoFM*, Avarice sold her soul to the archdevil Levistus for magical power. She is cruel, vindictive, egotistical, and supremely confident. She doesn't admit fault or defeat no matter how damning the proof or insurmountable the odds.

Even if she becomes their ally, Avarice only considers the adventurers useful tools that can lead her to Ythryn (see Chapter 7). In *RoFM*, she remains behind the scenes until Chapter 7, when the adventurers delve into Ythryn; the *Companion*, however, suggests giving her facetime throughout the campaign. It is she that sends the party to Xardorok's fortress in Chapter 3—and she may even help them defeat his chardalyn dragon.

Goals. Avarice's only goal is to amass power. Here in Icewind Dale, she can achieve that by locating the lost Netherese city of Ythryn. All other goals come secondary, even if the party winds up growing on her. Avarice has a rival here in Icewind Dale: the necromancer **Vellynne Harpell**, who is described in App. C of *RoFM*. Both she and Vellynne are searching for the city of Ythryn.

Resources. As a wizard, Avarice has a wide arsenal of spells at her disposal, the most useful one being, as the party's ally, *sending*. Through this spell, she can maintain brief contact with the adventurers no matter where they are, alerting them to threats they might be unaware of. She also has the Cult of Levistus, provided the adventurers did not eradicate them, at her command—much to the chagrin of its members.

Additionally, Avarice has two **gargoyles**, Gargle and Gurgle at her command. Thanks to her *Rary's telepathic bond* spell, she is in constant contact with the elementals, who gladly do her bidding. Further, Avarice has a **raven** familiar named Skelm that she can use to spy on the party or deliver messages.

Related Quests. Avarice is concerned with these points of interest and their associated quests:

- *Lost Spire of Netheril* – What secrets can she plunder that will aid in her search for fabled Ythryn?
- *Wyrm doom Crag/Dragon Bone Stew* – A steady supply of stews that can inure one to the cold will be quite useful when Avarice explores the Reghed Glacier.
- *Revel's End/Behind Bars* – Avarice must ensure that Vaelish Gant doesn't divulge her identity.

STATISTICS

Avarice has a unique statblock described in Appendix B of this supplement and Appendix C of *RoFM*. Notably, she wields a *staff of frost*. If she becomes the party ally, assume she has access to any wizard spell of 5th-level or lower.

SPEAKER MAXILDANARR: SPYMASTER

LE self-serving human spymaster

Speaker Naerth Maxildanarr is less of an ally and more of an employer. His concern for Icewind Dale is borne out of ambition, not altruism. As the dale prospers, so does he and his regime. So long as the adventurers can stomach working with the devil they know, he can prove a useful, if nefarious, ally.

Maxildanarr is lawful evil; he has a code and he sticks to it. He keeps his word and his side of any bargain—no one will work for him if they're afraid the spymaster will turn on them eventually. He is more concerned with his reputation, which goes beyond the adventurers.

Goals. Maxildanarr's goals, for the most part, align with the party's, be they opportunists or altruists. He wishes to make the dale a safer and more prosperous place. So what if that means his own power will grow too?

Maxildanarr keeps his less savory goals from the party, such as establishing puppet-speakers in Termalaine and Good Mead, unless they prove to be as unscrupulous and self-serving as him.

Resources. As a spymaster, Maxildanarr has agents all over Ten-Towns, each of whom report to him directly. The adventurers can rely on this vast network to gather rumors, watch potential foes, and even fund some of their enterprises. While in Ten-Towns, there is always a 50% chance that one of Maxildanarr's **spies** are tailing the adventurers. If the adventurers are in trouble, a spy can rally 1d4+1 **thugs**, who arrive 1d10 minutes later.

As Maxildanarr's influence grows, so do his resources. If he installs puppets in Termalaine and Good Mead, he can finance the adventurers' exploits. This can include commissioning (or extorting) a blacksmith to make a set of plate armor for an adventurer.

Related Quests. Maxildanarr is concerned with the following points of interest and their associated quests:

- **Dark Duchess/Zero Rum** – Maxildanarr has learned of the *Dark Duchess* and the treasure she might contain.
- **Angajuk's Bell/Whale Oil Acquisition** – Commerce must flow if Targos is to prosper.
- **Cackling Chasm/Gnoll Heads** – Maxildanarr's quest for power won't matter if gnolls raze Ten-Towns down or raids its trade routes.
- **Revel's End/Behind Bars** – Maxildanarr is interested in any secrets Vaelish Gant might share and suggests that they report to Speaker Duversa Shane so that she takes a shine to them.

STATISTICS

Maxildanarr is a LE human **spy**. Because he will never join the adventurers on their exploits, his statistics remain the same throughout the campaign.

SPEAKER TROVUS: RETIRED ADVENTURER

NG alcoholic silver dragonborn warrior

Desperate to relive his glory days, Trovus quickly throws his support behind the adventurers. Of all party allies, he is the most likely to accompany them on quests—after all, there's little for him to handle in the desolate Caer-Konig. When Trovus isn't directly joining in on a quest, he lives vicariously through the party, demanding to hear every detail of what transpired in his absence. However, his desperate need to relive better days compels Trovus to "one-up" the party. He often says, "This reminds me of the time when..." or "That's like when my compatriots and I were knee-deep in another snafu" or "I'll do you one better!"

Goals. Trovus simply wants what's best for Icewind Dale, and to capture some of his former glory. Given time and support from the adventurers, he also tries to quit drinking.

Resources. With Caer-Konig in decline, Trovus doesn't have many resources at his disposal—but his colleagues do. Trovus can always get the adventurers an audience with the other speakers, who may lend their support.

Related Quests. Trovus is concerned with the following points of interest and their associated quests:

- **Cackling Chasm/Gnoll Heads** – Trovus worries that the gnolls will soon gather enough strength to storm Caer-Konig or another town.
- **Angajuk's Bell/Whale Oil Acquisition** – The Everlasting Rime is here to stay, it seems, and Trovus doesn't want Ten-Towners to freeze to death.
- **Karkolohk/Peace Out** – Trovus believes that the goblins must either integrate with Ten-Towns or be slain. Either way, they must face justice, be it in a tribunal or at the end of a blade.

STATISTICS

Trovus is a NG **veteran** with the following changes to his statistics:

- He has resistance to cold damage.
- He has the following action option:

Draconic Breath (1/Day). Trovus unleashes a blast of frigid air. Each creature in a 15-foot-cone must succeed on a DC 14 Constitution saving throw or take 7 (2d6) cold damage. On a success, a creature takes half as much damage.

At Higher Levels. If Trovus accompanies the party on their adventures, he too grows in power once they reach 7th level or higher. He assumes the statistics of a **half-red dragon veteran** with the following changes:

- His Fire Breath imposes a Constitution saving throw instead of a Dexterity saving throw, and it deals cold damage instead of fire damage.
- He has resistance to cold damage, not fire damage.

YSELM: HIEROPHANT OF AURIL

NE treacherous human druid

Fiercely devoted to Auril, Yselm has been commanded by the Frostmaiden to lead the adventurers to their doom. To that end, she insinuates herself into the party, offering her services as a wilderness guide. This is all a cover to get the adventurers killed—their own quest-giver and "ally" is working against them.

Yselm is further detailed in the *Yselm's Way* quest, in which she offers to lead the party to Jarlmoot, where she intends to betray them. This represents the final quest she offers the adventurers, after which she becomes a villain (provided she survives).

Yselm's expertise as a guide is famed throughout Ten-Towns, so the adventurers should count themselves lucky. Per the *Companion*, she has concealed her druidic magic from others, as she does her devotion to the Frostmaiden.

Goals. Yselm's goal is simple: to kill off the adventurers and please her deity. While she's out in the wilderness with the party, she instigates avalanches and sabotages the adventurers by destroying or hiding supplies. Observant characters will notice that these incidents tend to occur only when Yselm has left to forage or while she's scouting ahead for the party or when the adventurers have left her alone at camp.

Resources. Yselm's resources are rooted in magic and awakened beasts. While she has not awakened only beasts herself, she knows how to contact ones that other druids already granted sapience to. She has any druid spell of 5th-level or lower at her disposal, with *hallucinatory terrain* being one of the most potent. She uses this spell to make frozen lakes or ponds to look like solid ground, and to make open mountain passes look as if they were blocked off by a recent rockslide.

Related Quests. Yselm points the party to increasingly more dangerous locales in an effort to kill them, so it is almost any quest or point of interest is apt. In particular, she sends the adventurers to the Cackling Chasm and to the Cave of Berserkers. When she has grown tired of their insistence on prevailing, she guides them to Jarlmoot, as part of *Yselm's Way*.

STATISTICS

Yselm is a NE **frost druid**. Increase her Charisma score to 15 and give her proficiency in the Deception skill, granting her a bonus of +4.

WILDERNESS ENCOUNTERS

In other campaigns, wilderness encounters often just bog down the game while contributing nothing to the plot. In no other campaign are these encounters as important as they are in *Rime of the Frostmaiden*. Icewind Dale is a cruel and unforgiving land infested with monsters and plagued by foul weather. In short, you *must* utilize wilderness encounters, especially in Chapter 2.

You are expected to run a wilderness encounter on the way to or from a point of interest. Sometimes, something as simple as a blizzard can substitute an encounter. Not every encounter has to include combat.

ENCOUNTERING AURIL

The *Companion* advocates putting a face to the module's apparent villain early on in the campaign. Once while the adventurers are out in the wastes, they encounter the deity herself. This must occur in a blizzard and during another wilderness encounter; the very sight of Auril—who is in her snowy owlbear hybrid form (seen on the module's cover)—is enough to scare away even the bravest foes.

Additionally, the sight of the Frostmaiden is enough to provoke terror in the adventurers, all of whom must make a DC 20 Wisdom saving throw. On a failure, they become frightened. Each turn, they must take the Dash action to move as far away from Auril as possible.

After an indeterminable time, the adventurers come to their senses. There is a strong possibility that they are separated, lost, and/or off course.

Any other characters included in the encounter may be killed or be scared off by Auril as well. Therefore, you can pit the adventurers against a foe that they are severely outmatched by that the Frostmaiden just eviscerates.

Suitable Encounters. The following encounters are apt for Auril's appearance:

- **Battlehammer Dwarves** – Auril slaughters the dwarves; the adventurers are lucky to escape under a chorus of ghastly screams.
- **Frost Giant Riding Mammoth** – As the giant bears down on the adventurers, it is snatched up by a massive *thing* just out of view. After a brief scream, the eviscerated giant is dropped at the adventurers' feet. The mammoth panics, stomping off into the storm.
- **Humans** – As Auril approaches, a warrior looks out into the snowstorm and whispers, "It's as the shaman said! Arm yourselves! Arm your—" Suddenly, the ground opens up to swallow the human, burying him up to his neck. A massive paw reaches out from the snowstorm and crushes his head.
- **Yeti** – When Auril appears, the yeti cease battling the party, howling into the wind. A character that succeeds on a DC 13 Wisdom (Insight) check realizes that they aren't frightened or warning off a creature, but actually *rejoicing*. The yeti throws up its arms in supplication and *kneels* as Auril's visage emerges from the blizzard.

RANDOM WILDERNESS ENCOUNTERS

d20	Encounter	Difficulty
1	Yeti	Varies
2	Goliath Werebear	Easy
3	Crag cats	Easy
4	Coldlight walker	Medium
5	Ice troll	Hard
6	Frost druid and friends	Medium
7	Chardalyn berserkers	Hard
8	Frost giant riding a mammoth	Deadly
9	Battlehammer dwarves	Easy
10	Arveiatrace (ancient white dragon)	Deadly
11	Snowy owlbear	Easy
12	Gnolls	Medium
13	Orcs of the Many-Arrows tribe	Hard
14	Goliath party	Medium
15	Chwinga	Easy
16	Awakened beast	Easy
17	Icwind kobolds	Easy
18	Humans	Easy
19	Herd of beasts	Easy
20	Perytons	Varies

WILDERNESS ENCOUNTERS

Rime of the Frostmaiden's many wilderness encounters are further fleshed out below. Encounters not mentioned here don't require or won't benefit from further details.

Rolling. Remember to roll 2d20, the first to determine the random encounter, the second to determine whether it occurs during a blizzard. When you roll the blizzard die, add 1; if is higher than the encounter roll, the encounter does occur during a blizzard, which begins 1d4 hours before the encounter occurs and elapses 1d4 hours after it has been resolved.

ARVEIATURACE

If this encounter occurs near the Sea of Moving Ice, the dragon flies either towards or away from *Dark Duchess*, which foreshadows her arrival later on.

DRAGON HUNT

Under this variant, a warband of 1d6+4 **frost giants**, all astride **mammoths**, are hunting Arveiatrace. They have learned that the drake uses a derelict ship on the coast of the Sea of Moving Ice as a repository for her treasure. The frost giants can't afford to suffer any casualties while on the hunt and leave the adventurers be. No matter how mighty the adventurers may be, the giants will not invite them to join in on the hunt; this honor must be won solely by giants.

Later on, the adventurers discover the giants' shredded corpses in the snow, which is stained scarlet and strewn with guts, rent flesh, and mammoth fur. Ten-Towners can use their wooden implements for firewood and smelt down any metallic weapons they may have.

BATTLEHAMMER DWARVES

As a variant, the dwarves are battling a **yeti**, which has already slain one of the **scouts**. A character that speaks Dwarvish and succeeds on a DC 16 Wisdom (Perception) check hears one of the dwarves shouting, "Light a torch! Light a torch, damn ye!"

When the adventurers arrive on the scene, read:

Distant shouts and screams draw your attention—deeper into the tundra, the sounds of battle rage as a yeti ravages a group of dwarves. Unleashing a battle cry, one warrior valiantly charges the beast—only to be frozen by the yeti's chilling gaze. A streak of crimson falls upon the snow as the yeti cleaves flesh from the dwarf's bones.

For an additional challenge, one befitting adventurers of 7th-level or higher, the yeti is an **abominable yeti**.

FROST DRUID AND FRIENDS

Although Icwind Dale is infested with **frost druids**, the *Companion* recommends attaching an identity to the one encountered here and using them as a recurring character. Possible druids are:

Ravisin. This druid is responsible for the awakened beasts terrorizing Lonelywood and Bremen. She can be encountered in Lonelywood's town quest. If she was not slain there, she has sworn vengeance against the party and harangues them whenever she can.

Yselm. This secret hierophant of Auril normally lives in Ten-Towns. She offers the *Yselm's Way* quest that sends the adventurers to the *Jarlmoor* point of interest, and she is suggested as a possible ally for the party (see above). If Yselm is the frost druid, she prefers to surveil the party from afar and sabotage them by instigating avalanches, stealing supplies, or collapsing tents. She is quite fond of using *hallucinatory terrain* spells to endanger or vex the party. Examples include painting a thinly frozen lake as otherwise safe ground or making an open mountain pass look as if it has been blocked off by a recent rockslide.

Tactics. If the druid is bogged down in a battle, they use the following tactics, regardless of whichever beasts they have at their side.

- On their first turn, the druid casts *conjure animals* to add two **dire wolves** to the fray, interposing the wolves between them and the adventurers.
- On their second turn, the druid snaps out an *ice storm* spell.
- Once the druid loses concentration on *conjure animals*, they cast *moonbeam* or *wind wall*.
- When the druid is reduced to 17 hit points or fewer, they flee in the form of an owl, leaving any beasts behind.

GNOLLS

If you wish to further challenge your party, you can add two **gnoll hunters**, a **gnoll pack lord**, and a **gnoll flesh gnawer** to the encounter. See App. B of this supplement for the statistics of these gnolls.

