



ENCOUNTERS IN THE FAR NORTH



Bring Icewind Dale and the rest of the Far North to life in this companion supplement for *Icewind Dale: Rime of the Frostmaiden*

ENCOUNTERS IN THE FAR NORTH



A collection of short encounters to be used with
Icewind Dale: Rime of the Frostmaiden.



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FOREWORD

I’ve been excited for the release of *Icwind Dale: Rime of the Frostmaiden* since I first heard about it. I was doubly excited once I found out that so many amazingly talented women were working on it. It has been an absolute honor to be able to work with most of those women during my tenure as a Guild Adept and to be able to bring you this supplement to add even more fun and excitement to your games. I hope that you enjoy playing these encounters as much as we enjoyed putting them together for you.

— Ginny Loveday



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INTRODUCTION

ENCOUNTERS IN *THE FAR NORTH* PRESENTS 24 short encounters to complement the *Icwind Dale: Rime of the Frostmaiden* campaign book. This supplement has the following chapters:

- **Chapter 1: Ten-Towns Encounters.** Short encounters for the famed settlements of Icwind Dale.
- **Chapter 2: Spine of the World Encounters.** Short encounters for the treacherous mountains that bound the Far North.
- **Chapter 3: Sea of Moving Ice Encounters.** Short encounters for the frigid waters off the coast of Icwind Dale.
- **Chapter 4: Frozen Lands Encounters.** Short encounters for frigid tundra and glaciers of the Far North.
- **Appendix A: Player Handout.** This item is given to the players during the appropriate encounter.
- **Appendix B: Creature Statistics.** A modified stat block provided for convenience.

RUNNING ENCOUNTERS

Encounters in The Far North requires use of the Dungeons & Dragons 5th Edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). You'll also need a copy of *Icwind Dale: Rime of the Frostmaiden*, though with a little adjustment, you could use most of these encounters in any heroic fantasy adventure.

The *Monster Manual* and *Icwind Dale: Rime of the Frostmaiden* contain stat blocks for most of the creatures found in the encounters. If a creature doesn't appear in the *Monster Manual*, you will find it's stat block in Appendix B for your easy reference.

Spells and equipment mentioned in the encounters are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* unless otherwise noted.

ABBREVIATIONS

The following abbreviations appear in this book:

- DC = Difficulty Class
- XP = experience points
- gp = gold piece(s)
- NPC = nonplayer character
- DM = Dungeon Master

RANDOM ENCOUNTERS

Random encounters can help bring a location to life, creating the impression that the adventure takes place within a complex and dynamic ecosystem. Random encounters also help with game pacing, making players feel genuine effort is involved when they move through potentially dangerous areas. They also provide fun opportunities for you to improvise and often blossom into ongoing campaign elements.

When the characters travel through the Far North, you can roll a d20 for every 8 hours they spend traveling or resting to see if a random encounter occurs. On a roll of 12 or higher, choose the appropriate encounter table and roll or choose an encounter from it. You can change the number of encounters the characters experience as you see fit.

ENCOUNTER DIFFICULTY

Each encounter represents a certain kind of potential challenge, and not all of them should result in combat.

When you let the dice have their way, the generated encounter might be far too difficult or dangerous for the characters in their present circumstances. They might need to flee, avoid contact, or negotiate their way out of the challenge.

You're always free to adjust the roll or simply choose an encounter, but remember; not every encounter needs to result in combat. A powerful creature might chase the party in a new direction, demand they perform a task, or turn out to be an unexpected ally. Another excellent trick is to have a rescuer appear at the last moment, someone who could become a group patron. There are many options besides fighting.



TEN-TOWNS

You underestimate the halfling, moreso even than you underestimate the people of Ten-Towns.

—Drizzt Do'Urden

The settlements to the north of the Spine of the World are a refuge for those seeking sanctuary or solitude, they are a chance to make a fortune for others, and, for some, they are simply home. In this section, you will find a variety of encounters that you can use while your characters explore these settlements and the surrounding areas.

When adventuring in any of the Ten-Towns, or surrounding areas, you can choose any of the encounters below to add to your campaign, or roll from the table for a random encounter.

d6 Encounter Name

1	An Accurate Recording
2	Big Fish
3	Don't You Cry
4	Gelid Blossom
5	Ice Sculptures
6	The Supply Run

AN ACCURATE RECORDING

Thorne Wellspring, a cunning halfling scribe, lived most of their life in Chult. Fleeing the area when the death curse became known in order to seek safe haven with distant relations that were rumored to have settled in Lonelywood.

After a long and arduous journey, Thorne discovered, much to their dismay, that their relations did not survive their first year in Icewind Dale. Thorne now seeks to travel to all of the Ten-Towns settlements to faithfully record the history of any inhabitants. Thorne seeks guards to accompany them and protect from any of the numerous dangers along the roads.

Thorne is willing to offer the party 50 gold pieces for each town that is safely visited and will part with a *thermal cube* if they believe that the characters need additional motivation.

Use the table below to generate a random encounter (see appendix B) for each of the ten legs of the round-trip journey.

d10 Encounter

1	<i>Travel is uneventful</i>
2	A yeti tyke and its protective mother yeti
3	A snowy owlbear scavenging for food
4	A herd of 12 mountain goats
5	2 snow golems and a chwinga
6	3 crag cats perched on cliffs over the road
7	An ice troll feasting on a dead hare
8	A spitting mimic disguised as a trunk beside a wrecked wagon
9	A frost druid disguised as a fox
10	A coldwalker emerging from a blizzard

BIG FISH

While in one of the towns, the party hears the sounds of uncharacteristic merriment coming from a colorful tent.

The sound of excited chattering fills the air as people wait to enter a tall striped tent. Every few minutes, a person emerges from the tent either with a wide grin or a grim expression.

The characters are witnessing a strange tradition that happens in Ten Towns. Once a year, a gnomish merchant named Dandiel Rumswoggle travels to each of the ten towns, wheeling around a large tank that houses a knucklehead trout (see appendix B) named Moby. Moby is a local legend in Icewind Dale and rumored to be well over 200 years old. For as long as anyone can remember, Dandiel has taken the trout on this yearly tour, allowing townsfolk to whisper their wishes to the fish.

For the price of a single silver piece, Dandiel allows a person to approach Moby's wheeled tank, tell the fish a wish, and wait to see how the fish replies. If Moby swims in a clockwise direction, the wish is said to come true. If Moby swims counterclockwise, the wish will not be granted.

If a character pays the silver piece and makes a wish in front of Moby, have them roll a percentile die to determine which direction the fish swims. On a roll of 50 or higher, Moby swims clockwise, and the character is under the effects of the *bleed* spell for 24 hours. Once a character receives this boon, they cannot receive it again until a year has passed.



DON'T YOU CRY

While traveling through, or near, one of the towns, the party spies a group of children building a snowman.

A trio of children giggle as they crown a snowman with a threadbare top hat. The giggles become screams of terror as their creation animates and lifts a shrieking tiefling girl.

The child in the snowman's clutches is a tiefling named Merry, who is unknowingly touched by wild magic. Her desire to bring the snowman to life has transformed her friends' creation into a snow golem (see appendix B).

The golem does not intend to harm Merry but attempts to carry her away from town into the tundra to flee the children's unpleasant screams. If left to this fate, Merry perishes in the harsh landscape of Icewind Dale.

