

BLADE OF ULVINTER

A 2-hour winter adventure for
5th-9th level characters.

BY ROB STEINER

Blade of Ulvinter



Introduction: Blizzards scream down through the mountain passes of Icewind Dale for weeks on end, blocking roads and forcing coastal ships to port. Winters in Icewind Dale are known to be cruel, but never this early in the season and *no one* has heard of a storm lasting this long. What sinister force is causing these unnaturally brutal gales? Will they ever subside long enough for Northern towns to gain the supplies they need to avoid starvation?

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BLADE OF ULVINTER

Frigid, snow-choked gales scream down through the mountain passes of the North, blocking roads and forcing coastal ships to port for the last three weeks. Winters around Icewind Dale are known to be brutal, but never this early in the season and *no one* has ever heard of a storm lasting this long.

The residents of Silence, a coastal town just south of Icewind Dale, hear rumors of dragon cultists roaming the lands, calling evil creatures to their banners. There's even talk of "Old White Death", the great ice dragon Arauthator, hitting the Ten Towns and every settlement in between on the other side of the Spine of the World.

Rumors are entertaining while told next to a warm fire, but food in Silence is running low. What sinister force is causing this early and brutal winter? Will it ever subside long enough for Northern towns to gain the supplies they need to avoid starvation?

This adventure is designed for four to six characters, 5th to 9th level. If your group is smaller than four, remove some opponents from the encounters. If the group is bigger, add opponents to the fights. Alter encounters for smaller groups to avoid exceedingly tough battles.

What inspired Blade of Ulvinter?

In *Rise of Tiamat*, the tiefling warlock Maccath the Crimson goes to the Sea of Moving Ice to find the draakhorn. Maccath is captured by the ice dragon Arauthator and later learns that a group of humans from the Cult of the Dragon "came to the iceberg half a year ago. After negotiation with Arauthator, they took the [draakhorn] away."

This adventure is the story of how one of those Cultists decided to stay behind and promote anarchy across the North in preparation for Tiamat's return. Use as a side-quest while the characters are sailing to the Sea of Moving Ice in *Rise of Tiamat* or as a stand-alone adventure in a sub-arctic setting.

Background

The port town of Silence is on the south side of the Spine of the World near Icewind Dale, and is one of the last trading posts before the Ten Towns and the barbarian wilderness of the North. Trading typically

shuts down at the beginning of winter since the storms that blow through the Spine make it impossible. This requires the residents of Silence to store up food and supplies, for no caravans pass through until spring.

While winters in Silence are always brutal, they've never struck as soon in the season as this year. One day a cold gale screamed down from the Spine of the World and engulfed Silence in ice and snow. It has gone on, non-stop for three weeks. Hearty rangers and fur trappers arrived with tales of the unnatural winter wreaking havoc on the roads and sea lanes along the entire northern Sword Coast. Caravans and ships are forced to take refuge in whatever towns they arrive.

This is all the doing of Zaniak Urthadar, a Cult of the Dragon wizard who decided to stay behind after he and his comrades secured the Draakhorn from Arauthator (see *Rise of Tiamat*). He wanted to create anarchy in the North so as to ease its conquest by the Cult of the Dragon after Tiamat's return.

To do this, he sought the legendary Blade of Ulvinter from a tribe of Uthgardt barbarians in the mountains north of Silence. Zaniak knew the ignorant barbarians only worshiped the Blade as a religious relic, but his arcane knowledge helped him determine that a mighty wizard such as himself could use it to control the region's frigid weather. So he stole the Blade and used it to block the Northern trade routes with ice and snow in order to starve the population into submission.

But the Blade's magic was too powerful for Zaniak. The more he used it, the more it drove him insane. Now there is no negotiating with him. If he is not stopped, his insanity will freeze the entire North so that nothing moves again besides the endless snow.

Hooks

- While sailing north along the Sword Coast, a freak winter storm forces the characters' ship to take refuge in the port of Silence.
- The characters are traveling north with a caravan to the Ten Towns. It stops in Silence because the strange storm has made the mountain roads impassible.
- The characters are residents of Silence who simply want to end the storm and keep their town from starving.

Adventure Synopsis

1. Kobold Raid. A local Emerald Enclave scout, Petros Gallantros, sounds the alarm that kobolds are raiding the town's food stores. The characters fend off the raid, but many kobolds escape through a secret tunnel beneath Silence with a substantial portion of town's food.

The characters learn that kobolds are rallying to Zaniak Urthadar's banner after he stole the legendary Blade of Ulvinter from the Uthgardt barbarians. Petros urges the characters to help him track down the kobolds and possibly find Zaniak so they can end the unnatural storms assaulting the region.