GOLIATH PARTY

Goliaths are straight-forward; provided the group notices the adventurers, read the following:

Out from the swirling snow march four massive warriors: goliaths, whose impressive physiques have inspired envy and respect across Icewind Dale.

Marching single file, the leading goliath barks a word in his native tongue. With military-like discipline, the line halts. The goliath, in a hoarse, resonant voice, calls, "Hail, travelers. Be we friends—" the warrior lifts his axe, "or be we foes?"

The goliaths are perpetually wary of outsiders, who have betrayed or victimized their people in the past. A DC 14 Charisma (Persuasion) check can assuage them of their fears. If successful, the goliaths are also open to traveling with the adventurers if both groups are headed in the same direction. During that time, the two sides can share lore, stories, and proverbs. Adventurers that succeed on a DC 14 Wisdom (Insight) check each gain Inspiration, having truly reflected on the lessons their traveling companions imparted upon them. This source of Inspiration must be used within the next 72 hours or be lost.

Names. Every goliath has three names: a birth name, a nickname earned from some feat, and a clan name. If the goliaths hail from Skytower Shelter, their clan name is Akannathi and Thuunlakalaga if Wyrmdoom Crag. Their other two names are:

- Aukan Horncarver
- Gauthak Giantslayer
- Thotham Glacierborn
- Vimak Stormshatter

The Clan Feud. The Akannathi and Thuunlakalaga clans are at war, thanks to an incident that occurred years ago. Both lay blame at the others' feet. They freely inform the adventurers of the war, but their accounts are biased. You can use the following text to explain the incident:

- **Akannathi Account.** "Many summers ago, the children of Skytower challenged the children of Wyrmdoom to a game of goat-ball. One of the children of Wyrmdoom, angered at being knocked off her perch, threw the ball at one of our griffons and struck it in the head. It wounded her in return. The game was called off. Days later, hunters from Wyrmdoom climbed our mountain and slew the griffon in its nest—a grave insult. We have been at war ever since."
- **Thuunlakalaga Account.** "Many summers ago, the children of Wyrmdoom challenged the children of Skytower to a game of goat-ball. During the game, the ball tumbled near one of the griffons of Skytower. When one of our children tried to fetch the ball, the griffon went berserk and grievously wounded her. The game was called off. Hungry for more of the child's flesh, the griffon haunted Wyrmdoom for days. Our hunters were forced to kill it to protect the child. The two clans have been opposed ever since."

Be aware, these accounts are explained, verbatim, by the tribal chieftains, as seen later in Chapter 2. The *Companion* recommends using the exact same dialogue to demonstrate just how ingrained the goliaths' biases are. This dialogue is, essentially, the official story repeated by every clan member and enforced by the chieftain.

GOLIATH WEREBEAR

Before running this encounter, familiarize yourself with Oyaminartok in the **goliath werebear** section of App. C, *Rime of the Frostmaiden*. Goliaths all over Icewind Dale embark on quests to find her.

It is recommended that the adventurers encounter the werebear throughout the campaign. As a force of good in the region, it's important that they prove themselves to her early in the campaign so that you're justified in using her to later help the adventurers in a dire hour.

AS A PARTY ALLY

Although Oyaminartok would make for a logical party ally, the *Companion* holds that she is too powerful for that role. Moreover, the players are likely to pester her into infecting them with lycanthropy, as werebears, unlike most other lycanthropes, are good-hearted.

ICE TROLL

Lumbering across the frozen hellscape is a furred creature whose limbs are far too long and gangly for its height. You watch as it looks up, sniffing the air—and then it turns to you, beats its fists upon its breast, and roars!

Provided the **ice troll** detects the adventurers, it charges. Assume it starts 20 + 1d6 x 5 feet from the party and takes the Dash action on its first turn to reach the party.

Ice Troll Hearts. As described in the troll's statistics, the troll's heart can be removed while the troll is dead and not regenerating. For the next 24 hours, it has the following magical properties that the adventurers may be able to utilize. With a DC 15 Int. (Arcana) check, a character knows of these properties.

- A creature that eats the heart gains the ability to regenerate for the next 24 hours, regaining 5 hit points at the start of each of its turns. If the creature takes acid or fire damage, this trait doesn't function at the start of its next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.
- If buried in the ground under a foot or more of earth, the heart melts away and summons a blizzard like that created by the control weather spell. It takes 10 minutes for the heart to melt and the blizzard to form. The blizzard lasts for 8 hours.
- A creature proficient with alchemist's supplies can squeeze enough residual fluid out of the heart to mix with other alchemical ingredients, creating one *potion of resistance (cold)*. It takes 1 hour to create this potion.

ICEWIND KOBOLDS

These **Icewind kobolds** may be the ones encountered in Dougan's Hole's town quest, *Holed Up*, or Termalaine's, *A Beautiful Mine*. Determine how this encounter fits into your campaign's timeline. For example, if the party never visited Termalaine, and you have no intention of ever running *A Beautiful Mine*, then perhaps the kobolds are on their way to the town to fulfill the events of the quest. Later, they hear that some kobolds have taken over the town's mine. The party doesn't need to go rectify this; it just serves as a callback.

Conversely, this encounter occurs in the aftermath of that quest, whether the adventurers got around to doing it or not. There's no need to run the quest now that the party is 4th-level, so you can simply have it be resolved off-screen.

A Beautiful Mine. If the kobolds are involved in this quest, they may be led by Trex (who might no longer be possessed by the ghost of Janth). The other kobolds' names can include: Scorp, Thwip, Grek, Smol, Vott, and Zurk.

Holed Up. If the kobolds are involved in this quest, their names are Holgi, Snorp, and Zilbo, provided they each survived the quest's events.

ORCS OF THE MANY-ARROWS TRIBE

As a variant, you can pit the orcs against a **frost giant** and its **mammoth** steed. Read the following:

You come upon a pitched battle: orcs duking it out with a frost giant! The scene is red and glorious. A half-ogre wearing stitched-together pelts of fur squares off against the *isejotun* while the orcs tackle its mammoth. A gored orc squirms on the mammoth's tusk, impaled and shedding red rain that the snow drinks greedily.

Four orcs are already dead, one having been reduced to a bloody pulp and another gored on the mammoth's left tusk. The other two were cleaved in two by the giant's greataxe. The **orc war chief** is at 54 hit points, the **orc eye of Gruumsh** at 39, and the **half-ogre** is at 22 hit points. The other two **orcs** are unharmed.

The orcs value strength and honor. The adventurers can earn their respect and gratitude by aiding the orcs in battle. If they do so, the orcs collect their names and return to the Many-Arrows tribe to share the glorious tale of when two worlds came together as one to fight the giant threat.

If you roll this encounter again later in the campaign, there is a 50% chance that the adventurers encounter the same orcs, who offer to share their fire and food with the adventurers and, with a successful DC 19 Charisma (Persuasion) check, aid them in their next quest, provided the destination thereof is nearby.

PERYTONS

If an adventurer (one who has a passive Perception of 14 or higher) sees a peryton, they can use their reaction that turn to make a DC 13 Wisdom (Survival) check. On a success, they recall advice for dealing with perytons: dive into the snow and hope that they never see you. As an alternative, a character can attempt a DC 13 Intelligence (Stealth) check to quickly come up with this idea.

Provided this occurs, roll initiative. If the adventurers can all succeed on a DC 10 + 1d8 Dexterity saving throw before the perytons' turn, they all successfully dive into the snow (becoming prone). The perytons don't bother rooting through the snow and move on to dumber prey.

If the adventurers are noticed by perytons, the beasts elicit a high-pitched shriek as they dive towards the party. Assume that by when they can be seen in the skies above, they are 20 + 1d4 x 5 feet away.

Tactics. The **perytons** won't give their prey the luxury of fighting on the ground. On their first turns, the beasts swoop down (benefitting from their Dive Attack trait) to rake their talons against their prey. In the same movement, they fly back up to an altitude of 40 feet; thanks to their Flyby trait, they don't provoke opportunity attacks.

On their second turn, a peryton attempts to grapple one target (preferring Small-sized targets), making a grapple check (+3 bonus). On a success, they fly upwards (with every foot of altitude costing 2 feet of movement). They then fly to an altitude of 60 feet to drop their prey, who takes 6d6 bludgeoning damage from the fall.

SNOWY OWLBEAR

While in snowy terrain or during a blizzard, the owlbear has advantage on Dexterity (Stealth) checks to remain hidden.

The following text assumes that the owlbear ambushes the adventurers:

As you trek through the snow, you hear a deep and onerous "hoot-hoot." Your first instinct is to look up into the sky for an owl—giving the owlbear on the ground the opportunity to burst from the snow unseen!

ANGAJUK'S BELL

An awakened **sperm whale** named Angajuk ferries kind souls around the Sea of Moving Ice. Although her chief purpose is to take the adventurers to Auril's island (a trip they shouldn't make until Chapter 5), she is instrumental in the *Whale Oil Acquisition* quest, which allows you to introduce her now in Chapter 2.

Length. Short

Appropriate Level. 4th

Rumor. "They say the Frostmaiden lives on a misty isle hidden among the bergs in the Sea of Moving Ice. There's a mighty strange whale with a boat on its back that swims in those frigid waters. I bet it knows where the island is! You can catch the whale at Angajuk's Bell, an old anchorage, but you must ring the bell hanging by the pier to call it."

Quest. *Whale Oil Acquisition* by Helka Jaggerath

Foes. 3 giant vultures, 5 NE thugs

Rewards. 150 gp

Quick Notes. See the following notes:

- This point of interest is more centered around the *Whale Oil Acquisition* quest; without it, the adventurers might have no reason to visit this area until Chapter 5.
- Angajuk can ferry the party to Revel's End and *Dark Duchess* for the *Behind Bars* and *Zero Rum* quests.
- Once the bell is rung, it takes half an hour for Angajuk to arrive, having heard the noise from across the sea.
- Add a scrimshaw art piece to Area A2, made by Anga. It depicts Anga and Angajuk below the waves. Angajuk would be delighted to see it; she's unaware it exists and wouldn't be able to retrieve it even if she was.

GAINING THE QUEST

Helka Jaggerath can approach the party in any town. The party might also find a noticeboard with the following message:

BODYGUARDS WANTED
Seeking hardy folk to accompany merchant to the Sea of Moving Ice to acquire whale oil.
See Helka Jaggerath at The Hungry Torch.
Paying 150 gold pieces!

The Hungry Torch is Helka's depot of firewood, tinder, and oil. It consists of a small cabin with a spacious yard for lumber—but she very little in stock at the moment.

When the adventurers speak with Helka, read:

The half-elf smiles when she sees you. "You must be here about the job! Look, I won't lie, it's a rough one. We must brave the tundra and reach the shore of the Sea of Moving Ice. Whalers galore, out there. I'm sure they'll be wanting some fresh rations and to unload some cargo. I expect the entire trip to last a tenday, provided we don't get snowed in. I've got our ferry already lined up, so don't you worry about that. What say you?"

Helka doesn't elaborate on how exactly she and the party will cross the Sea of Moving Ice; she wants to keep Angajuk a secret—not out of distrust, but because she doesn't want to spoil the surprise. She instead says, "Oh, trust me, you don't want to know," then follows that with, "Err, that sounded grim. It's a delightful surprise—if you're fresh to Icewind Dale, you won't get this chance again." If another person who knows of Angajuk tries to elaborate, Helka shushes them.

A DC 14 Charisma (Persuasion) check can convince Helka to divulge the secret of Angajuk.

ANGAJUK

The awakened sperm whale, a charming oddity, makes for a wonderful addition to your campaign. The adventurers will take a shine to Angajuk, granting you the opportunity to rip their hearts out later if she dies to Auril's **roc**.

Roleplaying Angajuk. As a whale, Angajuk has had to learn to be wary of people, who are most often plying these treacherous seas in search of her kind. She can still remember life before she was awakened, which serves as the backbone of her instinct. To those that earn her trust, however, she proves to be a pleasant acquaintance. She is obsessed with the world of "land-dwellers" and always wants to know things like, "How do you sleep without floating?" or "What's it like to... what's the word... fall?"

By dint of her sapience, Angajuk is disconnected from her kin. Ever since Anga died, she has felt a tinge of envy for her mundane and unawakened kin. Anga taught her the necessity of responsible whaling—without whale oil, landfolk will perish in the cold. Therefore, Angajuk only takes umbrage with unrepentant hunters that kill young whales or prowl the waters too much.

Life hasn't been as meaningful without Anga and her absence cannot be ignored. There is a sadness about the whale that is only assuaged by learning more about the alien realm Anga came from.

You can voice Angajuk with the dialogue below:

- "Hail, landfolk. The sea is a cruel place, but the kind may pass beneath it on my back."
- "What's it like to be dry all the time? Wouldn't your skin split open?"
- "Whale Mother Below, I hate wind. Sharp as a roc's talons."
- If the adventurers note her scars, Angajuk says, "I've had more than one run-in with a roc that roosts deep within the sea. White as winter, it is, and just as cruel."

Angajuk's Death. When the adventurers decide it's time to visit Auril's island and put a stop to the Everlasting Rime, Angajuk is there to ferry them. Although they don't know it, this journey will be Angajuk's last—Auril's **roc** descends from above to finish what it and Angajuk started long ago. Without the party's intervention, she is doomed to die—and even if they slay the behemoth, she may still succumb to the vicious wounds the roc leaves in her back.

VULTURES!

Three **giant vultures** investigate the ringing of the bell in A3. By when they become visible in the clouded sky, they're close enough that the adventurers can fire upon them. Roll initiative for each vulture; each one is 30 + 1d6 x 10 feet from the closest adventurer. Unless a vulture is within 60 feet of an adventurer, it takes the Dash action to close the gap until it's been hurt. Thereafter, it takes the Dodge action until it reaches the party.

Quick Stats. Each vulture has 10 AC, 22 HP, and makes two attacks (+4 to hit, 2d4+2 (beak) & 2d6+2 (talons)).

EVENT: WHALE HUNT

As the adventurers wait for Angajuk to appear, read:

From the shore you see a furred hood poke over the rise. Four more hoods soon follow—humans, judging by their stature. As they crest the ridge, you note that they're dragging a sled loaded with small casks.

As Jendren Uruth and his four **thugs** reach the shore, he shouts out, "Hail! Have you too come for the whale?"

Before crossing the ice, Jendren has his men search the cabin (A2). Finding nothing of value, they quickly return and cross the ice. When Jendren attempts to recruit the party, read the following:

After a few minutes of small talk—"where are you from and how's the weather there?" and the like—Jendren straightens up. His eyes take on a hard glint. "Look," he says, "We're all here for the whale and I can't see why we can't share. We've got the oil, you've got your arms. Let's take the beast unawares and split the profits. What say you?"

BLACK CABIN

This point of interest, and its associated quest, can have great implications on your campaign. If the adventurers succeed in turning on the *Summer Star*, they provoke up to eight hours of sunlight in Icewind Dale—which then reminds its people that there is still hope in this world for a better tomorrow.

Length. Medium (due to exploration)

Appropriate Level. 5th

Rumor. "There's this old black cabin that's been around forever. No one knows who built it, and lots of folks got a bad feeling about it. Some say it's haunted, but there's a gnome in Bryn Shander who claims that magical experiments are being performed there. The gnome's name is Copper, and you'll find him at the House of the Morninglord."