Defeating the golem is one way to save the tiefling. Alternatively, if the party can convince Merry, the children, and any bystanders to calm down, the golem no longer feels threatened and does not attempt to flee. If dealt with in this manner, the tiefling child discovers that the snowman responds to her commands and stays protectively at her side while it still lives.

GELID BLOSSOM

In the Ten-Towns, the party meet Lindra, a winter-loving botanist and recently lapsed worshiper of Auril. When her laboratory was vandalized a few days ago, Lindra's

personal symbol of faith—a decade-old rare plant which she nurtured from the seed, an Auril's Tear—was ground under a cruel heel.

In defiance, she's sworn to regrow her Auril's Tear, but needs bodyguards on her pilgrimage to obtain another sample. She's open about the shrine's trials (an ordeal for her, combat for the party), her connection to Auril, and her opposition to the Everlasting Rime.

LAND OF THE ICE AND SNOW

The shrine is five days away. During the trek, Lindra enthuses about botany, points out idyllic scenes, and stoically endures harsh conditions. When the party arrives, read:

Outside the shrine, dozens of chwingas congregate. Most hide behind snowbanks and broken pillars at the party's approach, peering out curiously.

A chwinga with a blue-white floral mask waves at Lindra. Letting out a teary sigh of recognition, she stops to pay her respects to the tiny elemental, which performs a brief ecstatic dance before hurrying inside.

Across the threshold, the temperature drops noticeably and a 15-foot-wide ramp descends impossibly far into darkness. After what feels like miles, the passage opens into a brightly lit, 30-foot-radius chamber; its floor covered in an ankle-deep pool of frigid water. At the center of the austere chamber is a snow-covered, 10-foot-radius island, graced by a single flower.

WRAP YOU IN COLD

As Lindra rushes onto the island, **Rimeflower**, an ageless, athletic goliath maiden, materializes beside her and flash freezes the pool, trapping the characters. Read:

“The chwinga is satisfied. Are you ready for your second ordeal?” Lindra nods her assent and, with a snap of her fingers, Rimeflower encases Lindra completely in ice.

Turning to you, Rimeflower shifts into a low, defensive stance and frees you with a tap of her foot. “Don’t worry, she’s perfectly safe. Now, will you face your own trial alongside her?”

Use the following to guide combat with Rimeflower (see appendix B):

Motivation. To promote camaraderie and involvement during the trials by fighting the supplicant’s guards. It’s not strictly necessary, but Rimeflower likes to omit that detail, as she also relishes the chance to spar.

Solitary Confinement. Lindra, and the ice encasing her, is immune to all damage and conditions. See “**Timed Win**,” below.

Tactics. Rimeflower remains in constant motion and employs skirmish tactics to disrupt and reposition the party. If someone endangers the Auril’s Tear, Rimeflower shields it and dedicates her next turn to pulverizing them. Characters reduced to 0 hit points are knocked unconscious.

No Tilt. Rimeflower avoids stun locking or rendering characters useless (e.g. knocking a melee-focused character prone then dancing beyond reach).

Timed Win. After 10 rounds, Lindra passes her ordeal and the ice encasing her shatters. Rimeflower ceases hostilities with a flourish and proves gracious in victory (or defeat), helping the party to their feet and thanking them for assisting Lindra.

A SPARK OF POWER

Sporting a new sigil on her hand, Lindra kneels before the Auril’s Tear and the chwinga encountered outside steps from the flower and offers Lindra a single, tiny seed, which she accepts reverently.

Treasure. Lindra gives each character one frosty, herbal variant from these choices:

- *Potion of gaseous form*
- *Potion of greater healing*
- *Potion of fire breath* (deals cold damage)
- *Potion of resistance (cold)*

ICE SCULPTURES

This encounter occurs in any of the ten towns with a services rating of two or three snowflakes. Gantwyn, a chaotic good elf **enchanter** owns a small tent which is set up outside of one of the local inns or marketplaces. Several beautiful, 6-inch-tall ice figurines line the tables in front of his tent. The sculptor calls out to the party as they’re passing through.

If the party appears disinterested, choose at least one party member that approaches the table. Those chosen spot a figurine that either resembles them, another party member, or something that may be connected to the character’s past or background. If the character holds the familiar item, it feels cold to the touch, but extends warmth to the character’s body, seemingly chasing away the cold temperatures. Gantwyn offers to make a personalized one for any character at the cost of 100gp. Allow characters be as specific as they like for their choice of design. Each figurine takes 1 hour to carve. He insists they withstand all temperatures and keeps their owners warm even in the most bitter of cold.

The Chardalyn Carver. A character with a passive Perception of 12 or higher notices the blade being used to carve the figurines is made of a black crystal that could possibly be chardalyn. A successful DC 14 Intelligence (Arcana) check confirms it.

CURSED COLD CARVINGS

Characters carrying the figurines on their person gain the same benefits as if they were wearing *boots of the winterlands*. The item’s magic only works on the character for whom the figurine was made.

Curse. The figurines each hold a curse. The character becomes unwilling to part with the item until the curse is broken with a *remove curse* or similar magic. You can choose one of the following or roll a d4 to determine it randomly.



- Each time a character takes a long rest, they are visited with horrific nightmares connected to personal experiences or past events (these take the forms of random visions for characters that don't sleep). At the end of each long rest, the character must succeed on a DC 15 Wisdom saving throw or gain a level of exhaustion that can't be removed by resting.
- The character gains a vulnerability to fire damage. In addition, whenever they are in any location with a temperature higher than 40 degrees Fahrenheit, they have disadvantage to ability checks and saving throws.
- The character's persona becomes as cold and bitter as the figurine they carry. They have disadvantage on all Wisdom and Charisma checks.
- The character radiates a cursed aura. Any creature that ends its turn within 5 feet of the character must succeed on a DC 15 Constitution saving throw or take 1d6 cold damage. For each creature that takes cold damage, the character takes 2d6 fire damage. This damage is unaffected by resistance or immunities.

VARIANT: DESTROYING THE BLADE

You could instead decide the figurine's curse cannot be removed by any magic short of a *wish* spell. The only other way to remove the curse is by destroying Gantwyn's chardalyn blade. If Gantwyn is confronted, he refuses to part with the blade and defends himself if threatened. A character who succeeds on a DC 13 Wisdom (Insight) check notices Gantwyn may be under the influence of a curse himself. If this is pointed out to him, a successful DC 16 Charisma (Persuasion) check can convince him to part with the blade for 1 minute before he insists on having it back.

The blade is a chardalyn carving knife. A *detect evil and good* spell reveals it to be a desecrated object. It can't be used by any character for anything other than a utility knife. It has an AC 12 and 10 hp. Once destroyed, the curse of the figurines is lifted, as well as the blade's hold on Gantwyn. If the characters free Gantwyn without violence, he returns any money the characters paid to him and rewards them with an extra 250 gp.

THE SUPPLY RUN

With their ships frozen in the harbor and the storms making travel on the road to Caer-Dineval perilous, the people of the town have decided to send a raiding party into the Dwarven Valley towards Kelvin's Cairn to pilfer what supplies they can. The duergar outpost situated at the base of the mountain seems like a ripe target for food and weapons. Many of the townsfolk feel that the duergar have done them enough harm to feel no remorse about making a plan to steal their supplies, even if it means the duergar die during the Everlasting Rime. Seeing that the party is perhaps the most well-prepared for such an expedition, the town speaker Trovus entreats for them to head to the duergar outpost. He promises that they can keep one-quarter of what they find and that Caer-Konig will provide them with an amount of scrimshaw equal in value to 3000 gold pieces.