2. Zaniak Strikes. Characters exit the kobold tunnel outside the town walls. They follow the tracks through the thick snow to the kobold cave entrance, where they're attacked by Zaniak and his minions. Zaniak escapes into the cave during the battle.

3. Kobold Lair. Characters chase Zaniak through the kobold cave, battling kobolds and monsters, and disarming traps along the way. They locate a secret entrance to the Uthgardt stronghold.

4. Barbarian Stronghold. Characters enter the stronghold to find that Zaniak has put the barbarians into a frozen sleep. He wields the Blade of Ulvinter and attacks the characters.

Conclusion. Characters defeat Zaniak, dispel the frozen sleep he cast on the barbarians, and return the Blade to them. This ends the winter gales. The barbarians generously reward the characters for their honor and bravery.

1. Kobold Raid

You're enjoying a warm, spiced mead by the fire in Choc's Tavern in the town of Silence. The tavern keeper, a gnome named Filchbatter Timers, tells the patrons in a shrill voice to enjoy the mead in their mugs, for it's the last they'll get until the storm lets up and the trade routes reopen. This produces a chorus of grumbling.

But the grumbles are silenced by a gust outside that rattles the shutters and makes the roof groan and creak. You and the other patrons glance nervously at the roof, hoping it won't blow off in the unnatural gale assaulting the town.

You listen to the patrons weave fanciful rumors of dark wizards and dragon cultists as the cause of the storm. You hope they're simply entertaining themselves rather than speaking the truth.

The door slams open. A blast of frigid wind dims the candles on each table and even the roaring fire in the hearth. Everyone jumps and looks to the frantic, fur-clad human at the door.

"To arms!" the bearded man yells. "Kobolds are raiding the food stores! If they steal everything, we'll starve!"

The bearded man is [Petros Gallantros](#), a local Emerald Enclave scout who's been investigating the strange winter weather.

If the characters follow Petros through the blinding storm and into the food storage building, they are attacked by three [kobold thugs](#) as soon as they enter. Ten more [kobolds](#) rifle through the dried food shelves.

After the battle, the characters discover that a substantial portion of the town's flour and smoked pork and beef is gone.

A DC 10 Wisdom (Perception) check reveals a hole in the floor near the back of the storage room that looks to have been hacked through with an axe from below. If the characters investigate the hole, they hear scuffling footsteps and kobold grunts in the dark tunnel getting further and further away.

- **If the characters keep a kobold alive for questioning,** a DC 10 Charisma (Intimidation) check will get the frightened kobold talking in Common. It says [Zaniak Urthadar](#), a Cult of the Dragon wizard, stole the [Blade of Ulvinter](#) from a tribe of Uthgardt barbarians. He's using it to rally evil creatures (like the kobolds) to his banner. The kobolds were following Zaniak's orders to steal the food of local towns so they would starve in the impassible winter gales and submit to his rule.
- **If the characters killed all the kobolds without questioning them,** Petros explains he is an Emerald Enclave scout who had just returned from investigating the unnatural weather, nearly frozen and malnourished, as the kobolds attacked. He provides the same information that the kobold would've given.

Petros wants to follow the kobolds through the tunnel. Not only does he want to retrieve the stolen food, but he might also obtain a lead on Zaniak's location. Due to his weakened condition, he asks the characters for help.

If the characters waffle on helping, he says he could get the townsfolk to contribute 500 GP as compensation.

2. Zaniak Strikes

The tunnels beneath the town are very low, so you're forced to bend at the waist to walk through them. While crude logs are placed periodically to reinforce the ceilings, dirt and rocks seem to fall upon you with each step. You fear the tunnels could collapse at any moment and bury you alive in cold, suffocating darkness. The air is frigid but stifling, as if you need to take two breaths to get the benefit of one.

The sounds of scuffling ahead get farther and farther away, and you despair that you might lose the quicker kobolds. But you can feel the air getting fresher. You finally emerge from the tunnel into a forested hillside. It's dark, the icy wind sways the pines above you, and snow covers the ground in knee-high drifts.

The kobolds are nowhere to be seen.

The PCs can find the kobold tracks in the fresh snow with a DC 10 Wisdom (Survival) check. If they follow the tracks through the cold woods:

The snowfall is increasing and the wind wails through the pines. You've never felt so cold in your life. Ice crystals cling to your hair, your face burns in the arctic gusts, and your feet are wet and numb.

Make the characters roll a DC 12 Constitution save vs. one level of **Exhaustion**. The storm is getting worse and they've already been outside far longer than any Northern citizen knows to be safe.

The characters follow the tracks to a kobold lair's cave entrance. However, they find the insane [Zaniak Urthadar](#) waiting for them.

