

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

**CHAPTER 6:
CAVES OF HUNGER**



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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USING THIS SUPPLEMENT

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

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

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

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

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

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

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

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

APPENDICES

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

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

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

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

CHAPTER 6: OVERVIEW

RUNNING CHAPTER 6

Chapter 6 is relatively straight forward: the adventurers race to the Reghed Glacier. En route, they encounter both the Elk Tribe and the Tiger Tribe. Once the adventurers enter the glacier, they must navigate caves laired in by a gnoll vampire, its spawn, drow, and other nasties. This chapter of the *Companion* is devoted to streamlining your session as much as possible while also arming the party with some of the information they require to navigate the Lost City of Ythryn in Chapter 7.

In the Caves. Once the adventurers enter the Caves of Hunger, they must contend with a classic dungeon crawl. The caverns are roosted in by Tekeli-li, a **gnoll vampire**, several drow that have recently broken into the caves from the Underdark, and the bygone spirits of Netherese magi. The caves must provide fragments of information that the adventurers will need later in Ythryn.

Resting. The adventurers must enter Ythryn at their full strength if they expect to survive. However, resting in the Lost City for too long leaves one vulnerable to the Arcane Blight (a magical disease that reduces an infected victim into a nothic; see Chapter 7 for details). Depending on how sadistic you are, you might wish to push your party into resting now or later. If they end up resting in the Caves of Hunger, you can nudge them towards Area H28, which is kept warm by a *thermal cube*. This magic item heats the air within 15 feet of it to 95 degrees, making it an invaluable tool for achieving a comfortable long rest. Given that this may be the warmest rest the adventurers ever achieve in Icewind Dale, award them Inspiration.

Advancement. The adventurers should start this chapter at 8th level and advance to 9th once they reach Area H39.

Timeline. Urgency is a central theme of this chapter; at most, the adventurers should have two days after the events of Chapter 5, as it won't take Auril long to realize she's been robbed. The adventurers should hit Ten-Towns (if it even remains) for provisions before setting out for the Reghed Glacier.

PREVIOUSLY ON RIME OF THE FROSTMAIDEN

- The party's ally may have severed ties with the party.
- During the Test of Isolation, the Tiger Tribe attacked an Elk Tribe clan, introducing the adventurers to Queen Bjornhild Solvigsdottir.
- During the Test of Endurance, the adventurers braved the elements with the Elk Tribe's largest clan, which introduced the party to King Jarund Elkhardt.
- The Frostmaiden may have grown in power: she must only cast the Everlasting Rime once every three days.

PARTY ALLIES IN CHAPTER 6

The system established in Chapter 2 of the *Companion* can still play a major role in Chapter 6. With a means to ending the Everlasting Rime within reach, many of the possible party allies will accompany the adventurers. Some, however, may have already severed ties with the adventurers, if they even survived the chardalyn dragon's attack in Chapter 4.

Firepower. The Caves of Hunger are a surmountable challenge for the adventurers. However, the Lost City of Ythryn is an abattoir all its own. There is no harm in having an extra NPC assist the party.

Drama. The addition of a party ally is an opportunity for dramatic storytelling, especially if the adventurers have grown attached to their ally. Perhaps they succumb to the Curse of Hunger (see H12) or rise as a **vampire spawn** of Tekeli-li. Perhaps they buy the adventurers precious time to retreat in the Lost City of Ythryn. The possibilities are endless, but only if you add a party ally to the adventurers' ranks now.

LOST ALLIES

As described in Chapter 5, Speaker Naerth Maxildanarr and Avarice are likely to have severed ties with the party by now. The former is focused on restoring Ten-Towns (or, more accurately, holding onto the last vestiges of his political influence); the latter forsakes the adventurers for working with Vellynne Harpell, her hated rival.

Additionally, Yselm, if she's even still alive at this point, has been ordered to slay the adventurers by Auril. To allow them to reach the Reghed Glacier would be to fail her deity. Therefore, she throws her lot in with the Tiger Tribe, who ambush the adventurers on their way to the glacier. For details, see *Race to the Glacier* below.

ACCOMPANYING ALLIES

With Yselm, Maxildanarr, and Avarice gone, there exist only three allies willing to accompany the adventurers to Ythryn. If the ally did not make the journey to the Island of Solstice in Chapter 5 and the party did not return to Ten-Towns afterwards, you must devise a seamless way for the ally to rendezvous with the party. The simplest way is for Mjenir, shaman of the Elk Tribe, to send for the ally; later, an escort of 1d4+2 **tribal warriors** delivers the ally to the party.

Multiple Allies. By default, Vellynne Harpell is meant to accompany the adventurers, but her presence shouldn't preclude allies like Hlin Trollbane or Trovus. The party could use another comrade when they enter Ythryn.

Initiative. To streamline combat, assume a party ally acts at initiative count 10 (losing initiative ties).

HLIN TROLLBANE

As described in Chapter 4 of the *Companion*, Hlin had a 25% chance of surviving the chardalyn dragon's attack if she wasn't already with the adventurers. In the aftermath, she may have declined the adventurers' invitation to comb Auril's island for a means to ending the Everlasting Rime, claiming that her hands were better used in Ten-Towns. Should the party return with *The Codicil of White*, Hlin decides that her hands are better used now for battle.

Fate. If present, Hlin succumbs to the Curse of Hunger in Area H12.

Statistics. See Appendix B, **Hlin Trollbane**. Coming out of retirement, Hlin's statistics are similar to that of a **gladiator's**.

TROVUS

Desperate to avenge the dead and to prove himself as the warrior he once was, Trovus jumps at the chance to leave for the Caves of Hunger. "Anything," he says, "to free this land of the Frostmaiden's curse."

If Caer-Konig was destroyed, Trovus has little left to live for. If its people survived, he resigns from his position as town speaker, remarking, "An impotent leader is all I turned out to be. Let a lesser drunk take the reins."

Fate. If present, Trovus might gain Vlagomir's Spark (see H30), gradually increasing his size and strength.

Statistics. See Appendix B, **Trovus**. At this point, Trovus has regained much of the strength he once had; he is now comparable to a **half-red dragon veteran**.

VELLYNNE HARPELL

The adventurer assumes that **Vellynne Harpell** is with the adventurers—and if she isn't, that the party has Professor Skant, the *professor orb*, to guide them. Having Vellynne does not preclude another ally joining the party; in fact, another NPC is a great boon for both the narrative and balance purposes.

Admittedly, Vellynne is less important than Professor Skant, her *professor orb*, who can translate Loross, the lost tongue of the Netherese. If Vellynne dies, Professor Skant becomes the party's impotent ally.

Fate. Vellynne Harpell is likely to contract the Arcane Blight of Ythryn (see Chapter 7).

RETURN TO TEN-TOWNS

Provided there is anything to return to, the adventurers should have one last chance to resupply in Ten-Towns before setting out for the Reghed Glacier.

This section of the *Companion* assumes that at least Bryn Shander survived the chardalyn dragon's attack. Choose either of the two events below:

KNIGHTS OF THE BLACK SWORD

This event can be ran if you haven't run *Avarice's Ploy* yet (see *Race to the Glacier* below). Avarice has sent forth the Knights of the Black Sword to find the adventurers and steal *The Codicil of White*. While in town, Avarice's raven familiar finds the adventurers and directs a force of four **cult fanatics**, a **veteran**, and three dogs (**wolves**) to the party. The force is led by Kadroth (who has darkvision out to a range of 60 ft. and resistance to fire damage). Kadroth smarts under Avarice's command but obeys nonetheless. "All can be settled without blood," Kadroth says, "should you surrender *The Codicil*."

The cult fanatics fight to the death, but Kadroth flees when he is reduced to 10 hit points. The veteran shouts, "No money is worth this!" and flees when he is reduced to 14 hit points.

THE SACRIFICE

Worship of Auril has exploded in the aftermath of the chardalyn dragon's attack. Facing oblivion, the surviving Ten-Towners have fallen into desperate zealotry. The streets are ruled by doomsayers and "prophets" that have divined the portents promising Icewind Dale's doom if the survivors do not commit ritual sacrifice. Now, believing that warmth and food will no longer satisfy Auril, the survivors are preparing to sacrifice ten individuals.

