

ICEWIND DALE:
RIME OF THE FROSTMAIDEN
COMPANION:

CHAPTER 3:
SUNBLIGHT



BY WYATT TRULL



FOREWORD

ONE COMPANION TO RULE THEM ALL

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

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All hail our glorious artist:

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USING THIS SUPPLEMENT

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

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

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

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

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

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

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

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

APPENDICES

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

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

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

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

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CHAPTER 3: OVERVIEW

RUNNING CHAPTER 3

Chapter 3 is the campaign's point of no return. Once it begins, the adventurers are set on a collision course with the chardalyn dragon, Auril's island, and the city of Ythryn. Make sure you have done everything you wanted from Chapters 1 and 2 before the adventurers truly embark on Chapter 3's events.

Advancement. By now, the adventurers should be 5th level. By completing this chapter, they advance to 6th. If you utilize the *Companion's* revisions (see below), they should start this chapter already at 6th level.

Timeline. The passage of time grounds a campaign; the *Companion* recommends up to a two-week gap between Chapters 2 and 3. Review the downtime activity rules in *Xanathar's Guide to Everything*, asking the players what their characters did during this time. Virtually any activity is possible in towns like Bryn Shander or Targos.

Sacrifice to Auril. If the recommendations in Chapter 2 of the *Companion* were used (spacing Chapters 1 and 2 by 2d6+4 days), this sets Chapter 3 about a month from the start of the campaign—so if the adventurers have yet to see an individual be sacrificed to the Frostmaiden in Bryn Shander, Targos, and Easthaven yet, now is the time to do so. One of these victims should be a friend of the party's, such as:

- Hlin Trollbane (see *Cold-Hearted Killer* starter quest)
- Dannika Graysteel (see *Nature Spirits* starter quest)
- Copper Knobberknocker, Mishann, or Garn the Hammer (see Bryn Shander: House of the Morning Lord and Blackiron Blades).
- Rinaldo (see The White Lady Inn, Easthaven)
- Keegan Velryn or his husband Garret (see *Mountain Climb* quest, Targos)

The sacrifice is stripped of their clothes and expelled from town, forced to die in the wastes. If the adventurers intervene, they risk Auril's wrath—in the form Yselm, a **frost druid**, a **coldlight walker**, or a person with the very same statistics and background as **Sephek Kaltro**, if he was already slain.

Additionally, if a town learns that the party intervened, they become *personas non grata* and are banished from the town, lest their presence incur Auril's wrath. The other towns follow suit just to be safe.

PREVIOUSLY ON RIME OF THE FROSTMAIDEN

- The adventurers may have discovered duergar hiding out in Caer-Konig, Easthaven, and at the foot of Kelvin's Cairn.
- The party may have learned of the corruptive nature of chardalyn from the Cave of the Berserkers locale, or by interacting with Reghed nomads.
- The adventurers may have gained a party ally; see Chapter 2 for the details of this system introduced by the *Companion*.

REVISING CHAPTER 3

The *Companion* believes that Chapter 3 warrants a few key changes. In particular, it disagrees with forcing the party to decide between pursuing the dragon or delving into the fortress. While the *Companion* appreciates the cruelty of that decision, it holds that it is ill-timed and would be better written if it occurred mid-way through the dungeon.

The *Companion's* revisions are summarized below:

Fly, My Pretty! The dragon's inaugural flight has been postponed so that it occurs while the adventurers are in the fortress. Additionally, they are granted the chance to wound the chardalyn dragon before its flight, which will mitigate some of the destruction it weaves through Ten-Towns. For this change to work, the adventurers must not know what sort of weapon Xardorok created; therefore, some language in *Speaker's Quest* must be rewritten.

Chardalyn Heel. A critical flaw was discovered in the dragon's design; the engineers have almost fixed it, but the adventurers' arrival forces Xardorok to launch his attack on Ten-Towns now before repairs are finished.

The Muzgardt Conspiracy. Grandolpha intends to make her move on Xardorok tonight. The coup is launched after the dragon sets out for Ten-Towns. The fortress is then reduced to a bloody battleground.

SAMPLE STORY

Utilizing these changes, Chapter 3's sample plotline is:

The adventurers travel to the Spine of the World, either at the behest of their party ally or a town speaker, if they didn't already decide to deal with the duergar themselves. Xardorok's dragon is almost complete, but one flaw has yet to be fixed in its design. Although the icy tumor has almost been excised, the party's arrival forces Xardorok to send out the dragon before its flaw is fixed.

Xardorok, for his part, starts the adventure in Area X24; he can be heard barking orders as the adventurers pass by X9. If the adventurers reach the Forge Level from the west elevator, they find Xardorok and his dragon in X24. If the party comes from the east elevator, they find him in X29; on the second round of combat, he retreats into X24 to rally the dragon and duergar.

After three rounds of combat, or when the dragon takes 20 hit points of damage, Xardorok sends it to Ten-Towns, fearing its destruction and trusting the whispers being sent to him by Deep Duerra (Asmodeus).

With the dragon gone, the Muzgardt loyalists launch their coup. Facing enemies from within and without, Xardorok retreats to X19 (if the adventurers came from the east) or X29 (if they came from the west). If defeat seems likely, he flees to X8, where Grandolpha stabs him in the back, cementing her control over the fortress.

FLY, MY PRETTY!

That the adventurers must trek all the way to Xardorok's Fortress just to be presented with the choice of turning back to fight the **chardalyn dragon** is both frustrating and disappointing. It robs the adventurers of their agency, so says the *Companion*. If you agree with this argument, consider this simple change: the dragon takes flight while the adventurers are inside the fortress, and while they don't have the chance to defeat it here, they can at least wound it enough that the destruction it causes is lessened.

Pros. This change has a few benefits:

- The adventurers have a chance to make a difference in the dragon's attack.
- You, as the DM, can be *certain* that the adventurers will play through Chapter 3 first. As it stands, you have to be prepared to run both Chapters 3 and 4, as you can't know whether the adventurers will immediately turn back to Ten-Towns or delve into the fortress.
- The adventurers can gain insight into the dragon's nature and abilities (particularly its fearsome Radiant Breath ability).
- Finding the dragon's flight in Area X4 is much more suspenseful if the adventurers don't yet know the dragon exists.
- Escaping the fortress, after the reveal of the dragon, can be a challenge all its own.

Cons. The *Companion* acknowledges these drawbacks in making this change:

- That the adventurers can't destroy the dragon now, but still battle it, is of course, putting them on a railroad. However, since the dragon can't regain hit points on its own, whatever damage they inflict upon it now matters later in the true battle.
- Finding the dragon's flight plan in Area X4 might feel less rewarding.

SPEAKER'S QUEST

If you embrace this change and use *Speaker's Quest* (see *RoFM*) to send the adventurers to the fortress, you must be wary with what information the speaker knows, lest you ruin the suspense and mystery of the dragon. Replace the word "construct" in "With it, they're building a mighty construct that will lay waste to Ten-Towns..." with the word "weapon."

For more details on this quest, see *Sunblight* below.

MITIGATING DESTRUCTION

By wounding the chardalyn dragon now, they ensure the survival of one of its more defensive targets: Easthaven or Targos. The dragon must abandon its assault for the next target, sparing countless lives. For more details, see Chapter 4 of the *Companion*.

CHARDALYN HEEL

On the eve of its flight, a critical flaw was discovered in the **chardalyn dragon's** design. On its throat is an icy tumor whose crystalline roots web their way towards the dragon's fiery heart. Whenever the construct "breathes," the tumor shudders and emits a sharp noise. Additionally, if the drake uses its Radiant Breath, radiant sparks jump out from this tumor, cracking the ice surrounding it. A character that sees either of these events can make a DC 20 Intelligence (Insight) check to realize that this is the dragon's Achilles heel.

If this tumor is struck with a physical missile (such as an arrow, but not a *magic missile* spell) shot as part of a ranged weapon attack, the dragon must succeed on a DC 15 Constitution saving throw; if it fails, its Radiant Breath ability's recharge is triggered, as if the dragon had used it. This can happen only once per round; if the tumor is struck again and the dragon already made the saving throw (pass or fail), it does not need to repeat it. To hit the tumor, a character must meet the following conditions:

- The dragon's throat must be facing the character.
- The character must be aware of the flaw, either from being informed of it or from succeeding on the DC 20 Intelligence (Insight) check to understand the flaw.
- The character must be able to see the tumor, which is a black mass on black ice. Even if they were informed of it already, they must succeed on a DC 15 Wisdom (Perception) check to spot it. This at first requires an action; if the adventurers later battle the dragon, zeroing in on the tumor is a bonus action, but still requires a successful DC 15 Wisdom (Perception) check.
- The ranged weapon attack must equal 22 or higher (5 + the dragon's AC).