See the sections on Blizzards and Mountain Travel in chapter 1 of *Icwind Dale: Rime of the Frostmaiden* to understand how to play up the dangers involved in this



supply run. On the journey to the outpost, the following creatures may be encountered: a herd of 1d6 **reindeer**, a small band of 1d6 Reghed **tribal warriors** or 1d4 **snow golem** (see appendix B).

Upon nearing the outpost, any character with a passive perception above 13 notes several frozen duergar corpses lining the trail. Upon examining the bodies, a successful DC 11 Wisdom (Medicine) check determines that the duergar were mauled to death by something with a large number of teeth. A successful DC 15 Intelligence (Arcana) check reveals that at least two **tomb tappers** (see appendix B) had attacked the duergar.

Arriving to the duergar outpost, the party finds the gates sealed tightly, but the duergar on guard comes out to speak with the party. He explains that there are 40 duergar inside the outpost, afraid to leave after the recent attack and their supplies are running low. If the party agrees to hunt down the tomb tappers and bring back their heads, the duergar will readily part with enough supplies to last the town a full tenday.

If the party refuses to help and insists on pilfering supplies, the duergar will take them captive. A fight with such an overwhelming force should be portrayed as futile.

THE SPINE OF THE WORLD

The mountains of madness have many little plateaus of sanity.

—Terry Prachett

The Spine of the World stretches across the northwest region of Faerûn from the Cold Run near the Sea of Moving Ice, to the Ice Spires north of the Silver Marches. To many Faerûnians, the Spine of the World is simply an endless, nearly-impassable range of high, jagged, perpetually ice-covered mountains. While the western-most edge of the Spine is penetrated by a circuitous, always dangerous trade route to Icewind Dale, the rest of the range is not even approached by those without a stout heart.

When passing through the Spine of the World, you can choose any of the encounters below to add to your campaign, or roll from the table for a random encounter.

d6	Encounter Name
1	Billy Goat Gruff
2	Cold Runnings
3	Leave the Light On
4	Snow Fairy Market
5	Snow Way Out
6	Reroll on table

BILLY GOAT GRUFF

While traveling through the Spine of the World, the party's path is blocked by a deep chasm, crossable only by a single bridge of ice.

A crack in the rock creates a titanic chasm blocking your path. A thin bridge of ice looks to be the only crossing point, but a massive troll with blue fur blocks it. The troll sits cross-legged on the bridge and appears to be glumly bandaging one eye.

The creature blocking the bridge is an **ice troll** named Bloo. Bloo is under an enchantment to guard this bridge and cannot travel more than half a mile from it without experiencing great physical anguish.

If the party is immediately hostile, Bloo fights to kill, but if the Bloo spots the characters before hostilities begin, he tries to speak to them. Decades of being tethered to the bridge have given Bloo a lot of time to think, and consequently, he has developed a much greater intelligence than most of his troll kin. If allowed to speak, Bloo

addresses the party in careful broken common. The troll explains that he is happy to let the party pass if they bring him the body of the 'nasty goat who poked his eye out.' Bloo will not accept any other toll for crossing his bridge, and if the party attempts too much negotiation, the troll grows frustrated then outright hostile.

If the party agrees to Bloo's terms, the troll describes his enemy as a big shaggy goat named Billy Gruff, who has curling horns that glow. Bloo first met Billy weeks ago when the troll had to stop the goat from crossing his bridge. Billy started to insult Bloo, and Bloo chased him as far as he could away from the bridge. But Billy kept coming back to terrorize him, always running away to just out of the troll's magical range. This last encounter, the two fought, and the goat managed to poke out Bloo's eye before running away once again.

Finding Billy requires one hour of searching and three successful DC 10 (Survival) checks. If any of these checks fail, the party is caught in a blizzard (see rules for "Blizzards" in *Rime of the Frostmaiden*). Once three successful checks are made, or after the blizzard has passed, the party finds Billy's cave. Billy is an awakened **mountain goat** (see appendix B) with a nasty disposition. Billy Gruff hurls insults at anyone who tries to enter his small cave and fights to the death if provoked.

If the party returns to the bridge with Billy's body, Bloo is delighted and makes good on his promise to allow the party safe passage over his bridge anytime they want.

COLD RUNNINGS

Along one of the Spine of the World's four major peaks, a secret competition is being held. Characters traveling through can spot marked flags leading up to the event. Following the flags leads the party to a sled racing contest between two goliath clans (you can choose between existing clans or create your own). Sleds carved from hollowed out tree trunks are used to slide down a treacherous mountain track that runs in and out of underground ice tunnels. If the characters approach in a non-threatening manner, they can be invited to watch the event, as the goliaths love to show off their skills.

If the characters ask to participate, they're met with open skepticism and scorn (even goliath characters receive this criticism unless they are members of these clans). However, Nakana, a neutral good **goliath warrior** (see appendix B), defends the party's wish to compete. If the party is friendly and cordial with Nakana, she offers to train them for tomorrow's upcoming race. A team can consist of up to five members, though she does offer to train two teams, if necessary.

The Training. Nakana trains the party the way she used to train. It is 8 hours of hard, non-stop exercise and practice. Characters at the end of the training must make a DC 13 Constitution saving throw. On a failed save, a character gains a level of exhaustion. Characters that fail their save by 5 or more gain two levels of exhaustion. The characters are allowed a long rest before the competition begins.

RUNNING THE COMPETITION

The characters are competing against three other teams. The mountain track has multiple paths that eventually meet on a final stretch a half-mile down from the peak. There are five major markers each team must use to turn down a new branch of the track. Successful navigation of these markers keeps the sled from losing momentum as well as avoiding a fateful crash.

Event Checks. At the start of the race, each team begins with 0 points. At each marker, a team needs to make a DC 13 group ability check. Each character can choose between Strength (Athletics) or Wisdom (Perception) to make this check. If the group check succeeds, the team gains 1 point.

After passing each marker, the team then rolls on the Track Complications table (see below). Each complication must be resolved per the description on the table entry. If every member of the team fails their check during a complication, their sled crashes.

Crashing. In the event of a crash, each character on the team takes 3d6 bludgeoning damage plus 2d6 for each marker the team has already passed.

Completing the Race. If the character's team (or any of their teams) earns 4 or more points, they win the race. Even if they lose, if they earn at least 2 points, they garner the respect of all the other competitors (possibly even earning them a "slow clap" from the winning team).

TRACK COMPLICATIONS

d10	Complication
1-2	Jagged Terrain. Team must make a DC 13 group Wisdom (Survival) check to avoid being slowed down by rough terrain. On a failed save, the team loses 1 point.
3-4	Ice Ramp. The team's sled launches off an icy incline. The team must make a DC 13 group check using Strength (Athletics) or Dexterity (Acrobatics). On a failed check, the team loses a point. If at least half the team succeeds by 5 or more, the team gains a point.
5-6	Mini-avalanche. A collapse of snow and ice falls onto the track. The team must succeed on a group DC 13 Dexterity saving throw or each team member takes 1d10 bludgeoning damage and the team loses a point.
7-8	Collision! The team's sled is heading directly for another team at a fork in the track. The team must make a group a DC 13 Wisdom saving throw to time their pass. On a failed check the team clips the other team's sled and loses a point. If at least half the team succeeds by 5 or more, the team gains a point.
9-10	No complication

LEAVE THE LIGHT ON

While traversing the perilous mountains, the party spots the warm glow of a light coming from a nearby peak. If the party investigates, they find a large stone building, with two braziers flanking the entrance. These braziers somehow stay lit, despite the roaring winds and snow. Roll 1d4 below to determine the nature of this building.