A black-cloaked figure stands before the cave. It looks human and is surrounded by a blue, otherworldly aura. A fur-lined hood covers the head, so you cannot see the figure's face. All you can see is shadow within that hood. Strangely, while the frigid wind whips at your cloak and furs, the figure's cloak does not move.

"You thought you could stop me?" cackles an insane, male voice. "Tiamat will rise again and this Blade will give her the entire North!"

Zaniak laughs maniacally and holds up a dagger. The blade looks like an 8-inch, jagged icicle.

He then says a few arcane words. The falling snow begins to swirl and glitter and coalesce into six jagged blobs of ice. Each one quickly sprouts arms, legs, a head, and wings. The icy creatures have ethereal blue eyes that glitter cruelly when they see you. They all shriek as one and dart toward you.

Zaniak casts *conjure minor elementals* to summon six [ice mephits](#), and then immediately disappears into the kobold cave.

3. The Kobold Lair

3A. Cave Entrance

The dark cave's entrance is unnaturally quiet. All you hear is the wind freezing your ears and the thumping of your own heart. You must stoop down again to make your way through the tunnel, but at least this time you have solid rock above you rather than showering dirt. About ten feet in, four crudely carved steps descend to a pebble-strewn floor.

Acid trap. Twenty feet into the cave, the kobolds set a tripwire six inches off the ground. When a character triggers it, a bucket of acid falls from the ceiling onto the character. The character must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) acid damage.

A successful DC 12 Wisdom (Perception) check reveals the tripwire, which the characters can simply step over. They can also disable it with a DC 12 Intelligence (Investigation) check.

3B. Living Quarters

The room is strewn with matted, filthy bedding furs. If not for the cold, the furs would likely stink of the bits of desiccated flesh still clinging to them.

A DC 12 Intelligence (Investigation) check reveals that about two dozen kobolds must live in this cave. However, none are there at the moment.

Treasure. Among the dingy furs, the characters find deer and moose antlers carved into draconic images. Five of them might earn the characters 100 GP a piece from the right collectors.

In the southern corner of the room you find sacks of flour and dried pork and beef laying haphazardly as if thrown there in haste. The sacks sit atop old leg bones, rib cages, and fresh bloody deer haunches with muscle and sinew half-gnawed off.

Zaniak has enthralled a [young remorhaz](#) and assigned it to guard the kobold caves. But it got hungry and made its way to the kobold living quarters a venison snack. It attacks from behind the sacks as soon as the characters enter.

After the battle, if the characters look closely at the sacks they'll see black stamps indicating they came from Silence. Petros resolves to send a party back here to retrieve the sacks after they've defeated Zaniak.

3C. Intersection

Pit trap. The intersection has a *pit trap* with wooden spikes at the bottom. The pit is fifteen feet long and twenty feet deep. It spans the width of the hall, except for a one-foot ledge along the right side to allow passage.

A successful DC 15 Wisdom (Perception) check shows a lack of foot traffic across the hidden pit, and a successful DC 15 Intelligence (Investigation) check reveals the pit's outline and the ledge. Characters can traverse the ledge with a successful DC 12 Dexterity (Acrobatics) check.

Any creature falling into the pit takes 7 (2d6) falling damage and an additional 11 (2d10) piercing damage.

3D. Frozen Underground River

The underground river is frozen over with an inch thick layer of ice. The characters can cross it with a successful DC 15 Dexterity (Acrobatics) check.

If they fail, they fall down; the ice cracks and they plunge into the frigid water. They take 7 (2d6) cold damage. Any character that tries to rescue the fallen must succeed on another DC 15 Dexterity (Acrobatics) check or fall into the water, too.

3E. Workshop

Crude torches and lanterns illuminate a room with workbenches filled with various mechanical devices, vials, and powders. Other workbenches contain swords, spears, and bits of leather armor, all in various states of disrepair. An acrid stench—chemicals, burning parchment, rotting meat—fills the room, and you quickly find the source.

Three human-sized amphibian creatures scurry about the room on all fours throwing paper scrolls and ledgers into a fire pit. They have toad-like faces, mottled white hides pulled tight over lean muscle, and webbed hands and feet that end in barbed claws.

The kobold workshop is where they devise their traps, repair their weapons, and stitch their meager clothing and armor.

It's also where three [ice toads](#) manage the kobolds for Zaniak. They're relatively intelligent, so they also maintain Zaniak's records. As he ran through the room, he warned them the characters were coming. The ice toads are burning incriminating scrolls and papers associated with the Cult of the Dragon's plans for the North.

Treasure. Upon searching the workshop, the characters find 7 gems worth 50 GP each, a *potion of resistance*, and a *potion of growth*.