THE MUZGARDT CONSPIRACY

On the heels of the dragon's flight, Grandolpha launches her coup. The adventurers are the perfect opportunity to depose Xardorok, for she can pin his death on their hands. Clan Sunblight still has ties in the Underdark, and Horgar Steelshadow V, the Deep King of Gracklstugh, is likely to find some reason to punish Clan Muzgardt if word got out that they slaughtered another clan.

Grandolpha has instructed her agents to launch the coup just after the dragon leaves the fortress. When it returns, she might try her hand at subjugating it—or if she thinks it cannot be tamed, she sets a trap for it. During the coup, she makes a move on Nildar and Durth, if they are both present, and Ulthoon (if you include him in the adventure) in X34. With their deaths, Muzgardt has snuffed out the Sunblight lineage.

Grandolpha is likely to let the party leave the fortress unmolested. However, if you wish to challenge them, or delay their return to Ten-Towns, Grandolpha betrays the adventurers, fearing they will return later to finish her and her kin off.

PARTY ALLIES IN CHAPTER 3

As described in Chapter 2 of the *Companion*, one or more residents of Icewind Dale may become the adventurers' primary ally. This character keeps their ear to the ground for rumors, handles communication with the adventurers while they're away, points them in the direction of other threats to Icewind Dale, and may even join them in battle against those threats.

The *Companion* listed five potential allies; see below for how they may interact with this chapter. None of them know of the chardalyn dragon if you utilize the changes to *Speaker's Quest* (see *Revising Chapter 3*).

AVARICE

So far, Avarice has enjoyed the level of comfort afforded by Ten-Towns, and if it's wiped off the map completely by the duergar, her quest to find Ythryn (and return from it before setting out for warmer lands) will be made all the more difficult.

Due to her affiliation with the Cult of Levistus, Avarice is aware of the duergar threat and can directly send the adventurers to Xardorok's Fortress. The wizard also warns them of chardalyn's corrupting nature.

Thanks to *sending* spells, Avarice can keep in contact with the adventurers; when she sends out a message to someone, they can also reply with a message of twenty-five words or less. Thus, the adventurers can warn her of the incoming dragon—although whether she deigns to inform Ten-Towns, or anyone outside Caer-Dineval is anyone's guess.

The Quest. If Avarice is the party ally, she issues the quest herself, having divined the fact that destruction is imminent; there's no time to gain an audience with a town speaker. Read the following:

"Although I've no love for these fools, the Cult of Levistus has proved useful. Deep in the mountains plot duergar. They, like the Knights of the Black Sword, are obsessed with chardalyn—but whereas the knights only wish to wear this black ice as idols of their devotion, the duergar have shaped it into a weapon.

"I am an evoker—and a proud one at that—but even I have some skill in divination, and you must go *now*. Now, I tell you, for that very weapon is about to, as the readings have told me, take flight.

"Go forth to the Spine of the World; thrice a day, I will contact you with a *sending* spell."

Nothing can convince Avarice to accompany the party to Xardorok's Fortress; she openly admits that this is not her battle to fight, nor her land to defend. "If all goes to hell," she says, "I'm headed to Revel's End to book passage on a ship heading south. I've had enough of the cold already."

HLIN TROLLBANE

As a retired bounty hunter, Hlin Trollbane has seen her fair share of danger and spent far too long learning to distrust others. Spurred by rumors of, or even encounters with duergar spies, she has verified the duergars' plot. With grim resolution, she turns to the adventurers to confront this looming shadow.

The Quest. If Hlin is the party ally, she has already—yes, already—secured the adventurers an audience with Speaker Duversa Shane of Bryn Shander. Having heard of duergar spies, Hlin independently came to the same conclusions that the speaker has. Use *Speaker's Quest* to issue the quest to the party.

Out of Retirement. Hlin can be convinced to come with the party with a successful DC 14 Wisdom (Persuasion) check, which forces her to confront the fact that she is not, and probably never will be, happy in retirement. On a success, she joins the adventurers in their journey, adding her firepower to theirs.

To reach the Spine of the World safely, Hlin suggests hiring Yselm, Ten-Towns most premiere guide (see *Yselm* below, plus the *Yselm's Way* quest in Chapter 2) if the adventurers have not yet encountered her.

STATISTICS

Hlin Trollbane is a NG shield dwarf **veteran** with the following changes to her statistics:

- In addition to Common, she speaks Dwarvish (which will come in handy if the adventurers don't).
- She has darkvision out to a range of 60 feet.
- She has resistance to poison damage and advantage on saving throws against poison.
- She wields a greataxe and handaxe, the latter of which has the Thrown property (20/60 ft.). These weapons do not change her damage output.

SPEAKER NAERTH MAXILDANARR

It should come as no surprise that Naerth Maxildanarr's network of spies have discovered the duergars' plot—and that he hasn't told anyone else of the danger until now. Hoping to destabilize his rivals for political gain, the Speaker of Targos allowed the duergar to run amok. That all changed when his agents finally got their hands on a knowledgeable agent—Durth, Nildar (Xardorok's sons) or some other high-ranking agent—who told him "doom soars on dragon's wings." Now he has no choice but to eliminate this threat without the other town speakers knowing he let it stew for so long.

In other words, Naerth's in deep trouble and he knows it. Now he must cover his tracks; if the adventurers return successful, he intends to claim credit. If they fail, he will disavow any involvement in the quest.

The Quest. If Maxildanarr is the party ally, he's also the town speaker that issues the quest. However, instead of the language used in *Speaker's Quest*, read the following: For once, Maxildanarr is not wearing a grin. The Speaker looks sick and grim. With a queasy voice he tells you, "We have discovered a plot against Ten-Towns itself, one propagated by duergar roosting along the Spine of the World. They... They have fashioned a weapon capable of leveling all of civilization to the ground, and they are prepared to use it. We were... We tolerated their spies for too long and now the viper has bitten back."

"My agents could not force our captives to divulge what this weapon is, only that 'doom soars on dragon's wings.' Our best guess is that they've poisoned the mind of a drake with black ice—chardalyn, the material they have been combing Icewind Dale for."

The Speaker gives you an uneasy look. "Today, what's mine is yours—for if we do not end this threat now, the dwarves will take everything."

Maxildanarr has deep pockets; he provides the party with rations, arms, armor, and supplies. He also scrounges up 1d4+1 *potions of healing*.

TROVUS

If Trovus is the party ally, he expects to accompany the adventurers to Xardorok's Fortress. If they allow him to, he proves himself a liability if he has yet to quit drinking. As a silver dragonborn, he does not need to worry about cold weather, so he packs rations, blades, and booze—copious amounts of wine. To convince him from drinking during this adventure requires a DC 15 Cha. (Persuasion) check; once he starts drinking, convincing him to put down the bottle requires a DC 20 Charisma (Persuasion) check—for a demon has its claws deep in the dragonborn and that demon's name is "Liquor."

If Trovus is allowed to continue drinking, he suffers from the poisoned condition for up to 1d4 hours after his last drink. Effectively, he has disadvantage on attack rolls and ability checks. He also becomes loud, obnoxious, and obsessed with reliving his glory days as an adventurer.

The Quest. If Trovus is the party ally, he is also the town speaker that issues the quest. See *Speaker's Quest* in *Sunblight* below.

STATISTICS

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

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

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

YSELM

If Yselm is the party's ally, she has been informed by the Frostmaiden of Xardorok's intentions. If she was not slain for her treachery at Jarlmoot (see the *Yselm's Way* quest in Chapter 2) or has not yet betrayed the party, she may guide the adventurers to the fortress for two reasons.

- Worship of Auril has increased tenfold since Icewind Dale fell prey to the Everlasting Rime. Fear and fervor are power for a deity, and Auril, despite her taxing spell, is *growing* in power. If Ten-Towns is wiped out, so is the source of her new power.
- Yselm earnestly believes the adventurers will perish in the fortress.

These motivations are not mutually exclusive.

With a DC 15 Charisma (Persuasion) check, Yselm can be persuaded to join forces with the adventurers and delve inside the fortress. Otherwise, Yselm merely guides the party through the Spine of the World. That she is a **frost druid** should come as a surprise to the party if Yselm has yet to reveal it to the adventurers, which she does when approaching the fortress.