1. The building appears to be a monastery occupied by twenty monks of various races. In actuality, the monastery is a training academy, and the monks are all **assassins**, who are here to hone their skills in the frigid environment. The assassins take care not to reveal the academy's true nature and are neutral towards the characters. If pressed, the party is given a meal or a place to stay for one night. At your discretion, the academy leader, a halfling man named Razz Jewel, might approach a rogue in the party with an offer to stay and train at the academy.





2. The building is home to a commune of forty **Icwind kobolds** (see appendix B). A mated pair of kobolds named Bric and Hop discovered the abandoned building years ago. They turned it into a refuge for any Icwind kobolds tired of being bullied by the notoriously foul-tempered white dragons that populate the region. The kobolds living here value peace and are happy to offer food, shelter, or directions to any characters that show their lifestyle respect. The kobolds only attack if forced to defend themselves.
3. The building is an animal sanctuary run by an elven **frost druid** (see appendix B) named Mavis Mooney. The creatures who live in the high peaks can come to Mavis if they are injured, in danger, or need food. When the party arrives, eight **mountain goats** (see appendix B) are wandering around the building. As long as the party promises not to harm the spine's beasts, Mavis is happy to offer food, shelter, or directions.
4. The building is a lair for a family of three adult **yetis**. The building was once a shrine to the god Silvanus, but as Auril's influence over Icwind Dale grew, she inspired her creatures to murder the acolytes who dwelt there. The yetis lay in wait to murder then eat creatures drawn into the temple by the magical braziers.

SNOW FAIRY MARKET

In the distance, small balls of brightly colored light dance upon a gentle slope of sparkling, crystalline snow. Upon approach, the characters find a dozen tiny winged humanoids, each glowing a different color. These are snow

fairies, which are related to **sprites** and have the same statistics as them. They have names such as Dexwin, Glissaldo, Cryldee, Maliwin, and Zando.

There are four little benches made of ice, each one covered in trinkets (consult the trinkets table in chapter 5 of the *Player's Handbook*). The fairies are friendly and invite the characters to browse the goods. They are not interested in coin, but happily exchange the trinkets for other trinkets, or for certain unusual items, such as:

- A spare button
- Six gray hairs
- Half a piece of string
- Three tears cried in grief
- Pocket lint
- A snow-related pun

Anyone searching the bric-a-brac and making a successful DC 12 Wisdom (Perception) check finds a common magic item. Roll on the following list to determine which it is:

- *candle of the deep*
- *dark shard amulet*
- *lock of trickery*
- *orb of time*
- *pot of awakening*
- *talking doll*

There is only one instance of each item at the market, and each character can make only one search roll. The price for the common magic items is the same as for the trinkets.

SNOW WAY OUT

Crossing through the high passes in the Spine of the World is a treacherous journey in the best of weather, and with the never-ending darkness caused by the Everlasting Rime, storms are now catching travelers unaware and leaving many stranded, or dead. Using the rules for "Avalanches" found in chapter 1 of *Icwind Dale: Rime of the Frostmaiden*, play out the avalanche that the party finds themselves in.

As you trudge up the mountainside, the wind whips snow and ice all around, stinging your eyes. A booming crash of thunder echoes and you hear the terrifying sounds of an avalanche rumbling down from above.

Once the avalanche ends, any characters who managed to pull themselves from the snow find a curious snowy white **fox** peering at them. The fox walks off a short distance before looking back, as if waiting on the characters to follow it.

Any characters still caught in the snow after attempting to pull themselves out are buried far enough down that it is impossible to find them without help. If the remaining characters follow the fox, it leads them to a nearby cave where they find camping supplies and a *ring of cold resistance*. Any character equipping the ring is able to immediately take advantage of its protection and return to rescue the remaining party members. The fox continues to follow the party so long as they provide food to it.

THE SEA OF MOVING ICE

We'd pass icebergs floating in the middle of the ocean. They were gigantic, with strange formations carved into them. They were so haunting and majestic you could feel your heart break, but really they're just chunks of ice and they mean nothing.

—Maria Semple, *Where'd You Go, Bernadette?*

The Sea of Moving Ice is a collection of icebergs and frost-covered isles that floated in the waters of northwest Faerûn. Almost completely uncharted, the ice masses are set wide enough apart for a ship to pass, but the ice of the sea changes constantly so that all but the most experienced seafarers can be caught off guard.

When traveling through the Sea of Moving Ice, you can choose any of the encounters below to add to your campaign, or roll from the table for a random encounter.

d8	Encounter Name
1	A Bit Froggy Out
2	Cache of Mirrors
3	Hungry Mouths
4	Ice Versa
5	Giant Playground
6	That's Not a Dog
7	The Boy in the Ice
8	Reroll on table

A BIT FROGGY OUT

As the characters are traveling through the sea, whether they are on a boat or journeying across the floating ice, this encounter can be added at any point to drive home a reminder that they should always be on guard and expect the unexpected.

The fog hangs heavy across the ice filled waters surrounding you. Ahead of you, you see the shadow of something large hurtle through the air before landing on the ground.

Depending on the level of the party, the following creatures (see appendix B) appear around them, hurling themselves from the surrounding waters.

APL 3

Very Weak or Weak

Creatures

2 ice toads

Average

1 ice toad and 1 giant ice toad

Strong or Very Strong

3 giant ice toads

APL 7

Very Weak or Weak

Creatures

5 giant ice toads

Average

7 giant ice toads

Strong or Very Strong

8 giant ice toads

Use the environment to your advantage if the party is having too much or not enough of a challenge. Have the toads appear through the fog granting them surprise, or space out the arrival of them to allow the party a chance to deal with some before others arrive.

CACHE OF MIRRORS

While traveling across the Sea of Moving Ice, the party's ship comes across a flat-topped iceberg with semi-transparent walls, making it difficult to see in the freezing fog. If you're using the *Ghosts of Saltmarsh* supplement, you can opt to introduce a hazard such as the fog or using the coral reef rules for the iceberg. Jagged, slanted pillars of ice are spread across the iceberg's surface. One such pillar is hollowed out, leading into a 60-foot diameter underground chamber whose smooth walls create mirrored reflections.

If the characters spend at least 1 minute inside the chamber, the normal reflections change. Each character looking at the walls sees a reflective image of a person, object, or event connected to their background or their character secret (see *Rime of the Frostmaiden*). These can be either static or moving images chosen at DM's discretion.

Characters that spend more than 2 rounds examining the reflection must make a DC 14 Wisdom saving throw. Effects that grant saving throw bonuses against illusions apply to this roll. On a failed save, the character takes 7 (2d6) psychic damage and is paralyzed, staring blankly at the reflection. At the end of each of their turns, they repeat this saving throw, taking damage on each subsequent failed save and ending the effect on a successful one.