Quest. *Provisions for Macreadus* by Copper at the House of the Morninglord in Bryn Shander

Foes. 1-3 **coldlight walker** + 3 **ice mephits**

Rewards. Free healing at the House of the Morninglord in Bryn Shander

Quick Notes. See the following notes:

- The *Summer Star* affects a 10-foot-radius centered on it, imposing a DC 17 Con. save (90 (10d10+35) radiant damage on a failure and half as much on a success).
- An adventurer is most likely going to die to the *Summer Star's* explosion, so be prepared to assuage the players' concern. To make it seem like you aren't just backpeddling by resurrecting the adventurers, write down "If you complete the quest, you get resurrected" on a note card and either give it to the dead player, or flip it over at the conclusion of the quest so that it doesn't seem like a *deus ex machina*.
- For activating the new and improved *Summer Star*, the adventurers gain the *blessing of the Morninglord*, which grants them 10 temporary hit points daily at dawn—a huge boon for the adventurers, especially at lower levels.

GAINING THE QUEST

This point of interest has great promise as a story if you really lean into the suspense surrounding the cabin. If you do, you may even consider just having the adventurers discover the cabin itself on their way to the Sea of Moving Ice for the *Whale Oil Acquisition* quest. Once there, they can discover the mystery surrounding the cabin.

If the adventurers discover the letter from Copper, but weren't issued the quest by him, or never heard the rumor concerning Black Cabin in the first place, explain that, during the short time between Chapters 1 and 2 that the *Companion* advocates you use, they encountered Copper in Bryn Shander. The gnome had yet to grown worried over Macreadus and so, he never told the party of him.

IN THE ETHEREAL PLANE

If the adventurers all die, run the *Werebear Visitor* event and give the players free reign to try and communicate with the werebear. Almost as if this were a sitcom, the werebear continues to be oblivious to signs left by the party. If they write a message on the window glass, the werebear happens to look away. If they exert enough force to push an object and alert her, she mistakes it for something else. Collaborate with your players to make this a comedic situation.

CACKLING CHASM

A gnoll warband lingers in Cackling Chasm, to the southwest of Ten-Towns. Ten-Towns has overestimated the threat these haggard gnolls pose, but they must be slain all the same. Their leader and creator, Chyzka, has lost the faith of her warband, who hunger to see her overthrown.

Length. Medium, if variants are utilized

Appropriate Level. 4th or higher

Rumor. "Nabira Moarskull, an Easthaven fisher, owned an enchanted fishhook that could catch magical fish. While she and her friends were out on the ice one day, a pair of filthy gnolls attacked them. They killed Nabira and stole her fishing pole and hook. Hunters from Easthaven tracked the gnolls to an icy rift in the ground but were too scared to go farther."

Quest. *Gnoll Heads* by Trovus (Caer-Konig)

Foes. 1 **gnoll fang of Yeenoghu**, up to 22 **gnolls**. Foes aren't hostile, if the party kills Chyzka

Rewards. 10 gp per gnoll head (*Gnoll Heads*) & *hook of fisher's delight* (found in Area Z5).

Quick Notes. See the following notes:

- A **gnoll fang of Yeenoghu** can create more gnolls if they have hyenas, but this warband doesn't.
- The warband is disgruntled and wishes Chyzka dead.
- The gnolls are cautiously nonhostile; the *Companion* recommends changing this—initially, at least.
- A **chardalyn berserker** is in caged in Z8. His weapon can corrupt those that wield it.

GAINING THE QUEST

The very mention of a gnoll warband is enough to drive even the most steadfast heroes to a tavern. Few people will tackle the gnolls without the promise of a reward. The *Companion* suggests directly issuing this quest rather than relying on a rumor.

QUEST: GNOLL HEADS

When Trovus, the Speaker of Caer-Konig, offers the party this quest, read the following text, which assumes they are already acquainted with him.

A dragonborn stumbles up to you—Trovus, whom you know is the Speaker of Caer-Konig.

He opens his mouth, as if to speak, and then decides it's better to first take a swig of wine, straight from the bottle. Wiping his mouth with the back of his scaled hand, he says, "There are gnolls out there—and those beasts are a threat people everywhere. My people, especially. They lair in a frozen chasm that has since become a mad den of crazed cackling—the Cackling Chasm, if you've heard of it."

The dragonborn steadies himself. "It's no secret that my office has little coin to spare for a reward, but I can promise you ten pieces of gold for every filthy head you bring back."

Assume that the reward Trovus promises comes from a mutual defend fund shared across Ten-Towns. If the party completes the quest, it turns out he can only offer 40 + 2d4 x 7 gp.

SUGGESTED VARIANTS

The *Companion* advocates a few simple changes to this encounter. See Appendix B for the stats of new creatures.

Warband. As the adventurers approach the gnoll lair, they encounter a warband of three **gnolls** and a **gnoll hunter** dragging back two dead reindeer pierced with arrows. These gnolls are faithful to Chyzka and attack the party on sight. Their absence is noted by the dissidents of Cackling Chasm, further motivating them to rebel against Chyzka.

Initial Hostilities. When the adventurers first arrive, the gnolls are hostile. During their second battle, a gnoll barks some orders to its brethren, causing them to back-off. This gnoll is one of the many that have lost faith in Chyzka. Recognizing the adventurers as useful tools, the gnoll pacifies his kin and instigates the encounter with Chyzka. If they kill Chyzka, this gnoll—Rycha—takes command of the warband.

Witherlings. When gnolls resort to cannibalism, the bones of their dead don't always stay that way, giving rise to **gnoll witherlings**. These undead are useful soldiers for a warband. Chyzka uses them for her personal protection. When she arrives, its with two witherlings at her side. During the duel with the adventurers, she calls forth more witherlings, who meander in Area Z4. Two rounds later, 1d3 **gnoll witherlings** clamber up the chasm. There are a total of fourteen **witherlings** in the rift; whenever they take damage while climbing, they must succeed on a DC 12 Strength (Athletics) check or fall, taking up to 20d6 bludgeoning damage. For the sake of time, assume that a witherling's skeleton shatters upon crashing.

The New Messiah. Any gnoll can become a **gnoll fang of Yeenoghu** if they garner the demon prince's favor. If the adventurers don't eradicate the gnolls, another one gains Yeenoghu's blessing. Armed with His power, this gnoll can conduct the ghastly rituals that turn hyenas into gnolls. Over the next few weeks, the warband grows until it can threaten Ten-Towns—particularly the unwalled towns in the east. (For this to occur, the warband needs **hyenas**, which the *Companion* adds to Cackling Chasm; they can easily be slaughtered, which stops the next gnoll fang of Yeenoghu from propagating).

AREAS OF NOTE

The following areas are of note:

Z2. FEASTING CAVE

Thanks to the many bones littering this cave, the party must succeed on a DC 13 group Dexterity (Stealth) check to avoid stepping on or kicking any bones.

Per the *Initial Hostilities* variant, the four **gnolls** attack the adventurers upon discovery. Two gnolls lob their spears (+4 to hit, 1d6+2 piercing) while the other two rush forward, spears drawn.

Treasure. To save time at your table, choose one of the following predetermined trinkets, which is found in the discarded pouch:

- A dark blue scarf that gets lighter in shade the higher the altitude of the wearer is in is.
- A snow globe that doesn't need to be shaken.
- A small iron key with a frayed blue and gold cord tied to it. Expect your players to try and fit this key into whichever lock they find; inevitably, they find the right lock.

Z3. SHRINE TO YEENOGHU

Per the *Initial Hostilities* variant, the four **gnolls** attack the party on sight.

Tactics. The gnolls employ these tactics in this area:

- One gnoll draws a longbow and lingers at the shrine, taking shots at the adventurers on its turn before taking cover behind the shrine.
- The three other gnolls rush forward; one takes the Shove action (+2 bonus) to knock a foe prone. The other gnolls gang up on this target.
- If reduced to 11 hit points or fewer, one gnoll takes the Disengage action to move towards Z4, hoping to alert its brethren.

Z4. FROZEN RIFT

This area should be the main scene of this adventure, and the site of all but the initial battles.

ON THE CUSP

Per the *Initial Hostilities* variant, the party should face one more battle before the gnoll Rycha orders its kin to stand down so that the adventurers may cut down Chyzka. This battle is not in the adventurers' favor: on the opposite side of the chasm, 1d4+2 **gnolls** rush out of the caves to ready their longbows. For the sake of brevity and a cinematic battle, make one longbow attack (+3 to hit, 1d8+1 dmg.) at initiative counts 20, 10, and 1 (losing initiative ties). These attacks aren't meant to bog down your combat, but provide a cinematic experience: the brave heroes under a hail of arrows while warriors rush to meet them in battle.

Meanwhile, another 1d4+1 **gnolls** are rushing towards the party. At the start of the third round of combat, Rycha

emerges from a nearby cave and barks his orders. Read the following:

There seems to be no end to the gnolls—but as the battle goes on, you spot a grizzled beast emerge from a distant cave. His savage voice cuts through the wind. The gnolls hesitate, looking at him and then each other. Heeding what must be orders, they lower their weapons.

Not all gnolls are pacified; however. One hurls a spear at you from afar—but as soon as the haft leaves his hand, his brethren snarl and fall upon him. In a matter of seconds, the gnoll is torn to shreds.

This last gnoll, who hurled its spear, is one of Chyzka's faithful disciples.

WITHERLINGS

If you include this variant, read:

As you gaze down into that frozen abyss, so too does it stare into you. A mass of skeletal gnolls meander below. If the adventurers don't succeed on a DC 13 group Dex. (Stealth) check, one of the fourteen **gnoll witherlings** below spots the party, in which case, you can read the following:

One such skeleton looks deep into you, regardless of its empty eye sockets; its jaw opens, unleashing a silent bark that rallies the undead, who turn to the cliffside and begin to climb.

With a depth of 200 feet, it takes the witherlings seven rounds to climb up the chasm. If a witherling takes any damage while climbing, it must succeed on a DC 12 Str. (Athletics) check to maintain its grip. For the sake of brevity, assume that they fail these checks.

EVENT: A TALE OF GNOLL BETRAYAL

Inevitably, Chyzka appears before her warband, only to learn that they have forsaken her. If you utilize the many variants above, she has two **gnoll witherlings** at her side. Additionally, **gnoll hunters** that still believe in Chyzka join the fray (one for every two adventurers).

Chyzka emerges from her cave (Z5), fearing she will be dragged out if she doesn't come willingly. Read the following:

The scene is eerily quiet, save for a few low growls among the gnolls, who seem to be divided over an internal dispute. Soon they take up a chant: "Chyzka! Chyzka!" The sentiment, you glean, is not one of support, but of condemnation. There is resentment here and it is plain on many a gnoll's face.

From a nearby cave emerges a gnoll shaman whose appearance elicits howls of rage and disapproval, as if she was the source of all their woes. The gnolls lift their weapons in the air, snarling in the way spectators do at a coliseum. The gnolls nearest to you snarl and point at you, then the shaman, bearing their fangs.

The shaman, for her part, bears her own fangs. A look of anguish and rage flashes across her face as she locks eyes with you, beckoning you forward.

Should the adventurers take the fight to Chyzka, she calls forth the undead described in Z4. On the third round of battle, 1d3 **gnoll witherlings** reach the top of the chasm.

Z6. SLEEPING CAVE

If you run the variants above, subtract six **gnolls** from this cave to substitute for the ones used in other encounters. Additionally, add 1d4+4 emaciated **hyenas** too feeble to fight back.

Z8. CAGED BERSERKER

The **chardalyn berserker** has one last profane weapon to his name. When a character approaches it, you can have the weapon "call out" to them, silently beckoning them to take it up and use it to slaughter their enemies. The character must succeed on a DC 10 Charisma saving throw or be compelled to take up the weapon.

As described in *RoFM* App. C, a character who claims one or more of these weapons can be corrupted by them. See *Call of Chardalyn* below for the full details.

CAVE OF THE BERSERKERS

The chardalyn berserkers are a grim warning to all of Icewind Dale: trust not the ice. Those that fall prey to its seductive call lose their humanities, becoming the fiends of this icy hellscape.

When you run this point of interest, you want to lean in on suspense, using the wyrmlings, who begin to prowl the caves (drawn from Q4 out of boredom or because the adventurers fail a Stealth check in the other caves). A battle with two wyrmlings is a difficult encounter for a 4th-level adventuring party, so you can invoke a *Jurassic Park*-esque scene by having these predators stalk the adventurers.

Length. Medium

Appropriate Level. 4th-5th

Rumor. None

Quest. None

Foes. 2 **white dragon wyrmlings** & up to 4 **chardalyn berserkers**

Rewards. None

Quick Notes. See the following notes:

- The berserkers have lost their humanity and become actual fiends. A cleric or paladin can sense great evil in this place.
- The wyrmlings begin in Q4 but shouldn't be stationary. Have them patrol the cave.
- Attempt to compel an adventurer into picking up a chardalyn weapon so that they may be corrupted. This demonstrates the corrupting nature of demonic-infused chardalyn.

ACTION OPTION: DISARMING

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

AT HIGHER LEVELS

To challenge a party of 5th-level or higher, add a third **white dragon wyrmling** that was out hunting with the other berserkers; having slain a reindeer, it flew ahead to the cave. It arrives minutes before the other berserkers.

CALL OF CHARDALYN

Once during this point of interest, when a berserker loses their weapon, have the chardalyn "call out" to one of the adventurers, who must succeed on a DC 10 Charisma saving throw or be compelled to pick up the weapon. You can set this up by having a berserker hurl a javelin at an adventurer and then disarm them (see the sidebar); the chardalyn javelin immediately calls to them.

As described in *RoFM* App. C, a character who claims one or more of these weapons can be corrupted by them. Each day at dawn, roll a d6 for each such weapon in the character's possession. On a roll of 1, the character must succeed on a DC 13 Charisma saving throw or become an evil NPC under the DM's control, unless the character is evil already. This alignment change can be undone by any magic that ends a curse, but after ten days, it can be reversed only by a *wish* spell or divine intervention.

VARIANT: ONE OF US

As a variant, the berserkers seek to grow their numbers, which they can only do by corrupting others with their chardalyn weapons. If an adventurer is reduced to 0 hit points during this encounter, and their body is abandoned by the adventurers, consider having the berserkers (if they aren't eradicated) resuscitate the person. When they later come to, they are bound, with a chardalyn weapon tied to their hands. Each day at dawn, roll a d6 to determine if they become corrupted by the black ice. If they do, you can use this character as a foil for the adventurers. This old companion, now evil and insane, can utilize all the that they know of the adventurers to sabotage them later. When they rear their demented head, they attack the party alongside 1d4+4 **chardalyn berserkers**.

THE WYRMLINGS

The wyrmlings should be the focus of this adventure. By having them roam the caves, you can invoke suspense. These are sentient predators who speak and strategize. Although white dragons are the most animalistic of their kind, they are cunning creatures nonetheless.

Roleplaying the Wyrmlings. The drakes are sadistic predators that are fond of eviscerating their living prey. Like all white drakes, they eat their prey frozen; thus, when they have had enough playtime, they unleash their Cold Breaths.

By default, these wyrmlings only speak Draconic, but at your discretion, they were taught Common by the berserkers. As the wyrmlings stalk the adventurers, they may say:

- "Come out, little rats."
- "More meat for the slaughterhouse."
- "You cannot hide from Arveiatrace's brood." (referring to the legendary ancient white dragon, the drakes were raised to believe they descend from her; this is false).

DARK DUCHESS

This brief point of interest gives the adventurers a taste of true adventuring—if adventuring is limited to looting old pirate ships. If you're running *Whale Oil Acquisition* (or heading to Angajuk's Bell), you can move *Dark Duchess* close enough so that the adventurers can justify a brief foray onto the ship, even if they never heard the rumor concerning this place or received the *Zero Rum* quest.