3F. CHIEF'S THRONE ROOM

You arrive in a dark cavern so large that your torch light cannot illuminate its entirety.

With a terrible shriek, a large kobold jumps down from a ledge in the darkness. It snarls something at you in its draconic language, and then many more kobolds jump down from other ledges and surround you.

The [kobold chief](#), three [kobold thugs](#), and twelve [kobolds](#) attack. If the characters defeat the **kobold chief**, they can search the body to find a single worn key. The **kobold thugs** and **kobolds** have nothing value.

A DC 13 Wisdom (Perception) check reveals the secret door on the south side of the cavern that leads to the barbarian stronghold.

Spike Trap. There is a single banded chest on the south side of the room near the secret door. If the characters try to open it without using the chief's key, they'll hear a series of whirs and clicks coming from the chest. Then a heavy log with metal spikes embedded in it drops from the dark ceiling. The characters can detect the trap with a DC 15 Wisdom (Perception) check and disarm it with a DC 12 Intelligence (Investigation) roll. They can unlock the chest with a DC 13 Dexterity (Thieves Tools) roll.

Treasure. Inside the chest are 300 GP, 4 carved antlers worth 25 GP each, a *potion of healing*, a *locate object* spell scroll, and [Frost Brand](#).

3G. Stairs to Barbarian Stronghold

At the end of the tunnel you find a rickety, wooden, circular staircase rising up to the ceiling about twenty feet above.

Next to the staircase is a tall wooden figure carved into a humanoid shape. Thick tree bark covers its chest and legs like armor, while its arms looked like freshly stripped tree limbs that were pinned to the carving's chest.

The stairs are guarded by a [wood golem](#), which attacks as soon as the characters get within five feet.

4. The Barbarian Stronghold

4A. Pantry

You climb the wooden steps up to a wide hole at the top through which you can easily fit. The hole is cut into the rock and through what looks like a wooden floor just above it.

When the first character comes out of the hole, he/she looks back to see that the wooden floor looks solid. That is, until the next character seems to materialize from out of the floor. Zaniak cast a

programmed illusion on the hole to make it look like the floor.

You emerge into a dark, cold room filled with barrels and sacks. Bound haunches of dried and smoked meats hang from the wood rafters. Long tables on either side of the stone walls contain various kitchen implements: knives, bowls, mugs, and wooden plates. Crusty loaves of bread and shriveled tubers sit on the tables in various stages of preparation.

There are no other sounds besides the creaking of your footsteps on the plank floor and the howling wind outside.

4B. Main Hall

The large room is cold and dark. It has a high, thatched roof. Two fire pits sit in either half of the room, but they are cold and haven't seen a fire for a long time. A stone dais with a gray stone pedestal stands in the northeast part of the room. The pedestal is covered with a golden fur pelt.

Your torches suddenly dozens of blue figures spread throughout the room. They look like statues of tall human warriors, all with long hair, muscled arms, and each holding up a weapon as though about to attack an enemy.

On the east side of the room is a tall-backed wooden chair where sits another blue figure with long hair, beard, muscled arms, and an axe. His face is twisted in anger and he looks as though he were about to stand.

The blue statue of a tall, regal woman stands beside the chair. Her hair is braided and hangs down her back. Fur-lined leather armor covers her chest and arms. She holds a battleaxe and wears a snarl of defiance.

A loud screech suddenly comes from outside the double-wooden doors on the south side of the room.

If the characters haven't deduced this already, Petros explains these are the frozen remains of [Eadox](#), the tribe's king, his queen, [Esvele](#), and twenty [berserkers](#). Zaniak used the [Blade of Ulvinter](#) to freeze (*paralyze*) them when he stole it. The screeching they hear is the [ice wyvern](#) arriving to help Zaniak escape (see [4J. Zaniak Tries to Flee](#)).

The fur-lined pedestal is where the tribe displayed the Blade as an object of religious veneration. They

never used it, for they did not have the magical knowledge or skill to understand its power.

A successful DC 15 Intelligence (Arcana) check reveals the fur-lined pedestal is enchanted with a permanent *antimagic field*, cancelling out and hiding the Blade's magic when it sits upon the pelt.

Treasure. Zaniak uses the Main Hall as a storage room for the treasure he's looted from caravans and nearby towns. In the southwest corner of the Main Hall are three banded chests containing 1,000 GP, four *potions of healing*, an *arrow-catching shield*, and a *giant slayer battle axe*.

4C. Hallway

The stone hallway has three wooden doors. The south door leads to the pantry, which is unlocked. However, the north and west doors are both locked. A successful DC 15 Dexterity (Thieves Tools) roll will open each door.

4D. Treasure Room

A successful DC 15 Dexterity (Thieves Tools) unlocks the banded wood door.