These individuals must include some acquaintances or friends the adventurers have made in the campaign, such as Hlin Trollbane, provided they survived the events of Chapter 4. Take stock of these characters and choose the ones whose death will have the most impact on the party. The adventurers can attempt to save these individuals, but, in doing so, condemn Ten-Towns to an unyielding blizzard that lasts until Auril is slain or the *mythallar* in Ythryn changes the weather. If one of these individuals happens to be Trovus, Hlin Trollbane, or any other party ally, rescuing them now means that the character will have no choice but to follow their saviors into the Caves of Hunger—for if they return to Ten-Towns while Auril still grips this land, they will surely be executed.

Divine Bounty. Alternatively, **frost druids** loyal to the Frostmaiden have infiltrated Ten-Towns and claimed that the goddess will destroy Icewind Dale if the adventurers are not brought to justice—namely in the form of being stripped of their arms and armor and being sent out into the frozen wastes to die in the cold. The adventurers might face an unruly mob or be banished by a surviving town speaker, like Duversa Shane.

RACE TO THE GLACIER

This section spans the start of Chapter 5 up until the adventurers enter the Caves of Hunger.

REGHED ELKS AT SEA

As described in the *Companion*, Chapter 5, whatever means of transportation the adventurers used to reach the Island of Solstice would have likely abandoned them—the Frostmaiden's tests spanned, at minimum, six nights and six days. To get the adventurers back to the mainland, several solutions were proposed, one being the Elk tribe. Driven by visions, the shaman Mjenir led his warriors to the Sea of Moving Ice, fashioned or found canoes, and set out to pick up the adventurers.

If you used this element, the adventurers have not yet parted with the Elk tribe. Even if they wish to return to Ten-Towns, Mjenir and his warriors remain outside, ready to escort the adventurers to their destiny.

RANDOM ENCOUNTERS

With the Tiger Tribe already set to ambush the party, the *Companion* recommends not running an actual wilderness encounter while on the way to the Reghed Glacier.

AVARICE'S PLOY

By default, Avarice follows the adventurers into Ythryn, arriving twelve hours after they enter the city. If Avarice has been a prominent part of your campaign, then you can instead run this variant.

As the adventurers return from the Sea of Moving Ice, the wizard's two **gargoyles** attempt to steal *The Codicil of White*. Avarice is miles away but, thanks to her *Rary's telepathic bond* spell, is in constant communication with the gargoyles.

If Avarice was a confidant of the adventurers earlier, she contacts them with a *sending* spell so that she may identify who carries *The Codicil* (and then informs her gargoyles of who they ought to target). Her message is as follows: "It's Avarice; I have unearthed pressing lore. *The Codicil* is cursed! Who among you bears it?"

The recipient may answer in a message of up to twenty-five words. If they provide a name, Avarice's minions attempt to steal *The Codicil* by grappling the character and ascending to a height of 200 feet. Through another *sending* spell, Avarice tells that character, "Surrender *The Codicil* if you wish not to meet the ground headfirst!" The other gargoyle is standing by to catch *The Codicil* if the victim tosses it.

AVARICE TRIUMPHANT

Should Avarice get her way, her gargoyles carry her to the Reghed Glacier, where she reads the *Rime of the Frostmaiden* and opens the way into the Caves of Hunger.

Knights of the Black Sword. As described in Chapter 7, Avarice commands twenty **cult fanatics** sworn to the archdevil Levistus. If you run *Avarice's Ploy*, the cultists are waiting for Avarice at the foot of the Reghed Glacier. Once she arrives, she orders two **cult fanatics**, Huarwar Mulphoon and Fel Suparra, to guard the entrance with a force of three hired **thugs** and a **duergar** defector.

CHAPTER 7 REVISIONS

Be forewarned, if you use this twist, you must also use the *Companion's* revisions to Chapter 7. By default, Avarice and the Knights of the Black Sword arrive twelve hours after the adventurers reach Ythryn; thereafter, her forces can be met in Random Encounters. By having Avarice steal *The Codicil* now, this is moved up.

Dzaan. If the simulacrum in the Lost Spire of Netheril was made real (see Chapter 2), he throws his lot in with Avarice, trusting the devil he knows. Therefore, **Dzaan** and his **wight** Krintaas add their might to the fray later on in Chapter 7. If threatened with death, Dzaan will turn on Avarice. (By default, Dzaan sneaks into Ythryn after the adventurers and Knights of the Black Sword enter the city; the *Companion* holds that having him throw his lot in with Avarice, even after the adventurers made him real, is more impactful.)

ELK AND TIGER

ELK TRIBE ESCORT

The Elk nomads are kind, but soon prove to be laconic traveling companions. These young warriors have lived their entire lives heeding Mjenir's advice, and so they obey him without question. When he pauses, they flinch; when he speaks, they listen; when he shuts his eyes to receive and interpret a vision, they ready their spears for danger. Hengar Aensvaard, as the oldest of the warriors, is the least afraid to speak and tells the party, "These calves have only recently become elks; they have heeded Mjenir's word all their lives. Give them the benefit of your doubt, for this marks their greatest trial yet. I too would be cautious if chosen by my tribe's Great-Shaman."

Mjenir. The weather-worn, melancholy shaman is terse and quiet. Fearing that the Frostmaiden is searching for the adventurers, he forbids all speaking except whenever a campfire is lit or the party huddles from the wind inside a crevice or cave. "Every whisper invites ruin," he tells them, a far-off look in his eyes. If anyone complains, he remarks, "You don't live as long as I have, nor seen as much weal and woe, without becoming superstitious. Great events are in motion."

Mjenir is a **druid** that has prepared *cure wounds* spell instead of *longstrider*.

Reghed Elks at Sea. If the adventurers were picked up by Mjenir in the Sea of Moving Ice, read the following text instead of the two boxes presented in *RoFM*:

Even from this vast distance, you can spot the edge of the stolid Reghed Glacier. As you gaze at its deep blue wall, the shaman Mjenir pauses. He whistles once, ordering his warriors to a halt.

"We have come far," Mjenir tells you. "And now the spirits warn me of a greater threat... Tigers with ice in their veins come to spill your blood upon the snow. They will do everything in their power to keep you from finding what the Frostmaiden has preserved under the ice.

"We must be quick and we must be alert and we must be silent—every whisper invites ruin."

TIGER TRIBE AMBUSH

When the adventurers near the Reghed Glacier, read the following text instead of what is written in *RoFM*. This text assumes Bjornhild Solvigsdottir is alive and present.

The mighty Reghed Glacier towers in the distance, silent and brooding and pregnant with secrets that the world has forgotten.

"Nearly there," Mjenir remarks, his brow furrowed with worry. His eyes dart about, as if this all seems familiar to him. What has the shaman seen that—

Out from the blinding snow flies a white-painted spear that buries itself into Mjenir's side!

You see them now, the warriors camouflaged in white war paint, numbering twenty in all! Standing proudly in their ranks is Bjornhild Solvigsdottir, the Tiger Queen, clad in her bone-wrought pauldrons! Lifting another spear, she shouts, "Auril's will be done!"

There comes a rumbling to your left—and out from the snowbank leaps a saber-toothed tiger!

Combat begins with **Bjornhild Solvigsdottir** hurling a spear at Mjenir, dealing 14 points of damage. On his first turn, the **druid** wrenches the spear from his side and heals himself for 1d8+2 hit points with a *cure wounds* spell.

The warriors are camouflaged in white paint. At your discretion, once per round when a character makes an attack roll against one of the **tribal warriors**, they must succeed on a DC 13 Wisdom (Perception) check or suffer disadvantage on that attack roll. The warriors all start 1d6 x 5 feet away from the adventurers and hurl their spears before closing the gap. Additionally, Bjornhild's **saber-toothed tiger** is buried beneath a snowdrift to the left of the adventurers.

Yselm. If the **frost druid** has not already been slain, she throws her lot in with Queen Bjornhild. For details on this hierophant of Auril, see Chapter 2, *Yselm's Way*. At the start of the battle, she shouts, "This ends here!"

Yselm employs the following tactics in combat:

- On her first turn, Yselm hedges in the adventurers with a *wind wall* spell, ensuring that she, Bjornhild, and her **saber-toothed tiger** can fight without being troubled by Elk tribal warriors. She shouts, "Our battle is ordained by the Frostmaiden herself!"
- On her second turn, Yselm casts *ice storm*, aiming it away from Bjornhild. She shouts "A cold death is more than what you deserve!"
- If Yselm's concentration on *wind wall* is broken, she casts *conjure animals*, summoning two **tigers** (whose white pelts grant them advantage on Dexterity (Stealth) checks to remain hidden in snowy terrain). She shouts, "Beasts of the wild, heed my call!"
- Yselm fights to the death, knowing that to survive and fail is to guarantee Auril's wrath. Better to die in service to her deity and be welcomed into her wintry afterlife. To underscore that point, she shouts, "My life for the Frostmaiden!" Her dying words are, "She is coming for you... She knows... what lies beneath the ice."

OPENING THE WAY

KNIGHTS OF THE BLACK SWORD

If you run *Avarice's Ploy* and Avarice successfully steals *The Codicil of White*, she has already read the *Rime of the Frostmaiden* and split open the glacier by when the party arrives. Read the text below instead of the text in *RoFM*:

You come to the wounded foot of the Reghed Glacier. A fissure yawns before you, snaking into its icy depths. Dogsleds lie discarded, and close inspection of the reins suggest that the hounds were set loose. It seems that Avarice has no intention of walking back to civilization. If Vellynne is present, she remarks, "We're too late. The Evoker has already gained purchase. Be on your guard; there is no telling what lengths she will go to secure the power and knowledge Ythryn offers."

INTO THE CAVES OF HUNGER

Spanning 39 areas, the Caves of Hunger feature a **gnoll vampire**, its six **kobold vampire spawn**, curious drow who have already visited Ythryn, and dead Netherese magi and other related individuals.

QUICK NOTES

- All Wisdom (Perception) checks made in the Caves of Hunger have advantage.
- Professor Skant, the *professor orb*, can transport itself via a *mage hand* spell. Assume that it is abreast with another character if it isn't lingering near Vellynne.
- Professor Skant can translate Loross, the ancient tongue of the Netherese, which uses the Draconic script.
- A character that can speak Elvish can understand Loross.
- Psychic hauntings are possible in Areas H10, H16, H22, H25 (in one or both caves), H26, H34, and H38. With there being only six unique hauntings, you can just assign them to an area as you see fit.
- Drow lurk in H26-28 and have explored as far as H36, H39, and Ythryn's causeway.
- The twelve **shadows** in H11 recoil at the sight of a holy symbol of Mysteryl; one can be found in H6 and H12. Mysteryl's holy symbol is a four-pointed star.

YTHRYN LORE

To triumph in Chapter 7, the adventurers must comb the city of Ythryn for lore. Without that lore, they cannot best the chapter. Therefore, some lore should be gleaned from the foray into the Caves of Hunger. This lore is described in Chapter 7, but some has been included in this chapter for your convenience.

The adventurers can discover lore by inspecting ruins, consulting Professor Skant, and interacting with lingering Netherese-affiliated individuals. In summary, lore can be discovered in the following areas:

- H2: A journal, written by the doppelganger in Ythryn (see Area Y5, Chapter 7), has been added to the iron safe. The journal mentions the Rite of the Arcane Octad, the ritual needed for a character to infiltrate the Spire of Iriolarthas in Ythryn.
- H8: the *arcane eye* device allows the adventurers to tour Ythryn from afar before Tekeli-li attacks or Iriolarthas, the demilich of Ythryn, ends the spell.
- H10: A frieze has been added depicting the House of the Arcane and the distant eight towers of magic.
- H28: A frieze has been added to give brief insight to the magen, the magical constructs made by the Netherese.
- H33: The mummy lore-keeper trades valuable secrets in return for its freedom.
- H37: The nothics have more up to date knowledge on Ythryn's day-to-day.

PSYCHIC HAUNTINGS

d12 Haunting

1 A man wanders around in the cavern. His fingers are black with frostbite, and his mouth is agape in a silent scream. Although he appears real, the man is no more substantial than a phantom and does not respond to any interaction.

2 One party member (determined randomly) hears a stream of whispers. The character can't make out what's being said but can hear their name mentioned now and then. The whispers can't be tracked to a source.

3 Each party member sees their companions' flesh wither as black worms crawl out of their ears, noses, and mouths. The effect is illusory, harmless, and fleeting.

4 One party member (determined randomly) hears footsteps behind them when they move. When they stand still, the party member can feel hot breath against the back of their neck. The effect is illusory and harmless.

5 Each party member detects a familiar scent in this cavern that reminds them of some tragic or fearful event in their past. The scent does not have a source.

6 One party member (determined randomly) sees a dark, hulking shape moving through the wall, ceiling, or floor, as though it were swimming through the ice. The effect is illusory, harmless, and fleeting.

7-12 No haunting

TEKELI-LI'S LOCATION

d6 Location

1 **Area H6.** As the characters make their way through area H5 or H7, Tekeli-li exits the ruined tower in mist form, assumes its Large hyena form, and attacks.

2 **Area H12.** Tekeli-li waits for the encounter with the shadows in area H11 to conclude before attacking the party in its Large hyena form.

3 **Area H19.** Tekeli-li waits for the characters in its lair and emerges from the northernmost cave in its gnoll form when they enter.

4 **Area H23.** Tekeli-li is in mist form, hiding inside the steam rising from the pool. If the remorhazes in the pool attack the party, Tekeli-li joins the fight on the second round of combat after assuming its gnoll form.

5 **Area H32.** Tekeli-li lurks here in its gnoll form and attacks the characters as soon as they enter. Its keen smell cancels out the sight-based disadvantage imposed by this location.

6 **Area H36.** Tekeli-li lurks among the trees in its Large hyena form. The dryad refuses to emerge from her tree while the vampire is in her grove.

CAVE DENIZENS

The caves most notable inhabitants include:

TEKELI-LI

The **gnoll vampire** is your mobile source of horror in the caverns. Tekeli-li should be featured at least thrice in your campaign. First, the adventurers hear his distant cackles as he overpowers a drow that wandered off from Area H28. This occurs when the adventurers enter Area H5. Thus, per the *Companion*, Tekeli-li can't be encountered in person in Area H5-7. The vampire can still be met in any other location, but the *Companion* suggests Area H32 being the first location (provided the adventurers are en route), as it reveals that he does not have a reflection—a tell-tale sign of a vampire.

Roleplaying Tekeli-li. The vampire speaks Abyssal and Gnoll, meaning he cannot communicate with the party—but he doesn't need to. Sometimes a creature that can't be understood is scarier than one that can't be negotiated with—and Tekeli-li is both. As described in his statistics, Tekeli-li is enraged whenever he hears Celestial. His gaze sickens victims and his cackles terrify. He should stalk the adventurers much like a predator would.

KOBOLD VAMPIRE SPAWN

Tekeli-li's most recent victims number six **kobold vampire spawn**. Although their hearts and minds have been twisted by undeath, these creatures are still capable of thought and speech.

The kobolds fear Tekeli-li and give him a wide berth. They've no inherent loyalty to their dark creator but must answer his beck and call. If he is slain, the kobolds are freed from Tekeli-li's will.

Thus far in the campaign, whenever the adventurers meet kobolds after Chapter 1, the *Companion* has mildly suggested using the identities of the Icewind kobolds that were met in the Termalaine quest, the Dougan's Hole quest, or in the Icewind Kobolds wilderness encounter. If you are willing to shuffle a few small details around in this chapter, you can recycle these kobolds once again to strike a comedic tone. Somehow the poor fools wound up in the Caves of Hunger and were turned by Tekeli-li into vampire spawn. Depending on how much time has passed in your campaign, this might be unlikely or impossible. If you can still manage it, consider attaching any of these identities to the six kobold vampire spawn:

- Trex, Scorp, Thwip, Grek, Smol, Vott, and Zurk from Termalaine's *A Beautiful Mind* quest.
- Holgi, Snorp, and Zilbo from Dougan's Hole's *Holed Up* quest.
- The kobolds found in *Dark Duchess* (the point of interest of the same name featured in Chapter 2). After the party rooted around Arveiatrace's hoard, the kobolds were forced to flee or face her wrath.
- The kobolds featured in the *Icewind Kobolds* wilderness encounter.

DROW

Three drow (two **drow elite warriors** and a **drow mage**) have stumbled upon the Caves of Hunger and intend to mount an expedition into Ythryn. They've explored as far as the dryad's grove (H36) and the frozen causeway that leads into Ythryn (Y1). Their leader, Yilsebek Dalambra, has decided to hunker down while reinforcements from his house make their way here from the Underdark. The drow are hostile; they refuse to share their discovery with outsiders and attack the adventurers on sight.

The *Companion* holds that the drow are an unnecessary addition to the Caves of Hunger; there's no room for a subplot involving drow. It is recommended that you instead use the drow has red-shirts doomed to die to Tekeli-li. If you embrace this suggestion, throw in several extra drow, the corpses of which the adventurers can find throughout the cavern. If you also ran *Avarice's Ploy* and the Knights of the Black Sword have already entered the Caves of Hunger, they may have also slain some drow.

NETHERESE LEFTOVERS

Several Netherese citizens, both living and dead, can be found in the Caves of Hunger. They are from an entirely different world and interactions with them should reflect that. They are opportunities for you to shed light on the city that the players are headed towards.

Notable citizens, to which you should direct your party, include:

Drakareth. A melodramatic **wraith** can be found in H15. His treasures—a *mantle of spell resistance* and *staff of charming*—can prove instrumental in Chapter 7.

The Lorekeeper. The trapped **mummy** in H33 can offer and will offer secrets in return for its freedom.

Nothics. Four Netherese **nothics** (who only speak their ancient tongue of Loross) can be found in H37. When the drow ventured into Ythryn, only to be driven back into the Caves of Hunger by a tomb tapper, the nothics followed. Just how they've managed to survive so many centuries in the necropolis without a readily available food supply is anyone's guess.

AREAS IN SUMMARY

The caverns' various areas have been summarized below:

H1. Entrance

H2. Crashed Skycoach – Any noise here draws the flame-skulls of Area H3. Skant commentary: "Ah, a Netherese skycoach! I've always wanted to ride on one of those. Pity it's no longer in one piece."

H3. Flameskulls – 4 hostile **flameskulls**

H4. Vampire Spawn – 1 **kobold vampire spawn** that will flee to H17 upon discovery

H5. Mephits – 7 **ice mephits**; possible Tekeli-li attack. Stairs to H10.

H6. Ruined Tower

- Possible Tekeli-li attack from H7
- Spellcasters regain 1 3rd-level or lower spell slot when taking a short rest here.
- Contains holy symbol of Mystryl, which wards away **shadows** in H11.
- Skant commentary: "Netherese spellcasters would come to towers like this one to regain their spent magic more quickly. Despite the extensive damage, I would venture to guess that the tower still works!"

H7. Rubble – Stairs to H10

H8. Magical Device – Can cast *arcane eye* spell once

H9. Golem Head – Decapitated golem head that can understand Elvish and Loross, and responds by blinking

H10. Toppled Spire – Psychic haunting; 2 *potions of superior healing*; remorhaz hole to H24.

H11. Shadows – 12 **shadows** that recoil at the sight of a holy symbol of Mystryl (found in both H6 and H12)

H12. Cursed Cave – Inflicts curse upon those who pass through this area. Contains holy symbol of Mystryl.

H13. Icicles – Floor-to-ceiling icicles; if broken, the **kobold vampire spawn** in H17 are alerted

H14. Ice Sculptures – Destroying these sculptures alerts the **kobold vampire spawn** in H17

H15. Wraith – Drakareth, a Netherese **wraith**, laments his fate and seeks to kill the adventurers. Contains *mantle of spell resistance* and *staff of charming* beyond three layers of ice (each with AC 13, 18 HP, & vuln. to fire).

H16. Cave – Psychic haunting

H17. Vampire Spawn – 5-6 **kobold vampire spawn**

H18. Snow Golems – 6 **snow golems**

H19. Tekeli-li's Den – Difficult terrain (slippery ice; DC 10 Dex. save against or falling prone when a creature moves on the ice for the first time each turn). Terrible odor leads to H20.

H20. Tekeli-li's Crypt – A dozen human skulls arranged around a pillar of ice

H21. Frost Giant Corpse – Frozen frost giant corpse, the ice of which is scarred by kobolds

H22. Borehole – Remorhaz hole linking to H23. Possible psychic haunting

H23. Nest – 2 **young remorhazes** alerted by tremorsense who attack immediately. Possible Tekeli-li attack.

H24. Nest – 1 **remorhaz** and 1 **young remorhaz** alerted by tremorsense, who attack immediately.

H25. Empty Caves – 2 possible psychic hauntings

H26. Cave- Hole to H36. Possible psychic haunting.

H27. West Platform – Dome that sheds dim light out to 15 ft., three rime-covered wizard statues, & 2 **drow elite warriors** (Meldirn & Tlaknar) that open up with *faerie fire* spells shooting crossbow bolts

H28. Drow Outpost – Collapsed dome laired in by a **drow mage**. A *thermal cube* heats the interior to 95° F

H29. East Platform – 10 **piercers** disguised as icicles that deal an extra 3d6 cold damage on a hit. The drow in H27-28 know which icicles are piercers.

H30. Giant Spear – Embedded frost giant spear that, if touched by a barbarian, fighter, monk, or ranger, grants a supernatural gift

H31. The Thing – A paradimensional entity that enthalls passerby with a *dominate monster* spell (save DC 15); a creature that fails stands still for 1 hour and must make a DC 15 Int. save, taking 8d10 psychic dmg on a failure or half as much on a success

H32. Mirrored Cavern – Every surface of the cavern is reflective, imposing disadvantage on ranged attacks made against targets here. Possible Tekeli-attack.

H33. Lorekeeper – Entombed **mummy** lorekeeper that leaves for Ythryn if freed from its icy tomb (AC 13, 22 HP, vuln. to fire damage)

H34. Debris – Psychic haunting

H35. Mimic – 1 **spitting mimic** in the form of an 8-foot cube of smooth gray-green stone free of frost

H36. Grove – A **dryad** tends a magical grove whose fruit bestow magical powers. If Tekeli-li has not yet been encountered, he attacks here.

H37. Nothics – 4 **nothics** that speak Loross and share lore about Ythryn

H38. Cave – Psychic haunting

H39. To Ythryn – Mile-long tunnel to Ythryn

AREAS OF NOTE

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

H1. INTO THE GLACIER

KNIGHTS OF THE BLACK SWORD

If you ran *Avarice's* ploy, then two **cult fanatics**, Huarwar Mulphoon and Fel Suparra have been ordered to guard the entrance with three hired **thugs** from Ten-Towns and a **duergar** survivor. They've bunkered down in the narrow passageway to H2.

Huarwar Mulphoon and Fel Suparra have the following trait, in addition to their normal statistics:

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

Tactics. The knights employ the following tactics:

- On his first turn, the **duergar** uses its *Enlarge* ability, providing half-cover to the cultists behind him. He is hellbent on avenging Xardorok Sunblight and fights to the death.
- The **thugs** fire heavy crossbows (+2 to hit, 1d10 dmg). When reduced to 10 hit points, the thugs throw down their crossbows and shout, "Mercy! We've no stake in this fight but gold!"
- Huarwar casts *shield of faith* on the duergar while Fel casts *hold person* on an adventurer. On their second turns, both cultists cast *spiritual weapon* and *sacred flame* spells.

Previously On... The adventurers may have met Cora Mulphoon in Bremen, Huarwar's mother. Although he has been corrupted by chardalyn, the news of his mother's death (whether it's true or not) stuns him for one round, so long as he is convinced it's true. The DC for this Charisma (Persuasion or Deception) check is 15. Huarwar must be able to hear and understand the character who relays this information to him.

Flameskulls. The sounds of battle draw the **flameskulls** from H3 on the third round of combat, who consume the cultists (and whoever is in the narrow corridor) with a *fireball* spell (save DC 13, 8d6 fire damage, half as much damage on a success).

H2. CRASHED SKYCOACH

YTHRYN LORE

Within the iron safe is a journal written by Xerophon, the doppelganger (described in Area Y5 in Chapter 7) who sought to infiltrate the Spire of Iriolarthas. The journal crumbles shortly after being exposed to air, but not before Professor Skant catches a glimpse of a page that reads, "It seems one must not be a mage to complete the Rite of the Arcane Octad—perfect. I will require a mask and some oil if I am to infiltrate Iriolarthas's spire."

H3. FLAMESKULLS

Emerald flames cast eerie shadows on the glacial ice in this area and the surrounding areas. A character that sees the firelight from afar can make a DC 14 Intelligence (Arcana) check. On a success, they suspect the presence of **flameskulls** and recall that they are wizardly spirits bound to guard sacred or forbidden places.

Roleplaying the Undead. The flameskulls were once Netherese magi that have been animated by Auril herself. They prefer to speak Loross, but, thanks to the deity, they can also speak Common. Once they attack, they utter any of the following phrases:

- "Her will be done!"
- "The bones of our kin are not yours to unearth!"
- "Glory to Netheril, to Iriolarthas, to the Frostmaiden!"
- "We shall *never* die!"

H4. KOBOLD VAMPIRE SPAWN

The first **kobold vampire spawn** is encountered here; it attempts to flee to H17 by way of H5 and H10. It clings to the ceiling, out of the adventurers' reach. Roll initiative when they see it, granting the kobold a +5 bonus (for a total of 9). On its first turn, it uses the Dash action to flee.

PROFESSOR SKANT

When Skant perceives the vampire spawn, it remarks: "The bloodshot eyes, the gaunt cheeks, the fangs—why, it must be a vampire's thrall. Has anyone a stake?"

H5. ICICLE DROP

If Vellynne Harpell is present when the **ice mephits** are discovered, she remarks, "More of these capricious imps! Gods, I cannot wait to be done with this frigid land!"

Tactics. The mephits use their actions to break off an icicle (DC 12 Dex. save, 7 (2d6) piercing damage on a failure). However, once they are discovered, they also strafe the adventurers with their Frost Breaths. On the turn the adventurers open fire on the mephits, four of the seven fly down to an altitude of 15-feet. Two remain behind to continue dropping icicles, and the last casts *fog cloud* to obscure the cavern floor. When a mephit's Frost Breath is unavailable, they return to the ceiling to drop icicles. Per its Death Burst trait, a mephit explodes into shrapnel upon being slain (DC 10 Dex. save, 4 (1d8) slashing damage to all creatures within 5 feet of the slain mephit).

TEKELI-LI

As described above, Tekeli-li should be heard before he is seen. This area is the best opportunity for that. After the mephits have been dispatched, read the following:

As the last of the elementals bursts into a cloud of icy shrapnel and the noise of combat fades, you hear a distant cry in what sounds like an Elvish accent. On the heels of that cry come maddened cackles that inspire a rash of goosebumps that ripple out across your flesh.

The elf cries out again, but it is cut short—slashed into what can only be a bloody gurgle.

Tekeli-li has just found and killed a drow that came with the three elves of Area 28. Characters that understand Elvish understand that the drow shouted, "Back beast!" and then "Please n—" before being cut off. In roughly twelve hours, this drow will rise as a **vampire spawn**.

Characters that are familiar with gnolls, such as those who visited the Cackling Chasm in Chapter 2, can identify the cackles as a gnoll's. However, the cackles are... off. They sound graver, more deranged.

H6. RUINED TOWER

TEKELI-LI

As described in H5, Tekeli-li is better heard, not seen, so early in the adventure. See H5 for details.

H7. RUBBLE-STREWN CAVE

TEKELI-LI

As described in H5, Tekeli-li is better heard, not seen, so early in the adventure. See H5 for details. The corpse of drow that Tekeli-li slew can be found in this area, face-down. A character that inspects the corpse and succeeds on a DC 14 Wisdom (Medicine) check can determine that the elf has been exsanguinated. With a DC 14 Wisdom (Perception) check an inspecting character also finds a bite mark in the drow's neck.

In roughly twelve hours, this elf will rise as a **vampire spawn**. If the adventurers are still in the Caves of Hunger by that time, it happens across them.

H8. ARCAN EYE ACTIVATOR

The magical device here is an incredibly effective means of showcasing Ythryn before the adventurers enter the city. It can arm them with an idea of the city's layout and unearth a number of secrets, such as the mages that reside there. With the spell lasting for up to an hour, the party can also take a short rest while one member is engrossed in the spell.

Assume that the spell ends if the character moves 5 feet away from the device or if they stop looking through the *arcane eye* for more than six seconds.

ARCAN EYE

Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

With a successful DC 14 Intelligence (Arcana) check, a character can recall the *arcane eye* spell's properties, namely its 1-hour duration. A character with this spell on their class spell list has advantage on the check.

Professor Skant. If present, the *professor orb* inspects the device and adds, "The device is damaged. I suspect it has one last casting left."

THE TOUR

When a character casts *arcane eye* through the device, they can to quickly advance through the caverns via an invisible sensor with a speed of 30 feet. Should they have a copy of the Caves of Hunger map, allow them to explore the areas beyond this one. Should they reach H39, they can explore Ythryn itself. Allow them to look at the Player Version of the Necropolis map.

With a speed of 30 feet, the *arcane eye* spell takes at least eighteen minutes to reach Ythryn from H39, as the passageway is a mile long. The character can explore 1d4 +2 areas before Tekeli-li attacks (see below). If he doesn't attack, the number of areas is increased to 1d4+4. Thereafter, the **demilich** Iriolarthas (whose truesight allows him to perceive the eye's sensor) finds and magically severs the spell, ending the character's vision.

Y1. When the eye enters Ythryn itself, read:

The tunnel opens into a vast grotto enclosed by gleaming ice. Consigned to this frozen sepulcher is a fantastic city sculpted by ancient magic and illuminated in a haunting way by green and purple lights that shed no warmth. The city is slightly tilted, its spires leaning away from you as though recoiling from your presence. A vast citadel juts out from the city's heart, clawed at by shorter spires and surrounded by shattered buildings.

A causeway of ice stretches outward to the necropolis as if it were the dead, frozen tongue of some behemoth.

Y2. When the eye inspects the spires ringing the city, they catch a gargoyle uncharacteristically stretching:

Ringling the necropolis are several twisted spires whose eaves are perched upon by inanimate gargoyles—mostly inanimate, for you catch one stretching its stony limbs.

Y3. When the eye inspects the Chain Lightning Stadium read the following:

Your metaphysical eye floats closer to an arena of sorts where three metal masts reach out from the ground like enormous tridents. A glittering trophy sits upon a black pedestal at the arena's heart.

Y6. When the eye draws close to the spire, read:

An arching strut of dark stone rises from this ruined district to a junction high up on the central spire. As you draw nearer, you see a gateway engraved with arcane sigils. The *arcane eye* can easily pass through the bars of the portcullis, but as you venture inward, a force field shimmers into existence, halting your ingress.

If the character succeeds on a DC 10 Intelligence (Arcana) check, they understand that the sigils represent the eight schools of magic.

Y10. When the eye enters Ythryn, it can't help but see the tallest branches of the golden arboretum. Read:

A canopy of golden leaves crowns the trees inside a sunken basin. The trees grow in stark contrast to their bleak surroundings, their branches swaying even though the air is deathly still.

Venturing into the grove, you watch as gray vapor is released from vents on the arboretum's perimeter. As the vapor rises, it disperses into rainfall that nourishes the golden grove.

Y19. While the *arcane eye* can gawk at this structure, the shimmering force field surrounding it prevents any further ingress. Close inspection of the citadel draws the attention of Iriolarthas. Read the following:

A vast citadel carved from black stone towers above the necropolis, its windows flashing purple light that casts an unwelcome glow upon the city below. This spire can be nothing else but the lair of the city's long-dead sovereign. As you venture closer, eager to inspect its halls, a force field shimmers into existence, arresting your progress.

When the demilich appears, read the following:

Something flits forth from the citadel's balcony—a skull wreathed in miasma that curls up into arcane sigils. It has no eyes, wearing amethysts in its sockets, but still its gaze falls upon you. A surge of magic erupts from its false eyes, blinding you! When at last you can see again, you are back in the icy caverns, far, far away.

With ambient magic, Iriolarthas ends the *arcane eye* spell. Iriolarthas can be identified as a demilich through a DC 15 Intelligence (Arcana) check—the bygone remnant of a lich who failed to feed souls into its phylactery.

Y23. The *Ythryn mythallar* shines with the ferocity of a summer sun; the *arcane eye* can't help but spot it. Alas, the force field surrounding the Spire of Iriolarthas halts any closer inspections. Read the following:

Beneath the great spire, a luminous fifty-foot-diameter crystal sphere rests on an ornate stand. It sheds dazzling light out for hundreds of feet.

If the character mentions this crystal sphere to Professor Skant or Vellynne, they shout, "A *mythallar*!" and explain that this device can alter the weather, raise cities into the air, and end the Everlasting Rime.

Y28. When the *arcane eye* inspects the Skydock Spire, read the following:

A tower more than one hundred feet tall has a rotating glass chamber hovering above its ruined summit. Four pointed pillars clutch the chamber's walls, giving it the appearance of a colossal floating crown.

Y29. When the *arcane eye* nears the museum, read:

A palatial hexagonal building rises before you, crowned with a glittering domed roof. As you draw closer to the roof, you see ancient displays of artifacts and preserved creatures. Clearly it must be a museum.

As you turn away to inspect other locales, a shadow flits by below—a disgusting one-eyed creature plundering the museum for relics.

KNIGHTS OF THE BLACK SWORD

If you ran *Avarice's Ploy* and the wizard successfully stole *The Codicil* from the adventurers, she and the Knights of the Black Sword are already in Ythryn. The *arcane eye* can spot some agents combing the ruins, contending with the city's mages (through words or violence), and fleeing horrors such as tomb tappers. Should the *arcane eye* reach Y28, they find Avarice in the floating chamber above the Skydock Spire where she is carving a Nether Oak wand for the Rite of the Arcane Octad.

TEKELI-LI

If the *arcane eye* spell is not interrupted by Iriolarthas in Ythryn, it can be interrupted by Tekeli-li, who enters this cavern in mist form before shapechanging into his Large hyena form. His attack puts meaningful pressure on the adventurer engrossed in the *arcane eye* spell: do they join the fray or continue utilizing what will be the last—if Professor Skant is correct—casting of the spell?

Should the character choose to focus on the spell, the vampire takes advantage of their preoccupation, attacking them directly.

H10. TOPPLED SPIRE

YTHRYN LORE

Within the tower is an intact frieze depicting the eight towers of magic, which the adventurers must later delve into. The frieze depicts a crowd of graduating magi, the farthest of whom are stepping into towers adorned with a symbol that depicts a school of magic. These symbols of magic can be identified as such with a DC 10 Intelligence (Arcana) check.

If Professor Skant is present, it remarks, "This must be the fabled House of the Arcane—the academy for the city's fledgling magi. Once graduated, they would choose the arcane tradition that would forevermore define their station and duty."

H12. CURSE OF HUNGER

When a character falls prey to the Curse of Hunger, read the following:

A void grows within your gullet, its yawns eliciting pained cramps that echo throughout your body. You must feed; every muscle and instinct insists it has been weeks without sustenance and, should you fail to provide it now, there can be no other fate for you than death.

Altering the Curse. For the entire party to fall prey to this curse is a bit much. Consider knocking it down to three targets, each of whom must succeed on a DC 15 Charisma saving throw or suffer the curse (as its written in *Rime of the Frostmaiden*).

Party Ally. Should a party ally other than Vellynne be present (who might contract the Arcane Blight later in Chapter 7), they too should become afflicted by the curse. As their health fails and hunger grows, the adventurers must abandon them or risk depleting their rations.

H17. DEN OF THE VAMPIRE SPAWN

If Professor Skant is present, it dryly remarks, "Oh, look. Vampires."

Roleplaying the Spawn. The kobolds are desperate to escape the yoke of their dark master, but until Tekeli-li is dead, they are bound to his iron will. They have no love for their master and make sure the adventurers know it. Alas, they cannot willingly betray the gnoll; they are forced to fight. If Tekeli-li is slain, the spawn thank the adventurers and attempt to leave—before dutiful heroes can eradicate them.

H22. BOREHOLE

KNIGHTS OF THE BLACK SWORD

If you run this variant, the exsanguinated corpse of a human **cult fanatic** lies face-down, his frozen fingers gripping the lip of the borehole. In ten hours, this human rises as a **vampire spawn**.

H27. WEST OBSERVATION PLATFORM

When the two **drow elite warriors** attack, read the text below; omit the dialogue if no adventurer speaks Elvish:

You hear frost crackling—but before you react, light surges around you, strobing green, blue, and violet—a *faerie fire* spell! A crossbow snaps, loosing a bolt from behind one of the wizardly statues!

"Die, sunwalker!" shouts a voice in Elvish.

On the second round of combat, Yilsebek, the **drow mage**, joins the fray. If the party isn't overwhelmed in the first four rounds of combat, Yilsebek lowers his staff and shouts, in Common, "Peace! Peace outsiders, peace! There is no cause for further blood this day!" This is a ruse on Yilsebek's part that can be sussed out with a DC 14 Wisdom (Insight) check; if the party pauses, the mage moves around to get as many of his foes in a line before casting *lightning bolt*. Roll initiative again when this occurs so the adventurers have the chance to move out of the way.

Purple Pears. The drow have visited the Frozen Grove (H36) and recently eaten some of the pears growing there, and thus have each gained a Purple Pear Charm. Meldrin has lucked out with a Charm of Lightning Bolt, allowing him to cast *lightning bolt* once (save DC 15). Tlaknar has, unfortunately, wound up with a Charm of Druidcraft.

When Meldrin casts *lightning bolt*, there is a 66% chance that he accidentally includes Tlaknar in the bolt; Meldrin is no mage and has never had to handle such a mighty spell. Tlaknar painfully groans, "Those damned pears..." before dying or passing out.

Yilsebek, for his part, may have gained a Charm of Invisibility from his most recent pear and is poisoned for eating too much fruit. See H28 for details.

TEKELI-LI

If you're using the drow as red-shirts doomed to die to Tekeli-li, consider having him appear here with all his **kobold vampire spawn** (six, if the one met in H4 wasn't killed). Starved for blood, they swarm the drow while Tekeli-li engages the adventurers.

KNIGHTS OF THE BLACK SWORD

If you wish to drop the drow subplot, consider replacing the two **drow elite warriors** here with two **cult fanatics**, both being human.

H28. DROW OUTPOST

See H27 for Yilsebek's tactics and ploys.

Purple Pears. As noted in H27, the drow have taken pears from the Frozen Grove (H28). Several pear cores can be found on the ground in this area. Roll a d100; there is a 50% chance that Yilsebek has a Charm of Invisibility. On a roll of 51-100, he is also poisoned for another 14 hours, as he ate too many pears.

YTHRYN LORE

To better arm the adventurers with information about the city they're about to plunge into, a frieze has been added to this area that depicts a wizard giving life to a green humanoid (a magen). If Professor Skant is present, he remarks, "Ah! A magen! Homunculi with the duty to guard the city from invaders and dissidents!" He can then explain that these constructs appear as green humans but exist purely through magical means.

H29. EAST OBSERVATION PLATFORM

The drow know which of the ten icicles are **piercers** and will lead the adventurers underneath one in combat so that it drops upon them.

H30. VLAGOMIR'S SPARK

In the hands of a player character, this charm becomes a headache; however, it's incredible potential for fun should preclude any inclination you have to remove it. If you are still reluctant to make a player character 21 feet tall, you can have a party ally gain the charm instead, such as Hlin Trollbane or Trovus.

If a player character gains the charm, their height grows by a foot in the next minute; after an hour, the charm's other effects begin to manifest.

H31. THING IN THE ICE

The Thing in the Ice offers incredible narrative potential but *Rime of the Frostmaiden* fails to utilize it. Without rewriting the entire campaign, here are a few ideas you can use to better implement it in yours:

- The Thing may be a Great Old One warlock's patron.
- The Thing may be a trapped greater aboleth.
- The Thing may have been the cause of Ythryn's crash, not the Spindle (the 40,000 year old artifact described in Chapter 7; this revision doesn't alter much in the next chapter, so long as mentions of the Spindle are rewritten or played off as a misconception of the magi).
- The Thing may be a phaerimm, a malevolent aberration that drains magic. These funnel-shaped, anemone-like creatures strove to psychically dominate other living beings and erase all those they could not subjugate. As the phaerimm began to unravel the Weave, the wizard Karsus murdered and replaced Mysteryl, the goddess of magic, causing the collapse of the Netheril Empire.

A VISION OF THE PAST

If someone has to catatonically sit through an hour of mental probing and make a save against 8d10 psychic damage, the least they deserve is an interesting, unhelpful vision. While the Thing in the Ice is rummaging through a character's mind, they receive a vision of Ythryn in its heyday, right up until it crashes into Icewind Dale:

Your mind has softened into clay with which that *thing that should not be* has deigned to play with. As your consciousness drifts through cloudy vistas, you behold a grand sight: a floating city seamlessly carved from black stone. Its spires pierce the very clouds and its citizens bask in the glow of the sun above. Magic is everywhere: from flying glass carriages to magi cleaning up filth on the street with nothing more than a wave of a wand. The air itself is suffused with that wondrous energy, an energy that promises even the lowliest beggar that he shall live better than the best king in the lands below.

"See them," whispers an oily voice—and for a moment, the sun darkens and the citizens wail and cower. "This is what they once were," the voice tells you, slipping over the wrinkles of your brain, "...what they yearn to be again."

The voice vanishes and the sun returns in all its glory. Citizens return to their extraordinary lives, never knowing what you know—that doom is just around the corner... For in the citadel that towers above the streets, wizards meddle with something beyond their ken—an artifact that was better left buried.

There comes a flash of light, a shockwave that sweeps out across the city to the tune of falling thunder—and that thunder is answered by the legion wails of the golden folk below! The city lurches to the left and then plummets into an icy landscape that you realize is the Reghed Glacier.

The world darkens as your mind is pulled back to the dismal realm you belong in. "All things, the oily voice tells you, "must come to an end."

H33. WATCHER IN THE WALLS

YTHRYN LORE

The **mummy** is a wasted opportunity; by default, it will ignore the adventurers when freed. Instead, it should shed light on Ythryn; it promises secrets in return for freedom. The lore-keeper proves to be a mummy of its word and tells the adventurers the following secret: a force field surrounds the Spire of Iriolarthas, the lich-ruler of Ythryn. This force field also encloses the *mythallar* that lifted the city into the sky and altered the weather. Only those who perform the Rite of the Arcane Octad may pass through the force field. The lore-keeper once performed the Rite in life, but a *modify memory* spell has stolen all but one piece of knowledge concerning the process: "Sixth, mask your appearance."

H35. MYSTERIOUS CUBE

Once the **spitting mimic**'s nature is revealed, Professor Skant remarks, mid-combat, "The Netherese were fond of crafting gargantuan mimics that could spit acid." Time this statement so that it comes on the heels of the mimic's first Spit Acid attack.

H36. FROZEN GROVE

When the **dryad** reveals herself, read the following:

Something is watching you. At first, that silent gaze could be chalked up to paranoia or circumstance, but as you now scan the frozen grove, you can *feel* the attention of some being watching you from within the trees.

Your eyes carefully drift across the frosty leaves and purple pears until at last you make eye contact with a green-skinned woman whose mane is a cascade of leaves. She steps out from her tree as if she were incorporeal—but you see her footprints in the cold soil below.

Hathowyn greets the adventurers in Elvish: "It has been too long since I had company. I am Hathowyn, she of the violet grove, whose fruits bear magic. Please, stay awhile and relax. Although there is no sun left to be shielded from, my canopy can offer you well-deserved respite."

Roleplaying the Dryad. After centuries of isolation, Hathowyn craves company and conversation. She milks every moment for its worth and won't let silence stretch for more than a handful of seconds. Being bound to her grove, Hathowyn can't follow the adventurers and she knows it.

You can voice Hathowyn through the following sample dialogue:

- "I am bound to my grove, a restless sentinel with no foes to guard against."
- "Try the pears; beyond nourishment, they are a source of magic. Delicious magic."
- "My grove was planted eons ago by magi. Shortly after I was bid from the Feywild to tend it, the city crashed. The plaza my grove was planted in crashed into this icy cavern. I could not bear to see my friends wounded so and nurtured their seedlings into the majesty they are today. Spitting images of their forebears, they are."
- "One-eyed beings lurk nearby; they were once men... Men who lingered too long in the distant city beyond. Their minds are forever bent and it is flesh they crave—but they are fond of secrets and riddles too."
- "You can't leave! There is nothing but death beyond! My grove is the last sanctuary in this frozen abyss!"

Stay! As described in *RoFM*, Hathowyn uses her Fey Charm (save DC 14) to force a character to stay. She prefers ones that speak Elvish or Sylvan. When she does, read the following text to a character that understands Elvish and Sylvan that she targets:

"No!" shouts the dryad; her sudden outburst is enough to make you flinch. "You can't leave! You won't!"

With a sylvan word and a manic gesture, a wave of calm washes over you. Your mind and heart fight against this tide of enthralling magic—but there is a small voice that insists there is no harm in staying here for a little while longer—that the grove will provide all the nourishment and respite you'll need.

H37. WEIRD INSIGHTS

The *Companion* often provides sample dialogue for various characters, especially when that character can share information with the adventurers. Not so with the nothics, whose madness is better left unvoiced. Even if the adventurers understand Loross, through Professor Skant or a *tongues* spell, it is better to boil down their gibberish into the bullet points listed in *RoFM*.

Clarification. The nothics claim that so long as the Spindle remains in Ythryn, the *mythallar* won't function. After a careful read-through of *RoFM*, this has been determined to be false. Nothing in the text affirms that the Spindle must be removed for the *mythallar* to function—which is good because the Spindle can't be moved from its location (Area Y19N).

H39. PASSAGE TO YTHRYN

If you're ending your gaming session once the adventurers reach this area, you should read the description for Ythryn and show them the Player Version of the map. Read the following:

The tunnel opens into a vast grotto enclosed by gleaming ice. Consigned to this frozen sepulcher is a fantastic city sculpted by ancient magic and illuminated in a haunting way by green and purple lights that shed no warmth. The city is slightly tilted, its spires leaning away from you as though recoiling from your presence.

You stand atop a causeway of frost-covered ice that stretches toward the city like the dead, frozen tongue of some hideous behemoth out of whose mouth you've just stepped.

APPENDIX A: MAGIC ITEMS

The following magic items are found on this level:

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Location. See Ch. 6, Caves of Hunger, H2.

THE CODICIL OF WHITE

Wondrous item, legendary

The Codicil of White is a tall, thin volume bound in white ermine fur over seasoned boards of white pine and sealed with a clasp and lock of tarnished silver. The book is cold to the touch, and the fur is worn about the edges from use. The twenty-seven pages within are of vellum painted with silver gilt on the outer edges. The whole is sewn to a leather binding with strips of sinews, making it quite durable.

A creature with the codicil in its possession has resistance to cold damage.

The codicil was written by followers of Auril as a primer on her worship. The first page is a title page with the snowflake symbol of Auril on it. The remaining pages describe various priestly rituals and ceremonies in chilling detail. Nestled among these descriptions is a spell that wizards can learn (*frost fingers*, and a poem called "Rime of the Frostmaiden" (see appendix E)). The poem is an incantation, the power of which can be used to split a glacier (see chapter 6, *RoFM*). The poem might have other capabilities, at your discretion.

Location. See Ch. 5, Grimskalle, G22.

MANTLE OF SPELL RESISTANCE

Wondrous item, rare (attunement)

You have advantage on saving throws against spells while you wear this cloak.

Location. See Ch 6., Caves of Hunger, H15.

POTION OF HEALING (SUPERIOR)

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Location. See Ch 6., Caves of Hunger, H10.

PROFESSOR ORB (PROFESSOR SKANT)

Wondrous item, rare

Each *professor orb* takes the form of a smooth, solid, 5-pound sphere of smoky gray quartz about the size of a grapefruit. Close examination reveals two or more pinpricks of silver light deep inside the sphere.

A *professor orb* is sentient. This one, Professor Skant, is lawful good, and has an Intelligence of 18, a Wisdom of 11, and a Charisma of 9. The orb can see and hear normally out to a range of 60 feet. It speaks and reads Common, Draconic, Elvish, and Loross (the dead language of the Empire of Netheril). Professor Skant is a chatterbox and assumes all humanoids are dunderheads. When it is elaborating on its areas of expertise, it adopts an unintentionally patronizing tone. It has the following four areas of expertise:

- The history of Netheril
- Vampirism and the traits of vampires
- Rituals surrounding the making, bottling, and drinking of Elverquisst (a rare, ruby-colored elven liquor distilled from sunshine and rare summer fruits)
- The tarrasque

When making an Intelligence check to recall lore from any of its areas of expertise, the orb has a +9 bonus to its roll (including its Intelligence modifier).

In addition to the knowledge it possesses, a professor orb can cast the *mage hand* cantrip at will. It uses the spell only to transport itself. Intelligence is its spellcasting ability for this spell.

Location. See Ch. 5., Island of Solstice, I3.

RING OF THE RAM

Ring, rare (attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

Location. See Ch. 6, Caves of Hunger, H2.

STAFF OF CHARMING

Staff, rare (attunement by bard, cleric, druid, sorcerer, warlock, or wizard)

While holding this staff, you can use an action to expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC. The staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Location. See Ch 6., Caves of Hunger, H15.

THERMAL CUBE

Wondrous item, common

This 3-inch cube of solid brimstone generates enough dry heat to keep the temperature within 15 feet of it at 95 degrees Fahrenheit (35 degrees Celsius).

Location. See Ch 6., Caves of Hunger, H28.

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

AVARICE

Medium humanoid (tiefling), lawful evil

Armor Class 13

Hit Points 84 (13d8 + 26)

Speed 30 ft., climb 15 ft.

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

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses darkvision 60 ft. passive Perception 10

Languages Common, Draconic, Infernal, Orc, Yeti

Challenge 7 (2900 XP)

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

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

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

Cantrips (at will): *fire bolt* (see "Actions" below), *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*

2nd level (3 slots): *flaming sphere*, *knock*, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *banishment*, *fire shield*

5th level (2 slots): *Bigby's hand*, *Rary's telepathic bond*

ACTIONS

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

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

REACTIONS

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

BJORNHILD SOLVIGSDOTTIR

Medium humanoid (humanoid human), neutral evil

Armor Class 12

Hit Points 102 (12d8 + 48)

Speed 30 ft.