Length. Short

Appropriate Level. 5th-6th

Rumor. "Head northwest out of Bremen, an' you'll see a pirate ship frozen in the ice less than a quarter mile from shore. No one's sure where it came from, but it's not goin' anywhere so long as this dark winter lasts. I bet its hold is full o' treasure!"

Quest. *Zero Rum*

Foes. 1 **ice troll**, 4 **Icewind kobolds**, possibly 1 **ancient white dragon**

Rewards. Treasure (see D8 and D9 below).

Quick Notes. See the following notes:

- If an adventurer has the Pirate Cannibal secret, this point of interest almost becomes a mandatory visit, as they were crewmates of this ship.
- Every hour, there is 20% chance that the **ancient white dragon** returns.
- Arveiatrace must rely on her 60-foot-radius blindsight, hearing, and smell to detect the adventurers. She can't see further than 60 feet but has a passive Perception score of 23.

DARK DUCHESS: AREA SUMMARY

Dark Duchess's various areas are summarized below; an area not included below has no content to interact with.

- D1.** Main deck, has gaping hole to mid and lower decks. Leads to D8, the Captain's Cabin.
- D4.** Contains three vials of antitoxin, a healer's kit, and a vial of holy water.
- D7.** Contains, notably, a set of manacles and three flasks of oil.
- D8.** To reach this area, the ice on the door must be melted, which takes up to an hour with a mining pick. Contains Captain Bluemoon's treasure (150 gp, 520 sp, golden bracelets (one 25 gp, the other 250 gp) and a *bag of tricks* (gray).
- D9.** Contains the dragon's hoard, which is encased in ice. To breach a layer of ice requires up to 1 hour of work with a mining pick or twice as much with fire.
 - The first layer contains 72 gp, 181 sp, 352 cp, and two pearls (100 gp each)
 - The second layer contains nine tattered pieces of indigo fabric lined with gold thread (25 gp each), three pieces of quartz (50 gp each), a single aquamarine cracked down the center (250 gp), and a scrimshaw figurine of an archer etched with magical script. This figurine functions like a *spell scroll of remove curse*, then turns to dust after its magic is spent.
 - The third layer contains 21 gp, a 1-foot-tall marble statuette of a griffon with gold inlay (250 gp), a black pearl (500 gp), a peridot carved in the shape of a leaf (300 gp), a *driftglobe*, and a *quiver of Ehlonna*.
 - The final layer contains a 3-foot-diameter ceremonial bronze bowl inlaid with carnelians (1,000 gp), seven garnets (100 gp each), a suit of *mithral chain mail*, and a wand that emits green light from the skull at its tip.
- D10.** Contains a **goat** the troll hasn't discovered yet. At your discretion, the goat bleats, attracting the troll.
- D12.** Four **Icewind kobolds** are holed up inside and will attack the first person to enter; they worship the dragon. DC 20 Strength check to force open, or deal 5 damage.

BATTLING THE TROLL

The **ice troll** begins this adventure in Area D9, meaning, that if the adventurers are detected just as they board, it must expend, approximately, 30 feet of movement to get to the mid-deck, and another 30 to reach the main deck.

Assume that the troll, if it detects the adventurers, approaches cautiously, sniffing the air as it clambers up the stairs, giving them up to two rounds to react. Read the following:

The blows below cease. In the uneasy silence, you hear the beast below sniff cautiously at the air. Its immense weight is too much for the floorboards, which groan wherever it walks. Soon the stairs are creaking too—it's getting closer. You can hear its bestial chuffing, as if it were a dog on a summer's day.

Once the troll reaches the bottom of the staircase closest to the adventurers, the troll roars, beating its mighty fists upon its breast, and charges up the stairs.

The troll is a CR 8 monster that averages 27 damage per turn, plus another 10 (3d6) if a creature starts its turn within 10 feet of the troll—meaning melee warriors must face bitter cold or an opportunity attack.

Ice Troll Hearts. As described in the ice troll's statistics, its heart can be removed while the troll is dead and not regenerating. For the next 24 hours, it has the following magical properties that the adventurers may be able to utilize. With a DC 15 Int. (Arcana) check, a character knows of these properties.

- A creature that eats the heart gains the ability to regenerate for the next 24 hours, regaining 5 hit points at the start of each of its turns. If the creature takes acid or fire damage, this trait doesn't function at the start of its next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.
- If buried in the ground under a foot or more of earth, the heart melts away and summons a blizzard like that created by the control weather spell. It takes 10 minutes for the heart to melt and the blizzard to form. The blizzard lasts for 8 hours.
- A creature proficient with alchemist's supplies can squeeze enough residual fluid out of the heart to mix with other alchemical ingredients, creating one *potion of resistance (cold)*. It takes 1 hour to create this potion.

ARVEIATURACE'S FAITHFUL

Unless the kobolds, who cower inside D12, are slain, the adventurers risk being betrayed when their master returns. Battle, therefore, becomes inevitable.

At Higher Levels. If you wish to challenge your party, you can add a **kobold dragonshield** (with resistance to cold damage) and a **kobold scale sorcerer** to the foes present here. The dragonshield craved to do battle with the troll but was convinced by its brethren to hold back until their master returned. Now, with new enemies at the gate, the dragonshield charges valiantly into battle.

Provided you utilize this variant, the six kobolds use the following tactics in the battle against the adventurers:

- The **kobold dragonshield**, already interposed between the door and its kin, rushes into battle.
- Just before the battle begins, the **kobold scale sorcerer** casts *expeditious retreat* on the dragonshield, allowing it to take the Dash action as a bonus action. On its first turn, the sorcerer unleashes a *scorching ray* spell; however, the spell deals cold damage instead of fire. Likewise, its *fire bolt* spell deals cold damage.
- The remaining kobolds join the dragonshield so that all participants benefit from their Pack Tactics trait.

ARVEIATURACE ARRIVES

Arveiatrace's return is a moment of extreme tension for the adventurers; first let them try to escape *Dark Duchess*. If the adventurers are discovered, have the dragon unleash her Cold Breath, but—because of her blindness and faulty aim, as well as interposing objects—it deals, at most, 13 (4d6) cold damage on a success, and half as much on a failure. Describe to your players how biting cold even this passing breath is and how lucky they are to have just been grazed by the drake's breath. Through this, you can communicate just how deadly Arveiatrace normally is without utterly annihilating the party.

Flee, Fools! If the adventurers are dumb enough to fight the dragon, use her Frightful Presence to scare them into flight.

ID ASCENDANT

The most outlandish point of interest in *Rime of the Frostmaiden*, Id Ascendant is a mandatory locale for your campaign, one that coldly confirms to the adventurers that they are not alone in the universe.

This point of interest is steeped in both suspense and mystery. Unless your players are already aware that, in the Forgotten Realms setting, there are known ships that can plumb the Astral Plane (and space), this discovery will come as a shock.

It is recommended that you issue the quest, rather than tempt the party with the rumor—or that you simply leave the rumor at "Did you see the weird comet that fell out of the sky last week? It went down in the mountains south of Ten-Towns. Heard some folks have had trouble sleeping since then." Alternatively, once the adventurers reach the crash site, they can recall that a comet fell from the sky last week.

Just as there is great potential for horror here—but the illithids aren't hostile unless attacked. In your campaign, you may decide to change this, if you wish to preserve that horror.

Length. Medium (due to exploration)

Appropriate Level. 5th-6th

Rumor. "Did you see the weird comet that fell out of the sky a week ago? It went down in the mountains south of Ten-Towns, not too far away. Since then, some folk have been receiving mental messages in a language they can't make out. I think the comet might have something to do with that, and I bet you could find it easily enough, even in this weather."

Quest. *Distress Signal* by psychically-sensitive villagers
Foes. 2 **gnome ceremorph**, 3 **gnome squidlings**, 1 **flesh golem**, 2 **carriage crawlers**, 1 **bulette**

Rewards. Laser pistols & rifles for helping illithids

Quick Notes. See the following notes:

- The ceremorphs are not initially hostile.
- The **gnome squidlings** are, essentially, levitating cats with a blind hunger for brains.
- See the sidebar for rules on futuristic weapons.

- The ship's propulsion system requires a *psi crystal*; the crew can't leave without one. A *psi crystal* can be found in Termalaine (see Ch. 1, *A Beautiful Mine*, Area M12).
- Soon, if the illithids can't find a *psi crystal*, they will initiate self-destruct. Creatures and objects on the vessel when it detonates take 20d6 force damage.

GAINING THE QUEST

Provided she was already met by the adventurers as part of the *Cold-Hearted Killer* quest, the *Companion* suggests having Hlin Trollbane (see Ch. 1) issue this quest to the party. It is she who approaches them, leading them back to the psychically sensitive Ten-Towners. Assuming you embrace this change, read the following:

"Hey!" someone shouts—you recognize Hlin Trollbane's husky voice. She beckons you over; what you notice first is that she's uneasy. Something's wrong, and it's clear.

"Wish I had somethin' more conventional for ye," says the shield dwarf. "But this is new. It's strange and it's new and it's dire."

Hlin tries to lead the adventurers to a quiet tavern where the four Ten-Towners are gathered. Read the following:

You enter a skeletal tavern. Except for its bartender, who busies himself bussing mugs, the only folks inside are four Ten-Towners sitting at a single table, cradling half-finished mugs of ale in their hands. It's clear by the rings around their eyes that they've not slept for days.

"They've heard something," Hlin says, her voice grim.

"Still hear it," croaks a heavyset man.

"Ye hear it right now?" Hlin asks.

The man nods.

"Can you describe it? The message?"

The man grimaces. "It's... It's... an echo... It's..."

"Gooley," answers a thin woman.

"Aye," he says. "Aye. It's gooley. Damned gooley."

Hlin turns to you and says, "They've all heard it—heard it in their very minds—a message that repeats day and night. It's always the same. It guides 'em south, towards the Spine of the World. Look, this is above my paygrade, but there is something out there and I need ye to find it."

These Ten-Towners are:

- Vedda Starsprit, a stocky, paranoid, 30-year-old trapper with exotropia
- Nars Beldrun, a tall, heavyset, 33-year-old shipwright from Targos who complains about everything
- Telvaster Hangingbell, a 25-year-old man from a well-off merchant family in Neverwinter, looking to escape his responsibilities
- Kaska Lang, a 30-year-old author writing a mystery novel about a series of fictional murders in Ten-Towns

ID ASCENDANT: FUTURISTIC WEAPONS

The ceremorphs are armed with futuristic weapons, which they are willing to part with in return for a *psi crystal*. If the adventurers simply take the weapons, the ceremorphs can't or won't instruct them on their use. To figure out how to use the weapons, the characters must succeed on two Intelligence checks; a result of DC 15-19 results in a success; a DC of 20+ also grants advantage on the next check.

Laser Pistol. This weapon deals 3d6 radiant damage on a hit and has a range of 40/120 ft. It has the Ammunition and Reload properties (50 shots).

Laser Rifle. This weapon deals 3d8 radiant damage on a hit and has a range of 100/300 ft. It has the Ammunition and Reload properties (30 shots) and requires two-hands to fire.

APPROACHING THE NAUTILOID

The two **carrion crawlers** are similar to breeds found on Toril, but an autopsy would reveal that they have four extra stomachs. A character that succeeds on a DC 14 Intelligence check using alchemist's supplies can make 1d4+2 vials of carrion crawler mucus, but out here in the wastes, such a task would be unwise to pursue.

When the adventurers get a better look at the nautiloid, read the following:

It is a thing not of this world—a sleek vessel formed from chitin. It reminds you of a squid, replete with rubbery tentacles that extend out from what might be the vessel's bow or stern. After a moment, you ascertain that is more of a nautilus shell, in design, than a squid.

The vessel's hull features windows—not portholes, but entire windows frosted in the cold. But even the frost can't hide the scarlet glow being shed from within the vessel.

RUNNING THE ENCOUNTER

Although the ceremorphs become friendly (recognizing the usefulness of ordinary agents that can search for a *psi crystal* for them), they must still be cautious—it's a rough Multiverse, and they can't afford to place their trust in strangers. The illithids, therefore, can't afford to hide from the adventurers and they risk being overpowered. Shock-and-awe is the only avenue left to them. Wielding their futuristic weapons, they attempt to intimidate the party—and a well-aimed laser blast at a crate should demonstrate the awesome power at their disposal.

When the ceremorphs meet the adventurers, read:

Something rumbles throughout the vessel. Your gaze lifts upward—and when you look back, there is a creature sitting on a crate, pointing a strange, metallic hand-crossbow at you.

It is as if a squid was made into a man. Its gooley voice invades your mind as the metallic crossbow begins to whirl and shed an orange light. That gooley voice says, "Present us your leader."

If adventurers do *anything*, roll initiative. After this initial meeting, the ceremorphs speak in Gnomish accents.

Provided the adventurers don't overpower the illithids, they are brought to N7, the Command Deck, where they are held at gunpoint. All are armed with laser pistols. Although *Rime of the Frostmaiden* states that the ceremorphs prefer to speak aloud in Deep Speech or Gnomish, the *Companion* suggests that they engage in a long, silent, telepathic conversation, forcing the party to sit there in silence. Read the following:

These strange, diminutive creatures have you surrounded. Their strange, glowing weapons—clearly capable of awesome wrath—whir in the silence. There are three of them you see, and all are engaged in a silent conversation you aren't privy too. For minutes, they stare intently at each other, punctuating silent arguments with manic and enraged gestures. Clearly, there is dissent in the ranks, but you cannot say from whom.

If the adventurers try to escape or overpower the illithids, they fire warning shots. Inevitably, the three **gnomish squidlings** enter the chamber to cause mischief. Read the following:

You hear something scurry around the chamber, as if a cat was aboard this strange vessel. Then something attacks your mind—a presence, hot like a summer's day. You hear a toddler's squeal of excitement as one word echoes throughout your mind: "Food!"

The illithids must wrangle the squidlings; the scene is akin to parents trying to control rampaging toddlers. The party is given the opportunity to act.

Should battle seem inevitable, the ceremorph Vorrryn contacts one adventurer telepathically and says, "Enough! Enough! Time for peace talks!"

When the chaos dies down, Vorrryn explains the Id Ascendant's nature and predicament. Read the following:

"This vessel is not of this world—not of this plane. It is one of the last nautiloids, a craft capable of plying the dark seas of space and the empty vistas of the Astral Plane.

"We crashed some time ago; without a psi crystal, we are stranded on this primitive little world—and we would rather be among the stars once again. Aid us and we may be able to offer you a life off this little rock."

Vorrryn's offer of space travel isn't genuine, but you should expect the adventurers might want to ditch this planet. Inevitably, Vorrryn must go back on his word.

JARLMOOT

This point of interest is a shining example of Exploration, the third pillar. It is a short foray into a small dungeon rich with lore.

If you want to utilize Yselm as a party ally (see above), you want to save this point of interest for later—which you can do by scheduling the next full moon as you see fit. Until then, Yselm tries time and again to lead the party to their doom. Here at Jarlmoot, she finally gives up subtlety, sheds her veneer of friendship, and attacks.

Dwarves and Goliaths. This point of interest can hold particular interest to dwarves and goliaths, both of whom have historically been enemies of the giants. To stand boldly to the jarl spirits brings great honor on a dwarf or goliath character. Should they win mighty Reggaryarva's challenge, the character's ancestors shine on them, giving them Inspiration, which they must use within seven days.

Length. Short

Appropriate Level. 6th-7th

Rumor. "Frost giants ruled this land long ago. Their leaders, the jarls, would meet atop a hill to the west to settle disputes. Their thrones still rest on that hill."