The room is lined with shelves containing neatly stacked papers, scrolls, and leather-bound books. If the characters inspect the shelves, they find sheet after sheet of music. From bawdy drinking songs to religious hymns, love ballads to glorious war marches. Most were written by bards from the south, but there are partially completed parchments, quills, and frozen ink bottles on nearby tables indicating the barbarians wrote a few. One shelf even holds musical instruments: lyres, pipes, hand drums, cow horns, and a harp.

Treasure. A medium chest sitting on one of the shelves contains 100 GP, 250 SP, and 300 CP.

Filthy thieves!

If the characters take anything from the stronghold, Petros reminds them that they're trying to free the barbarians, not loot their home. He also warns that they'd incur the wrath of the entire Uthgardt nation. Even if they do not free the **paralyzed** barbarians (see [4B. Main Hall](#)), news of the theft would reach other Uthgardt tribes and possibly cause war with Silence and the surrounding communities.

4E. Animal Pen

The tribe once kept its animals here, but the characters find only the frozen carcasses of goats and chickens that starved to death weeks ago.

4F. Armory

The tribe stores most of its weapons here. There are racks of battleaxes, wooden shields, spears, helmets, and leather armor. Tables line the walls containing various tools and implements that the tribe uses to repair and strengthen their weapons and armor.

All weapons and armor are non-magical, but in relatively good condition.

4G. Latrines

There is nothing in this room but latrine holes. If the characters are curious and look into the holes, they see nothing but stone half-pipes leading into darkness. The lack of odors tells them that the contents of the latrines have been frozen for a long time.

4H. Bedroom

The king and queen's bedroom. A large bed filled with various furs rests against the north wall. A round fire pit, cold and silent, sits in the northwest corner of the room.

Wooden chests line the east wall. They're unlocked and contain hide breeches, fur cloaks, tunics, and other sundry clothes for a man and woman. There is nothing else of value.

4I. Barracks

This is the berserker barracks, where the king's most trusted warriors sleep off their battles and revelry. The room holds fifteen cots covered in furs. Beside each cot is a small chest, none of them locked. If the characters rifle through the berserker chests, they find trinkets, mementos of families, pendants with orc teeth, and a few silver coins all totaling 50 SP.

4J. Zaniak Tries to Flee

As soon as you open the doors, the wind and snow slam into you as if it were a wall of ice and air. At first you think it's the storm, but then you spy a blue-white creature with leathery wings flapping as it descends to the ground about thirty paces away. It has two scaly legs and a thick sinewy tail with a large stinger at the tip.

Zaniak whirls around as soon as you exit the doors, an open scroll in his hands. He smiles. "Your persistence is admirable. Tiamat could use soldiers like you in her army. What do you say? Join the winning side and be rewarded with whatever you can imagine. All you have to do is...*let me escape.*"

Zaniak has called an [ice wyvern](#) to fly him away. When he sees the characters, he cast *mass suggestion* on them from the scroll in his hand.

Those who fail their Wisdom saving throws are **charmed** and will refuse to take part in any action that prevents Zaniak from escaping.

For those who make their Wisdom saves, Zaniak gets so insanely angry over them thwarting his will that he orders his ice wyvern to attack rather than carry him away. He also participates in the attack.

Once Zaniak's Hit Points drop to 1, he pleads for mercy from the characters.

Conclusion

After the characters defeat Zaniak, they find on him two *dispel magic* scrolls. They can dispel the **paralysis** placed on the barbarians by using a *dispel magic* scroll or by simply returning the Blade of Ulvinter to the *antimagic field* pedestal.

Once the characters do either, the frozen barbarians are released from their paralysis.

The blue frost covering the barbarians slowly melts and fades, replaced by their normal skin color. They all gasp their first breaths in weeks and stagger forward. But they quickly right themselves and stare at you with their weapons raised.

Eadox steps down from the king's chair followed closely by Esvele. They slowly weave their way through the tense warriors and stand before you with shrewd eyes.

You wonder if they're about to attack, but Eadox suddenly bows his head deeply, as does Esvele and then all twenty warriors.

Eadox raises his head again. "You have freed us from a terrible fate," he says. "We were frozen, and yet awake during the weeks"—his voice turns into a snarl—"that monster kept us prisoner. We remember everything he did, from the moment he froze us to the moment you freed us. We are forever in your debt, honorable warriors."

Eadox and Esvele demand two things:

- Return the Blade of Ulvinter. If the characters decide to keep the Blade, [Eadox](#), [Esvele](#), and twenty [berserkers](#) attack.
- If Zaniak survived the fight, the enraged barbarians demand that he be turned over to them.

If the characters hand him over, Zaniak pleads for mercy, but is shoved into a barbarian dungeon to await his fate.

If the characters demand Zaniak face justice in Silence, the barbarians let him go as payment for releasing them and saving their Blade...but they angrily cancel all trade and non-aggression agreements with Silence.

If the characters agree to both demands, Eadox rewards them with the treasure that Zaniak stored in the Main Hall. The barbarians want no treasure that *they* did not steal themselves in glorious battle.

The characters return to Silence and tell the townsfolk where to find the kobold lair that contains their stolen food. Petros organizes a party to go out and retrieve the food.

If Petros offered the characters 500 GP for their help in [1. Kobold Raid](#), he gathers the promised reward and hands it over to the characters.

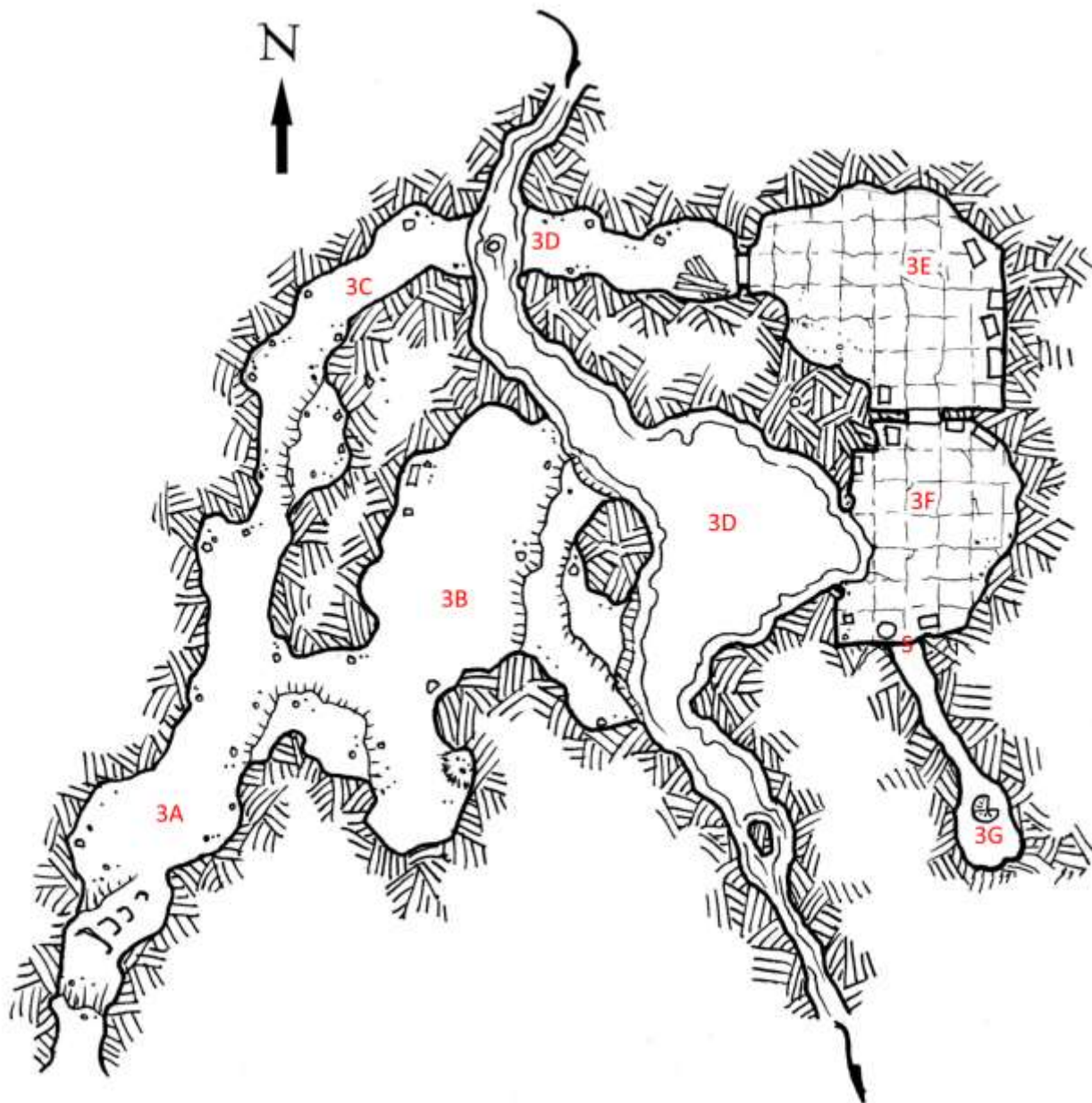
Extra XP Awards

If the characters were wise enough to question a kobold in [1. Kobold Raid](#) to learn about Zaniak's plan, give them each an extra 200 XP.

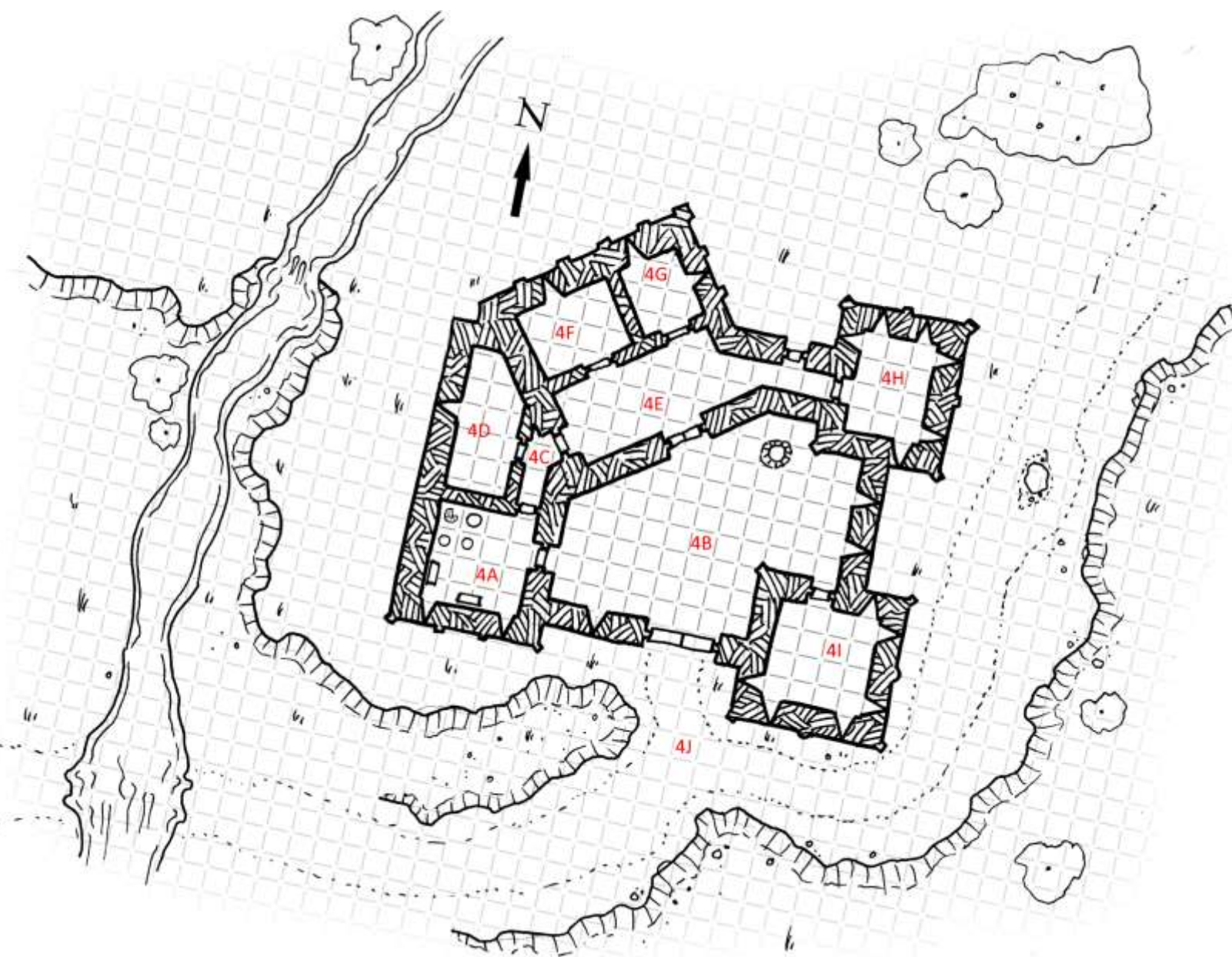
If the characters defeat Zaniak and immediately give the Blade of Ulvinter back to Eadox without him asking for it, award them another 300 XP each.

Appendix A: Maps

Kobold Lair



Barbarian Stronghold



Appendix B: Magic Items

Blade of Ulvinter

Weapon (dagger), legendary

You gain a +2 bonus to attack and damage rolls made with this magic dagger. It has an oak hilt and an 8-inch blade that looks like clear, jagged ice.