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

Skills Athletics +7, Intimidation +5, Survival +3

Senses passive Perception 10

Languages Common, Yeti

Challenge 5 (1800 XP)

Auril's Blessing (3/Day). When Bjornhild hits a creature with a weapon attack, the attack deals an extra 11 (2d10) cold damage.

ACTIONS

Multiattack. Bjornhild makes two melee attacks

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, plus 11 (2d10) cold damage if Bjornhild uses Auril's Blessing.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 11 (2d10) cold damage if Bjornhild uses Auril's Blessing.

DROW ELITE WARRIOR

Medium humanoid (elf), lawful evil

Armor Class 18 (studded leather armor, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4
Skills Perception +4, Stealth +10
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Common, Undercommon
Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic plus any two languages
Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Wis -3
Skills Arcana +6, Perception +4, Stealth +5
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Common, Undercommon
Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *cloudkill*, *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak With Beasts And Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

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.

DZAAAN

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

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

Senses passive Perception 11

Languages Abyssal, Common, Giant, Infernal

Challenge 4 (1100 XP)

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

Cantrips (at will): *acid splash**, *light*, *minor illusion*, *shocking grasp**
1st level (4 slots): *detect magic*, *disguise self*, *magic missile**
2nd level (3 slots): *invisibility*, *levitate*, *phantasmal force*
3rd level (3 slots): *fireball*, *sending*, *slow*
4th level (3 slots): *arcane eye*, *confusion*
5th level (1 slot): *animate objects*

*See "Actions" below.

ACTIONS

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

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

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Immunities cold, fire, poison

Damage Resistances lightning, necrotic, piercing

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

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

Cantrips (at will): *mage hand*
1st level (3 slots): *magic missile*, *shield*
2nd level (2 slots): *blur*, *flaming sphere*
3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

FROST DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

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

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

Saving Throws Int +3, Wis +6

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

Damage Resistances cold

Senses passive Perception 16

Languages Common, Druidic

Challenge 5 (1800 XP)

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

Cantrips (at will): druidcraft, guidance, resistance

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

speak with animals

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

pass without trace

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

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

5th level (1 slot): awaken

ACTIONS

Multiattack. The druid makes two melee attacks.

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

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

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

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1800 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

GNOLL VAMPIRE

Medium undead (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Dex +7, Con +7

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

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, Gnoll

Challenge 8 (3900 XP)

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

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shapechanger. If the vampire isn't in sunlight, it can use its action to polymorph into a Large hyena or a Medium cloud of mist, or back into its true form.

While in hyena form, the vampire can't speak, and its walking speed is 50 feet. Its statistics, other than its size and speed, are unchanged. Anything it's wearing transforms with it, but nothing it's carrying does. If the vampire dies, it reverts to its true form.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Vampire Weaknesses. The vampire has the following flaws:

Enraged by Celestial. If it hears words of Celestial spoken, the vampire must try to attack the source of those spoken words on its next turn. If these words come from multiple sources and from opposite directions, the vampire is restrained. Otherwise, it moves to attack what it perceives to be the closest source.

Repulsed by Perfume. The vampire has disadvantage on melee attack rolls made against any creature wearing perfume or carrying an open container of it.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks: one with its bite and one with its claws.

Bite (Hyena Or Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Claws (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Frightful Cackle (Hyena Or Vampire Form Only). The vampire emits a bone-chilling cackle. Each creature of the vampire's choice that is within 120 feet of the vampire and can hear its cackle must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Frightful Cackle for the next 24 hours.

Sickening Gaze (Hyena Or Vampire Form Only). The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Constitution saving throw against this magic or be poisoned for 24 hours. A creature whose saving throw is successful is immune to this vampire's Sickening Gaze for 24 hours.

HLIN TROLLBANE

Medium humanoid (dwarf), neutral good

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
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish
Challenge 3 (700 XP)

Dwarven Resilience. Hlin has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. The Hlin makes two greataxe attacks. If she has a handaxe drawn, it can also make a shortsword attack.

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

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

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

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

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

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

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

ACTIONS

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

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

KOBOLD VAMPIRE SPAWN

Small undead, neutral evil

Armor Class 14
Hit Points 39 (6d6 + 18)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +6, Wis +1
Skills Perception +1, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft. passive Perception 9
Languages Common, Draconic
Challenge 3 (700 XP)

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it starts its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, prone

Senses darkvision 60 ft. passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

NOTHIC

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses truesight 120 ft., passive Perception 12

Languages Undercommon

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The nothic makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

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

Languages -

Challenge 11 (7200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages -
Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

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

Skills Stealth +4
Damage Immunities necrotic, poison
Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities radiant
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 9 (2d6+2) necrotic damage and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Stealth +7
Damage Immunities cold, lightning, poison
Damage Resistances acid, fire, necrotic, thunder, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities radiant
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft. passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Slaad Tadpole

Tiny aberration, chaotic neutral

Armor Class 12
Hit Points 10 (4d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +4
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft. passive Perception 7
Languages understands Slaad but can't speak
Challenge 1/8 (25 XP)

Magic Resistance. The slaad 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.

Snow Golem

Medium construct, unaligned

Armor Class 8
Hit Points 39 (6d8 + 12)
Speed 10 ft.

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

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8
Languages -
Challenge 3 (700 XP)

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

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

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

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

ACTIONS

Multiattack. The golem makes three melee attacks.

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

Snowball. *Ranged Weapon Attack:* +0 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) cold damage.

Spitting Mimic

Large monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft.

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

Skills Stealth +7
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft. passive Perception 12
Languages -
Challenge 5 (1800 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

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 16). 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.

ACTIONS

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

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

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

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1 (200 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +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.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

TROVUS

Medium humanoid (humanoid), any alignment

Armor Class 18 (plate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +6, Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages Common, Draconic

Challenge 5 (1800 XP)

ACTIONS

Multiattack. Trovus 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.

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

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

VELLYNNE HARPELL

Medium humanoid (human), neutral

Armor Class 13 (*bracers of defense*)
Hit Points 67 (9d8 + 27)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish, Orc
Challenge 4 (1100 XP)

Special Equipment. Vellynne wears *bracers of defense* and carries a *wand of magic missiles* (see "Actions" below).

Spellcasting. Vellynne is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see "Actions" below), *light*, *mage hand*, *message*, *prestidigitation*
1st level (4 slots): *comprehend languages*, *detect magic*, *ray of sickness*, *Tasha's hideous laughter*
2nd level (3 slots): *darkvision*, *hold person*, *ray of enfeeblement*
3rd level (3 slots): *animate dead*, *Leomund's tiny hut*, *vampiric touch* (see "Actions" below)
4th level (2 slots): *arcane eye*, *blight*

ACTIONS

Chill Touch (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of Vellynne's next turn.

Vampiric Touch (3rd-Level Spell; Requires A Spell Slot). *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and Vellynne regains hit points equal to half the necrotic damage dealt. If Vellynne casts this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.

Wand Of Magic Missiles. While holding this wand, Vellynne can expend 1 or more of its 7 charges to cast the *magic missile* spell from it. She can expend 1 charge to cast the 1st-level version of the spell. She can increase the spell slot level by one for each additional charge she expends. The wand regains 1d6 + 1 expended charges daily at dawn. If the wand's last charge is expended, roll a d20; on a 1, the wand crumbles into ashes and is destroyed.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Immunities poison

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

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Immunities necrotic, poison

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

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages -

Challenge 5 (1800 XP)

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

ACTIONS

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

APPENDIX C: EFFECTS

The following effects are present in this chapter:

WEATHER & ENVIRONMENTAL HAZARDS

EXTREME COLD

Weather

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

FRIGID WATER

Wilderness Hazard

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

SLIPPERY ICE

Wilderness Hazard

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

THIN ICE

Wilderness Hazard

Thin ice has a weight tolerance of $3d10 \times 10$ pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.

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.

LONG-TERM MADNESS

d100	Effects (lasts 1d10 $\times$ 10 hours)
1-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41-45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	The character is blinded (25%) or deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76-85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The confusion effect lasts for 1 minute.
91-95	The character loses the ability to speak.
96-100	The character falls unconscious. No amount of jostling or damage can wake the character.