Quest. *Yselm's Way* by Yselm

Foes. 1 **frost giant skeleton**, 2 **invisible stalkers**, 6 **flying swords**, 4 **swarms of ravens**, 1 **frost druid** (plus conjured **giant eagles**), 1 **winter wolf**, 1 **frost giant**

Rewards. Treasure

Quick Notes. See the following notes:

- This quest can only occur on the night of a full moon.
- The quest-giver, Yselm (a NE human **frost druid**), will betray the adventurers when they're at their weakest.
- The site of the battle, J1, imposes vulnerability to cold damage to creatures lacking resistance or immunity to cold damage. This effectively doubles the damage of the **frost giant skeleton** (from 10d6 to 20d6) as well as the **winter wolf** and **frost druid** (both of whom can and will inflict cold damage) that betray the party in the battle's aftermath.
- This point of interest features a puzzle; be lenient in the solutions the players may come up with.
- The adventurers might encounter a **frost giant** in the aftermath; if they display the *horn of blasting* (see J4), she becomes hostile and attacks.

AREAS OF NOTE

The following areas of Jarlmoot are of note:

J1. RING OF THRONES

The party should be given a hint that they're vulnerable to cold damage (if they lack resistance or immunity to cold damage) while in Area J1. Read the following:

As you lumber towards the ring of thrones, something gives you pause. Your instincts growl and goosebumps ripple beneath your many layers of clothing—clothing that no longer seems to give you warmth. Your fingers have already gone numb. As you pull back from the ring, warmth once again floods through you.

Additionally, at your discretion, a spell of *protection from evil and good* cast on a character nullifies the vulnerability to cold damage.

EVENT: THE CHALLENGE

If you would rather have Jarl Reggaryarva speak, read the following:

A sharp wind blows through the circle of stones. They are already here—the spirits of the dead, the jarls. Where there was nothing only a moment ago, now there sit seven lords upon their thrones of stone. There in the moonlight, the jarls have gathered once more to judge the world from which they've departed.

And they are watching you.

They are watching you, judging you, as pregnant with silence as the moon above is with light.

One voice cuts through the silence: the largest jarl, whose throne faces north. "I am dead, but not gone," says the giant. "I am Reggaryarva and my thunder still echoes throughout this world. Dare you face it?"

If the adventurers accept the challenge, add:

The jarl simply nods and raises his massive hand. Another wind blows through the ring of stones, cutting right to the bone. Dust on that wind quickly amasses into a skeleton—a skeleton twenty feet in height and wielding a greataxe six feet in length.

"Begin," says Reggaryarva—and the skeletal behemoth roars, launching itself into battle!

After the **frost giant skeleton** is dispatched, Reggaryarva conjures two **invisible stalkers**—however, it takes 1d4+1 rounds for the stalkers to materialize *and* attack the party. This gives the adventurers the chance to recuperate after such a brutal battle.

When the stalkers attack, read the following:

You've done it. The giant's skeleton lies lifeless, just as it should've always been. You suck in a deep breath, your nerves alight with excitement. As you survey—a hand closes around your throat! You search for a foe, but one remains unseen—and yet you feel its ironlike fingers squeeze! As your breath tightens, the ground falls away—you're being lifted into the air!

Rather than make a Slam attack, the stalker that attacks this character in the narration flies upwards 10 feet and, on the adventurer's first turn, they break free. They take 1d6 bludgeoning damage from the fall and land prone.

This cinematic segue should be more exciting than "two more foes appear to attack you."

EVENT: YSELM'S BETRAYAL

Having seen the adventurers triumph over what should have been their doom, Yselm accepts that she has no other choice but to take matters into her own hands—and with those very hands, wring the life from her foes' necks.

Read the following:

"Enough of this," calls Yselm's cold voice—you can't help but flinch. Had she not refused to stray closer to Jarlmoot? But there she is, her furs discarded and her eyes alight with fury. In her open palms float shards of ice—since when had she been a spellcaster?

"For too long has the Frostmaiden gone unappeased," she snarls. "Tonight, her will shall be done!"

Tactics. Yselm is joined by a **winter wolf** that appears from behind the adventurers, heralded by a sharp and bitter wind. The two use these tactics:

- On her first turn, Yselm casts *conjure animals* to add two **giant owls** to the battle. If the party is relatively unscathed, Yselm summons four giant owls instead.
- On her second turn, Yselm casts *ice storm*, caring not if the winter wolf is caught in the area-effect (as the wolf is immune to cold damage).
- Once Yselm loses concentration on *conjure animals*, the owls disappear; she then casts *wind wall* or *moonbeam*.
- The **winter wolf** rushes into the fray, attempting to catch as many foes in its Cold Breath as possible. Thereafter, it harries the adventurers' backline.
- The **giant owls** strafe the adventurers, flying back up to an altitude of 40 feet. They do not provoke opportunity attacks, thanks to their Flyby trait.
- Yselm fights to the bitter end, knowing that she will be welcomed into Auril's wintry afterlife for her service. When she is reduced to 0 hit points, she murmurs, "Frostmaiden take me..."

EVENT: GROMIN'GORN

When Gromin'gorn arrives, she greets the adventurers (she speaks Common) provided they didn't hide from her. Read the following:

Over the ridge lumbers a frost giant; by when you realize the threat, she has already seen you. With the full moon at her back, she thumps her fist against her breast in a salute. "Hail!" she shouts in heavily-accented Common.

On the tail end of her greeting, you hear the sound of dancing iron, the clinking of a chain. You realize that she wields no weapon—not one in the conventional sense, at least—but rather an *anvil* on a chain.

Provided an adventurer is brazenly displaying the *horn of blasting*, add the following:

The giant's eyes glide over you—and widen. Sucking in a breath, she croaks, "You bear the horn of my ancestors."

There is a short burst of silence—and then the giant swings her anvil in a wide arc, shouting, "Today, I prove myself!"

J2. HALL OF BRAZIERS

As with most puzzles in tabletop RPGS, your players are either going to quickly find a solution or beat their heads against the wall. Given that this puzzle is gated behind the Dwarvish and Giant languages, some changes must be made to avoid frustrating the adventurers too much:

- By when the adventurers access the vault, there is only an hour before the full moon dips below the horizon, meaning that they will become trapped inside if they linger for too long.
- If you know that your players enjoy puzzles, give them a few minutes to figure it out on their own; if they can't, allow their characters try instead through ability checks. Guiding them to J5 will also help, once they find the ingredients necessary to light the braziers.
- An adventurer can make an Intelligence (Investigation) check to determine a brazier's ingredient. The DC is 10 + 1d8. On a failure, the character wastes ten minutes, after which they determine the necessary ingredient. With the moon sinking towards the horizon, they can only afford to fail five checks, otherwise the party must leave the vault before Reggaryarva's throne seals it off. The adventurers can still escape through the Exit Portal (see J4) but they don't necessarily know that.

KARKOLOHK

Knowing that they cannot weather this everlasting winter alone, the goblins of Karkolohk have offered peace with their historical enemy, Ten-Towns. This plan has been orchestrated by Chief Yarb-Gnock (the rock gnome mage Spellix Romwod in disguise).

Whether Romwod's peace offer is genuine is up to you. He and the goblins know they can't survive the unending winter without help, but does he make his offer just so that some emissaries can smuggle him from the goblins?

The *Companion* suggests blending both options. Spellix *did* send a genuine peace offer, but, as his emissary went to Ten-Towns, the goblins found an object jettisoned from the illithid nautiloid (see *Id Ascendant*). Believing that this mysterious object holds enough power for him to carve his own destiny, he has dismissed the peace offer as a foolish plan. Once he opens the egg (or accepts that he can't) he changes his tune, beseeching the adventurers to smuggle him to safety.

Believing that the adventurers are abducting their dear leader, the goblins attack. During the fray, Romwod risks blowing his cover. The goblins would murder him if they found out he had deceived them.

United Icewind Dale. Having goblins and men bury their historical hatchet, as the *Companion* suggests, is more narratively satisfying. If you disagree, or just want a comedic romp through Karkolohk, have Romwod be discovered.

Justice. If "Chief Yarb-Gnock" is brought back to Ten-Towns, he must face justice for the crimes of his people. See *Justice* below.

Length. Long (if hostile), Short (if nonhostile)

Appropriate Level. 4th-5th

Rumor. "Goblin scavengers prowl the tundra on the backs of wolves or in wagons. They also like to ambush travelers on the Ten Trail on this side of the mountain pass. Well, a group of trappers found the goblins' fortress in the mountains. Someone should go there and wreck it."

Alternative Rumor. "Did you hear? They found a goblin emissary! Rumor has Karkolohk wants to join Ten-Towns—can you believe it? What gall. Years of war and theft, and they want amnesty? Speaker Shane best come to her senses."

Quest. *Peace Out* by Speaker Duversa Shane

Foes. Spellix Romwod, 22 goblins, 1 worg

Rewards. 300 gp

Quick Notes. See the following notes:

- Speaker Duversa Shane tasks the party with hearing out the goblins; Sheriff Markham Southwell, her friend, instead offers 300 gp if they bring back the chief's head.
- Notably, Sheriff Southwell wouldn't know what the head of the chief looks like, allowing the adventurers to deceive him.
- Chief Yarb-Gnock is secretly **Spellix Romwod**, a rock gnome sorcerer wearing a mechanical costume aided by illusion spells. Fearing that he will be slain if his secret is discovered, he's been hurling "traitors" to their doom. He is losing the support of the goblins he has fooled.
- The goblin seer Manafek (see K6) knows Yarb-Gnock is a fraud and has yet to decide whether to blackmail or betray him.
- Spellix is either genuine about his intention to integrate with Ten-Towns or he just wants to be rescued by the party. The choice is yours.

GAINING THE QUEST

The *Companion* advocates directly issuing this quest to the party, as opposed to chasing a rumor, because it puts them in direct contact with Speaker Duversa Shane of Bryn Shander. Completing this quest impresses her and she learns she can trust the party with more sensitive concerns like the *Behind Bars* quest.

THE AUDIENCE

When the adventurers meet with Du vessa Shane at Bryn Shander's townhall, read the following:

After minutes of waiting for Speaker Shane, you are at last brought into her office, which has been warmed by a hearth. The Speaker has her face in a ledger and, as you are seated, murmurs, "Just a moment, will you?"

As you wait, the door opens. A burly man enters the room. It's impossible to have not seen Sheriff Southwell before; the constable roams the streets of Bryn Shander at all hours.

"Speaker," he says curtly. His eyes glide over you, as if he were measuring your might and worth. "You must be our brave volunteers."

While Shane scribbles in her ledger, Southwell details the fortress of Karkolohk as a wind-blasted roost from which the "vile goblins" launch raids on Icewind Dale. He marks their map (providing one if they don't have one already) so that they know where it is.

When Du vessa Shane joins the conversation, read:

The Speaker closes her ledger with an onerous thud. As she rises to greet you personally, you can't help but notice the worried lines etched deep into her weathered face. The weights of duty and political office have clearly left their mark on the otherwise young woman.

"Today, we have a chance to end a war," Shane says with a sad smile. "The goblins have come 'round, forced by the Frostmaiden's hand. Chief Yarb-Gnock has offered peace and integration. His very words—quite articulate for a goblin—were "Together we stand, divided we fall."

The Speaker smooths her dress. "Now, I know what I am about to propose will sound absurd—after all, haven't Yarb-Gnock's people victimized us since times forgotten? But there is wisdom in his words. Together we stand, divided we fall to the Frostmaiden's merciless winter."

THE BOUNTY

After the adventurers finish their audience with Speaker Shane, Sheriff Markham Southwell escorts them out of townhall—and on the streets of Bryn Shander, he tasks them with instead slaying the goblin chieftain. Read:

The wide doors to townhall shut behind you. The snow today is light and gentle; its touch sends a shiver through you. Sheriff Southwell glances over his shoulder. "Look," he says. "The Speaker means well, but there can be no peace with these foul monsters. They've preyed upon our people for years. The people of Ten-Town will not accept the amnesty Shane offers. We will face revolt—and worse, we will have those monsters in our streets.

"Now, the goblins have given us a golden opportunity. They will be cautious, but will let you in nonetheless, as their chief has ordered. Wade into the belly of the beast and cut him down. Let the beasts flounder in winter."

The sheriff pulls from his coat a coinpurse—you hear the seductive clink of coinage. "Three hundred pieces, if you're willing to do what must be done."

KARKOLOHK: AREA SUMMARY

Karkolohk's various areas are summarized below. An area not included in this list has little to no content to interact with. The fortress is detailed enough that further details would only bog down your session.

K1. Three watchtowers, 20 ft. tall, each containing 4 **goblins** that prefer to stand around the brazier than man their posts. One goblin in each tower has a horn that alerts the entire fortress (DC 9 Dex. (Stealth) check to sneak past).

K2. Locked gate watched over by 6 **goblins** (DC 9 Dex. (Stealth) check to sneak past; DC 20 Dex. check with thieves tool made as an action to unlock; or DC 20 Dex. (Acrobatics) check for a Small character to squeeze under the gate).

K3. **Goblin** named Snubsuk riding a worg. **Worg** charges intruders, causing Snubsuk to fall prone.

K4. Three archer platforms, 2 **goblins** + 2 **wolves** apiece.

K5. Dangling, inert **shield guardian** from Lost Spire of Netheril. Can be lowered with a DC 15 Int. check to decipher the goblin's pulley system and lower it.

K6. Six huts, 1 **goblin** healer apiece, including Manafek, who knows Yarb-Gnock is a sham.

K7. Walkway used to hurl traitors to their doom; 15d6 bludgeoning damage from the fall.

K8. Nine huts with 1 adult **goblin** and 1d6 children.

K9. Fortress foyer, 4 **goblins** stationed here. If alarm is raised, they lower a crossbar on the door, which requires a siege engine or battering ram to break.

K11. Dining hall where the feast occurs if the adventurers have come as emissaries for *Peace Out*.

K12. Chief Yarb-Gnock's quarters, DC 15 Strength check to force open. It takes 1 minute for Spellix to don his costume.

GNOME DIPLOMACY

The events of this section assumes that the adventurers meet with Chief Yarb-Gnock as emissaries.

AN AUDIENCE WITH THE CHIEF

Read the following when the adventurers are escorted to Area K11, the Dining Hall:

As you present yourselves to the goblins as emissaries, you are ushered into the fortress—a gnarled testament to the perseverance of wood in a windy land. As you are brought in, a goblin approaches you with a bowl filled with red paint—or blood.

"Sweat," says the goblin, offering the bowl. In the short silence that follows, another goblin coughs and says, "Swear."

"Ah!" goes the goblin. "Swear! Swear peace!" Cradling the bowl in one hand, he dips his thumb into the red and presses it against his forehead, leaving a mark. "Swear peace!" he cries, shaking the bowl at you.

The red liquid is something akin to paint. If the party refuses to swear peace or paint their foreheads, the goblins look at each other incredulously and go fetch the chief. Chief Yarb-Gnock arrives minutes later, having gotten into his costume. He uses a *silent image* spell to cloak the imperfections of his disguise; the truth can be discerned with a successful DC 13 Int. (Investigation) check made as an action.

When Yarb-Gnock arrives, read the following:

At last, the goblin chief arrives, dressed in regal furs befitting his station. "You're here," he says in perfect Common. "Great. Let's have some food, share a toast, discuss amnesty for me and mine, and then it's onto dessert. Sound good?"

The goblins throw a feast for the emissaries, which four **goblins** attend—the only ones Spellix still trusts. The conversation is strange, to say the least. During dinner, an adventurer that succeeds on a DC 14 Wisdom (Insight) check is left with the impression that the goblin is concentrating intently on something (his spell).