The Quest. If Yselm is the party's ally, she might reveal them to that she is a druid—or something akin to one. Otherwise, she sends them to speak with a town speaker, in which case, use *Speaker's Quest*. In the case of the former, read the following:

"There is a secret that I seldom share, but we have grown close in our short time together. In another life, I may have become a druid. Alas, in this pitiful one, I am at least blessed to sometimes hear the words on the wind—words that warn us now that there is trouble brewing in the south."

"Along the Spine of the World, dwarves have hewn a fortress from stone; I saw it once myself as I led travelers to Ten-Towns. I thought nothing of it—who am I to say that dwarves cannot make a home in this land of ours?"

"Alas, the wind has warned me that these very dwarves have found the power to destroy Icewind Dale and they intend to rule over the ashes. I fear that soon, quite soon, they will unleash it. Come with me, heroes, unto the breach."

SUNBLIGHT

This section is concerned with the journey to Xardorok's fortress and the encounters therein. As noted at the start of this supplement, once the party embarks on this quest, the campaign loses its sandbox nature and is set on a railroad. Be prepared to cease other activities or justify the delay in their start.

QUICK NOTES

- The party faces a wilderness encounter on their way to the duergar fortress. It should be predetermined and used to foreshadow other parts of the campaign. If you implement the *Companion's* changes (namely including the **chardalyn dragon** in X24) then either don't run an encounter or ensure it is Easy or Medium difficulty.
- Xardorok is in either Area X19, X24, X29, or X34.
- Xardorok's sons, Nildar and Durth, may be present, if they were previously defeated by the adventurers (and the *Companion* holds that they should be here even if they were not). See Areas X10 and X11.
- Grandolpha Muzgardt is in X8, but she is nonhostile. Many duergar here have pledged loyalty to her and will betray Xardorok when the time comes.
- The chardalyn dragon's flight plan can be discovered in Area X4.
- A **goliath warrior** and **doppelganger** are imprisoned in X28; the former is a member of Clan Thuunlakaga of Wyrmdoom Crag; feel free to change his clan affiliation to Akannathi if the party hasn't ended the clan feud yet.
- Treasure can be found in Areas X4 and X37; the lock combinations to the chests in X37 are found in X4.
- The level features **duergar hammerers**. These awful constructs are actually prisons for dissident duergar. A duergar is strapped inside the shell and tortured; their anguish is converted into psychic energy that powers the mechanism. These hammerers represent Xardorok's "mercy" in that he found these dwarves guilty of treason but offered "penance" instead of death.
- Xardorok believes his captain of the guard is a traitor who is being tortured in X34. To demonstrate the lord's growing paranoia, the *Companion* changes the identity of this captain to Ulthoon, Xardorok's eldest son, who was otherwise executed by his father years ago. This change does not impact *RoFM*, as he died long ago.

STARTING THE QUEST

It is more narratively-satisfying if the party discovers the duergar plot themselves. However, given the sandbox-nature of *RoFM*, they may have never encountered the duergar in Caer-Konig or Easthaven, or met the Cult of Levistus in Caer-Dineval. This leaves you with three choices: a quest issued by a town speaker (as described in *RoFM*), a quest issued by the party ally (as described in the section above) or steering the adventurers to one of the aforementioned towns.

SPEAKER'S QUEST

Speaker Duversa Shane of Bryn Shander is the most apt quest-giver, with Speakers Maxildanarr (Targos), Trovus (Caer-Konig) and even Siever (Caer-Dineval) as close runners-up. The adventurers may have already impressed Duversa Shane through the *Peace Out* and *Behind Bars* quests, in which case she sends for them herself.

When issuing the quest to the adventurers, read the text below instead of what is presented in *RoFM*:

"Invisible enemies walk among us. We have seen their boot prints in the snow, and now we know what they are: duergar. These malevolent dwarves of the Underdark have infiltrated Ten-Towns in search of a rare crystal known as chardalyn. With it, they're building a mighty weapon that will lay waste to Ten-Towns if nothing is done to stop it.

"Our militia captured one of the duergar and forced it to divulge the location of their mountain stronghold. Therein you will find a duergar warlord named Xardorok Sunblight. He aims to conquer Icewind Dale and destroy us all. For the good of Ten-Towns, will you penetrate the duergar fortress, slay this evil warlord, and destroy his terrible weapon?"

This passage is the same as it is in *RoFM*, but with one simple change: the word "construct" has been replaced by "weapon" so as to preserve the surprise of a massive ice dragon flying out of a mountain fortress.

Additionally, if you use Speaker Siever, he has been informed of Xardorok's plan by the Cult of Levistus.

WILDERNESS ENCOUNTER

The *Companion* holds that the adventurers *must* face one wilderness encounter on their way to Xardorok's Fortress, as it will force them to be more cautious and compliant. If they reach the fortress with all their resources available, they will be more inclined to just blast their way through. You, of course, know your players better, so trust your judgment.

Predetermined Encounter. The *Companion* suggests that you run one of the encounters below. Roll as you would normally to determine if the encounter occurs during a blizzard.

- **Chardalyn Berserkers** (1d4+1 **chardalyn berserkers**). This encounter demonstrates the corruptive nature of chardalyn. Remove the *ring of the Frostmaiden*.
- **Coldlight Walker** (1 **coldlight walker**). This undead is all that remains of the party's friend who was sacrificed to Auril. Because their face is just a mass of light, they are identified by a ring, tattoo, or similar marking.
- **Yeti or Crag Cats**, which occurs while the adventurers are navigating the Spine of the World. Combine this with the danger of mountain travel with a possible avalanche. The encounter features either 1d4 **yeti** or **crag cats**. The *Companion* suggests using only two of the creatures.

AREAS OF NOTE

The following areas of Xardorok's Fortress are of note. An area that does not appear in this section warrants no changes or won't benefit from further details.

WHERE IS XARDOROK?

Xardorok's location should not be left up to chance, nor should he remain stationary. The *Companion* suggests the following path:

- Xardorok is in X24 when the party enters the fortress, barking orders at his engineers. These orders, spoken in Dwarvish, betray the secret of the dragon's critical flaw (see the Chardalyn Heel in *Revising Chapter 3*); the party can overhear his barking as they pass X9.
- The elevator the adventurers use to descend to the Forge Level determines Xardorok's next location. If the party comes from the west elevator, he is in X24 and flees to X29 to make his last stand once the dragon leaves. If the party comes from the east elevator, they meet him in X29; after a round of combat, he retreats into X24 to rally his dragon and soldiers.
- Once the dragon takes 20 points of damage, or after three rounds, Xardorok sends the dragon to Ten-Towns. After it leaves, the Muzgardt loyalists launch their coup.
- Facing enemies from within and without, Xardorok must cross X24 and make his last stand in, X19.

AREAS IN SUMMARY

The fortress's various areas have been summarized below:

- X1. Entrance** – watched over by a Muzgardt loyalist that lets the party into the fortress and opens the portcullis in X2.
- X2. Vestibule** - 1 **duergar** watches from the arrow slit into this room, firing off a heavy crossbow (+2 to hit, 1d10 dmg). Portcullis blocks the way forward unless the lever in X6 is pulled.
- X3. Barracks** - 8 **duergar** remain on alert for intruders.
- X4. War Room** – contains the diagram depicting the chardalyn dragon's flight plan. Secret door connects X3 to X4 (DC 15).
- X5. Xardorok's Quarters** – contains a secret altar to Deep Duerra (trapped) and a trapped chest containing treasure and the combinations to the locked chests in X37.
- X6. West Elevator** – An invisible **duergar** loyalist hides here (DC 14 to detect). Also contains the elevator to X13 and X22.
- X7. Office** – empty; captain of the guard is being tortured in X34.
- X8. Dining Hall** - **Grandolpha Muzgardt** is dining here, watched over by her **pseudodragon** and three **duergar** cooks.
- X9. Portcullis** – open pit to forge X26. Xardorok's shouts can be heard from X24.
- X10. Durth's Quarters** – **duergar mind master** if Durth (son of Xardorok) is present.