Once per day, a creature with spellcasting ability can use one action to speak a command below:

Command	Result
Drivsnö	A winter gale, regardless of the season, will form over a 20 mile area centered on your location. Snow, ice pellets, and 30 mile per hour winds will assault the area of effect. The gale lasts 24 hours after you speak the command and then dissipates.
Skare	An icy chill fills the air in a 30-foot radius from a point that you can see. Creatures caught within the area of effect must make a Constitution saving throw. If they fail, they are frozen in place (paralyzed) and take 3d6 cold damage. If they succeed, they're frozen in place (paralyzed) but take no damage. Paralysis lasts until dispelled. Creatures immune to cold suffer no effects. Creatures with resistance to cold automatically succeed on all saving throws.

Legend has it that the great barbarian demigod Uthgar wielded the Blade, but most barbarians think this is folly: No self-respecting barbarian would wield a dagger over a good axe. However, the tribe does believe that Uthgar took the Blade from Illusk after wiping out the Grand Cabal of wizards there over 1,000 years ago. The tribe has guarded this possession of the divine Uthgar ever since.

Frost Brand

Weapon (longsword), very rare (requires attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all non-magical flames within 30 feet of you. This property can be used no more than once per hour.

Proficiency with a longsword enables you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Damage: Cold; Resistance: Fire, Damage, Combat, Versatile

Appendix C: NPCs

Eadox Gor-va, Barbarian King

Medium humanoid (human), chaotic neutral

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Description

Eadox is the 12th Gor-va king of his tribe and a proud guardian of the Blade of Ulvinter. He loves combat, especially with the monsters that inhabit the northern forests, though he's been known to raid the dwarven strongholds nearby when they are foolish enough to venture through his territory without asking permission.

He maintains peace with Silence partly out of tradition and partly because he enjoys the new music sheets for which he trades with them (he loves bardic tales and drinking songs).

Esvele, Barbarian Queen

Medium humanoid (human), chaotic neutral

Armor Class 13 (leather armor)
Hit Points 57 (9d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

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

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Petros Gallentara (Scout; Emerald Enclave)

Medium humanoid (human), chaotic good

Armor Class 13 (leather armor)

Hit Points 42 (5d8 + 10)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1 (200 XP)

Keen Hearing and Sight. Has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. Makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600, one target. *Hit:* 7 (1d8+3) piercing damage.

Zaniak Urthadar (Wizard; Cult of the Dragon)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 41 (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 Common, Draconic,

Challenge 6 (2,300 XP)

Spellcasting. Zaniak is a 9th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He 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): *conjure minor elementals, 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.

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600, one target. *Hit:* 7 (1d8+3) piercing damage.

Appendix D: Monsters

Berserker

Medium humanoid (human), chaotic neutral

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

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 Resistance Bludgeoning, Fire

Damage Immunities Cold, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Aquan, Auran

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. (1/Day). 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 Toad

Medium monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft. (swim 30 ft.)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 12

Languages Ice Toad

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Cold Aura. Any creature that starts its turn within 5 feet of the toad takes 3 (1d6) cold damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 4 (1d8) cold damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the toad can't bite another target.

Ice Wyvern

Medium dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (13d6 + 18)

Speed 15 ft. (fly 60 ft.)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 14

Language --

Challenge 3 (700 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 2) piercing damage. The target must make a DC 15 Constitution saving throw, taking 12 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Description

Ice wyverns have scaly, blue and white skin, and roam the arctic and sub-arctic regions. Though smaller than their wyvern cousins, they have the same shape: two scaly legs, leathery wings, and a sinewy tail topped with a stinger that can kill a creature with cold in seconds.

Kobold

Small humanoid, lawful evil

Armor Class 12
Hit Points 5 (2d6 - 2)
Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 8
Languages Common, Draconic
Challenge 1/8 (25 XP)

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

Pack Tactics. The kobold has advantage on attack rolls 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.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Description

Kobolds are craven reptilian humanoids that commonly infest dungeons. They make up for their physical ineptitude with a cleverness for trap making.

Kobold Chief

Small humanoid, lawful evil

Armor Class 17 (chain shirt, shield)
Hit Points 13 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Draconic
Challenge 1 (200 XP)

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

Pack Tactics. The kobold has advantage on attack rolls 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.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Kobold Thug

Small humanoid, lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	12 (+1)	11 (+0)	5 (-3)	8 (-1)	6 (-2)

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Draconic

Challenge 1/2 (100 XP)

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

Pack Tactics. The kobold has advantage on attack rolls 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.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Wood 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)

Skills Perception +3

Damage Vulnerabilities Fire

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

Language Understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

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

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

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.

Description

Wood golems are 6-foot wooden figures carved into the shape of a humanoid. Thick tree bark covers their chests and legs like armor, while their arms look like freshly stripped tree limbs that were pinned to the carving's shoulders.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60ft., Passive Perception 10

Language -

Challenge 5 (1,800 XP)

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.