When Spellix wants to discuss the peace treaty, he dismisses his goblins. During the conversation, the party may see through his spell, forcing him to explain how he ended up among the goblins.

EVENT: JUSTICE

If the goblins are officially inducted into Ten-Towns, the Council of Speakers calls an immediate meeting as the people protest in the streets. Unless Spellix Romwod has escaped already, he is forced to stand trial for the crimes committed by his adopted people. Spellix has been placed into an impossible position: does he admit he's just a fraud only to be murdered by the goblins? Or does he stand trial as "Chief Yarb-Gnock" and pay for their sins?

In the aftermath, Manafek, if she lives, takes control of the goblins, proving herself a cunning leader.

DEATH

If Spellix stands trial, he is quickly found guilty. His public execution is scheduled for the noon the next day. He is kept in a cell near the townhall, watched over by 1d4+4 **tribal warriors**. Even with his magic, he has little chance to escape his cell or fool his guards.

DISHONOR

If Spellix admits his deceit, many still clamor for his death, citing the fact that he did nothing to stem the wave of caravan attacks. If he is offered clemency, the goblins inevitably learn that they have been bamboozled—and by a *gnome* of all people. They conspire to murder him. If he does not skip town, he is slain within a tenday. If he does, he's once again condemned to the frigid wastes of Icewind Dale. He may fall under the sway of the Cult of Levistus, Avarice, or Vellynne Harpell—anything is better than a cold or violent death.

LOST SPIRE OF NETHERIL

Having broken off from the city of Ythryn eons ago, this spire foreshadows the events of Chapters 6 and 7. Thus, it becomes a mandatory point of interest for the adventurers to visit. Additionally, a semi-important character (Dzaan) can be added into the story, should they manage to make him real.

Length. Short

Appropriate Level. 5th-6th

Rumor. "Did you hear what happened to that evil wizard in Easthaven? They tied him to a stake and lit him on fire! Why? 'Cause he hired some Ten-Towners to help him find a buried tower, then killed 'em to keep its location secret. Well, one of 'em told me where the tower's at! I wouldn't go myself, but maybe it's somethin' you'd like to explore."

Quest. *Hunt for the Red Yeti* by Mylbor Tafferac

Foes. Dzaan's Simulacrum, 1 **wight**, 1 **basilisk**, 1 **will-o'-wisp**, possibly 1 **black pudding** and 6 **bugbears**

Rewards. Treasure

Quick Notes. See the following notes:

- The Lost Spire was found by Dzaan, the wizard that was burned at the stake in Easthaven during Chapter 1. He was a member of the Arcane Brotherhood and, like his colleagues Avarice and Vellynne Harpell, was in search of the lost city of Ythryn.
- Dzaan was a Red Wizard of Thay, who are despised across the world. He is survived by his simulacrum, who is in Area P12.
- This point of interest is directly related to Chapters 6 and 7, making it an important locale to feature early in the campaign. Additionally, if Dzaan becomes permanent, he directly influences the story in Chapter 7.
- Krintaas (the **wight**) quashes any attempts for Dzaan's simulacrum to become real—unless it learns that its master is dead. Afterwards, it devotes itself to getting the life-spark necessary for the ritual.
- All areas are brightly lit by *continual flame* spells.
- The adventurers will require climbing gear or magic to escape the spire.

GAINING THE QUEST

The *Companion* advocates using the *Hunt for the Red Yeti* quest to draw the adventurers here, as it preserves the surprise of finding the spire.

It is crucial that the adventurers witness the execution of Dzaan. If they never visited Easthaven before this quest, the adventurers arrive in time to see it on their way out into the tundra (see the *Toil and Trouble* quest). If your intent is to guide them to the Lost Spire this session, Captain Arlaggath doesn't issue the *Toil and Trouble* quest until later.

THE SIMULACRUM

The life of a simulacrum is a tragic one—they can't learn new magic or restore either their spell slots or hit points. They are cursed with a foul mimicry of life with almost none of the perks. Therefore, a simulacrum is a coward—they can't afford to be hurt, because their body cannot heal naturally.

Spells. As described above, a simulacrum can't regain any spent spell slots, so Dzaan is loathe to cast a spell of 1st-level or higher. He does so only to preserve his pitiful excuse for a life. Thanks to his *levitate* spell, he can traverse the upside-down spire—however, he only has two 2nd-level slots, and the spell can only affect one target at a time.

Roleplaying Dzaan. Dzaan is just as evil as his creator; however, his fragile existence forces him to play nice with others. Here he is respectful to the adventurers, but, if he is made real and allowed to recuperate, he becomes just as callous as his namesake was in life. He would kill the adventurers if it got him closer to his goals.

During this point of interest, Dzaan is always smiling, deferring to others in an argument, and saying a word that would make the true Dzaan's skin crawl: please. It is for these qualities that Krintaas detests the simulacrum; he considers him a mockery of his distant master.

You can voice the simulacrum with the dialogue below:

- "As a simulacrum, I am cursed with all the knowledge of my creator, but none of the gifts of life. I cannot taste, I cannot love, and I cannot learn. Is it any wonder why I wish so desperately to be real?"
- "I am the shadow of an esteemed wizard—a member of the Arcane Brotherhood. Aid me now and you will reap the benefits later. You will find a friend in me."
- "I have existed for little more than a few weeks—and I gotta say, I could take it or leave it."
- When he tries his hand at humor, Dzaan says, "I want to be a real boy."

DZAAAN LIVES!

If Dzaan is made real, read the following:

The chamber is awash in a soft, golden light that grows with the fiery fingers of a new dawn. Standing upon the crystal disk, upside-down, the simulacrum exalts, "Yes! YES! True life! Life at last!"

All at once the chamber pops with static. The golden light blinks out, and even the magical torches along the walls are extinguished. In the sudden darkness comes a light—a light cast by Dzaan as he approaches an empty scone and refills it with its fire.

"It's true! It's true! Full is the shell that was once empty, and now I may enjoy all that life has to offer! My thanks, heroes!"

REGHED TRIBE CAMP

This point of interest has the benefit of being periodically mobile. Every so often, usually after a week or two, the Reghed nomads pack up their tents to continue chasing after reindeer herds. Additionally, with there being four distinct Reghed tribes, you can run this point of interest multiple times and in a variety of locations.

This section of the *Companion* pertains specifically to the clan of cannibals involved in the *Wolf Tribe Cannibals* quest. It is important to note that this is just one small clan of the infamous Wolf Tribe—that this clan's members have become foes of all folk in Icewind Dale does not mean that the Wolf Tribe itself has too.

Length. Short

Appropriate Level. 4th-5th

Rumor. "If you're looking for something hidden in Icewind Dale, the people you should talk to are the Reghed nomads. They know every inch of this land and all its secrets. The tricky part is finding them. They tend to follow the reindeer herds."

Quest. *Wolf Tribe Cannibals* by Aluka

Foes. 2 **gladiators**, 1 **druid**, up to 36 **tribal warriors**

Rewards. None

Quick Notes. See the following notes:

- There are four main tribes, each composed of several smaller clans. When you run this point of interest, it could be a tribe or a constituent clan.
- See *Reghed Nomads* in App. C of *RoFM* for all the lore pertaining to the tribes.
- The clan encountered here is led by Sangra Grisgir (a CE human **gladiator**) who has convinced her people to embrace cannibalism.

GAINING THE QUEST

Aluka, a Wolf Tribe member and, ironically, a **werewolf**, comes to Ten-Towns for aid. Asking for mighty warriors, she is directed to the adventurers. Read the following:

As you go about your business on yet another merciless day, a woman approaches you. She is lean and clad in the deerskin garb typical of a Reghed noble.

"I have heard you are strong—and it is that strength I will need to bring a clan of ours to justice. They have committed the most evil of sins: cannibalism. It could be forgiven if their chieftess hadn't embraced it in favor of all other hunting. You have heard of the missing trappers as of late, have you not?"

With a grimace, the woman continues, "My people can't suffer war in our own ranks; our numbers are too few. If it were even known that I was *telling* outsiders of this shame, I would be gravely dishonored.

Aluka cannot intervene; she mustn't bring harm to her own people, cannibals or not, for they are too few in number. She believes the clan can be redeemed, but first Sangra Grisgir must be made an example of.

FINDING THE CAMP

The adventurers can search for the cannibal camp with Aluka's directions, but it would be more exciting for them to either witness an attack on a caravan or be attacked themselves by the cannibals (and willingly be brought back to the camp).

Target: Caravan. While nearing the clan's last known location, the party spots 1d6+4 human **tribal warriors** descending upon a caravan of 1d4+4 **commoners**. Their shouts can be heard across the fields. Additionally, the tribe's Great Warrior (a **gladiator**) is present. The party can intervene or hang back to trail the cannibals. If they battle the cannibals now, they can eliminate the Great Warrior (a female human whose face has been painted with blood) now, sparing them from a battle with her later.

Target: Adventurers. Either by design or by sheer, bad luck, the cannibals fall upon the adventurers. They consist of the same combatants above, but strike while the party is asleep at night. Ask your players who among them is not wearing armor while they sleep; those that choose not to are awarded with Inspiration (as while it's possible and pragmatic to sleep armored, a character would wish to be comfortable while they rest, even though it imposes a mechanical disadvantage).

The adventurers might willingly surrender themselves to the cannibals or force them to divulge the location of their camp. Work with whatever solution they come up with.

AT THE CAMP OF CANNIBALS

The camp has no defenses, but it is patrolled by groups of 1d4+2 **tribal warriors**. Since the clan has fallen on hard times, you can reduce the number of their warriors from 36 (the usual number of tribal warriors in a camp) to 3d6+16. This number doesn't include children.

The nearby tundra is poisoned by the distinctive scent of burning hair—but as the adventurers come closer, they are confronted with one of the most delectable smells they have ever encountered. The clan is busy roasting unlucky travelers that they found earlier; the cannibals had the decency to kill them before butchering them. The other 1d3+2 **commoners** are being held captive in Chieftain's Tent, bound by rope.

Confronting the Chief. It isn't enough to merely kill Sangra Grisgir discreetly; she must be brought to justice before all her people. If the adventurers challenge her to a duel, the **gladiator** must accept, but she can choose an equal number of combatants that the party has. Notably, when she tasks the tribe's shaman (a **druid**) with joining her, the shaman refuses, shouting, "You have forgotten the Old Ways, Sangra! Now you must answer to the gods, here before the eyes of men!"

Cursing the shaman, Sangra calls upon **tribal warriors** to join her in battle. Even faced with death, she does not dare dishonor herself by cheating or fleeing.

REVEL'S END

By far one of the most impressive points of interest (for its unique nature and content) Revel's End is a mandatory stop for the adventurers. If you have any former villains that the players (in this campaign or another) brought to justice, you can imprison them here as a callback.

Unless an adventurer is imprisoned here, the party can expect to visit this place only once in the campaign. You can introduce them to it through the *Behind Bars* quest, or drive them here by a blizzard; otherwise, the warden is unlikely to admit them inside. You can also provide a glimpse of this locale during the *Whale Oil Acquisition* quest, if Angajuk surfaces during the ferry.

Length. Medium (due to roleplay)

Appropriate Level. 4th-5th

Rumor. "I keep telling everyone the Everlasting Rime isn't the Frostmaiden's doing. It's actually the Arcane Brotherhood, plotting another takeover of Ten-Towns! A wizard who was burned at the stake in Easthaven admitted to being one of them, and he said there are other Arcane Brotherhood wizards lurking among us. Vaelish Gant is behind it all, no doubt. The scoundrel is locked away in Revel's End, but that doesn't make him any less dangerous. Someone should find out what he knows!"

Quest. *Behind Bars* by Speaker Duessa Shane

Foes. None, if the party doesn't instigate a prison break

Rewards. 250 gp

Quick Notes. See the following notes:

- Marta Marthannis, a LG human **mage**, currently serves as the warden. She is a secret Harper agent (the Harpers being an international organization devoted to usurping tyrants and maintaining freedom).
- The Warden is half-possessed by a dwarf spirit (her dead friend) that takes control of her once or twice a day. During this time, she is fond of booze and Dwarvish.
- Visitors bereft of official business with the prison are turned away, unless they appeal for temporary shelter.
- Vaelish Gant, Prisoner #237, is the only notable prisoner included by *Rime of the Frostmaiden*.
- To open a prison cell, a switch (or the master switch) must be flipped; the switches are in Area R18.

GAINING THE QUEST

It is best to run *Peace Out* (the quest associated with the goblin fortress of Karkolohk) before *Behind Bars*, as it gives the adventurers the chance to prove themselves to Speaker Duessa Shane beforehand. Additionally, the party should have already witnessed the fiery execution of Dzaan in Easthaven (see *Toil and Trouble*), as it is this event that alerts Duessa to the possibility that Arcane Brotherhood agents are lurking in Icewind Dale. Thus, she must turn to Vaelish Gant. Notably, Gant tried to usurp Shane a few years ago, but his plot was foiled by some meddlesome adventurers.

When the adventurers meet with Speaker Shane, they must go through all the bells-and-whistles of meeting with the Speaker—the inspection of arms, the waiting, being greeted by Sheriff Southwell while the Speaker quietly scribbles at her desk. Once she speaks to the adventurers, read the following:

Your eyes are once again drawn to the deep lines etched into Speaker Duversa's otherwise youthful face. Her eyes are heavy with the weight of office. Smoothing her dress, she pours herself some tea and says, "I fear there may be a conspiracy afoot. You heard of the Red Wizard that was found and burned in Easthaven, didn't you? Apparently, he was a member of the Arcane Brotherhood—and the last time one of their ilk crept into Icewind Dale, I was almost overthrown and imprisoned. So, forgive me if I am more than wary."

Duversa sips at her tea and continues, "The fool that tried me languishes to the west of here, in the prison of Revel's End. He would know something and I'm sure he would love to talk to you. The bastard is too fond of hearing his own voice as it is."

MEETING PRISONER 237

The adventurers can secure a meeting with **Vaelish Gant** if they show Speaker Shane's letter to the Warden, which bears her seal. When the prisoner is led into Area R12, read the following:

The iron door slides open. A gruff voice orders, "Inside, Prisoner Two-Thirty-Seven." From the gloom, a haggard man is pushed inside. His hands are shackled together; were it not for the table, he would've crashed to the floor when he stumbled in.

"Knock when you're finished," one of the guards tell you. "And be wary of this one; his magic was once quite impressive."

If the adventurers address Gant by his actual name, rather than "Prisoner 237" he sighs, "Now *that* is nice to hear. Think if I had gone much longer, I would have forgotten what it was."

Gant is unaware of the Arcane Brotherhood's activities; they forsook him years ago when he failed to usurp Speaker Shane. If her name is mentioned, he cringes in regret and embarrassment. If he is shown Shane's letter, promising a few years off his sentence in exchange for his cooperation, read the following:

Vaelish Grant glances over the letter; perhaps it's the first reading material he's had in years. His eyes widen and he looks up at you. "So Duversa's still raw about that little coup, huh... Well, I've had enough of this place. I'll play along. Shortly before I came to this wretched land, I heard my superiors discussing an expedition to Icewind Dale to search for a Netherese city that may have crashed out here in the ice. Ythryl, Ythryn, something like that. I suppose the bastards are finally getting around to it."

SKYTOWER SHELTER

To settle dispute between feuding tribes is a responsibility that often falls to heroes—and the feud between Clans Akannathi and Thuunlakalaga is no different.

This point of interest is inherently tied to Wyrmdoom Crag. You cannot run one without the other, unless you have no interest in exploring the goliath feud, in which case travelers can expect to be turned away from Skytower Shelter, whereas travelers in need can seek shelter at Wyrmdoom Crag. Ironic, right?