- X11. Nildar's Quarters** – **ogre zombie** and **duergar** if Nildar (son of Xardorok) is present. Under *Companion*, Nildar is a **duergar soulblade** instead.
- X12. West Elevator** - Contains 4 **animated armor** that don't pursue foes from this room. Contains elevator linking Area X15 and X30.
- X13. East Elevator**. Contains 2 **duergar** and 2 **duergar hammerers**. Contains elevator to X6 and X22.
- X14. Work Shop** - 2 **duergar** that try to hide from combat.
- X15. East Elevator** - 2 **duergar**. Contains elevator to X12 and X30.
- X16. Cavern** - 4 **duergar** and an **umber hulk**. Contains a tunnel to the Underdark.
- X17. Mines** - 3 **rust monsters** that attack anyone wearing metal armor or carrying metal shields or weapons.
- X18. Gauntlet** - Heavily guarded corridor with arrow slits containing 4 **duergar** armed with crossbows (+2 to hit, 1d10 dmg).
- X19. Throne Room** - 1 **quaggoth thonot**, 4 **quaggoth spore servants**, and 1 **myconid sovereign**. Combat alerts 4 **duergar** from X19 and 4 **quaggoths** from X20.
- X20. Quaggoth Den** - 4 **quaggoths**.
- X21. Traitors** - 2 **duergar** Muzgardt loyalists.
- X22. West Elevator** - Links X6 to X13.
- X23. Locked Gate** - Open to mines and Underdark. Keys carried by forewoman in X25.
- X24-26. Several notes:**
- The four towers are 20 ft. high with 3 **duergar** apiece (1 of which is a Muzgardt loyalist).
 - 1 **duergar** forewoman (with the keys to X23 gate) leads 6 **quaggoths** in cleaning up soot
 - Open shaft leads through X9 to ice gates atop fortress.
- X27. Lizard Pens** - 6 **giant lizard** used as mounts and pack animals.
- X28. Dungeon** - 3 **duergar hammerers** guard prison cells containing **doppelganger** and **goliath warrior**.
- X29. Temple** - Chained, lobotomized **mind flayer**
- X30. East Elevator** - Links X6 and X13, guarded by a **duergar hammerer**.
- X31. Secret Devil** - "Klondorn," priest of Deep Duerra but secret barbed devil wearing a hat of disguise.
- X32. Trap** - Bolts of lightning (DC 15 Dex save, 4d8 damage). Disabled by lever in X36.
- X33. Barracks** - 15 **duergar**, 10 of which are Muzgardt loyalists.
- X34. Torture Chamber** - 1 **duergar** being tortured by 2 **duergar mind masters**.
- X35. Guest Quarters** - Grandolpha's belongings.
- X36. Guards** - 2 **duergar hammerers** leading to Treasure Vault (X37).
- X37. Vault** - Money, money, money (*money!*) plus yellow mold. Lock combinations found in X4.

X1. ENTRANCE

After the adventurers fail to open the door, provided that they don't resort to a *knock* spell, read the following:

The wind slips along the Spine of the World, its bitter touch cutting through your garb. The door to this obvious lair refuses to budge, no matter your strength or cunning—and as you look down whence you came, you can't help grit your teeth with frustration.

Is this your destiny? To brave the tundra and mountains only to be stopped by a stone of bloody—

There comes a groan of metal, of gears moving from within the stone walls, punctuated by a sharp steel shriek. The doors open on their own accord, revealing a grim hall choked with smoke.

Have the gods helped you? Or have you been welcomed into a trap?

X2. VESTIBULE

Once the **duergar** are alerted, roll initiative. The party has one round to clear Area X2 or the guards close ranks on the vestibule's door. On that same turn, the original guard that alerted her brethren makes a heavy crossbow attack against an adventurer from the safety of the arrow slit (+2 to hit, 1d10 piercing damage).

Although the traitorous duergar in X6 can also pull a lever to open the portcullis in X2, he waits (for the sake of narrative). Once the duergar rally, they fire potshots through the portcullis, smug and sure that they've pinned their foes—and then the traitor opens the portcullis, astounding the duergar assembled there.

Tactics. The duergar employ these tactics during the battle. Assume, given the defensive nature of their station, they all have been armed with heavy crossbows.

- At first, the duergar form ranks behind the portcullis, which grants them three-quarters cover, and trade off firing arrows through the bars. At initiative count 10, the traitor in X6 opens the portcullis.
- If the duergar were not forced back after the portcullis opens, one duergar uses his *Enlarge* ability to increase his size to Large and block the path forward. Two more duergar remain with him; the others scramble back to the arrow slit in X3.
- In X3, the duergar trade the arrow slit: they move in, shoot their crossbow, and make room for the next guard to fire theirs.
- If the three duergar in the hallway beyond X2 are slain, or if the adventurers leave the vestibule, they scramble back to overwhelm them in the hallway. As they run towards the adventurers, they hurl javelins.
- Remember that another creature can provide half-cover. If the duergar are interposed between the adventurers and other enemies, both sides get a +2 bonus to their AC and Dexterity saving throws.

THREE-QUARTERS COVER

The duergar in X3, X6, and X18 have three-quarters cover when behind portcullises or arrow slits. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle.

X4. XARDOROK'S WAR ROOM

Because of how crucial it is for the adventurers to know the dragon's flight path, do not impose an ability check to recall it. If they witness the figurine move through its course, they can recall it perfectly.

X6. GUARD POST

Read the following if the **duergar** hiding here is detected: In the gloom and silence, you hear the flap of a fur cloak ruffled by the wind. Just as soon as you hear this, the sound is stifled. You are drawn to the presence of an invisible dwarf hiding in the corner.

If the adventurers attack Dreck, he shouts, "You stop!"

Roleplaying Dreck. This Muzgardt loyalist speaks only nine words of Common: stop, nice, me, you, here, there, good, bad, and okay. He can't communicate the intricacies of the Muzgardt Conspiracy beyond "Grandolpha good! Xardorok bad!" (the former sentiment is punctuated with a thumbs-up, the latter with a thumbs-down).

The adventurers should not underestimate Dreck by his lack of vocabulary; he is a cunning individual. Once they leave, he informs Grandolpha in X8 of the adventurers' presence. He doesn't lead them to her out of fear that they will cut her down.

If the adventurers wish to find Xardorok, Drek points to the elevator and says, "There!"

X7. OFFICE OF THE CAPTAIN OF THE GUARD

The captain of the guard quickly scrawled a note before Xardorok came to imprison her. The purpose of this note is to inadvertently communicate Xardorok's name and his growing paranoia to the adventurers.

The note, written in Dwarvish, reads "To those that read this, trust that I did not do it—I did not betray our Lord Xardorok. Do not believe the lies! He sees enemies in every shadow now! I hear the footfalls; he is coming. This will be my end—and I go to it insisting I am his faithful servant now, as I've always been. I've no gods to beseech, no forgiveness to beg, for I have done *no* wrong!"

Minor Revision. To demonstrate Xardorok's growing paranoia, the *Companion* suggests changing the identity of the captain of the guard to Xardorok's eldest son, Ulthoon (who would otherwise already be dead, executed by his father years ago, as noted in Xardorok's lore). If you institute this change, the note begins with, "To those that read this, trust that I did not do it—I did not betray our lord Xardorok! I did not betray my father!"

X8. PRIVATE DINING HALL

Add the following to the read-aloud text in X8:

Upon seeing you, the wizened dwarf crone offers you what may have once been a smile. "Welcome. Join me, if your stomachs are empty. I am Lady Grandolpha of Clan Muzgardt. Perhaps you have heard of our famous brews?"

Remember that Grandolpha is fluent in Common, making any conversation with her easy.

Roleplaying Grandolpha. The grand dame is jaded and proud. She still considers herself young and fair—or even simply "ageless." Very little can intimidate her, for she has spent her life in the cutthroat city of Gracklstugh.

Grandolpha willingly shares the information below, as noted in *RoFM*. The bullet points below correspond to the same order in *RoFM*. She *does not* reveal that some of Xardorok's soldiers have pledged loyalty to her—even if she wishes to propose an alliance with the adventurers. At most, she says, "You and I have no qualms; I have committed no crimes except accepting an invitation by a widower. Come and go as you please; Lord Xardorok will not hear from me." She might even add, "You won't have to worry about Xardorok for long."

- "When he isn't trying to win my affection, Xardorok is berating his forgemasters."
- "Xardorok has devised a dragon of black ice. The beast is clever and obedient, but unable to react quickly to new situations. Its path of destruction has already been set in stone, I'm afraid."
- "Monsters from our beloved Underdark have been lured up and domesticated for... well, the most promising is a myconid sovereign whose spores may animate the dead into faithful, if dim, soldiers."
- "My dear host has proposed—repeatedly—an alliance between my clan and his. An alliance to be sealed in marriage. As if I would give myself to that brute."

Exit Stage Left. If Grandolpha fears for her life, she *polymorphs* herself into a gnat and flits away. A character that attempts to snatch her must succeed on a DC 23 Dexterity check, and they must have at least one hand open. Catching her deals 1 point of bludgeoning damage, which causes her to revert to her true form.