Another creature can expend an action to attempt to pull an affected character away or snap them out of their trance. Doing so grants the affected character advantage on their next saving throw against the effect. Characters with three consecutive failed saves are afflicted with a randomly determined form of short-term madness (see the *Dungeon Master's Guide*).



VARIANT: SHARED MEMORIES

If more than three characters are in the chamber, another way to use this area is to have all of the characters see multiple reflections connected to all of the party's different backgrounds or character secrets. These images should be non-specific as to not reveal which character each image is connected to. If characters are protective of their secrets or backgrounds, you can also throw in some completely unconnected images that have to do with the campaign instead of each character. Using the chamber in this way is completely optional and specifically intended to encourage roleplaying opportunities between the player characters.

HUNGRY MOUTHS

A few members of the Seal Tribe have made their home out on one of the frozen isles, and usually they are able to catch enough fish and seals to keep their small village fed and supplied with oil for lamps and heat. Lately though, two **killer whales** have been hanging around their best hunting and fishing grounds and stealing all of their food!

As you arrive to the frozen isle, you are greeted by several joyous children dressed in layers of warm fur. A figure strides forward to greet you, clasping each of your arms warmly in a show of respect. "Thank you for coming. We were afraid we would be forced to abandon our homes for the mainland."

Kimaru has been chosen to speak on behalf of the village and gestures the party into one of the larger structures to explain what has been going on. He is able to share the following information with the party:

- The killer whales showed up a month ago and the village hunters have been unable to drive them off.
- With the whales circling, they have been lucky to bring in enough food to feed the children, with only meager rations for the twelve adults in the village.
- Two tenday ago, Kimaru had sent 1000 gold pieces to hire a crew of whale hunters from Luskan, but they never arrived and the village is desperate now.
- The whales come closest to the isle at nightfall, when the village lights fires to cook dinner.
- The tribe has little money left, but can give the party a *ring of swimming* and a single *potion of cold resistance* to help them.

Once the killer whales have been vanquished, Kimaru invites the characters to stay and partake of the Seal tribe's hospitality, feasting upon whale meat if they were captured, or upon seal meat if they were driven off. The party is also granted a bone knife, etched with the insignia of the Seal tribe, which Kimaru says might grant them some measure of safety if they encounter other tribes.

ICE VERSA

At the bottom of an icy crevasse is something that brightly reflects the sunlight or moonlight. Climbing down the walls, which are 60-feet high, requires a successful DC 14 Strength (Athletics) check.

At the base of the crevasse is a *mirror of life trapping*, embedded behind an inch of clear ice. Any creature within 30 feet of the mirror that sees its reflection must succeed on a DC 15 Charisma saving throw or be imprisoned within one of the mirror's twelve extradimensional cells, along with anything it is wearing or carrying.

The mirror currently has four vacant cells. The other eight cells are occupied by these creatures:

- A **goliath warrior** (see appendix B) dressed in heavy winter gear. Her name is Pethani Longleaper and she is a member of the Akannathi clan. She is grateful for being freed and is happy to help the characters for a time.
- A **manticore** that attacks the characters, screaming, "How dare you trap me with your magic!"
- A **mammoth**. It is not aggressive at first but grows increasingly distressed as it tries to climb out of the crevasse.
- A **young white dragon** named Barvorax. He thanks the characters for freeing it then asks several probing questions to determine how powerful they are. If he thinks he is a match for them, he attacks.
- A **frost giant** named Joro. He demands the characters follow him to his nearby lair to be his servants.
- A **polar bear** that attacks when released.
- An **ogre** named Gug. She is very confused about what has just happened to her. After a few moments of regaining her senses, she takes a liking to one of the characters weapons, and demands they hand it over.
- A **remorhaz** which immediately flees the characters, burrowing into the ice wall. If it escapes, it begins tracking the characters, and attacks them one evening after they have set up camp.

GIANT PLAYGROUND

A wooden boat is seen docked alongside one of the larger icebergs that the party has passed on their journeys through sea. Any character making a successful DC 13 Intelligence (History) check recognizes that the boat is Giant in origin. Any character with a passive perception higher than 14 hears the faint echoes of laughter drifting from the iceberg, intermingled with what sounds like a crying child.

Alighting on the iceberg and following the path, you discover that it leads into the center of the berg, where a large cavern has been hollowed out. Two young frost giants are currently engaged in a game of keep away with a younger giant, who seems distressed that his toy is being tossed about.

The giants are not immediately hostile, but the two young frost giants (**young cloud giant**, see appendix B) are enjoying their game and need to be persuaded to return the wooden toy. The frost giant child (**cloud giant child**, see appendix B) begs for the party to intercede, bursting into tears if they decline to help him.

The toy being tossed back and forth is a wooden doll, approximately two feet in length and three pounds in weight. If the characters have something similar that they can trade to the young giants, they consent to the trade, but demand gold coins too, otherwise they plan to beat the characters up and then continue bullying the child.

Other trades can be negotiated at the DMs discretion, but the young giants are unwilling to accept anything that does not lean in their favor. If the toy is retrieved and returned to the child, he thanks the characters, introduces himself as Bryned and promises to remember their kindness if their paths cross again.

THAT'S NOT A DOG

While traveling above or below the Sea of Moving Ice, the party spots a gnomish vessel stuck on a rock formation.

An enclosed metal vessel shaped like a manta ray appears wedged atop a column of rock. No lights are coming from the extraordinary ship, but the metal entrance hatch is visible.

The ship is a derelict gnomish submarine. The vessel was piloted by a team of gnome scientists tasked with gathering data about the Sea of Moving Ice's flora and fauna. During their studies, the gnomes brought an alien specimen on board their ship and perished one by one as the specimen proved deadly.



A character can open the submarine hatch with a successful DC 12 Strength (Athletics) check, or 10 minutes of concentrated effort. Once open, they can enter a magically pressured entry room, designed to keep water from entering the submarine. There are several rooms the party can explore, which allows the party to discover the following features.

Broken. The control mechanisms that would enable the submarine to move, fire weapons, or perform any other functions are all broken. A DC 15 Intelligence (Investigation) check reveals that humanoid creatures did the damage with intentional smashing and shearing. In fact, the gnome crew damaged their own ship to keep the creature from taking control of the vessel.

Abandoned. Searching the rooms reveals signs of terrible violence. Furniture and objects lay strewn about as if there were a series of violent struggles. Sprays of blood have dried on the walls and floors, but there are no bodies anywhere to be found. The thing the crew brought on board has eaten all the bodies.

Research. A search of the vessel reveals its purpose was to study life forms in the sea of moving ice. A DC 15 Wisdom (Nature) check allows a character to decipher research left behind, which explains the gnomish crew discovered an unidentified creature frozen in a block of ice and brought it on board to study.

When the party attempts to leave the submarine, they find the passageway blocked by a sled dog. The dog seems tame and quite friendly. The dog is the dangerous creature in disguise, but it uses all the charm of a cute companion to persuade the party to take it with them to the water's surface. If the party attacks the dog or tries to leave the submarine without it, the alien creature inside reveals its true nature and attacks.

If the party takes the dog to the surface, the alien creature inside it will wait for an opportunity to change into its true form and attack a party member separated from the rest.

When the dog transforms, it appears as a horrific mass of flesh and tentacles (use the statistics of an **otyugh** for combat purposes). The creature fights to kill and consume all characters who see its true form.