The *Companion* recommends having the adventurers first visit Skytower Shelter, only to be turned away. This is to contrast how warm and open Clan Thuunlakalaga is.

Length. Long (if combined with Wyrmdoom Crag)

Appropriate Level. 5th-6th

Rumor. "We don't see goliaths much around here, but there are two feuding clans in the Spine of the World. I bet if someone from Ten-Towns were to help them put aside their differences, all the goliaths would benefit. I'd sure like to meet a goliath someday!"

Quest. *A Goliath Problem* by Kwan the Monolith Akannathi

Foes. Up to 16 **goliath warriors**, 6 **griffons**, 1 **crag cat**

Rewards. *Figurine of wondrous power (silver raven)*

Quick Notes. See the following notes:

- Of the two goliath clans, Akannathi is hostile and wary of outsiders. They are led by Chief Arn Rockfist Akannathi who is met in Area W2.
- The Akannathi repeat this account of the source of the feud: "Many summers ago, the children of Skytower challenged the children of Wyrmdoom to a game of goat-ball. One of the children of Wyrmdoom, angered at being knocked off her perch, threw the ball at one of our griffons and struck it in the head. It wounded her in return. The game was called off. Days later, hunters from Wyrmdoom climbed our mountain and slew the griffon in its nest—a grave insult. We have been at war ever since."
- The account above is false, if one were to believe the scars that still mar Chief Ogolai's face.

GAINING THE QUEST

Seeking to atone for the dishonor she brought upon herself, Kwan the Monolith Akannathi wishes to end the feud between her clan and Clan Thuunlakalaga. The *Companion* suggests having the adventurers meet Kwan when she tries to *steal from them*. She is seen and arrested by the guards, who later call the adventurers in to take their account of the events. While there, Kwan is granted the chance to apologize to the adventurers (who can convince the guards to soften her sentence with a DC 15 Charisma (Persuasion) check). Instead of apologizing, Kwan asks the adventurers to mend the divide, directing them to first visit Skytower Shelter and speak with Chief Arn.

SKYTOWER SHELTER: AREA SUMMARY

Skytower Shelter's various areas are summarized below. The cave is detailed enough that further details would only bog down your session.

- S1.** A 10-foot-wide stone causeway connects to Skytower Shelter, watched over by 6 **griffons** that betray their presence.
- S2.** Chief Arn Rockfist Akannathi warns the adventurers, "Turn back. You are not welcome here."
- S3.** 5 **goliath warriors** gather here, armed with axes and javelins.
- S4.** Harad, Arn's husband, watches over his blind mother, Kaniaka, who has grown tired of the feud.
- S5.** Runestone that grants mental benefits to those that meditate next to it.
- S6.** Rahi Skydreamer Akannathi trains griffons here.
- S7.** Runestone that grants physical benefits to those that meditate next to it.
- S8.** Details the history of the Akannathi tribe.
- S9.** 9 **goliath warriors** here are engaged in a contest of strength. They are drawn to S9 by a disturbance.

RUNNING SKYTOWER SHELTER

The *Companion* suggests the following chain of events for this point of interest:

- The adventurers arrive to Skytower Shelter only to be turned away by Chief Arn.
- If the adventurers mention the clan feud, Arn tells them that he will "settle for nothing shorter than the coveted cloak of Chief Ogolai Orcsplitter Thuunlakaga."
- Denied entry, the adventurers must hike back down the mountain. An avalanche occurs while in transit.

TO BATTLE!

The goliaths are not the type of folk around to sit around and wait for intruders to delve deeper into the caves. Instead, if an alarm is raised, all sixteen **goliath warriors** rush out to S2 to aid their chieftain. As they charge into battle, they hurl their javelins from 30 feet away (+6 to hit, 30/120 ft., 1d6+4 piercing damage).

WYRMDOOM CRAG

Of the two goliath clans, Clan Thuunlakalaga is more willing to set aside their differences and make peace with their bitter rivals. That their chief, who was the victim in the incident that caused the rift in the first place, is willing to bury the hatchet speaks to the humility that this clan embodies.

This point of interest is inherently tied to Skytower Shelter. You can't run one without the other, unless you have little or no interest in exploring the goliath feud. The *Companion* recommends having the adventurers first visit Skytower Shelter, only to be turned away by Chief Arn. This contrasts the warm welcome offered by Clan Thuunlakalaga.

Length. Long (if combined with Skytower Shelter)

Appropriate Level.

Rumor. "We don't see goliaths much around here, but there are two feuding clans in the Spine of the World. I bet if someone from Ten-Towns were to help them put aside their differences, all the goliaths would benefit. I'd sure like to meet a goliath someday!"

Quest. *A Goliath Problem* by Kwan the Monolith Akannathi

Foes. Up to 25 **goliath warriors**

Rewards. *Figurine of wondrous power (silver raven)*

Quick Notes. See the following notes:

- Of the two goliath clans, Thuunlakalaga is friendly. They are led by Chief Ogolai Orcsplitter Thuunlakaga, who is normally in W5, but is moved to W2 (see below).
- Clan Thuunlakalaga repeats this account of the feud: "Many summers ago, the children of Wyrmdoom challenged the children of Skytower to a game of goat-ball. During the game, the ball tumbled near one of the griffons of Skytower. When one of our children tried to fetch the ball, the griffon went berserk and grievously wounded her. The game was called off. Hungry for more of the child's flesh, the griffon haunted Wyrmdoom for days. Our hunters were forced to kill it to protect the child. The two clans have been opposed ever since."
- Chief Ogolai of Wyrmdoom Crag is the child that was mauled in the account above.
- The adventurers can convince Ogolai to meet with Arn (Chief of Skytower Shelter) on neutral ground if they heal the **arakocra** Sikki-kree (see Area W6).

GAINING THE QUEST

See *Gaining the Quest* in the Skytower Shelter section. Because the quest is issued by a Clan Akannathi member, the directions remain the same.

WYRMDOOM CRAG: AREA SUMMARY

Wyrmdoom Crag's various areas are summarized below. The cave is detailed enough that further details would only bog down your session.

W1. **Chwingas** annoy the party. Dragon bones lie half-buried in the snow.

W2. Goliaths normally play goat-ball here, the court consists of 15 stone pillars.

W3. The clan weaponsmith is hard at work.

W4. Here goliath adolescents enter adulthood through a terrifying rune-carved tunnel.

W5. Chief Ogolai and 8 **goliath warriors** are socializing here.

W6. The wounded aarakocra is resting in these caves.

W7. 9 goliaths are feasting here with children and elders.

RUNNING WYRMDOOM CRAG

The *Companion* suggests the following chain of events for this point of interest:

- Eight **goliath warriors** are already engrossed in a game of Goat-Ball when the adventurers arrive (see W2). The warriors welcome the party and invite them to join in on the game (review the Goat-Ball sidebar in *RoFM*). One of these players is Chief Ogolai.
- Ogolai is gauging the adventurers during the game. She is particularly interested in how they handle defeat and victory. If they ask to see the chief, she volunteers to lead them to W5, where she reveals herself as chief. Along the way, she remarks about W4.
- Ogolai introduces the adventurers to Sikki-kree, the wounded aarakocra. If they heal her, they earn Ogolai's trust and respect.
- The adventurers discuss what must be done for the clans to set aside their differences. She admits she wants nothing but for Arn to meet her here at Wyrmdoom Crag, specifically at the goat-ball court—but Arn would never agree to it, as it would make him look weak.
- The adventurers shelter the night in Wyrmdoom Crag and can partake in goliath culture.



APPENDIX A: MAGIC ITEMS

The following magic items are found in this chapter:

AMULET OF HEALTH

Wondrous item, rare (attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution score is already 19 or higher without it.

Location. See Ch. 2, Black Cabin, B4.

BAG OF TRICKS (GRAY)

Wondrous item, uncommon

This ordinary bag, made from gray cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the *Gray Bag of Tricks Table*. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Location. See Ch. 2, Dark Duchess, D8.

GRAY BAG OF TRICKS

d8	Creature
1	Weasel (MM pg. 340)
2	Giant rat (MM pg. 327)
3	Badger (MM pg. 318)
4	Boar (MM pg. 319)
5	Panther (MM pg. 333)
6	Giant badger (MM pg. 323)
7	Dire wolf (MM pg. 321)
8	Giant elk (MM pg. 325)

CLOAK OF PROTECTION

Wondrous item, uncommon (attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Location. See Ch. 2, Wyrmdoom Crag, W5.

DRIFTGLOBE

Wondrous item, uncommon

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

Location. See Ch. 2, Dark Duchess, D8.

ELEMENTAL GEM (YELLOW DIAMOND)

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an **earth elemental** is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

Location. See Ch. 2, Wyrmdoom, W6.

EYES OF MINUTE SEEING

Wondrous item, uncommon

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Int. (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Location. See Ch. 2, Id Ascendant, N9.

FIGURINE OF WONDROUS POWER, SILVER RAVEN

Wondrous item, uncommon

This silver statuette of a raven can become a **raven** for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living **raven**. If the space where the raven would appear is occupied by other creatures or objects, or if there isn't enough space for the raven, the figurine doesn't become a raven.

The raven is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the raven defends itself but takes no other actions.

The raven exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Location. See Ch. 2, A Goliath Problem quest.

HELM OF TELEPATHY

Wondrous item, uncommon (attunement)

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

Location. See Ch. 2, Id Ascendant, N9.

HOOK OF FISHER'S DELIGHT

Wondrous item, rare

This tiny silver fishhook has a little gold feather attached to it. For it to function, the feathered hook must be tied to the end of a fishing line and immersed in enough water to fill at least a 10-foot cube. At the end of each uninterrupted hour of immersion, roll a d6. On a 6, a floppy, 6-inch-long magical fish appears on the end of the hook. The color and properties of the conjured fish are determined by rolling on the Hook of Fisher's Delight table. Once the hook conjures a fish, it can't do so again until the next dawn.

Location. See Ch. 2, Cackling Chasm, Z5.

HOOK OF FISHER'S DELIGHT

d20	Fish Color	Result
1-10	Green with copper bands	This tasty fish provides a day's worth of nourishment to one creature that eats it. The fish loses this property and rots if it's not eaten within 24 hours of being caught.
	Yellow with black stripes	Once removed from the hook, this awful-tasting fish can be thrown up to 120 feet, targeting a creature the thrower can see. The target must succeed on a DC 15 Strength saving throw or be knocked prone. The fish then disappears.
11-14	Blue with white bands	When released from the hook, this fish squirms free, sprouts wings, follows you around, and sings a beautiful tune in Aquan. It disappears after 2d4 hours or when reduced to 0 hit points. The fish uses the quipper stat block, except that it can breathe air and has a flying speed of 30 feet.
15-18	Gold with silver stripes	This tasty fish provides a day's worth of nourishment to one creature that eats it and grants 2d10 temporary hit points to that creature. The fish loses these properties and rots if it's not eaten within 24 hours of being caught.
19-20		

HORN OF BLASTING

Wondrous item, rare

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Location. See Ch. 2, Jarlmoot, J4.

MITHRAL CHAIN MAIL

Heavy armor, uncommon

Mithral is a light, flexible metal. While wearing this, your AC is 16. Unlike normal chain mail, mithral chain mail doesn't impose disadvantage on Dexterity (Stealth) checks or have a Strength requirement.

Location. See Ch. 2, Dark Duchess, D9.

POTION OF GASEOUS FORM

Potion, rare

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Location. See Ch. 2, Skytower Shelter, S10.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Location. See Ch. 2, Wilderness Encounters, Icewind Kobolds.

POTION OF RESISTANCE (ACID, COLD, FIRE, FORCE)

Potion, uncommon

When you drink this potion, you gain resistance to the type of damage it was brewed for 1 hour.

Acid. You gain resistance to acid damage.

Cold. You gain resistance to cold damage.

Fire. You gain resistance to fire damage.

Force. You gain resistance to acid damage.

Location. These four potions are found together. See Ch. 2, Lost Spire of Nethereil, P5.

QUIVER OF ELHONNA

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Location. See Ch. 2, Dark Duchess, D9.

SPELL SCROLLS

A spell scroll bears the words of a single spell, written as a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 13. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

Knock. The spell cast from this scroll has a spell save DC of 13. The item is found in the Cave of the Berserkers, Area Q4.

Lesser Restoration. The spell cast from this scroll has a spell save DC of 13. The item is found in the Reghed Tribe Camp, Shaman's Tent.

WAND OF BINDING

Wand, rare (attunement by a spellcaster)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Location. See Ch 2., Revel's End, R21.

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

AARAKOCRA

Medium humanoid (aarakocra), neutral good

Armor Class 12

Hit Points 13 (3d8)

Speed 20 ft., fly 50 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages Auran, Aarakocra

Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Summon Air Elemental. Five aarakocra within 30 feet of each other can magically summon an air elemental. Each of the five must use its action and movement on three consecutive turns to perform an aerial dance and must maintain concentration while doing so (as if concentrating on a spell). When all five have finished their third turn of the dance, the elemental appears in an unoccupied space within 60 feet of them. It is friendly toward them and obeys their spoken commands. It remains for 1 hour, until it or all its summoners die, or until any of its summoners dismisses it as a bonus action. A summoner can't perform the dance again until it finishes a short rest. When the elemental returns to the Elemental Plane of Air, any aarakocra within 5 feet of it can return with it.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Yeti

Challenge 9 (5000 XP)

Fear Of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Perception +13

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25000 XP)

Ice Walk. The dragon 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.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The ancient white dragon can take 3 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. The ancient white dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

AVARICE

Medium humanoid (tiefling), lawful evil

Armor Class 13

Hit Points 84 (13d8 + 26)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	17 (+3)	10 (+0)	9 (-1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses darkvision 60 ft. passive Perception 10

Languages Common, Draconic, Infernal, Orc, Yeti

Challenge 7 (2900 XP)

Special Equipment. Avarice wields a *staff of frost* with 10 charges (see "Actions" below).

Icy Doom. When Avarice dies, her corpse freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Spellcasting. Avarice is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14; +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt* (see "Actions" below), *mage hand*, *message*, *minor illusion*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*
2nd level (3 slots): *flaming sphere*, *knock*, *scorching ray*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *banishment*, *fire shield*
5th level (2 slots): *Bigby's hand*, *Rary's telepathic bond*

ACTIONS

Fire Bolt (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Staff Of Frost. While holding this staff, Avarice can expend 1 or more of its charges to cast one of the following spells from it (spell save DC 14): *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges). The staff regains 1d6 + 4 charges daily at dawn. If its last charge is expended, roll a d20; on a 1, the staff turns to water and is destroyed.

REACTIONS

Banshing Rebuke (Recharges After A Long Rest). When Avarice is damaged by a creature that she can see within 60 feet of her, she can banish that creature to a frigid extradimensional prison for 1 minute. While there, the creature is incapacitated and takes 5 (1d10) cold damage at the start of each of its turns. At the end of each of its turns, the creature can make a DC 14 Charisma saving throw, escaping the prison on a success and reappearing in the space it left or in the nearest unoccupied space if that space is occupied. A creature that dies in the prison is trapped there indefinitely.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft. passive Perception 9
Languages -
Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 7 (2d6) poison damage.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft. passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 9 (2d6+2) piercing damage or 5 (1d6 + 2) piercing damage at range.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8
Languages -
Challenge 4 (1100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick non-magical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new creatures if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than their parent.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages -
Challenge 5 (1800 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTIONS

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

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette'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 bulette's space.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4+2) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

CHARDALYN BERSERKER

Medium fiend, chaotic evil

Armor Class 13 (hide armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Survival +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 4 (1100 XP)

Chardalyn Madness. The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The berserker attacks three times with a melee weapon.

Chardalyn Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Chardalyn Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

CHWINGA

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages -

Challenge 1/8 (25 XP)

Elemental Nature. Chwingas sleep but don't require air, food, or drink.

Evasion. When the chwinga is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: *druidcraft, guidance, pass without trace, resistance*

ACTIONS

Magical Gift. The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Masters Guide* for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

COLDLIGHT WALKER

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Int +2, Wis +3

Damage Immunities cold

Condition Immunities blinded, charmed, exhaustion, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages -

Challenge 5 (1800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

Icy Doom. Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

Unusual Nature. The walker doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The walker makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

Cold Ray. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.

Crag Cat

Large beast, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft.

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

Skills Perception +4, Stealth +7

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 1 (200 XP)

Nondetection. The cat cannot be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

ACTIONS

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Dzaan

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +4, History +5

Senses passive Perception 11

Languages Abyssal, Common, Giant, Infernal

Challenge 4 (1100 XP)

Spellcasting. Dzaan is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash**, *light*, *minor illusion*, *shocking grasp**

1st level (4 slots): *detect magic*, *disguise self*, *magic missile**

2nd level (3 slots): *invisibility*, *levitate*, *phantasmal force*

3rd level (3 slots): *fireball*, *sending*, *slow*

4th level (3 slots): *arcane eye*, *confusion*

5th level (1 slot): *animate objects*

*See "Actions" below.

ACTIONS

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of his next turn.

Acid Splash (Cantrip). Dzaan hurls a bubble of acid at one creature he can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

Dzaan's Simulacrum

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 24 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +4, History +5

Senses passive Perception 11

Languages Abyssal, Common, Giant, Infernal

Challenge 4 (1100 XP)

Spellcasting. Dzaan is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash**, *light*, *minor illusion*, *shocking grasp**

1st level (4 slots): *detect magic*, *disguise self*, *magic missile**

2nd level (3 slots): *invisibility*, *levitate*, *phantasmal force*

*See "Actions" below.

ACTIONS

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of his next turn.

Acid Splash (Cantrip). Dzaan hurls a bubble of acid at one creature he can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

Earth Elemental

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Vulnerabilities thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 10

Languages Terran

Challenge 5 (1800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

ELK

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4+3) bludgeoning damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages of its creator but can't speak
Challenge 5 (1800 XP)

Aversion To Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

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

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

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

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

FOX

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/8 (25 XP)

Keen Hearing. The fox has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

FROST DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft. 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	16 (+3)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Int +3, Wis +6

Skills Nature +3, Perception +6, Survival +6

Damage Resistances cold

Senses passive Perception 16

Languages Common, Druidic

Challenge 5 (1800 XP)

Spellcasting (Humanoid Form Only). The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, guidance, resistance

1st level (4 slots): animal friendship, fog cloud,

speak with animals

2nd level (3 slots): animal messenger, moonbeam,

pass without trace

3rd level (3 slots): conjure animals, sleet storm, wind wall

4th level (3 slots): hallucinatory terrain, ice storm

5th level (1 slot): awaken

ACTIONS

Multiattack. The druid makes two melee attacks.

Ice Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

Maul (Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Change Shape. The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except that it gains darkvision while in beast form.

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

FROST GIANT SKELETON

Huge undead, lawful evil

Armor Class 14 (armor scraps)

Hit Points 102 (12d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities cold, poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands Giant but can't speak

Challenge 6 (2300 XP)

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The skeleton makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Freezing Stare. The skeleton targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

GIANT OWL

Large beast (beast), neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing And Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

GIANT VULTURE

Large beast, neutral evil

Armor Class 10
Hit Points 22 (3d10 + 6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 11
Languages understands Common but can't speak
Challenge 1 (200 XP)

Keen Sight And Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9
Hit Points 67 (9d8 + 27)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft. passive Perception 10
Languages Gnoll
Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

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, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GNOLL FANG OF YEENOGHU

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft. passive Perception 10

Languages Abyssal, Gnoll

Challenge 1/8 (25 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

GNOLL FLESH GNAWER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft. passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

GNOLL HUNTER

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft. passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

GNOLL WITHERLING

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 7

Languages understands Gnoll but can't speak

Challenge 1/4 (50 XP)

Rampage. When the witherling reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

GNOME SQUIDLING

Small aberration, unaligned

Armor Class 8

Hit Points 10 (3d6)

Speed 15 ft.

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

Senses darkvision 60 ft. passive Perception 10

Languages understands Deep Speech and Gnomish but can't speak, telepathy 60 ft.

Challenge 1/2 (100 XP)

Innate Spellcasting (Psionics). The squidling's innate spellcasting ability is Intelligence (spell save DC 7). It can innately cast *levitate* at will, requiring no components.

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 7) and must succeed on a DC 7 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one incapacitated creature grappled by the squidling. *Hit:* 27 (5d10) piercing damage. If this damage reduces the target to 0 hit points, the squidling kills the target by extracting and devouring its brain.

Mind Tickle. The squidling magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 7 Intelligence saving throw or take 2 (1d4) psychic damage and be stunned until the end of its next turn.

GNOME CEREMORPH

Small aberration, any alignment

Armor Class 16 (breastplate)

Hit Points 58 (13d6 + 13)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Gnomish, telepathy 120 ft., Undercommon

Challenge 5 (1800 XP)

Innate Spellcasting (Psionics). The ceremorph's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 9) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the ceremorph. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ceremorph kills the target by extracting and devouring its brain.

Laser Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 2) radiant damage.

Mind Blast (Recharge 5-6). The ceremorph magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GOAT

Medium beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft. passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., *Hit:* 5 (1d6+2) damage.

GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 12

Languages Common, Giant

Challenge 3 (700 XP)

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Stone's Endurance (Recharges After A Short Or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

GOLIATH WEREBEAR

Medium humanoid (goliath, shapechanger), neutral good

Armor Class 10 (in humanoid form, 12 in bear or hybrid form)

Hit Points 161 (19d8 + 76)

Speed 30 ft. (40 ft. swim 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +8, Perception +8, Survival +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Resistances cold

Damage Vulnerabilities fire

Senses passive Perception 18

Languages Common, Giant (can't speak in bear form)

Challenge 8 (3900 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large polar bear, or back into its goliath form. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

Mountain Born. The werebear is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build (Humanoid Form Only). The werebear counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The werebear makes two melee attacks.

Bite (Bear Or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebear lycanthropy, as described in the *Monster Manual*.

Claw (Bear Or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Greataxe (Humanoid Or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

REACTIONS

Stone's Endurance (Recharges After A Short Or Long Rest). When the werebear takes damage, it reduces the damage taken by 10 (1d12 + 4).

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft. passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

HALF-RED DRAGON VETERAN

Medium humanoid, any alignment

Armor Class 18 (plate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Perception +3

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5-6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

HARE

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Escape. The hare can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3
Damage Immunities cold, poison
Damage Vulnerabilities bludgeoning, fire
Condition Immunities poisoned
Senses passive Perception 12
Languages Auran, Aquan
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting. The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

ICE TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 9
Languages Giant
Challenge 8 (3900 XP)

Cold Aura. While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

Keen Smell. The ice troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The ice troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

ICEWIND KOBOLD

Small humanoid (kobold), any alignment

Armor Class 14 (hide armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +4, Con +3
Skills Perception +1, Stealth +4, Survival +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1/8 (25 XP)

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.

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

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10
Damage Immunities poison
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 18
Languages Auran, understands Common but doesn't speak it
Challenge 6 (2300 XP)

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Invisibility. The stalker is invisible.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

KILLER WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 90 (12d12 + 12)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses blindsight 120 ft. passive Perception 11
Languages -
Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

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

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 15 (leather armor, shield)
Hit Points 44 (8d6 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1 (200 XP)

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

Heart Of The Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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.

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

ACTIONS

Multiattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1
Senses darkvision 60 ft. passive Perception 9
Languages Common, Draconic
Challenge 1 (200 XP)

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

Sorcery Points. The kobold has 3 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Heightened Spell: When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*
1st level (4 slots): *charm person*, *chromatic orb*,
expeditious retreat
2nd level (2 slots): *scorching ray*

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

ACTIONS

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.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*,
prestidigitation
1st level (4 slots): *detect magic*, *mage armor*,
magic missile, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

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

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages -
Challenge 6 (2300 XP)

Trampling. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

MOUNTAIN GOAT

Medium beast, unaligned

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 6 (2300 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft. passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

ORC EYE OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1
Senses darkvision 60 ft. passive Perception 11
Languages Common, Orc
Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:
Cantrips (at will): *guidance, resistance, thaumaturgy*
1st level (4 slots): *bless, command*
2nd level (2 slots): *augury, spiritual weapon (spear)*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft. passive Perception 10

Languages Common, Orc

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses passive Perception 15

Languages understands Common and Elvish but can't speak
Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 ft. straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight And Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (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:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages -
Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Damage Resistances poison
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing And Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft. passive Perception 10
Languages understands commands given in any language but can't speak
Challenge 7 (2900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SNOWY OWLBEAR

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Sight And Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

SPELLIX ROMWOD

Small humanoid (gnome), chaotic neutral

Armor Class 14 (hide armor)

Hit Points 33 (6d6 + 12)

Speed 25 ft.

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

Skills Arcana +4, Deception +5, History +4

Senses darkvision 50 ft. passive Perception 9

Languages Common, Draconic, Elvish, Gnomish, Goblin

Challenge 1/2 (100 XP)

Gnome Cunning. Spellix has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Spellix's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *fire bolt**, *mage hand*, *shocking grasp**

3/day: *silent image*

1/day each: *chromatic orb*, *crown of madness*, *shield*

*See "Actions" below.

ACTIONS

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit (with advantage on the attack roll if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) piercing damage.

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food And Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

SPERM WHALE

Gargantuan beast (beast), unaligned

Armor Class 13 (natural armor)

Hit Points 189 (14d20 + 42)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Senses blindsight 120 ft. passive Perception 11

Languages -

Challenge 8 (3900 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The whale makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the whale. A swallowed creature has total cover against attacks and other effects outside the whale, and it takes 3 (1d6) acid damage at the start of each of the whale's turns. If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, or 37 (6d6 + 16) bludgeoning damage if the target is an object.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

SWARM OF RAVENS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages -

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

VAELISH GANT

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft. (10 ft. while shackled)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	17 (+3)	10 (+0)	15 (+2)

Skills Arcana +5, Deception +4, Persuasion +4

Senses passive Perception 10

Languages Common, Draconic, Infernal, Orc

Challenge 1 (200 XP)

Spellcasting. Vaelish is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light**, *message**, *prestidigitation*, *shocking grasp* (see "Actions" below)

1st level (4 slots): *mage armor**, *shield*, *sleep*

2nd level (3 slots): *arcane lock**, *detect thoughts**, *suggestion**

3rd level (2 slots): *counterspell*, *lightning bolt**

*Vaelish needs material components to cast these spells.

ACTIONS

Shocking Grasp. *Melee Spell Attack:* +5 to hit (with advantage on the attack if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

VERBEEG LONSTRIDER

Large giant, neutral

Armor Class 14 (hide armor)

Hit Points 119 (14d10 + 42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Con +6, Wis +5

Skills Animal Handling +5, Athletics +7, Stealth +5

Senses passive Perception 12

Languages Common, Giant

Challenge 5 (1800 XP)

Innate Spellcasting. The verbeeg's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

1/day each: *animal messenger*, *fog cloud*, *freedom of movement*, *pass without trace*, *silence*, *water walk*

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 9 (3d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

WALRUS

Large beast, unaligned

Armor Class 9

Hit Points 22 (3d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Hold Breath. The walrus can hold its breath for 10 minutes.

ACTIONS

Tusks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

WEREWOLF

Medium humanoid (any race, shapchanger), chaotic evil

Armor Class 11 (in humanoid form, 12 in wolf or hybrid form)

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing And Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf Or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft. passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Light. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WINTER WOLF

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing And Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Keen Hearing And Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing And Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft. passive Perception 11

Languages Yeti

Challenge 3 (700 XP)

Fear Of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

YETI TYKE

Small monstrosity, chaotic evil

Armor Class 13

Hit Points 9 (2d6 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities cold

Senses darkvision 60 ft. passive Perception 9

Languages understands Yeti but can't speak

Challenge 1/8 (25 XP)

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) cold damage.

APPENDIX C: EFFECTS

The following effects are present in this chapter, denoted by being underlined in the chapters above:

WEATHER & ENVIRONMENTAL HAZARDS

AVALANCHE

Wilderness Hazard

The following rules can be used for rockslides as well as avalanches.

An avalanche is a mass of snow and debris falling rapidly down a mountainside. A typical avalanche is 300 feet wide, 150 feet long, and 30 feet thick. Creatures in the path of an avalanche can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible.

When an avalanche occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0, the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

When an avalanche stops, the snow settles and buries creatures in it. A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the snow. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the snow. Once free, that creature is no longer blinded or restrained by the avalanche.

BLIZZARD

Wilderness Hazard

The blizzards that ravage Icewind Dale and harry travelers on the mountain pass are reflections of Auril's self-imposed isolation. A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

A blizzard's howling wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it is flying by nonmagical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom (Perception) checks that rely on sight due to blowing snow.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

Veering Off Course.

It's easy to veer off course while traveling through a blizzard, and it's also easy for party members to become separated from one another, which is why the wisest course of action is to stay put and wait for the blizzard to pass.

If the characters travel during a blizzard, have the players designate one party member as the navigator. At the end of each hour of travel through the blizzard, the DM makes a DC 15 Wisdom (Survival) check on behalf of the navigator. On a successful check, the party stays on course. On a failed check, the party wanders off course, putting its members no closer to their destination than they were at the start of that hour. If the check fails by 5 or more and the party members aren't tied together, one randomly determined party member becomes lost in the blizzard and separated from the others. If the group tries to reunite with its missing member, have the party members (including the missing one) make a DC 15 Wisdom (Survival) group check at the end of each hour. If this group check succeeds, the missing party member is found, but no progress is made toward reaching the group's intended destination that hour. The group check can be repeated after each hour spent searching for the missing party member.

EXTREME COLD

Weather

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

FRIGID WATER

Wilderness Hazard

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

HEAVY PRECIPITATION

Weather

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

HIGH ALTITUDE

Wilderness Hazard

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

MOUNTAIN TRAVEL

Navigating the Spine of the World or the slopes of Kelvin's Cairn is particularly arduous because of the unforgiving mountain terrain. At the end of each hour, the character or NPC leading the expedition must make a DC 15 Wisdom (Survival) check. On a successful check, the hour's journey was not hindered by weather or terrain. On a failed check, the party comes to an impasse and must backtrack, which costs an extra hour of travel. If the check fails by 5 or more, the party is caught in an avalanche as it backtracks. The avalanche starts 2d6 × 100 feet above the characters (see "Avalanches").

The Mountain Travel table shows how fast the characters can move through the mountains on foot or by dogsled. Even in the best of cases, a journey in the mountains takes twice as long as one of the same distance across the tundra.

MOUNTAIN TRAVEL

Method of Travel	Distance per Hour
Dogsled	1/2 mile
On foot, snowshoes	1/4 mile
On foot, without snowshoes	1/8 mile

SLIPPERY ICE

Wilderness Hazard

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

STRONG WIND

Weather

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

THIN ICE

Wilderness Hazard

Thin ice has a weight tolerance of 3d10 × 10 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.