COMPANION REVISIONS

Utilizing the *Companions* revisions, Grandolpha can also tell the adventurers that the chardalyn dragon has yet to embark on its path of destruction—but the time is nigh. She does not know that a critical flaw has been detected in its design (see *The Chardalyn Heel*).

Xardorok's Flight. If Xardorok faces defeat in either X19 or X29, he flees to this area via an elevator. If the adventurers give chase, they arrive just in time to see Grandolpha pull the knife from Xardorok's back. Read the following, starting from when they pursue him:

Xardorok cannot escape! Alas, the dwarf lord has made it to the elevator. By when you throw open the chamber's door, the cage has already ascended, giving you a glimpse of his boots. "Not this day, 'heroes!'" he shouts. "I am one with Deep Duerra!"

It is another minute before the elevator returns. Piling into it, you ascend to the next level, following Xardorok's blood trail. Even through the haze, you can make out the stains; they are stark against the hewn stone.

Racing through the halls, you follow the crimson stains to the dining hall—arriving just in time to see Grandolpha wrench the knife from Xardorok's back. The dagger has clearly pierced his lungs, for the duergar lord merely sighs and collapses, the words "Deep Duerra" on his lips.

Grandolpha Muzgardt gives you a strange, half-smile. "Well, I suppose that went better than expected."

It is up to you whether Grandolpha calls a ceasefire with the adventurers, allowing them to leave unmolested, or if she turns on them next. The *Companion* advocates the former.

X9. PORTCULLIS

When the adventurers pass by this area, they hear noise from the forge below—specifically Xardorok shouting at his engineers.

Noise echoes out from the open pit beyond the portcullis, borne on the back of the very smoke that poisons this place. You hear the ring of hammers, the roar of a forge, the shouts of a frustrated taskmaster, and, mysteriously, the distant sound of a thunderous heartbeat.

To an adventurer fluent in Dwarvish, add the following:

Through the din below, you can piece together the taskmaster's shouts: "Has it been fixed yet, Thontara? For yer sake, I hope this mistake was not *intentional*."

A woman shouts back, "No, my Lord Xardorok! Never! I swear on the lives of my sons—"

"On your sons? Hmm... That can be arranged. Finish your tasks, forewoman, and pray no treachery is found this day... Mrod and Kolbrak suffer if dark secrets come to light."

X10. DURTH'S QUARTERS

COMPANION REVISION

Unless he has already been slain, Durth has been recalled from Easthaven by his father—in his paranoia, Xardorok has begun to suspect his sons of treachery and would rather keep them under his supervision. Durth has the statistics of a **duergar mind master** and shrinks himself when he hears intruders come to his room.

The *Companion* forces Durth's return to add a new level of intrigue to this chapter. With Ulthoon replacing the identity of the captain of the guard (see X7), Durth has a new goal: liberate his brother and flee from his insane father. If Nildar is alive and present too, the brothers work together to save Ulthoon from Area X34.

In the light of his brother's predicament, Durth doesn't care if the adventurers thwarted him earlier, no matter how much his father punished him.

If Durth is discovered, or the party finds Nildar in the next chamber, he reveals himself (but remains Tiny). In Common, he tells the adventurers, "Stay your hands—for today, we are not your enemies. Spare us, we brothers, who must rescue our beloved kin from the clutches of our mad father."

If the adventurers agree, Durth gives the party a detailed layout of the fortress; however, he directs them to areas where they're sure to be detected—he needs a distraction to liberate Ulthoon from X34.

THE MUZGARDT CONSPIRACY

After Grandolpha launches her coup, she visits Durth's quarters (if he is present) to slit his throat. However, he escapes by shrinking himself.

X11. NILDAR'S QUARTERS

If Nildar is present when the adventurers enter this area, he shouts, "You again!" in Common and leaps into battle, his **ogre zombie** right behind. On his first turn, he grows to a size of Large.

COMPANION REVISIONS

In Chapter 1 of the *Companion*, Nildar was changed to a **duergar soulblade**. Additionally, as described in Area X10 above, Nildar's eldest brother, Ulthoon, is being tortured in Area X34 on Xardorok's orders. Nildar and Durth hunger to save him from their mad father's wrath.

Nildar's first instincts are to kill the adventurers, but his brother, appearing behind them (while being Tiny), stays his hand. Read the following; omit the last section if no adventurer understands Dwarvish:

The duergar's head snaps over to you and he snarls, "You again!" in Common. Immediately, his hands are wreathed in violet energy that he shapes in the form of two blades. As he and his undead ogre launch themselves into battle, a voice shouts out, "Nildar!" Behind stands another duergar, but one that has been shrunk to the size of a pixie. Compared to his enlarged comrade, the scene is almost comical.

"Stay your blades, brother!" he shouts in Dwarvish. "Ulthoon must be saved, and it is through these pawns that we may rescue him!"

See X10 above for Durth's plans the information he can share with the adventurers in return for a cease-fire.

THE MUZGARDT CONSPIRACY

After Grandolpha launches her coup, she enters Nildar's quarters (if he is present) and slits his throat. The ogre zombie manages to score one glancing blow against her, reducing her hit points by 14 but she otherwise escapes its wrath.

X16. NORTHWESTERN CAVERN

When the **duergar** rip the sack from the **umber hulk's** head, one cackles and shouts in Dwarvish, "Deal with this, vagrants! Ha!"

If the adventurers are hot on the heels of Xardorok, the umber hulk delays them long enough for the lord to reach his throne room and lock the doors

X18. GUARDED CORRIDOR

The **duergar** have three-quarters cover while behind their arrow slits, which grant them a +5 bonus to their AC and Dexterity saving throws.

Doors. A hole has been carved into each of the stone doors leading to X19. Each hole is big enough for a hand to slip through; the duergar loop a chain through the doors from within X19, locking them.

Lock. The *Companion* adds an iron padlock to this area for added difficulty; the adventurers must break or unlock it while being peppered with crossbow bolts. The padlock can be broken with a DC 20 Strength check, if struck with a blunt object, or opened with a DC 14 Dexterity check using thieves' tools. The lock also has an AC of 15, 20 hit points, and immunity to poison and psychic damage. The chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

X19. CHARDALYN THRONE

This area may be the site of Xardorok's last stand.

THE MYCONID AND QUAGGOTHS

Pleurota is chained to its post and cannot move; however, if the party attacks the quaggoths, the myconid musters the last of its strength to unleash Pacifying Spores at one quaggoth (DC 12 Con. save or be stunned for 1 minute) on the first round, and then Hallucination Spores on the third round, targeting another quaggoth within 5 feet of it (DC 12 Con. save or be poisoned and incapacitated for 1 minute). Afterwards, it crashes in exhaustion.

Roleplaying the Myconid. Pleurota can communicate with the adventurers through its Rapport Spores. You can use the sample dialogue below to voice it:

- "The quaggoths have thrown their lot in with the mad duergar, and together they intend to harvest the Underdark for their own dark agenda."
- "They have milked me of my reanimation spores, using them to turn their dead into faithful minions. At first... I was weak and gave freely. When I refused..."
- "The duergar king is insane; I have seen him butcher his own kin to make a point. It is the throne, I fear. The black ice... Even from here I can hear its maddening call."

At your discretion, Pleurota "bleeds out" at the end of this conversation. Its last words are, "I am glad I could be here to partake in justice. I go now to the Colony in the Endless Dark..."

COMPANION REVISIONS

Provided you utilize the changes made by the *Companion*, Xardorok makes his last stand here in X19, unless the way is cut off, otherwise he makes his last stand in X29.

Xardorok hungers for the touch of his throne, for the touch of chardalyn, whose embrace gives him strength and peace of mind. The duergar is, in a way, addicted to it. If he manages to get to this area before the party, he mounts his throne one last time before meeting them in battle. Read the following:

The room is choked with smoke. There upon a misshapen throne sits the duergar lord himself. With a start, you realize that this throne is made of the very same material as the dragon—chardalyn, the black ice.

You feel it—a beck whose call you just barely resist answering. The ice... It is not alive, but it is calling to you, nonetheless. Your heart begins to race in its presence. Its overpowering call slips through your mind and settles in your very bones. Its presence is wrong, just *wrong*—and Xardorok is *sitting on it*. You can see in his eyes the madness that has surely bloomed from prolonged exposure to this foul ice. You can see it like a torch in the night, shining in all its manic glee.