THE BOY IN THE ICE

As the party is sailing or traveling on the sea's surface, they spot something extraordinary in the distance.

An iceberg the size of a small island drifts lazily in the distance. Resting atop it is a perfectly formed sphere of ice. A layer of frost clouds whatever is inside the large ball, but it is quite unlike any natural glacial formation.

If the party decides to draw close enough to brush the frost off the sphere's surface, they see a young male air genasi frozen in its center. One hour spent hammering or melting the thick shell of ice is required to free the genasi.

If the party commits to freeing the trapped genasi, their labors are interrupted just before the one hour mark. A black iron ship suddenly appears on the horizon, moving with shocking speed as it seems to melt whatever ice its hull touches. Just before the ship crashes into the island, it stops, and a fierce dwarf with a beard made of flame calls to the party from the prow.

The iron ship is manned by a crew of seven **azers**. The ship captain is named Keldrin, and he is the one attempting to speak with the party. He tells the characters that the air genasi trapped in the sphere is a dangerous criminal named Fang, who is wanted by his people for questioning. A successful DC 15 Wisdom (Insight) check reveals that Keldrin is lying. Keldrin asks the party to remove themselves from the island and sail away immediately so his crew can safely apprehend the genasi. If the party agrees to do so, the azer wait for the characters to leave and do not trouble them further.

If the characters demand a better explanation or refuse to let the crew have the genasi, the azer attack.

If the air genasi is freed from the ice, he is momentarily disoriented (rendering him incapable of combat if released during a fight) but grateful for his freedom. Once he gets his bearings, he cheerfully introduces himself as Fang then mentions he better be on his way before more azer show up. Before departing, he takes off his *necklace of adaptation* and gifts it to the party. Once Fang's gift is bestowed, he leaps into the air and flies into the sky until out of view.



FROZEN LANDS

My tails froze, and my nose is froze, and my ears are froze, and my toes are froze.

—Lucky, 101 Dalmatians

The Reghed Glacier forms the eastern boundary of Icewind Dale, bordered by the Spine of the World to the south. To the east of the glacier lies a frozen wasteland; beyond that is the enormous Endless Ice Sea glacier.

When journeying through the tundra and glaciers of the Far North, you can choose any of the encounters below to add to your campaign, or roll from the table for a random encounter.

d6 Encounter Name

1	Diamond in the Ruff
2	Death's Mirage
3	Northern Lights
4	Reghed Hunting Party
5	The Great Stag
6	Toys for Tykes

DIAMOND IN THE RUFF

In the northern wilds, an unusual rescue team enlists the party's aid. Kirjava, a gray lynx equipped with light barding, seeks help for her human, Taliska. Taliska's leg is badly broken, and supplies are running low.

RESCUE RANGERS

A character who has a passive Wisdom (Perception) score of 19 or higher, or who make a successful DC 19 Wisdom (Perception) check notices Kirjava tracking the party. Otherwise, they're surprised to find a tired-but-attentive lynx waiting over the next rise. Equipped with barding, Kirjava is clearly no ordinary lynx and characters who make a successful DC 10 Wisdom (Perception) check spot the letter wedged under her barding.

While Kirjava takes the party's measure, make a DC 12 group Wisdom or Charisma (Animal Handling) check. On a success, Kirjava allows them to retrieve the letter. On a failure, she tries to lead the party to Taliska instead. If the party follows Kirjava for at least an hour, she allows them to retrieve the letter.

The "letter" is a folded and bees waxed cartographer's draft. Taliska's location is marked, and written in the map's blank spaces in Bothii (an Uthgardt language), Common, and Sylvan, is the following message:

This is Kirjava. Follow her. Leg badly broken. Stable, but low on supplies. Send aid.

—Taliska Varseht

HOMeward BOUND

Despite her exhaustion, Kirjava sets a strong, determined pace—reaching Taliska after one to three days' travel, depending on your needs. At night, Kirjava snuggles up to her favorite character for comfort and tries to squeeze into their bedroll with them. (Taliska has a double bedroll for this reason.)

When the party reach Taliska's highly-organized camp, they might be surprised by how well she's doing. So far, the camp has a securely pitched tent, a snowshoe hare cooking over a modest stone firepit with ample firewood, and a drying rack for bandages, clothes, furs, and medicinal flora. Even though she's far from home (the Gray Lynx Uthgardt lands in the Cold Wood), Taliska is an experienced boreal ranger and (nonmagical) healer. It's scarcity of game, not lack of mobility, which most threatens her survival.

Taliska and Kirjava were investigating reports of aggressive wildlife when a mutated owlbear mauled them and drove them off a cliff. Knowing Kirjava had a better chance of survival, Taliska gave her their last potion, set her own leg, and dug in. She didn't expect Kirjava to push herself so hard. The love between them is apparent.

Treasure. Grateful for the party's aid (supplies or rescue), Taliska offers them her "misfortune diamond". It's a spear-like, diamond-bearing rock, roughly seven inches long, rather than a single cut diamond. Worth 300 gp, Taliska acquired it for use with the *revivify* spell (at the behest of trusted primal allies).

DEATH'S MIRAGE

While traveling through the tundra, the party is caught in the midst of a sudden blizzard (see *Rime of the Frostmaiden* for rules on using blizzards). The blizzard lasts for 8 hours. After 10 minutes of travel through the blizzard, the characters spot a couple light sources 60 feet away. The shapes carrying the lights appear as humanoids wearing thick, heavy cloaks, visible at this distance only by the lights they carry. These humanoids are actually two **coldlight walkers** (see appendix B) which pursue and attack the party if the characters move within 40 feet of them.

The blizzard itself was created by a **bheur hag** (see appendix B) using heart of an ice troll. The hag attempts to ambush the party after they either defeat or escape from the coldlight walkers.



NORTHERN LIGHTS

While crossing the tundra, the party spots a bright light shining from an area of snow in the distance. If the party investigates, roll 1d4 below to determine the source of the glow.

1. The glow radiates from a **coldlight walker** who paces around the bottom of a 20-foot-deep pit. This walker was one of the unfortunate sacrifices sent to die in a Ten-Towns lottery. If the party attacks the creature, they are interrupted by the arrival of a human veteran named Dala Cliffel. The coldlight walker is Dala's son, who she lured into the pit after his transformation. If the characters do not stop attacking the walker, Dala fights to the death to stop them.
2. The glow comes from a campfire tended by a **verbeeg longstrider** (see appendix B) named Sofsol. The longstrider travels through the dale, hoping to collect more information about the crop of evil druids who have been awakening animals. If the party is polite, Sofsol invites them to share their food and fire for the evening.
3. The glow comes from a reindeer (use **elk** statistics) with glowing horns. The reindeer took a bad leap and has twisted its ankle, leaving it vulnerable to the next predator to happen upon it. If the party heals the reindeer, a **chwinga** (see appendix B) bursts from under the snow and bestows a charm (see "New Chwinga Charms" in *Rime of the Frostmaiden*) upon the helpful character. The Chwinga then climbs on the reindeer's back, and the two ride off into the tundra.
4. The glow comes from a **will-o'-wisp** hovering nearby. If the party follows the wisp, it leads them to a rocky gorge with a dark cave where ten gnolls lay in wait to attack.

REGHED HUNTING PARTY

The party encounters a group of four Reghed barbarians (**tribal warriors**) on the tundra north of Kelvin's Cairn. The party is led by Nunka, a hunter from the Bear Tribe.

If the party approaches without hostility, Nunka is willing to talk and explains that the group is headed out to track down a **mammoth** that is said to have been captured by four **Icewind kobolds** (see appendix B) and is being used to carry stolen goods back to their master's lair.

TRACKING THE MAMMOTH

A massive storm has been rolling in making tracking the great beast quite challenging when combined with the darkness since the kobolds aren't using torches to guide their way.

Allow the party to attempt skill checks to help find the mammoth quickly. Below are some examples, but others should be allowed as appropriate. The DC for these checks is 13, and for each check that any characters failed by more than 5, a successful DC 12 Constitution save is necessary in order to avoid gaining a level of exhaustion.

- Looking for tracks – **Survival check**
- Watching for fur caught on branches – **Investigation check**
- Listening for the bellows of the mammoth – **Perception check**
- Setting a trap – **Nature check**

Once the mammoth is tracked down or trapped, the kobolds will fight to maintain control of it and the beast will give fight in its panicked state unless it can be calmed.

RECOVERING THE SUPPLIES

If the mammoth is slain or recovered from the kobolds, it has the following items in the multitude of packs strung across its back.

- 40 days of rations
- 6 pickaxes and 20 crampons
- 3 sets of cold weather gear
- 2 mostly intact elk carcasses
- 720 gold pieces worth of gems and coins, including a diamond worth 300 gp
- A *chime of opening* etched with snowflakes and jagged mountains

TREASURE

The *chime of opening* has the beacon property, meaning that the bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light. Additional details can be found in the *Dungeon Master's Guide*.

THE GREAT STAG

Several hunting parties have recently returned to the various settlements of Ten-Towns bearing stories about an immense stag that they sighted roaming about on the tundra. Some stories say that the stag is a large as a mammoth, others say it is no larger than a horse. The one thing that all of the groups agree on is that after sighting the stag, they all had the best fortune ever on their hunt.

You can start this encounter in any of the settlements, having the townsfolk preparing for a great hunt as their supplies of food are running low. Regardless of where this encounter begins, the leaders of the town offer up prayers to the gods for protection of the hunting party and beseech good fortune for them.

After trudging through blizzard-like conditions for hours, the party sees a faint glow ahead outlining a massive **elk** the size of a mammoth.

The elk approaches through the snowstorm slowly and eventually the party is able to make out a tiny rider upon its back. As the elk nears, the **chwinga** (see appendix B) perched on its back gestures towards the characters and then back at the elk motioning for them to pet the creature. Any character who complies, petting the elk and making no hostile actions, is granted the effects of the *bleed* spell for 8 hours.

TOYS FOR TYKES

While traveling across the tundra, the party is approached by a cormorant (use **eagle** statistics) who lands on a nearby rock and addresses the party. The bird informs the party its name is Carrion, and it has been sent by its mistress to give the party a job.

If the party seems interested, Carrion explains that his mistress's spire is not far away, and if they want the job, they have to come along to hear more. If pressed, Carrion cannot divulge all the facts, but he explains his mistress

is a witch of great power and is willing to offer a magical treasure if they assist her. If the party refuses to follow the bird or attacks, Carrion flies away.

If the party agrees to follow the bird, read, or paraphrase the following:

As Carrion soars forward, a spike of ice large enough to be a tower suddenly appears on the horizon. Standing outside the entryway is a stooped crone, whose pale blue face is shadowed by exhaustion. She snaps at you as you approach, "Oh good, you're here. Just keep them alive and here for four hours, and a magical treasure will be yours."

The crone is a **bheur hag** named Hilda Bladderstone. Hilda has recently kidnapped eight **yeti tykes** from around Icewind Dale to raise as a force of vicious soldiers at her command. Unfortunately for Hilda, raising eight tykes is no easy feat, and the hag desperately needs a few hours of peace to leave the tower and run errands.

Hilda explains to the party that she will return in four hours, and if all the yeti tykes are alive and accounted for when she returns, she will give the party her *broom of flying* as a reward. Once the characters finish asking any questions, Hilda flies away on her broom.

Upon entering the tower, the party finds the house in complete disarray, filled with smashed furniture and eight energetic toddlers. The tykes act more akin to feral animals than humanoids, and every 30 minutes, the party remains brings a new challenge. Roll on the table below to determine what the tykes do each half-hour.

d4 Tyke Behavior

- | | |
|---|---|
| 1 | One of the yeti's tries to escape out a window. Any character with a passive Perception of 14 or higher notices the escape attempt before the tyke reaches its destination. |
| 2 | The tykes burst into violent anger and form into two teams to try and kill one another. |
| 3 | The tykes decide to attack their babysitters, and they all gang up to attack one random party member. |
| 4 | The tykes are tired and take a short nap. |

Let the characters deal with these babysitting troubles creatively. Still, in general, the tykes can be distracted with a successful DC 12 Charisma (Performance) check, effectively soothed with a successful DC 12 Wisdom (Animal Handling), or tired out with a DC 12 Strength (Athletics) check.

If the yeti tykes are all still alive in the tower when Hilda returns, the hag keeps her word and gifts the party her *broom of flying*. She then asks them to leave but welcomes them to come back again if they are in the mood for more babysitting.

If Hilda returns and more than one of the tykes is dead or missing (she professes to understand a single casualty), she is furious and attacks the characters to drive them away.

APPENDIX A: MAGIC ITEMS

Throughout this supplement, there are opportunities to find several magic items. Details of those can be found below.

BROOM OF FLYING

Wondrous Item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

CANDLE OF THE DEEP

Wondrous Item, common

The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle.

CHIME OF OPENING

Wondrous Item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.



DARK SHARD AMULET

Wondrous Item, common (requires attunement by a warlock)

This amulet is fashioned from a single shard of resilient extraplanar material originating from the realm of your warlock patron. While you are wearing it, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

LOCK OF TRICKERY

Wondrous Item, common

This lock appears to be an ordinary lock (of the type described in chapter 5 of the Player's Handbook) and comes with a single key. The tumblers in this lock magically adjust to thwart burglars. Dexterity checks made to pick the lock have disadvantage.

NECKLACE OF ADAPTATION

Wondrous Item, uncommon (require attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

ORB OF TIME

Wondrous Item, common

While holding this orb, you can use an action to determine whether it is morning, afternoon, evening, or nighttime outside. This property functions only on the Material Plane.

POT OF AWAKENING

Wondrous Item, common

If you plant an ordinary shrub in this 10-pound clay pot and let it grow for 30 days, the shrub magically transforms into an **awakened shrub** at the end of that time. When the shrub awakens, its roots break the pot, destroying it.

The awakened shrub is friendly toward you. Absent commands from you, it does nothing.

POTION OF COLD RESISTANCE

Consumable, potion, uncommon

When you drink this potion, you gain resistance to cold damage for 1 hour.

POTION OF ICE BREATH

Consumable, potion, uncommon

After drinking this potion, you can use a bonus action to exhale frigid air at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the three times or when 1 hour has passed.

This potion's blue liquid flickers, and vapor fills the top of the container and wafts out whenever it is opened.

POTION OF GASEOUS FORM

Consumable, 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.