The duergar's voice floats down from on high. "So, it has come to this. Deep Duerra guide my blows."

Xardorok points his gauntleted fist at you—unleashing a blast of eldritch force!

Xardorok's reinforcements arrive on the first round of combat. They consist of the four **duergar** in X18 and the four **quaggoths** in X20, although if Krob (the **quaggoth thonot** is dead) the quaggoths discover his corpse four rounds into combat and abandon Xardorok.

Tactics. On his first turn, Xardorok Enlarges himself. On his second turn, he casts *hold person*. If the target succumbs to the spell, he wails on them the next round with his Spiked Gauntlet, automatically scoring critical hits against the target.

If defeat is likely, Xardorok flees to X22 and takes the elevator to X6. Thereafter, he goes to Grandolpha in X8. If the adventurers give chase, they arrive just in time to see Grandolpha pull the knife from Xardorok's back. See X8, jumping to the description in the final section.

X21. TREACHEROUS GUARDS

The Muzgardt loyalists here don't speak Common. If the adventurers are allowed to pass by, read the following:

As you wade hesitantly into the smoke, you see two guards leaning against the wall, one reading a tome, the other busy crocheting a scarf.

At once, they notice you—but rather than draw their weapons, they look at each other and break out in conspiratorial grins. They look at you and nod. With a half-made scarf in his hand, one guard says, "Xardorok" and points to a set of nearby doors.

If any of the adventurers speak Dwarvish, the loyalists tell them, "Do us all a favor and cut down this mad king." The duergar then move onto X22 so they can establish an alibi elsewhere, in case the adventurers fail to kill Xardorok.

X23. OUTER GATE

As this gate must be opened to gain access to Xardorok's throne (unless one uses the west elevator), assume that Xardorok has a set of keys himself, in addition to the duergar forewoman in X25.

COMPANION REVISIONS

To facilitate Xardorok's mad dash to his throne room, the *Companion* grants him the ability to cast *arcane lock* and *knock*, requiring no material components. He can only cast these spells once a day each.

This change allows him to throw open the doors and then quickly shut them again, which then slows down the party so that Xardorok may be met in his throne room during the final battle.

X24-26. FORGE

COMPANION REVISIONS

If you utilize revisions made by the *Companion*, then the **chardalyn dragon** is present; once it has taken 20 points of damage (or after three rounds of combat), Xardorok orders it to fly off to Ten-Towns; he can't afford for it to be destroyed now and has been assured by Deep Deurra (Asmodeus, or perhaps even Levistus himself) that he can defeat the adventurers with "her" blessing.

Without a doubt, the dragon makes this battle incredibly difficult for the adventurers, hence why the *Companion* advocates starting them at 6th level first. If the duergars' numbers are too much for your table, have the dragon accidentally crush or vaporize some whenever it moves or attacks. Exercise restraint here and remember to present the dragon's flaw (as described in *Chardalyn Heel*).

When the adventurers first lay eyes on the dragon, read:

It was so still your eyes almost glided over it. The beast cannot be alive; you can see that it is forged from black ice—but still the dragon's head moves, its golden eyes tracking your movement. It is alive and it sees you.

"Behold!" Xardorok Sunblight shouts, casting his hand to the behemoth. You instantly notice his gauntlet is forged from the same black ice. "Behold your doom! The doom of Icewind Dale!"

The dragon's head twitches. There comes a gurgling sound, as if it were drawing in a breath. Its rubbery wings unfold and the dragon *roars* with such fury, you risk going deaf! Its belly glows with light so radiant, you cannot help but shield your eyes or go blind! It is wrath incarnate, the perfect weapon of mass destruction, and it has been set against you!

"Doom soars on dragon's wings!" Xardorok shouts!

Xardorok adds, in Dwarvish, "Soldiers of Clan Sunblight! Attack!" The thirteen **duergar** in this area stiffen and prepare for battle.

Positioning: East. If the adventurers arrive to the Forge Level from the east elevator (X30), the positioning for this battle changes in the following ways:

- Xardorok is found in X29. After one round of combat, he flees to X24 to rally his soldiers for battle. Once the dragon has left, Xardorok flees for X19 through X23, using a *knock* and *arcane lock* spell to open and then shut the gate.
- The chardalyn dragon is on X25, being attended to by four duergar engineers. They are busy attempting to fix the dragon's newly-detected flaw (see *The Chardalyn Heel* above). It crushes them in its first movements.
- The three **duergar** positioned on the southeast tower are near enough to target the adventurers with javelins.

Positioning: West. If the adventurers arrive to the Forge Level from the west elevator and traipse through X19, the throne room, the positioning and nature of this battle will change in the following ways:

- Xardorok is standing atop the assembly platform (X25), which is 10 feet high. The dragon is next to him, as are four unarmed duergar engineers that are attempting to fix the dragon's flaw (see *The Chardalyn Heel* above). These poor souls are crushed beneath the dragon's first movements.
- The **duergar** positioned on the west tower can target the adventurers with javelins, but the rest are too far away. The Muzgardt loyalist on each other tower convinces his brethren to hold back.
- Once the dragon is gone, Xardorok makes a dash to X29, where he awaits the adventurers with Klondorn at his side.

Tactics. The following tactics are used throughout this titanic battle:

- The **chardalyn dragon** hesitates on the first round of combat, doing nothing. The construct has never been in a conflict before and must adjust to the situation; while it prepares, its fiery heart glows. The dragon gathers the energy for its Radiant Breath, which it unleashes on the second round of combat. The dragon's aim is off; targets in the blast take half damage on a failure and no damage on a success. This initial attack vaporizes all the duergar in one watch tower. On its later turns, if the dragon's Radiant Breath isn't available, it flies over to rake its claws at a creature. In this battle, the dragon doesn't use its Malevolent Presence ability.
- Frightened by the dragon, the six **quaggoths** in X25 flee to the Underdark (if X23 is open) or cower in X27.
- With one tower vaporized, the remaining nine **duergar** are initially in disarray, but they rally on the third turn of battle, hurling their javelins if within 120 feet, or growing to Large size as they rush into combat. The Muzgardt loyalists, of course, don't contribute to the battle and even hurl javelins at other duergar.

- Two duergar in X18 are armed with heavy crossbows (+2 to hit, 100/400 ft., 1d10 piercing damage) and fire from their arrow slits. They have three-quarters cover. Assume they take their shots at initiative count 15 and 5 (losing initiative ties).
- Xardorok fires off *eldritch blasts* until he is met in melee combat. Once the dragon leaves (after sustaining 20 points of damage or at the start of the fourth round of combat), he must make it to either X19 or X29.
- At the start of the fourth round of combat, the three **duergar hammerers** in X28 arrive from the north.

X28. DUNGEON

If the three **duergar hammerers** are present, read:

There is no masking the sight and stench of a prison. Cells line the walls, rank with filth and excrement. Interspersed along the wall are three constructs: stone-carved dwarves featuring glass panels in their chests, within which writhe anguished duergar—as if one's torment powers the very machine it is trapped in.

THE DOPPELGANGER

The thing pretending to be Pekoe Quint presents itself as a pitiful person in dire need of mercy. Wearing a veneer of cowardice that can slip off the moment it must strangle someone to get what it wants, the doppelganger does whatever it can to ensure the adventurers free it. There is no promise it won't make or insult it won't weather.

The doppelganger's cell is right at the entrance of the dungeon, which gives him a front-row view of the forge, as well as an angle on the Temple of Deep Duerra (X29). He has witnessed countless comings-and-goings, has memorized the guards' schedules, and can warn the party of the trap in X32. He also knows Xardorok's image and can shapeshift into the duergar lord; however, he speaks neither Dwarvish or Undercommon and thus, his ruse must be a silent one.

If "Pekoe's" true nature is discovered, the doppelganger suggests that they perform a hostage situation, with him shapechanging into Xardorok.

For an added twist, instead of masquerading as "Pekoe Quint," the doppelganger wears the appearance of someone the adventurers already know, but thought was dead. Review the characters they've met thus far in *RoFM*. If a character has the Pirate Cannibal secret, the doppelganger may be presenting as one of their former crewmates.

THE GOLIATH

A proud warrior that cannot and will not be cowed by the threat of violence, Kapanuk takes every opportunity to shout at his captors. When he hears someone enter the dungeon, he shouts in Common, "I am Kapanuk Talltree of Clan Thuunlakalaga and you *will* release me, cowards! I challenge your chief to battle! Free me and we shall see whom the gods know is right and just!"

Kapanuk's cell is on the far eastern wall. Therefore, he has little knowledge of the forge or the duergar. If he is freed and armed, the **goliath warrior** will fight alongside the adventurers, even if it will cost him his life. He is fond of battle cries such as "Thuunlakalaga forever!" or "To death, we smile!"

A Goliath Problem. If you intend to feature the goliath feud (see the *A Goliath Problem* quest, Skytower Shelter, and Wyrmdoom Crag in Chapter 2), consider changing Kapanuk from Clan Thuunlakaga to Akannathi; rescuing him is enough for Chief Arn to at least hear the party out if they arrive to Skytower Shelter.

X29. DEEP DUERRA'S TEMPLE

LOBOTOMIZED MIND FLAYER AND THE DEVIL PRIEST
While the party is here, Klondorn arrives from X31 to the southwest. As his footsteps echo out across the stone, the illithid telepathically whimpers. Read:

A slab of stone is dropped in the next room, shattering, followed by a string of Dwarvish cuss words. You hear another slab shatter, then a third, as if whatever person lurking in that chamber cannot control their rage.

Then there comes silence, silence punctuated only by footfalls echoing across the stone. The illithid before you does something you never thought their kind could do:

It whimpers.

Its fear echoes throughout your mind as the stone doors are pulled open and a duergar priest clad in black robes and a dark miter looks inside. "Oh, F'yorl, let us bleed out our sins together once ag—"

The secret **barbed devil** enjoys taking out its frustrations on the illithid; having made an error on one of its granite slabs in the other room, it decides now is the perfect time for it and F'yorl to "bleed together."

Klondorn only attacks the intruders if he is threatened; his fiendish pride cannot weather such mortal audacity.

COMPANION REVISIONS

This area may be the site of Xardorok's last stand. If the adventurers arrived from the west elevator, effectively cutting him off from his throne room, Xardorok instead flees here after the dragon leaves and the Muzgardt coup is launched.

Xardorok's Last Stand. When Xardorok makes his last stand here, it is with Klondorn at his side (if the fiend still lives). The **barbed devil** only fights until it is certain that defeat is certain; it then abandons him. It also abandons him if it is reduced to 50 hit points. If it takes 30 points of damage or is knocked prone, its *hat of disguise* falls off, revealing its true nature. This shocks Xardorok to his core, and, for a moment, he questions whether Deep Duerra has been the one whispering to him all along or not.

While in this area, Xardorok benefits from the Psychic Conquest trait; he deals an extra 5 (1d10) psychic damage to any creature he hits with a weapon attack, and he regains a number of hit points equal to the amount of psychic damage dealt.

X31. DEVIL IN DISGUISE

See X29; the *Companion* has Klondorn enter that area, rather than stay here in X31.

X32. TRAPPED HALL

THE MUZGARDT CONSPIRACY

If the **duergar** in X33 are lured to X24 by the sounds of battle, nine Muzgardt loyalists hang back while one of their ilk turns on the trap in this area to kill them.

X33. LOWER BARRACKS

When the fifteen **duergar** here rally for battle, one shouts, "To arms, brothers! For Clan Sunblight!" This duergar is a Muzgardt loyalist who heads to X36 to turn on the trap in X32, killing the five soldiers faithful to Xardorok.

X34. TORTURE CHAMBER

COMPANION REVISIONS

As noted in X7, and numerous times throughout this supplement, the identity of the captain of the guard being tortured her has been changed to Ulthoon, Xardorok's eldest son. By default, Ulthoon was executed long ago, but the *Companion* saw the opportunity to demonstrate how far Xardorok has fallen if he is torturing his own son.

The two **duergar mind masters** here are waterboarding Ulthoon (using the disgusting ale Clan Muzgardt brews, incidentally). In Dwarvish they shout, "Give up, Ulthoon! Your attempted patricide comes to light this day!" or "Who else is in on the coup against your father?"

If Nildar and Durth (see Areas X10 and X11) are alive and present in the fortress, they intend to liberate Ulthoon and flee into the Underdark. The **duergar mind master** and **duergar soulbade** can be found here. Either they have already arrived, or they arrive just behind the party and aid them against Ulthoon's tormentors.

X36. DUERGAR HAMMERERS

If the duergar in X33 rush out to battle in X24 via X32, nine Muzgardt loyalists hang back while one turns on the trap in X32 here, killing them instantly. They leave the trap on and instead rush to the towers in X24 to help their traitorous kin dispatched non-conspirators.

APPENDIX A: MAGIC ITEMS

The following magic items are present in this chapter:

HAT OF DISGUISE

Wondrous item, uncommon (attunement)

While wearing this hat, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the hat is removed.

Location. This magic item is worn by Klondorn, the **barbed devil** masquerading as a priest of Deep Duerra. He is normally found in Area X31 (see Ch. 3).

CLOAK OF ELVENKIND

Wondrous item, uncommon (attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Location. See Ch. 3, Xardorok's Fortress, X37 (this version of the cloak is a *piwafi*, a drow-equivalent that loses its magic if it is exposed to an uninterrupted hour of sunlight).

POTION OF HEALING

Potion, common

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

Location. If the Speaker Naerth Maxildanarr is the party's ally, he provides 1d4+1 potions for their mission.

WAND OF WEB

Wand, uncommon (attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Location. See Ch. 3, Xardorok's Fortress, X37.

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. passive Perception 6

Languages -

Challenge 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

CHARDALYN DRAGON

Huge construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	19 (+4)	10 (+0)	10 (+0)	3 (-4)

Saving Throws Str +11, Con +8

Damage Immunities cold, poison

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft. passive Perception 10

Languages the languages known by its creator

Challenge 11 (7200 XP)

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

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

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

Unusual Nature. The dragon doesn't require air, food, drink, or sleep, and it gains no benefit from finishing a short or long rest.

ACTIONS

Multiattack. The dragon uses its Malevolent Presence. It then makes three attacks: two with its claws and one with its tail. If the dragon isn't flying, it can also make one attack with its wings.

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Wing Attack. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d4 + 7) bludgeoning damage.

Malevolent Presence. Any creature with an Intelligence of 4 or more that is within 30 feet of the dragon must succeed on a DC 16 Wisdom saving throw or be charmed by it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Malevolent Presence for the next 24 hours. A creature charmed in this way fixates on another creature or object that the dragon mentally chooses and must, on each of its turns, move as close as it can to that target and use its action to make a melee attack against it. If the dragon doesn't choose a target, the charmed creature can act normally on its turn.

Radiant Breath (Recharge 5-6). The dragon exhales a ray of radiant energy in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (7d8) radiant damage on a failed save, or half as much damage on a successful one.

COLDLIGHT WALKER

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Int +2, Wis +3

Damage Immunities cold

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

Senses passive Perception 10

Languages -

Challenge 5 (1800 XP)

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

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

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

ACTIONS

Multiattack. The walker makes two attacks.

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

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

CRAG CAT

Large beast, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft.

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

Skills Perception +4, Stealth +7

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 1 (200 XP)

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

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

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

ACTIONS

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

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

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft. passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft. passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges After A Short Or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage or 11 (2d8 + 2) piercing damage while enlarged.

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

Invisibility (Recharges After A Short Or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR HAMMERER

Medium construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

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

Senses passive Perception 7

Languages understands Dwarvish but can't speak

Challenge 2 (450 XP)

Engine Of Pain. Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

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

ACTIONS

Multiattack. The hammerer makes two attacks: one with its claw and one with its hammer.

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

Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

DUERGAR MIND MASTER

Medium humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Perception +2, Stealth +5

Damage Resistances poison

Senses darkvision 120 ft., truesight 30 ft., passive Perception 12

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Multiattack. The duergar makes two melee attacks. It can replace one of those attacks with a use of Mind Mastery.

Mind-Poison Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 10 (3d6) psychic damage, or 1 piercing damage and 14 (4d6) psychic damage while reduced.

Invisibility (Recharge 4-6). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Mind Mastery. The duergar targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Intelligence saving throw, or the duergar causes it to use its reaction either to make one weapon attack against another creature the duergar can see or to move up to 10 feet in a direction of the duergar's choice. Creatures that can't be charmed are immune to this effect.

Reduce (Recharges After A Short Or Long Rest). For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attacks, checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity (Stealth) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.

DUERGAR SOULBLADE

Medium humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Create Soulblade. As a bonus action, the duergar can create a shortsword-sized, visible blade of psionic energy. The weapon appears in the duergar's hand and vanishes if it leaves the duergar's grip, or if the duergar dies or is incapacitated.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Innate Spellcasting. The duergar's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *blade ward*, *true strike*

3/day each: *jump*, *hunter's mark*

ACTIONS

Soulblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) force damage, or 10 (2d6 + 3) force damage while enlarged. If the soulblade has advantage on the attack roll, the attack deals an extra 3 (1d6) force damage.

Enlarge (Recharges After A Short Or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4-6). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

FROST DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

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

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

Saving Throws Int +3, Wis +6

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

Damage Resistances cold

Senses passive Perception 16

Languages Common, Druidic

Challenge 5 (1800 XP)

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

Cantrips (at will): *druidcraft*, *guidance*, *resistance*

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

speak with animals

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

pass without trace

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

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

5th level (1 slot): *awaken*

ACTIONS

Multiattack. The druid makes two melee attacks.

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

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

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

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft. passive Perception 10

Languages -

Challenge 1/4 (50 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

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

Damage Resistances cold

Senses passive Perception 12

Languages Common, Giant

Challenge 3 (700 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

GRANDOLPHA MUZGARDT

Medium humanoid (dwarf), lawful evil

Armor Class 9

Hit Points 59 (7d8 + 28)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	18 (+4)	13 (+1)	17 (+3)	16 (+3)

Damage Resistances poison

Senses darkvision 120 ft. passive Perception 13

Languages Common, Dwarvish, Undercommon

Challenge 2 (450 XP)

Duerger Resilience. Grandolpha has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). Grandolpha's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*, *poison spray* (see "Actions" below)
3/day each: *detect magic*, *enlarge/reduce* (self only),
faerie fire, *invisibility* (self only), *polymorph*,
stoneskin (self only)

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

ACTIONS

Poison Spray (Cantrip). Grandolpha extends her hand toward a creature she can see within 10 feet of her and projects a puff of noxious gas from her palm. The creature must succeed on a DC 13 Constitution saving throw or take 13 (2d12) poison damage.

MIMIC

Medium monstrosity, neutral

Armor Class 12

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

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.

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

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.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

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

MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 7 (2900 XP)

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

At will: *detect thoughts*, *levitate*

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

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

ACTIONS

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

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

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

MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft. passive Perception 12
Languages -
Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4+1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Report Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 9
Hit Points 85 (9d10 + 36)
Speed 30 ft.

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

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 8
Languages understands Common and Giant but can't speak
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

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

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

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

ACTIONS

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

QUAGGOTH THONOT

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The quaggoth's innate spellcasting ability is Wisdom (spell save DC 11). The quaggoth can innately cast the following spells, requiring no components:

At will: *feather fall*, *mage hand* (the hand is invisible)

1/day each: *cure wounds*, *enlarge/reduce*, *heat metal*, *mirror image*

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SEPEK KALTRO

Medium undead, neutral evil

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	18 (+4)

Skills Perception +5, Survival +5

Damage Immunities cold

Condition Immunities charmed, exhaustion

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Cold Regeneration. If the temperature around him is 0 degrees Fahrenheit or lower, Sephek regains 5 hit points at the start of his turn. If he takes fire damage, this trait doesn't function at the start of Sephek's next turn. Sephek dies only if he starts his turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. Sephek can innately cast *misty step* up to three times per day, requiring no components. His innate spellcasting ability is Charisma.

ACTIONS

Multiattack. Sephek attacks twice with a weapon.

Ice Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if Sephek uses the weapon with two hands, plus 5 (2d4) cold damage.

Ice Dagger. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) cold damage.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft. passive Perception 10

Languages Umber Hulk

Challenge 5 (1800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

XARDOROK SUNBLIGHT

Medium humanoid (dwarf), lawful evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Intimidation +7

Damage Resistances poison

Senses darkvision 120 ft. passive Perception 11

Languages Common, Dwarvish

Challenge 5 (1800 XP)

Duerger Resilience. Xardorok has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting. Xardorok's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *eldritch blast* (see "Actions" below), *mage hand*
1/day each: *hold person*, *suggestion*

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

ACTIONS

Multiattack. Xardorok attacks twice with a weapon or casts *eldritch blast* twice.

Spiked Gauntlet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, or 8 (2d4 + 3) piercing damage while Xardorok is enlarged.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 9 (1d10 + 4) force damage.

Enlarge (Recharges After A Short Or Long Rest). For 1 minute, Xardorok magically increases in size, along with anything he is wearing or carrying. While enlarged, Xardorok is Large, doubles his damage dice on Strength-based weapon attacks (included in his attacks), and makes Strength checks and Strength saving throws with advantage. If Xardorok lacks the room to become Large, he attains the maximum size possible in the space available.

Invisibility (Recharge 4-6). Xardorok magically turns invisible until he attacks, he casts a spell, he uses his Enlarge, or his concentration is broken (as if concentrating on a spell). Any equipment Xardorok wears or carries is invisible with him.

REACTIONS

Hellish Rebuke (2/Day). When Xardorok is damaged by a creature within 60 feet of him that he can see, the creature that damaged him is engulfed in hellish flames and must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

APPENDIX C: EFFECTS

The following effects are present in this chapter, denoted by being underlined in the chapters above:

WEATHER & ENVIRONMENTAL HAZARDS

AVALANCHE

Wilderness Hazard

The following rules can be used for rockslides as well as avalanches.

An avalanche is a mass of snow and debris falling rapidly down a mountainside. A typical avalanche is 300 feet wide, 150 feet long, and 30 feet thick. Creatures in the path of an avalanche can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible.

When an avalanche occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0, the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

When an avalanche stops, the snow settles and buries creatures in it. A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the snow. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the snow. Once free, that creature is no longer blinded or restrained by the avalanche.

BLIZZARD

Wilderness Hazard

The blizzards that ravage Icewind Dale and harry travelers on the mountain pass are reflections of Auril's self-imposed isolation. A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

A blizzard's howling wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it is flying by nonmagical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom (Perception) checks that rely on sight due to blowing snow.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

Veering Off Course.

It's easy to veer off course while traveling through a blizzard, and it's also easy for party members to become separated from one another, which is why the wisest course of action is to stay put and wait for the blizzard to pass.

If the characters travel during a blizzard, have the players designate one party member as the navigator. At the end of each hour of travel through the blizzard, the DM makes a DC 15 Wisdom (Survival) check on behalf of the navigator. On a successful check, the party stays on course. On a failed check, the party wanders off course, putting its members no closer to their destination than they were at the start of that hour. If the check fails by 5 or more and the party members aren't tied together, one randomly determined party member becomes lost in the blizzard and separated from the others. If the group tries to reunite with its missing member, have the party members (including the missing one) make a DC 15 Wisdom (Survival) group check at the end of each hour. If this group check succeeds, the missing party member is found, but no progress is made toward reaching the group's intended destination that hour. The group check can be repeated after each hour spent searching for the missing party member.

EXTREME COLD

Weather

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

MOUNTAIN TRAVEL

Navigating the Spine of the World or the slopes of Kelvin's Cairn is particularly arduous because of the unforgiving mountain terrain. At the end of each hour, the character or NPC leading the expedition must make a DC 15 Wisdom (Survival) check. On a successful check, the hour's journey was not hindered by weather or terrain. On a failed check, the party comes to an impasse and must backtrack, which costs an extra hour of travel.

If the check fails by 5 or more, the party is caught in an avalanche as it backtracks. The avalanche starts $2d6 \times 100$ feet above the characters (see "Avalanches").

The Mountain Travel table shows how fast the characters can move through the mountains on foot or by dogsled. Even in the best of cases, a journey in the mountains takes twice as long as one of the same distance across the tundra.

MOUNTAIN TRAVEL

Method of Travel	Distance per Hour
Dogsled	1/2 mile
On foot, snowshoes	1/4 mile
On foot, without snowshoes	1/8 mile

STRONG WIND

Weather

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

YELLOW MOLD

Hazard

Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

MADNESS

Madness can occur in one of three forms:

- A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.
- A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for $1d10 \times 10$ hours.
- A character afflicted with **indefinite madness** gains a new character flaw from the Indefinite Madness table that lasts until cured.

Curing Madness. A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil and good* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

SHORT-TERM MADNESS

d100	Effects (lasts 1d10 minutes)
1-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

INDEFINITE MADNESS

d100	Flaw (lasts until cured)
1-15	"Being drunk keeps me sane."
16-25	"I keep whatever I find."
26-30	"I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81-85	"There's only one person I can trust. And only I can see this special friend."
86-95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96-100	"I've discovered that I really like killing people."