POTION OF GREATER HEALING

Consumable, potion, uncommon

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

TALKING DOLL

Wondrous Item, common (requires attunement)

While this doll is within 5 feet of you, you can spend a short rest telling it up to six phrases, none of which can be more than six words long, and set an observable condition under which the doll speaks each phrase. You can also replace old phrases with new ones. Whatever the condition, it must occur within 5 feet of the doll to make it speak. For example, whenever someone picks up the doll, it might say, "I want a piece of candy." The doll's phrases are lost when your attunement to the doll ends.



APPENDIX B: CREATURE STATISTICS

The following creatures appear in this supplement.

BHEUR HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Saving Throws Wis +4

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag 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 her extra movement.

Ice Walk. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, **ray of frost*

3/day each: *cone of cold*, **ice storm*, **wall of ice**

1/day each: *control weather*

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. 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 hag's Maddening Feast for the next 24 hours.

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 Acrobatic +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages --

Challenge 0 (10 XP)

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 (1/Day). 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 Master's 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.

CLOUD GIANT CHILD

Medium giant, neutral

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Giant vocabulary is limited

Challenge 0 (10 XP)

ACTIONS

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

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 darkvision 60ft., passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Blinding Light. The walker sheds bright light in a 20-foot radius and dim light for an additional 20 ft.

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.

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).

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 14

Languages --

Challenge 1 (200 XP)

Nondetection. The cat can't 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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 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.

FROST DRUID

Medium humanoid (human), 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)	13 (+1)	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 darkvision 6- ft (beast form only), passive Perception 16

Languages Common, Druidic

Challenge 5 (1,800 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 a trace*
3rd level (3 slots): *conjure animals*, *sleet storm*, *windwall*
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 where noted in this stat block.

GIANT ICE TOAD

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 52 (7d10+14)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 10

Languages Ice Toad

Challenge 3 (700 XP)

Amphibious. The toad can breathe air and water.

Cold Aura. Any creature that starts its turn within 5 feet of the toad takes 5 (1d10) 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:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature the toad is grappling. *Hit:* 10 (2d6 + 3) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage and 11 (2d10) cold damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

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 14

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).

ICE TOAD

Medium monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft., swim 30ft.

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 14

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 TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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 ice 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.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

ICEWIND KOBOLD

Small humanoid (kobold), any alignment

Armor Class 14 (hide armor)

Hit Points 9 (2d6+2)

Speed 30 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+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.

KNUCKLEHEAD TROUT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 0 ft., swim 30 ft.

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

Senses darkvision 60ft., passive Perception 8

Languages --

Challenge 0 (10 XP)

ACTIONS

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

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

MOUNTAIN GOATS

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 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 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.

RIMEFLOWER

Medium humanoid (goliath), neutral

Armor Class 18 (Unarmored Defense)

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +7, Con +5

Skills Acrobatics +7, Athletics +5, Insight +7

Damage Immunities cold

Senses passive Perception 14

Languages Aquan, Auran, Common, Giant

Challenge 6 (2,300 XP)

Lightfooted. Rimeflower can take the Dash or Disengage action as a bonus action on each of her turns.

Unarmored Defense. While Rimeflower is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack. Rimeflower makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) cold damage. If the target is a creature, Rimeflower can choose one of the following additional effects:

- The target must succeed on a DC 15 Strength saving throw or drop one item it is holding (Rimeflower's choice).
- The target must succeed on a DC 15 Dexterity saving throw or be pushed 10 feet or knocked prone (Rimeflower's choice).
- The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of Rimeflower's next turn.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 3 (1d6) cold damage.

LEGENDARY ACTIONS

Rimeflower can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rimeflower regains spent legendary actions at the start of her turn.

Frozen Dance. Rimeflower makes one unarmed strike or dart attack.

Glacial Drift (Costs 2 Actions). Rimeflower moves up to half her speed and can move through other creatures' spaces as though they were difficult terrain. This movement doesn't provoke opportunity attacks.

Shattering Roar (Costs 3 Actions). Rimeflower strikes the floor with her palm, channeling the blow's force outward. All other creatures within a 10-foot radius of Rimeflower must make a successful DC 15 Dexterity saving throw or take 10 (3d6) cold damage and be thrown back 10 feet and knocked prone.

SNOW GOLEM

Medium construct, unaligned

Armor Class 8

Hit Points 39 (6d8+12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 3 (700 XP)

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

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

Melt. While in an area of extreme heat, the golem loses 1d6 hit points at the start of each of its turns.

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

ACTIONS

Multiattack. The golem makes three melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 42 bludgeoning damage plus 7 (2d6) cold damage).

Snowball. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

SNOWY OWLBEAR

Large monstrosity, unaligned

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.

STAT BLOCK MODIFICATIONS

This creature has a swim speed of 30 feet and is acclimated to cold weather.

SPITTING MIMIC

Large monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10+30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	9 (-1)	15 (+2)	10 (+0)

Skills Stealth +7

Damage Immunities Acid

Condition Immunities Prone

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler. The mimic has advantage on attack rolls against any creature grappled by it.

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

ACTIONS

Multiattack. The mimic attacks three times: twice with its pseudopods and once with its bite.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 10 (1d10 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 + 5) piercing damage plus 7 (2d6) acid damage.

Spit Acid (Recharge 5-6). The mimic spits acid at one creature it can see within 30 feet of it. The target must make a DC 14 Dexterity saving throw, taking 32 (9d6 + 1) acid damage on a failed save, or half as much damage on a successful one.

TOMB TAPPER

Huge construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d12+90)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +6

Damage Resistances lightning

Damage Immunities cold, fire

Condition Immunities charmed, frightened

Senses blindsight 250 ft. (blind beyond this radius), passive Perception 16

Languages understands Common and Undercommon but doesn't speak, telepathy 60 ft.

Challenge 10 (5,900 XP)

Petrified Death. A tomb tapper reduced to 0 hit points turns into a lifeless stone statue. Anything it's wearing or carrying is not transformed.

Sense Magic. The tomb tapper senses magic within 30 feet of it and can use an action to pinpoint the location of any creature, object, or area in that range that bears magic. The sense penetrates barriers but is blocked by a thin sheet of lead.

Tunneler. The tomb tapper can burrow through solid rock at half its burrowing speed and leaves a 10-foot-wide, 20-foot-tall tunnel in its wake.

Unusual Nature. The tomb tapper doesn't require air or sleep.

ACTIONS

Multiattack. The tomb tapper makes two melee attacks with its sledgehammer or with its claws. If it hits the same creature with both claws, it can pull that creature within 5 feet of its mouth and make a bite attack against it.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 22 (3d10 + 6) slashing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) slashing damage.

Sledgehammer. Melee or Ranged Weapon Attack: +10 to hit, reach 15 ft. or range 30/120 ft., one target. **Hit:** 27 (6d6 + 6) bludgeoning or force damage (tomb tapper's choice). If throw the hammer returns to the tomb tapper at the end of its turn, landing at the tomb tapper's feet if it doesn't have a hand free to catch the weapon.

VERBEEG LONGSTRIDER

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 (1,800 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*, *waterwalk*

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.

YETI TYKE

Small monstrosity, chaotic evil

Armor Class 11 (natural armor)

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 + 2) slashing damage plus 2 (1d4) cold damage.

YOUNG CLOUD GIANT

Huge giant, neutral good

Armor Class 13 (natural armor)

Hit Points 105 (10d12+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	10 (+0)	9 (-1)	12 (+1)

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Giant

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage