

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

**CHAPTER 5:
AURIL'S ABODE**

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 5: OVERVIEW

RUNNING CHAPTER 5

The final act of *Rime of the Frostmaiden* opens with this chapter. Once it is begun, the adventurers must continue on towards the Caves of Hunger and the city of Ythryn. Be prepared to play *RoFM* to its end.

Points of Interest. Before starting this chapter, you may be interested in running the points of interest below; they have a direct or indirect tie to the final three chapters:

- Lost Spire of Netheril – If the simulacrum therein has been made into a real person, he competes with Avarice and Vellynne in Chapter 7. Additionally, the spire was once part of Ythryn.
- Revel's End/*Behind Bars* quest hints about the presence of the Arcane Brotherhood.
- The Black Cabin foreshadows the *mythallar's* power in Chapter 7. Vellynne Harpell confirms that the *mythallar* can change the weather.
- The Reghed Tribe Camp gives the adventurers a chance to meet some of the tribes that they will be interacting with in the Frostmaiden's tests.
- Skytower Shelter and Wyrmdoom Crag – The clan of the former can provide griffons for the flight to Auril's island.

Advancement. The adventurers should be 7th-level when they start this chapter; at this level, however, they are ill-matched for Auril—as they should be. By the chapter's end, they should be 8th-level.

Timeline. The adventurers need some downtime after the dragon's attack to either help rebuild Ten-Towns or abandon the Far North altogether. However, perpetual blizzards choke the passes leading out of the dale, so the only way to escape to the south is by boarding a ship that leaves Revel's End.

The *Companion* suggests at least one tenday between Chapters 4 and 5. All the while, Vellynne Harpell hounds the adventurers, pushing them to accompany her to the Island of Solstice, Auril's island.

CHAPTER THEMES

This chapter is rooted in dread and isolation. The former is instilled in the adventurers as they venture deeper into Auril's lair, always wondering if or when she will return. The other is demonstrated by the many shipwrecks along the island and the inability for their mode of transportation to remain behind for them. Even Angajuk, the awakened sperm whale, will just circle the island, hoping for their safe return—and anything could happen in the meantime.

You can cement these themes through foreshadowing. Place a d10 in front of you and periodically reduce it by 1. When it reaches 1, Auril returns. For more details, see the *Ominous Die* sidebar on the following page.

QUICK NOTES

- The adventurers can reach the Island of Solstice by ship, griffons, or the awakened sperm whale Angajuk.
- Vellynne Harpell wishes to accompany the adventurers and is the driving character of this chapter.
- Auril may be present on the island; it is suggested that she instead be absent so the party can't battle her.
- To secure passage to Ythryn, one must use *The Codicil of White* to split the Reghed Glacier. To recover this magic tome, one must brave Auril's four tests (see G15).
- During these tests, the adventurers are teleported across Icewind Dale to embark on tests that can last hours or even days.
- Icewind Dale is freed from the Everlasting Rime if Auril or her **roc** are slain. To do so is a Herculean task.

THE EVERLASTING RIME

The *Companion* recommends this simple change to better demonstrate the need to end the Everlasting Rime:

In the aftermath of the chardalyn dragon's devastating attack, the adventurers may be preoccupied with helping Ten-Towners rebuild their homes and society. Despite Vellynne Harpell's insistence, the adventurers, and Ten-Towns itself, has far more pressing concerns than ending the Everlasting Rime. The people have been dealing with the Everlasting Rime for two years, so why should the party venture into The Sea of Moving Ice now?

Vellynne's hopes are vindicated by an onerous omen that shocks Icewind Dale to its core. A tenday after the dragon's attack, Auril is not seen riding across the night sky to cast the Everlasting Rime—and yet the sun still does not rise the next day. The aurora shines, but the deity was never seen...

The surviving Ten-Towners initially suspect that they were simply too frazzled or busy with rebuilding their homes to have noticed her. The next night Auril still goes unseen, but the Everlasting Rime's grip does not loosen on the land. Hundreds stay up the next night, taking shifts to spot the goddess, and when they do, it confirms their greatest fears: the Frostmaiden is *gaining* in power and only needs to cast her spell once every three days. The implication is clear: if she is allowed to go unchallenged, there may come a day when she doesn't need to cast her spell at all—the Everlasting Rime will permanently grip Icewind Dale.

This is the very same argument Vellynne makes to the adventurers, if they don't come to the conclusion themselves. Should they accept her proposition, she wastes no time mounting an expedition to Auril's island.

OMINOUS DIE

You can warn your players of Auril's return and suffocate them with dread by putting a d10 in front of your DM Screen or somewhere they can view it. Throughout the session, periodically reduce the die by 1; when it reaches 1, Auril has returned to the island. The following events are worthy of ticking the die down:

- Exploring a shipwreck or reaching Area I3, I4, or I6
- Entering Grimskalle
- Exploring G8, G9, and G12-G14.
- Completing one of the Frostmaiden's tests (see G15)
- Taking a rest on the island

ENDING THE RIME (AND THE CAMPAIGN)

Chapter 5 offers a soft end to the campaign. If the party slays Auril's roc, she cannot weave the Everlasting Rime across the sky and the eternal winter then ends (this fact can be gleaned with a simple Intelligence (Investigation) check). If you have no desire to continue the campaign and your party is hellbent on freeing Icewind Dale, you can use this chapter as that opportunity. Nothing says that the adventurers have to leave Auril's island *alive*—if they want to die in the cause of their fellow man, so be it.

Auril won't be stopped simply by the death of her roc, but she will be set back long enough for Icewind Dale to heal. By when she has found a new mount to ride into the night sky, Ten-Towns may have been rebuilt or help from abroad may have been secured.

THE FROSTMAIDEN

Chapter 5 offers the chance for the adventurers to come face-to-face with the Frostmaiden herself. However, the *Companion* holds that she serves better as a source of tension and suspense. Like in all horror stories, it is better to see but not hear the monster. Auril should be absent when the adventurers infiltrate her lair, which forces them to wonder, "What if the Frostmaiden returns?"

Likewise, the *Companion* advocates against battling the Frostmaiden now in Chapter 5. If you wish to feature her here personally, consider having her stalk the adventurers *slowly*. As she *walks* towards them, the very air becomes frigid and needled with floating icicles. Any person that falls prey to her clutches is eviscerated—warning others that they are not welcome here.

AURIL'S RETURN

For a more satisfying story, the *Companion* advocates having Auril return only when the adventurers are leaving the island. Unless she knows they stole *The Codicil of White*, she doesn't attack them, so long as they leave—as the embodiment of winter, she is cold and indifferent to the affairs of men. They catch a glimpse of her, and she gazes deeply into them. Finding them unworthy of her attention, she continues on her way.

Auril's return is heralded by the thunderous beating of her roc's wings against the air. If the adventurers use Angajuk to the Island of Solstice, they see the shadow of Auril's roc flash across the surface. Angajuk has been savaged by the roc before and cringes at its very shadow. She dives deeper into the sea, desperate to avoid its talons. After Auril has dismounted, the roc decides to go whale hunting. As Angajuk surfaces miles away, the roc attacks. The behemoth flees if reduced to half its hit points.

ROLEPLAYING THE FROSTMAIDEN

It is important to remember that the Frostmaiden is not the adventurer's villain—she is a force of nature. She is cold and distant; she doesn't play an active role in the campaign and shouldn't be bent to. She is as cruel and uncaring as a blizzard that sweeps across the dale. However, those who dare visit her lair will face her wrath.

Voicing the Goddess. Auril speaks all languages and has telepathy to a range of 1,000 feet. Rather than using telepathy or a mortal language, whatever the Frostmaiden says is heard in a present individual's native language. Her words, like her, are divine.

Auril is fond of terse, cryptic and harsh sentences. She makes no grand speeches, only simple denunciations such as "This realm is mine," or "You have met your doom." Remember that, for a goddess, less is more.

Behavior. As described in *Rime of the Frostmaiden*, the deity tolerates no uninvited visitors to her demesne—but she only kills one adventurer, so that the others can either perish to the harsh elements outside Grimskalle or spread word that she is not to be trafficked with.

Statistics. Auril's statistics are described in Appendix B. She is considered a monstrosity in her first form and an elemental in her second and third. Her Lair Actions and Regional Effects can only be used while she is present on the island. Therefore, the adventurers can still tackle the cold as they would normally.

PARTY ALLIES IN CHAPTER 5

The system introduced in Chapter 2 is still at play in this chapter, although it's not unlikely that the party's ally died or went missing in the chardalyn dragon's attack. The adventurers, can, however, find new allies if they so wish. One is already presented in the form of Vellynne Harpell.

NEW ALLY: VELLYNNE HARPELL

Chapter 5 catapults **Vellynne Harpell** into the forefront of the campaign, making her an excellent party ally.

With her heart full of neutrality, Vellynne is capable of great good and great evil, so long as it suits her purpose. As a contrast to her Arcane Brotherhood colleagues, she is true to her word. She has the wisdom and confidence that is gleaned only from life experience—unlike Avarice, Dzaan, and Nass Lantomir. This confidence, however, is undone by the undeniable fact that only her family's ties won her membership in the Arcane Brotherhood. The otherwise calm and collected mage flies into a rage whenever this is brought up.

As a necromancer, Vellynne's mantra is "waste naught, want naught." Although she is forthright and amenable, she is guilty of the great sin of necromancy. Most folk of Icewind Dale would rather see her dead, including Hlin Trollbane and Trovus, who may already be accompanying the party.

Vellynne remains with the party until the campaign's end or until they no longer tolerate her presence or wish to search for Ythryn. Her years on this earth have taught her that some friendships aren't worth sacrificing your dreams for; if the adventurers turn on her, she wastes no time adding their corpses to her menagerie. Otherwise, she splits with them amicably.

Goals. Desperate to prove herself beyond her surname, Vellynne has but one goal here in Icewind Dale: to find and plunder the Lost City of Ythryn. Her colleagues in the Arcane Brotherhood have underestimated and belittled her. To beat them to the very same prize is now at the crux of her ego. Being neutral at heart, Vellynne is willing to commit a few sins to achieve her goal.

Resources. Vellynne wields great and terrible magic—magic that can animate corpses unburdened by the cold. With servants both living and dead, she can navigate the frigid wastes with ease. She has three dogsleds, with six hounds apiece (these hounds have the statistics of **wolves** or **dire wolves** if you used the revision offered in Chapter 3 of the *Companion*).

Related Quests. Vellynne is directly related to Chapters 5-7. If the adventurers aren't ready to visit Auril's abode, she suggests the party look for the Lost Spire of Netheril (if they haven't found it already). She hopes there may be secrets therein worth plundering.

FORSAKEN ALLY: AVARICE

Avarice tolerates no competition and offers no leniency in her judgment. If the adventurers cozy up to Vellynne, Avarice disavows them. Her string of *sending* spells come to a halt and any attempts to contact the tiefling fail. From this point on, Avarice is hostile to the adventurers—and in her mind, she has only herself to blame. Never should she have trusted them or made herself vulnerable to their influence. Any progress Avarice made towards becoming a better person is erased.

This will not be the last the adventurers see of Avarice; at your discretion, she sends her two **gargoyles** to steal *The Codicil of White* from the adventurers. For details, see Chapter 6 of the *Companion*.

The Expedition. Although Avarice is aware of *The Codicil of White*, she believes venturing into Auril's lair is tantamount to suicide. With Vellynne Harpell petitioning the adventurers to come with her to the island, Avarice is content to remain behind. For once, she is forthright about her intentions and bids the adventurers goodbye as they surely go to their untimely doom. Curiosity, however, gets the better of Avarice, and she soon inquires about their progress through *sending* spells. It is clear, however, that her concern is for *The Codicil* and not the party.

HLIN TROLLBANE

As described in Chapter 4, Hlin Trollbane had a 25% chance of surviving the chardalyn dragon's attack. When she learned of the impending doom, she either rallied the town's militia or led its people out into the frozen wastes.

If Hlin is alive and well in this chapter, she might join the adventurers' expedition to the Island of Solstice. Her decision is influenced by the state of Ten-Towns:

- If Ten-Towns was utterly destroyed, Hlin sees no point in ending the Everlasting Rime; there are too few people left in Icewind Dale to suffer under it. She proposes leading the survivors south, despite the blizzards that perpetually choke the mountain passes leading back to the Sword Coast.
- If Ten-Towns was crippled, but shows hope of surviving this ordeal, Hlin believes her efforts are better spent trying to rebuild society—specifically homes and other vital infrastructure that was leveled in the attack. A successful DC 16 Charisma (Persuasion) check can convince her that her talents are better spent abroad. On a failure, she refuses to change her mind and remains in Ten-Towns.
- If Ten-Towns emerged from the conflict bruised and relatively unscathed, Hlin volunteers to accompany the adventurers to the Island of Solstice; there are better hands than hers that can rebuild what was destroyed in the dragon's attack.

The Expedition. Hlin relates her experience tracking Sephek Kaltro to the expedition, which can hint at the signs to look out for, should Auril return:

- "Whenever Kaltro made a kill, folks always said that the night had seemed colder than the one before. Surely, the Frostmaiden's minions can be sensed by the cold."
- (The following can only be said if Kaltro revealed that he drowned while swimming in the Sea of Moving Ice) "If you fall into the sea, end your life before the water does. Do it for the good of us all. We can't afford to suffer another Sephek Kaltro."
- "I hear the Akannathi goliaths ride griffons; perhaps they would lend you some birds for the trip?"

STATISTICS

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

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

SPEAKER NAERTH MAXILDANARR

If Targos was destroyed by the chardalyn dragon, so too was Maxildanarr's powerbase. With the town went his office, wealth, and loyal militia. His network of spies has been reduced to a graveyard, with only a handful of agents left alive across Ten-Towns. The spymaster is penniless and powerless. He no longer has the resources to equip the adventurers in whatever they need, nor does he care to try—all his plans and ambitions have been shortened to surviving the next month.

If Targos emerged from the assault bruised but alive, Maxildanarr is instead more concerned with expanding his influence. In the chaos, monsters and malefactors are sure to creep into Ten-Towns; he would rather the party stay to solidify his power and curb resistance to his rule.

Proving to be a petulant benefactor, Maxildanarr doesn't furnish the adventurers with any equipment, should they decide to go ahead with their "doomed, little expedition." Here's what he has to say about their expedition:

- "I can't in good conscience take vital resources away from hungry and homeless Ten-Towners just for your little quest."
- "Ten-Towns needs heroes now more than ever. Pity that you don't seem willing to live up to that title."
- "The Sea of Moving Ice is a graveyard. If you wish to play with corpses, stay here and comb through the wreckage instead."

- "Chaos has consumed us. There will be malefactors who recognize the opportunity this chaos affords them to move up in the world. Nay, I think your services are better used here to... weed out these malefactors."
- "Go then! I hope you drown in that sunless sea!"

SPEAKER TROVUS

Trovus's actions in this chapter are determined by whether Caer-Konig was destroyed by the chardalyn dragon. If the town is but a ruin and its people are dead or gone, Trovus resigns his post and commits himself to ending the Everlasting Rime with the adventurers. If Caer-Konig or its people survived, Trovus must remain in Ten-Towns to help guide their future.

Character Development. Guilt consumes Trovus—a guilt he will never vanquish. In this chapter, he may give up drinking or fatally fall prey to that demon. His choice can be determined by the adventurers; if they forsake him, he resorts to the bottle. If they embrace him, he hurls it away. If the adventurers don't interact with him after the dragon's attack, he quits drinking on his own accord. This opportunity should be determined by your players; let them roleplay it out. (However, alcoholism is a sensitive subject; many a family has been destroyed by this disease, so determine if your players have an adverse history with alcoholism before roleplaying this all out.)

The Expedition. Here's what Trovus has to say about the expedition, even if he doesn't accompany the party:

- "If there is even a *shadow* of a chance to liberate this land from the Frostmaiden's grasp, we must take it!"
- "I have seen far too many friends off to a cold, miserable death since this ugly affair began. The Frostmaiden's tyranny over this land must end."
- "The Sea of Moving Ice has been the doom of countless ships. You will require an expert captain to navigate the ice floes; surely, there will be a ship at Revel's End. Here, although my office is now defunct, allow me to write you a letter. My seal will win you an audience with the warden, or, at the very least, entrance to the docks, where you can negotiate with visiting captains."

STATISTICS

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

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

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

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

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

YSELM

If, for some reason, Yselm has not yet betrayed the party, as she is destined to in the *Yselm's Way* quest at Jarlmoot, the **frost druid** takes this opportunity to kill them in the lair of her beloved deity. While the adventurers explore the Island of Solstice, she rallies her fellow frost druids from abroad. When the frost druids descend upon the party in Area G20, it is Yselm who leads them.

Although Yselm knows there is no better place to kill the adventurers, she is hesitant to visit her deity's domain. Failure abroad is much easier to accept and forgive; Auril is a cruel goddess and is certain to punish Yselm in ways that make a bloody death seem pleasant. By venturing to the island, she supplicates herself before its cold mistress.

The Expedition. Whether Yselm accompanies the party to the island is determined by whether if she has revealed her druidic powers. If she has not, she only offers to help them reach the Sea of Moving Ice ("you're on your own, after that. I've no business being at sea," she tells them). If she has revealed her magic, perhaps if she assisted in defeating the chardalyn dragon, she has little excuse not to go, in which case she remains behind at the dock (Area I1 on the island).

Here's what Yselm has to say about the expedition; as a hierophant of Auril, she dares not say a bad word about her cruel deity:

- "You would dare set out in search of a moving island?" (Through this, Yselm accidentally betrays the fact that she knows of Auril's island; she quickly adds that she has only heard of this in myth.)
- "Only a fool delivers herself to the belly of the beast."
- "The Frostmaiden will tolerate no outsiders."
- "The Sea of Moving Ice is too treacherous for the most skilled sailors. How will you triumph where so many others have failed?"

THE SEA OF MOVING ICE

This section spans the journey from Ten-Towns and up until the adventurers reach the Island of Solstice.

ACROSS THE FRIGID WASTES

As usual, the adventurers must face wilderness encounters as they grapple with Icewind Dale's unforgiving tundra. As Chapter 5 already features yetis and an **ice troll**, you should avoid the encounters of the same name, unless you want to use these as opportunities to arm the adventurers with the knowledge on how to best these creatures.

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

- *Battlehammer Dwarves* – The dwarves were spared from the chardalyn dragon's attacks and are on their way to help rebuild Ten-Towns.
- *Chwinga* – Given the trials the adventurers have ahead of them, now is the most opportune time to grant them a chwinga charm.
- *Frost Druid and Friends* – At the end of this chapter, if the adventurers fail the Tests of the Frostmaiden, some **frost druids** come to conveniently open the way for them. It seems less contrived if the party meets these same druids earlier, who tail them back to Auril's abode.

LIVING BLIZZARD

If you've grown bored with the wilderness encounters provided in *Rime of the Frostmaiden*, or wish to try a new challenge, consider the *Living Blizzard* encounter from *Daerdan's Tall Tales: 101 Arctic Encounters*. It has been adapted for *Rime of the Frostmaiden*. This encounter demonstrates Auril's growing power over Icewind Dale.

The Encounter. The skies are clear and free of snow-fall. With absolute certainty, the adventurers can rest easy knowing that there will be no inclement weather tonight. Even a *druidcraft* spell will confirm this. However, harsh winds are soon on the rise. In the twilight, an animated blizzard—a living spell wrought by the Frostmaiden's growing power—falls upon the adventurers.

The spells appear as floating, Medium-sized black icicles, consisting of a **living ice storm** and 1d4+2 **living ice knives** (see App B. for their statistics). The spells are as cruel as their creator but share none of her indifference to mortals. When the living ice storm is joined by two living ice knives, the area is consumed by a **blizzard** out to a range of 300 feet. A *detect magic* spell reveals that the blizzard is magical and radiates transmutation magic.

The spells are content to bedevil travelers, staying just far enough away to expose them to the bitter cold. The spells only directly attack creatures that fail to turn back or have the audacity to directly brave the blizzard.

GETTING TO THE ISLAND

The journey to the Island of Solstice is one that shouldn't be handwaved or passed over. Consider these additional details added by the *Companion*.

Given that the Test of Isolation (see Area G18) spans six days and six nights, there is almost no chance that the adventurers' ferry (be it Angajuk, the *Ravenous*, or the griffons) will still be waiting for their return. Therefore, new means of returning to the mainland must be devised. See *Leaving the Island* below.

VIA ANGAJUK THE SPERM WHALE

The awakened **sperm whale** is described in Angajuk's Bell. If the party never visited that locale, run it as you would normally by including the whale hunters.

Resting. The journey to Auril's abode takes three days; the adventurers can rest on Angajuk's back.

Watery Foes. The adventurers can experience a truly unique battle if Angajuk comes under attack while underwater. By default, nothing can enter the magical bubble on her back from the outside; however, if you waive this stipulation, a **giant shark's** vicious maw bursts into the bubble on the first day of the journey, eager to snap at the adventurers. After the shark takes 25 points of damage, a character can make a DC 14 Wisdom (Animal Handling) check to scare off the beast.

On the second day of the journey, the **sea hags** that lair in one of the shipwrecks on Auril's island pay the party a visit. They aren't looking for conflict, only entertainment. They offer a *potion of water breathing* to whoever is willing to leave the safety of Angajuk's bubble for the frigid water. To do so is tantamount to suicide, but the hags care not. Additionally, the hags can share some information about Auril's abode:

- "The Frostmaiden's faithful oft visit the island while she is away. Those we have... dined with... speak of many tests that only the worthy may pass. Tests of cruelty, of endurance, of isolation, and the like." (The hags can't elaborate further; they know nothing else.)
- "The last fool that visited the Frostmaiden's island has already died," says one hag. "Barely made it off the coast," adds another. (They refer to Nass Lantomir.)
- If Auril now only needs to cast the Everlasting Rime once every three days, the hags tell them, "The goddess left yesterday and will return on the morrow."
- "The goddess anchors the island when it suits her; otherwise, it drifts across the sea, as rudderless as a drunk is with dice."

The hags belong to one coven, granting them the Shared Spellcasting trait described in the *Monster Manual* and their statistics in Appendix B.

Roc! If Auril's roc has been left by its lonesome, it goes whale hunting. It has attacked Angajuk many times before and is keen enough to remember the whale by sight. It pursues her over all other prey. As Angajuk begins to surface, the behemoth dives into the water. As a last-ditch effort to protect the innocents upon her back, she rolls to her side. The roc's vicious talons tear into her side, spilling her intestines out.

This attack counts as a critical hit; Angajuk's hit points are reduced by 47. Until her hit points are completely restored by magical healing, her hit point maximum is reduced by 3d12 every hour, until at last she dies. With the roc prowling the surface, Angajuk must remain submerged for at least 1d4+2 hours until she finds a shore far enough away from the roc's hunting grounds.

VIA SHIP FROM REVEL'S END

Travelers can visit Revel's End without being accosted too much by the guards. If the adventurers have already been to the prison, the guards will recognize them. Securing permission to descend to the pier and speak with a captain is a simple task, but no ship is moored, the adventurers must either camp outside or gain the permission of the warden to stay indoors. A letter signed and sealed by a Ten-Towns speaker is enough to get them an audience with the warden or placate the guards.

Recap. As this point of interest was detailed earlier in *RoFM*, review these details:

- Marta Marthannis, a human **mage**, serves as the warden. She is half-possessed by her deceased comrade, the dwarf Vrax, who takes control of her once or twice a day. Marta is also a Harper agent; if the adventurers tell her of their quest to end the Everlasting Rime, her heart may grow softer.
- Revel's End most esteemed prisoner is Vaelish Gant (or "Prisoner 237"), an ex-Arcane Brotherhood wizard that attempted to overthrow Speaker Duversa Shane. He has met or heard of each Brotherhood member currently in Icewind Dale, including Vellynne Harpell.
- Visitors bereft of official business with the prison are turned away, unless they appeal for temporary shelter.

Roleplaying the Staff. Although Revel's End is far from Ten-Towns, they are nonetheless aware of the chardalyn dragon's assault on Icewind Dale. In fact, when word first arrived, the prison went on lock-down, assuming that the construct would also target them. All the staff, from the warden to the lowest guard, are absolutely ravenous for details on the dragon and its creators. The guards are sure to share their food and drink with anyone who regales them with tales of the fearsome beast.

Roleplaying Sharlasta. It takes a bit of lunacy to ply the Sea of Moving Ice, whose chilling touch can kill a man in minutes—and it is that lunacy that gleams in the eyes of Captain Sharlasta Stormsword. As a LE captain, she rules her crew with an iron fist, for anything less than absolute discipline is sure to doom the ship in these treacherous waters.

When the adventurers proposition Captain Stormsword, read the following:

"Yer mad," the captain tells you. Your eyes can't but help follow the litany of scars trailing across her neck and cheeks—nicks won from a hundred knife fights.

"Yer mad," she repeats. "Worse, yer mad an' yer dumb. Only a fool combs the Sea of Ice for anythin' but a port. An' ye say you want me to sail on fer a *moving* island laired in by the *Frostmaiden*?"

A wicked grin splits across the captain's face. "A thousand gold. A thousand gold, an' I'll do it. I won't settle for nothin' less."

Resting. The journey to Auril's abode takes five days; the adventurers can rest while aboard the *Ravenous*.

The White Wurm. On the third day at sea, the shadow of Arveiatrace, the infamous white wurm, falls across the *Ravenous*. This encounter can occur whether or not the adventurers infiltrated the wurm's lair (see Chapter 2, *Dark Duchess*) but it is more impactful if they have—especially if they stole from her hoard. She might not be able to recognize them by sight, but she surely can by their scent. The adventurers have scant moments to disguise their scent before the drake descends.

Arveiatrace knows an easy source of treasure when she hears one. The **ancient white dragon** lands on an iceberg and shouts, "I am the Doom of the Far North! The White Wurm! The Behemoth in Ice! Surrender your most worldly goods or be sunk to the frigid depths!" The crew has mere minutes to comply with the dragon's demand.

This compromise is to the benefit of both parties: being blind, Arveiatrace would rather not have to sort through a ship's wreckage on the sea floor. Being handed a chest of coinage is far more convenient. Characters can attempt to fool Arveiatrace by contesting their Cha. (Deception) check against her Wisdom (Insight) check. On a failure, Arveiatrace sees through their ploy and decides to send them to the frigid depths.

If the *Ravenous* is forced to comply, they fork over a chest with two-thirds of their treasure (4,000 gp, plus whatever the adventurers paid them). Whoever presents the chest to Arveiatrace must deceive her (through another Cha. (Deception) and Wisdom (Insight) contest), otherwise she realizes they're holding out on her.

If Arveiatrace decides to sink the *Ravenous*, Captain Stormsword's faithful offerings to Umberlee, the cruel sea deity, are rewarded. As the dragon rends the hull, a wave (use the *tsunami* spell, if need be) consumes Arveiatrace, momentarily dragging her to the bottom of the sea. At the same time, a fair wind blows into the sails, spiriting it across the water. Although Arveiatrace surfaces only a few minutes later, the ship has mysteriously vanished in a cloud of divinely wrought mist.

With their treasure given to the wurm, Sharlasta has no choice but to hope the adventurers find riches on Auril's island. This may compel her to wait for the adventurers' return.

VIA GRIFFONS

The Akannathi Clan can provide griffons to fly the party across the Sea of Moving Ice. Consider these points on how to better incorporate them into your campaign:

- Up to six **goliath warriors** accompany the adventurers on the journey and handle the griffons while the party ventures onto the island.
- Auril's **roc** attacks the griffons as they approach or leave the island, making for an epic aerial battle. Auril does not have to be on the island for this to occur.
- The goliaths can provide an item to the adventurers that can signal the griffon riders from afar; the item draws the attention of the island's many yeti.

If you utilize these changes, the accompanying goliaths might consist of three newly trained Thuunlakaga riders (if the clan feud was ended). This joint venture represents the clans putting aside their differences for the good of the realm, making it a satisfying end to the goliath storyline.

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

- Aukan Horncarver
- Gauthak Giantslayer
- Paavu Skycleaver
- Pethani Mammothtamer
- Thotham Glacierborn
- Vimak Stormshatter

Alternatively, these goliaths might include Chiefs Arn Rockfist Akannathi or Ogolai Orcsplitter Thuunlakaga, in which case their competitiveness is even sharper. If the warrior Kapanuk was rescued from Xardorok's Fortress, he also insists on accompanying the adventurers. If he does, Arn's husband Harad Cloudstrider comes along as well to round out the number.

Signal. The griffon riders intend to roost on the icebergs surrounding the Island of Solstice, where the chill doesn't bite quite as deep. The goliaths provide a flare for the party to signal when they're ready to be picked up. This item is a magical gem that, when struck with one's palm, emits a sharp sound and gleams brightly. The party might also signal the goliaths through smoke or spells. These instruments also draw the attention of the **yetis** and **abominable yeti** living on the island, which makes for an interesting escape: the heroes battle or flee from yetis as the griffons land from above, ready to be mounted.

Roc! If the Frostmaiden has left her island but left her **roc** behind, the behemoth attacks the griffons mid-flight, resulting in an epic battle. If this battle occurs as the party is approaching Auril's Island, it underscores how isolated they are. When the roc attacks, read the following:

The journey above the Sea of Moving Ice is a miserable one, indeed. With every fresh gale, the wind scrapes its frigid blade against your bones. Your face is a mess of frozen snot and tears. Somehow, the goliaths have made braving the winds into a competition. As the griffons' wings thump against the air, the warriors take turns pulling down their hoods and snow masks to see who among them can tolerate the cold the longest.

"Thirty-two seconds!" Gauthak roars, beating his fist against his chest. "A new record! Wallow, Pethani! Wallow in the glory of Gauthak Giantslayer—"

A shriek thunders from above! Out from the clouds soars a titanic bird of prey whose feathers are as white as snow! In a flash, its talons—talons large enough to clutch a mammoth—eviscerate Gauthak's griffon, sending the warrior plunging into the frigid depths below!

The **roc** is the opposite of subtle; its shriek pierces the howling wind and the beat of its wings are like thunder. The behemoth descends upon the griffons and its initial attacks are focused on the goliath warriors. If the roc falls below 75 hit points, it flees.

The 5E rules for mounted combat are notoriously awful. For this battle, simply have the adventurers choose if their griffon takes the Dodge, Disengage, or Attack action. A griffon will only approach the roc if its rider succeeds on a DC 13 Wisdom (Animal Handling) check made as an action. On a failure, the griffon ignores its rider and Dashes or Disengages to safety. On a success, the rider can take their turns as normal *and* decide on their griffon's choice of action.

If the goliaths know how desperate it is to reach the island and end the Everlasting Rime (or to escape with *The Codicil of White*), the warriors bravely stay behind to battle the roc while the adventurers get away. It is up to you whether any of them survive.

If the adventurers plunge into the sea, they might be rescued by Angajuk or a passing ship (like the *Ravenous* as it's leaving or heading towards Revel's End). They must grapple with the effects of frigid water and extreme cold. Treat this fall as you would a shipwreck in a seafaring campaign—an opportunity to further the story, not end it.

LEAVING THE ISLAND

How the adventurers *get* to the island is already covered by *Rime of the Frostmaiden*, but what if their means of transport is driven off by evolving circumstances? What if they believe the adventurers are dead, when, in fact, they are completing Auril's lengthy tests? You can use any of the following methods to get the party back to the mainland:

UMBERLEE'S FAVOR

As described in *Rime of the Frostmaiden*, it was Umberlee who convinced her fellow deities, Talos and Malar, to turn on Auril. The wrathful sea deity still wishes to punish Auril and uses the adventurers to do it. Sensing that they are destined to thwart the Frostmaiden, Umberlee rises in the form of a ravenous wave that consumes the party. While in this wave, they are kept magically alive until it spits them out on the shore of the mainland. They only begin to suffer the effects of frigid water after they've washed ashore; soaked to the bone, they must light a fire and dry their clothes before succumbing to the cold.

PATH OF FROST

Through this variant, a character that reads aloud from *The Codicil of White* can freeze the surface of the raging sea and walk back to the mainland. This path of frost takes the form of a 10-foot-wide, 30-foot-long, 3-foot-thick rectangle of ice centered on the character reading aloud. As they reader walks forward, the farthest ice behind them melts. If ten minutes go by without another verse of the *Rime of the Frostmaiden* being read, the ice shatters.

In this manner, the adventurers can return to the mainland in 1d4+2 days. They can rest on icebergs and sheets of ice in the meantime, but the journey is harrowing.

REGHED ELKS AT SEA

As described in Chapter 6, the Elk tribe's shaman, Mjenir, receives a vision that compels him and his fellow nomads to escort the adventurers to the Reghed Glacier. You can move this up to the end of this chapter; the tribe has made or scavenged boats to row out into the Sea of Moving Ice, guided by Mjenir's vision.

Four rowboats emerge from the mist, each containing three human **tribal warriors**. One boat also contains the shaman Mjenir (a **druid**). Mjenir is a gray, wizened man whose face is etched with worry lines. When he sees the adventurers, he shouts, "Hail! I am the shaman Mjenir of the Elk Tribe. The spirits have guided us here—for in your hands, we know, you possess the means of saving this land. Quickly—enemies abound, and the day has already grown long. I fear we are not the only ones looking for you."

The journey back to the mainland takes six days. The nomads fish while they row, drawing bass from the sea. Mjenir, for his part, speaks little on the journey, fearing that his every whisper will alert the Frostmaiden.

ISLAND OF SOLSTICE

When running the Island of Solstice, consider it all one journey—the adventurers encounter all of its locales while here. However, split the journey into two parts, which are described below:

BEFORE THE FORAY

Before entering Grimsalle, Vellynne Harpell insists that the adventurers find Nass Lantomir, so that her *professor orb* can be recovered. This journey takes them from Area I1 through Areas I4 and I6, until they arrive at I3. From I3, the adventurers can be expected to backtrack to the trail linking I1 with the frost giant fortress.

Provided the adventurers are wearing snowshoes, they can travel at a pace of 1/2 mph, meaning they can cross thirteen squares on the map per hour. However, this journey isn't meant to be measured in time or distance; it is as much a story as any other.

As the adventurers explore the island, they see Auril's abode looming over the horizon. Read the following:

Through the swirling snow, you catch glimpses of some icy fortress towering above the island. Clasp a hand to your brow to shield your gaze, you finally see it: a fortress carved in the grim visage of a crowned skull. A winding road leads up to the skull's neck.

What other abode could be more fitting for a cold and cruel goddess of winter?

AFTER THE FORAY

After the adventurers depart Grimsalle, returning to the docks is a challenge all its own. With *The Codicil of White* stolen, the island is consumed in a sudden and magical storm that awakens the **abominable yeti**.

The Storm. A blizzard chokes the island, which reduces visibility to 30 feet. To navigate the blizzard, the party's navigator must succeed on a DC 15 Wisdom (Survival) check to stay on course. With every square on the island's map being 200-feet, the danger of getting lost for long isn't *too* dangerous.

The Yeti. If it wasn't already slain, Korgrah stalks the adventurers as they roam about. Whenever the party enters a new square on the map, roll a d20. On a roll of 18-20, the **abominable yeti** lumbers out of the swirling snow and attacks the party. If Korgrah is reduced to 50 hit points, it retreats to attack again later. It stages one last ambush at the Ruined Docks (Area I1), knowing that this is where intruders often depart the island from. If the adventurers came by ship, and it is still anchored at the dock, the yeti clambers aboard to slaughter the crew. The adventurers arrive during the battle.

AREAS OF NOTE

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

I1. RUINED DOCK

When the adventurers encounter the **ice mephit**, read:

What has the world come to when an icicle can talk? By your lonesome one minute, and the next, some shard of ice has cracked open its mouth to loose a string of foreign words at you.

As you gawk at the talking icicle, it seems to unfold and take flight, as if it were a butterfly. Kept aloft on wings of ice, the creature points deeper into the island and shrugs at you, as if it couldn't be bothered to care.

The ice mephit speaks only Auran and Aquan, although a creature fluent in Primordial can use this parent-language to communicate with the elemental. It is, however, far better if no one in the party can understand the mephit; an unintelligible and alien guide embodies the isolation and dread that this chapter is built upon.

Roleplaying the Mephit. Like the Frostmaiden, the ice mephit embodies winter's cruel and distant nature. It is sadistic but makes no effort to imperil others than leading travelers to their doom. Should they fall prey to the many perils haunting this island, it remains behind to watch.

If the adventurers can communicate with Söpo, the ice mephit relays the following information. The bullet points align with those in *Rime of the Frostmaiden*. The mephit refers to itself as "this one."

- "There is treasure to be found for those willing to brave the cold... Look to the sea for your bounty."
- "The sea is full and satisfied; others came—and recently. They too met their end at the shore, but one soul... She would not yield. She would not let the cold water take her... But one cannot deny winter. Her death was slow and peaceful. This one hopes its presence provided her some comfort in the end."
- "There is beauty here. Beauty so unimaginable that one would risk their eyes to frozen tears if they were to gaze for too long upon them."
- "The yetis lie within their caves, waiting for the day that Great Korgrah awakens."

Vellynne. If present, the wizard remarks, "Forget this creature. We must find Nass Lantomir, and with her, my *professor orb*... before the cold takes us."

Vellynne knows a mephit when she sees one and knows they're capricious elementals that mortals are better off avoiding; she mentions that as well.

13. NASS LANTOMIR'S GHOST

If the ice mephit leads the adventurers here, it remarks, "Here she is. It was a slow and memorable death."

PROFESSOR ORB

Professor Skant is an excellent addition to the campaign; however, its tone and dialogue in this area undermines this chapter's grave nature. Instead of "Ye gods, I was afraid..." replace the dialogue with, "At last, I was afraid I would languish here forever..."

The orb is better roleplayed with a morose and morbid tone; it dryly remarks on the futility of life and offers grim facts about monsters and even grimmer predictions about the adventurers' chances of survival.

You can use the *professor orb* as a lore mouthpiece. In this manner, it takes on the role of every scholar in every adventure story who oh-so-conveniently drops exposition and lore upon the other characters so that they may make informed decisions. By including frost giants in its areas of expertise, you can add dialogue and details to otherwise empty areas of Grimskalle. In true academic fashion, Professor Skant refuses to refer to frost giants as anything but *isejotun*.

ATTEMPTED POSSESSION

When a character tries to pry the *professor orb* from her cold, dead fingers, **Nass Lantomir's ghost** attempts to possess them. Read the following:

The corpse has frozen over, her fingers rigid and lifeless. As you pry the orb from her grasp, you feel those same fingers tighten! A translucent fist emerges from the cold flesh to grip your hand! You see it now—a ghostly face layered atop the corpse's!

With a grim smile, the spirit lurches towards your body! Roll initiative, with the ghost attempting to possess the adventurer on her first turn in combat.

BITTER RIVALS: Vellynne and Nass

If Vellynne Harpell is present, now is the time to shed biased light on her history here in Icewind Dale and in the Arcane Brotherhood itself. She and Nass detested each other in life and now, in death, the ghost has the opportunity to disparage her one last time. Nass reveals several secrets or shames that Vellynne may have kept from the party. Two of these secrets are that she was a "late-bloomer" that only began wizardry in her late forties and that she was only admitted into the Brotherhood because of her family's influence.

Normally, you shouldn't have two NPCs speak to each other for long, as it becomes a one-sided conversation that the players must sit through. This exchange, however, is a worthy exception. The two wizards spit venom at each other; Nass labels Vellynne a hedge wizard and Vellynne mocks Nass's poor divination skills. Any maturity that Vellynne has displayed thus far melts as she goes into a fit of rage.

Adapt the following exchanges into your campaign; do not read aloud the following text:

Nass: "Granny Harpell! What a surprise! Did you buy your way here too? Or has your father learned to stop hurling good coin after bad?"

Vellynne: "Nass... It figures you're still around. You're as unwanted by the gods as you were at Hosttower. I suppose this is just yet another future you failed to divine."

Nass (if Vellynne's undead kobolds are present): "I see you've graduated beyond cats and hares. Wonderful work. Perhaps you can raise yourself a husband next."

Nass (if Vellynne's undead aren't present): "Try as you might, you dried up bag, you'll never attain a sliver of the success I have."

Vellynne, smiling: "I would offer to end your suffering, Nass."

If Nass has the opportunity to speak to the adventurers, she tells them the following about Vellynne:

- "Watch out for this one. She'll use you even long after death. No corpse is too sacred for her magic."
- "She is just as cruel and cold as the goddess that reigns over this doomed land."
- "This crone would still be animating cats in Longsaddle if her family hadn't bought her membership into the Arcane Brotherhood."

14. ICE STATUES

At your discretion, a **water elemental myrmidon** lurks here among the statues. While motionless, the elemental is indistinguishable from an ordinary statue, although it is quite clearly a semi-humanoid figure, whereas the other statues are all of beasts, monsters, or dragons. To describe the myrmidon, read the following:

Amongst the owls and elk, the bears and the drakes, is a sculpture best described as a warden—an armored figure wielding a trident.

When an adventurer lingers around the myrmidon for ten seconds or more, it attacks. Killing the statue does not provoke Auril's wrath, but paranoid characters may resort to preemptively destroying them all.

Should the adventurers also incur the Frostmaiden's wrath by breaking any of her statues, read the following:

The winds slowly cease their incessant howling. Your hackles raise and a bitter chill cuts into your very bones. Something is wrong. Something is very wrong. You look for foes that can't be found; you search for any signs of doom, but they are all invisible.

In the utter silence, you can *feel* the ice and snow amass into a seven-foot-tall maiden. Her featureless face is alight with fury—you can sense her fury with a glance.

"Defilers!" she croaks, but the cry does not echo out from her lips. Instead it ripples throughout the shallow pool that is your mortal mind. You feel your flesh begin to sag and your bones begin to ache with bitter cold.

If you want your adventurers to know of Korgrah, you can also add the following text:

The maiden is gone as suddenly as she appears—but when the last of the ice clatters to the ground, a deep and ravenous roar thunders out across the island.

If the **ice mephitis** is present, it simply says, "Korgrah."

VELLYNNE

While exploring this area, Vellynne remarks, "My gods... the craftsmanship, the beauty of it. It must be the work of the Frostmaiden."

If you include the **water elemental myrmidon** (see above), Vellynne spots it just as it attacks the adventurers. She shouts, "Hey!" but it is too late.

I5. YETI CAVES

The seven **yeti** lurking here shouldn't be sedentary; they begin to hunt the adventurers once they sense that fresh meat has come to the island. 1d4 yeti have left this area to hunt. Whenever the adventurers are transitioning from one area on the map to another, roll a d20. On a roll of 18-20, a **yeti** attacks.

I6. GARDEN OF DEATH

This locale is an instrument of horror that warns the adventurers of what they can expect should they perish here on the island. Every humanoid's face is frozen in utter horror—and their eyes magically retain reflections of the last thing they saw. Should someone approach a corpse and look into its eyes, they see reflections of Auril in her owlbear form, of a cracked ship filling up with cold water, or of a fearsome bird descending from the sky.

When the adventurers approach a frozen statue, read:

As you near the sculptures and wipe away the rime, you realize that they are not sculptures at all but the frozen remains of victims long dead—pirates, priests, and even adventurers, all identifiable by their garb or gear or wounds. Some are unscathed, suggesting they went peacefully to the cold.

Vellynne. If present, Vellynne sees these reflections if the adventurers don't. She remarks, "Stars—get a look at this! You... you can see their last sight!"

The Troll. The **ice troll** should remain hidden from the adventurers, skulking among the frozen cadavers until it at last charges them down, all subtlety discarded. Once it begins its rampage, read the following:

The unsettling silence is shattered by a fearsome roar! Out from the falling snow charges a troll, its tusks stained with crimson slush!

This ice troll can be the same one the adventurers met at *Dark Duchess* (see Chapter 2, Points of Interest) if they never truly slew it. Somehow the beast has made it to this island. An adventurer recognizes its distinctive coloring.

GRIMSKALLE

This section spans the fortress of Grims-kalle and the Tests of the Frostmaiden, which must be passed to gain access to *The Codicil of White*. See G15 for details on the tests.

As described in *After the Foray* in *Island of Solstice* above, a magical storm consumes the island when *The Codicil of White* is taken; within this blizzard lurks the **abominable yeti** Korgrah, who begins to hunt the adventurers as they make their way back to Area I1 or wherever they intend to disembark from.

AREAS IN SUMMARY

The fortress's various areas have been summarized below:

G1. Entrance – Dwarvish script reading "Grims-kalle"

G2. Guard Room – Empty

G3. Warden – Ertgard, ancient **frost giant** guard

G4. Kitchen – Empty

G5. Feast Hall – Staircase to the Palace Level (G7)

G6. Mephitis – 6 silent **ice mephitis** and the staircase to the Dungeon Level (G10)

G7. Throne Room – 7 **piercers**

G8. Queen's Bedchambers – **Auril** (if present), and the staircase to the roof (G9)

G9. Rooftop – **Roc** (if present), Treasure (total: 2070 gp)

G10. Dungeon Level – Ukuma, awakened **walrus**

G11. Tomb Entrance – Inscription detailing frost giants but written in Dwarvish script: "In ice and blood, our folk are born. To our great queen, we raise our horn. We'll fight and plunder in the morn. To Vassavicken, we are sworn."

G12. Guards – 2 **frost giant skeletons** wielding anchors

G13. Tomb – Vassavicken's entombed corpse

G14. Tomb – Contains Vassavicken's **berserker axe**

G15. Test Antechambers

G16. Test of Cruelty – Teleports participants to the Bear Tribe, who are about to resort to cannibalism

G17. Test of Endurance – Teleports participants to the migrating Elk tribe

G18. Test of Isolation – Teleports participants to the Tiger Tribe, who are about to ambush an Elk tribe chapter

G19. Test of Preservation – Teleports participants to a slaughtered Wolf tribe chapter's camp

G20. Vault Entrance – 3 **frost druids** arrive as a *deus ex machina* if the adventurers don't pass the tests

G21. Hall of Four Winds – Tablets that spell out the four tenets of Auril's faith

G22. Chamber of the Codicil – Contains *The Codicil of White*

G23. Auril's Blessing – Auril is alerted when a character enters this room. If they succeeded on all her tests, she offers them her potentially-fatal blessing.

AREAS OF NOTE

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

G2. GUARD ROOM

PROFESSOR SKANT

If the *professor orb* is present, it dryly remarks on the nature and history of frost giant metallurgy: "The *isejotun* have never been ones to tend a forge; the heat of a freshly-slain elk is almost too much to bear. Instead, they stole their arms from their vanquished foes—humans, dwarves, fire giants. It is amazing how well a human greatsword functions as a dagger in the hands of a frost giant."

G6. PERCHED MEPHITS

If Auril comes under attack in Grimskalle, she calls forth the six **ice mephits** that lair here once her first form has been slain—until then, her pride prevents her from relying on such pitiful minions.

G8. QUEEN'S BEDCHAMBER

As noted above, the *Companion* strongly advocates that Auril be absent from the island. If she is present, she will inherently be aware of the adventurers' presence and won't allow them to take *The Codicil of White*. However, if the deity is present in your campaign, read the following:

She's here—gods above, she is *here*. The very sight of this monstrous goddess chills your blood and stops your heart. She is here in the flesh—a hunched-over, cloven-hooved, owl-faced beast cloaked in ice. An avian forelimb creeps out from that frigid cloak, its hand tipped in talons.

She's pointing at you—sun above, she is *pointing at you*. Rime clammers over your skin, finds purchase in your clothes, and even coats your eyelashes.

When the Frostmaiden speaks, it is with the very chill of winter that she embodies: "And what are you doing here?" she asks. She speaks no language you've ever heard and yet you understand her words perfectly—you understand her cold fury, can feel it rushing around you as if it were the icy seawater outside.

"This is your last mistake," the Frostmaiden murmurs. The Frostmaiden is cruel and uncaring—so she will settle for the life of just one audacious mortal. The others are free to flee from her frigid demesne to warn off those who would also dare invade her lair. She chooses one victim and never relents until they're dead—and she does *not* ignore a downed foe making Death saving throws.

Using *misty step*, she can close gaps and still eviscerate a foe with her talons on the same turn. On her second turn, she casts *ice storm* to pelt her foes with hail.

ACTION: CLIMBING ON ANOTHER CREATURE

If one creature wants to jump onto another creature, it can do so by grappling. A small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

G9. CROWNED ROOFTOP

Although the *Companion* advocates against fighting Auril in this chapter, the same is not necessarily true for her **roc**. At your discretion, the behemoth is here but Auril is out in her gardens (Area I4). Every round there's a cumulative 10% chance that she uses a Lair Action to detect creatures on the island. Thereafter, she uses another Lair Action to teleport to the rooftop.

The roc is a mighty creature but lucky and clever 7th-level adventurers have a sliver of a chance of slaying the beast. Remind your players of the Climbing On Another Creature action (see the sidebar).

Added Challenge. If the roc detects the adventurers as they ascend to the rooftop, the titan flaps its mighty wings at initiative count 20 (losing initiative ties). Creatures on the rooftop when this occurs must succeed on a DC 19 Strength saving throw or be knocked back 1d4 x 5 feet. Large-sized or larger creatures are big enough to be blown off the battlements but Medium or smaller creatures are safe. A creature blown off the battlement can make a DC 13 Dexterity saving throw to catch the railing, arresting their fall. To be pulled back up requires a successful DC 13 Strength (Athletics) check made by either the blown-off character or another creature that assists them.

This event does not occur if Auril is present.

G10. ICE RINK

The encounter with the awakened walrus can be construed as creepy or ridiculous. To lean into the former, make Ukuma evil and stain the ice rink with blood. When the druids that visit Grimskalle come, it's with fish or corpses for the **giant walrus** to feed upon. The beast has had far too many of the latter, and their grisly remains stain the area. Humanoid bones and entrails can be found on the ice and Ukuma's face is stained red.

Ukuma is content to only feed on the dead; it does not attack visiting humanoids. It can still be befriended, as described in *Rime of the Frostmaiden*, but the adventurers are likely to cringe at such a relationship.

You can voice Ukuma with the sample dialogue below:

- "The marrow is the best bit."
- "My friends should be returning soon—and with dinner. Perhaps we can share?"
- "Few have attempted the Frostmaiden's tests. Fewer have survived. I don't know where they go, but they always return—and if they don't, their bodies do. You should try the tests!"

Yselm. If Yselm is somehow present here, have Ukuma recognize and call out to her. It outs Yselm as one of the vile druids that brings the walrus corpses to feed upon.

G12. SKELETAL GUARDS

When the two **frost giant skeletons** attack, read:

With a silent roar, a skeletal giant spins its anchor on its chain before loosing it in a wide arc!

At your discretion, the two skeletons here can grapple and pull a creature they strike with their anchor. Replace their Greataxe with the attack below:

Anchor. Melee Weapon Attack: +9 to hit, reach 20 ft., one target. **Hit:** 25 (3d12+6) bludgeoning damage. If the target is 20 feet away, they must also succeed on a DC 15 Dexterity saving throw or be pulled 20 feet closer to the frost giant skeleton.

G13. VASSAVICKEN'S TOMB

To better communicate to the adventurers that the door behind Vassavicken's corpse may hold treasure, read the following text instead of what has been written in *RoFM*. Without noticeable treasure frozen alongside the queen's corpse, there is no incentive for anyone but a necromancer to chip away at the ice, making the trap here nothing more than a shiny set piece.

Towering from within her icy sarcophagus is a frost giant queen, her cruel iron-crown still wresting atop her head. She has not gone to the grave quietly; her hands are curled into fists and her posture is menacing, as if she were challenging tomb raiders to a battle.

Behind her, behind the carved block of ice, is a gilded door leading to what must surely hold riches beyond compare.

G14. VASSAVICKEN'S AXE

Given its immense size and that it takes an hour for a character to attune to the axe, it is unlikely that a party member will ever wield this weapon—especially if Auril is present on the island, as her presence makes short rests nearly impossible to achieve. It's also unlikely that they ever learn that the axe is magical at all. Therefore, the following changes have been made to this area:

- A spell of *detect magic* reveals both transmutation and enchantment magic surrounding the axe, betraying its magical nature.
- While all other metal in Grimskalle has rusted over, this weapon remains pristine, implying a magical nature.
- An inscription, written in the Dwarvish script, reads "May the sovereign bear the bloodlust of the people."
- If Professor Skant is present, it remarks, "No weapon was feared in the Far North more than Vassavicken's bloodthirsty axe, 'Vassulfyr.'"

G15. TESTS OF THE FROSTMAIDEN

To gain access to *The Codicil of White*, four tests must be passed. Before running the tests, consider the following:

- Several tests span hours or even days, so be prepared to shift your campaign's narrative to accommodate that.
- If the adventurers can't or won't do what is necessary to pass a test (namely the Test of Cruelty), one of the other characters, such as Vellynne Harpell, does it instead. Let the adventurers deal with the fallout without your campaign grinding to a halt.

Suggested Order. Your adventurers are free to choose the order in which they succeed on the tests. However, the most satisfying order (narratively-speaking) is to take the Test of Cruelty, followed by Endurance, followed by the Test of Isolation (so that the party can reduce the levels of exhaustion they gained in the Test of Endurance) and then the Test of Preservation.

Additionally, since the Tiger Tribe attacks a chapter of the Elk Tribe in the Test of Isolation, it can be emotionally impactful for the kin of the characters that the adventurers just met to be victimized.

THE WIZARD

If Vellynne is present, or Nass Lantomir is for that matter, she remarks, "It is the legends said... The four trials of the Frostmaiden. Those whose mettle proves cruel and lasting will be granted access to her most holy text... And in it lies the Rime of the Frostmaiden whose recitation can split the Reghed Glacier... All my ambitions have led to this moment."

G16. TEST OF CRUELTY

This trial represents a test of soul and spirit, requiring a sacrifice good-hearted heroes may be unwilling to do.

ROLEPLAYING THE KING

When King **Gunvald Halraggson** explains his reasoning, read the following:

The Bear King meets your gaze boldly; his face is sunken and malnourished. Lean muscle stubbornly clings to his bones. "It has been a long winter," King Gunvald says. "The sun has died and dark times call for dire measures. This is the way. This is the way the Bears survive this remorseless winter. My shaman has consulted the spirits. My men have consulted their stomachs. My soul has consulted itself and determined that it too can make a sacrifice—but if you've an ounce of good inside you—" The Bear King offers you a sacrificial dagger and points at the bound and gathered elders, "—you will share this burden with me. They have served the tribe in life, and so too shall they in death. Do what must be done for the good of our people."

If Gunvald is attacked, he is joined by Ulkora, the evil shaman (a **druid**) that convinced him to go down this dark path. He is also joined by 1d4+2 **tribal warriors** with one level of exhaustion apiece. On her first turn, Ulkora casts *entangle* to restrain the adventurers; if she is threatened, she snaps out a *thunderwave*. Otherwise, she relies on *produce flame* spells to burn her foes. All these warriors fight to the death.

THE WIZARD

If Vellynne Harpell or Nass Lantomir are present, they are willing to do what the adventurers won't. They have no qualms in committing an act of cruelty now when they've already done so much evil in their lives. If the adventurers have a problem with it, all the better—introducing some friction between Vellynne and the party is better for the campaign's narrative.

When Vellynne takes matters into her own hands, read the following text:

"This is ridiculous," Vellynne snarls, drawing her own dagger. "You would save four retired lives in lieu of Ten-Towns? Of Icewind Dale itself? If you will not bear this burden then I will!"

Vellynne's apparent altruism is merely a veneer. She has already made her goals clear and her lies can easily be seen through. If Vellynne is not stopped, she murders the elders and passes the Test of Cruelty.

G17. TEST OF ENDURANCE

This otherwise simple test spans fourteen hours, meaning the adventurers' ride (Angajuk, the crew of the *Ravenous*, or the griffons) will likely assume the adventurers died on the island. Therefore, they would likely return home.

Consider the following for this test:

- The adventurers are sure to rack up several levels of exhaustion in this test; it takes one long rest or a spell of *greater restoration* (which the party doesn't have access to at this level) to reduce exhaustion by one level. Therefore, this challenge will take days to recover from.
- No combat is expected in this test; however, if a foe does appear, such as a **yeti**, you can roll a d6 each round to represent the number of **tribal warriors** that land an attack on the beast. Every successful attack deals the average damage with no modifiers (3 piercing damage, made by a spear, javelin, or arrow).
- If you intend to use the *Reghed Elks at Sea* (see *Getting Off the Island* in *The Sea of Moving Ice* above) option, Mjenir, the tribe's shaman, may be absent, as he has left for the Sea of Moving Ice to later deliver the party back to the mainland. Should this occur, Jarund Elkhardt mentions that "Mjenir left for a vision—for you. He is on his way to the Sea of Moving Ice as we speak! I dare hope it wasn't for naught."

ROLEPLAYING THE KING

When the party is brought before **Jarund Elkhardt**, he remarks, "Tell your mistress that we have paid our dues! We are not to be reaped this day, emissaries!"

The Elk king is a weathered old man of fifty years who has had his share of war and woe. Age has made him cautious, but he has little choice now but to accept the adventurers' presence—the reindeer will not wait. If the adventurers brave the elements with the tribe, Jarund pronounces them honorary Elks.

You can voice Jarund with the sample dialogue below:

- "We must go! Where the reindeer go, the Elk Tribe must follow, no matter what the elements hurl at us!"
- "This is the life you Ten-Towners have avoided—and we know the truth. You are those who could not keep up with the herd."
- "Our people are proud and strong. We endure so long as the reindeer do. Without them, we are nothing."

SKILL CHALLENGE

The *Companion* advocates running the Test of Endurance as a Skill Challenge, a mini-game described in Chapter 4 of the *Companion*, instead of how it is presented in *RoFM*. A Skill Challenge can be thought of as an action montage in which the adventurers must make use of their skills and other talents (expressed through ability checks) to overcome obstacles. At your table, it should take only fifteen minutes; you describe a situation that requires the party's intervention; they suggest an appropriate ability check to overcome it. The character then attempts the ability check and you determine if they succeeded.

Tenets. A Skill Challenge boils down to these tenets:

- The characters encounter a series of obstacles that can't be solved solely through combat, but by utilizing their skills. Only one character makes an ability check for an obstacle.
- The goal of a challenge is to succeed on a predetermined number of ability checks before accruing three failures.
- Skill Challenges are about collaborative, creative storytelling. You present the obstacle to your players and allow them to suggest solutions utilizing skills. When they can't, however, come up with one of their own, you can call for ability checks relevant to the obstacle.
- Failure is not a wall; failure represents dawdling or struggling. While consequences might be doled out for each individual failure, the challenge continues until three have been accrued. Failing a Skill Challenge might entail lost lives, an escaped target, destruction of the adventurers' ship, or failing to stop an eldritch ritual.

Rules. A Skill Challenge follows these rules:

- The DM describes an obstacle, hazard, or event that necessitates the adventurers' intervention, like a sailor falling overboard, or a collapsing structure. The player then suggests a skill, tool, or spell; if appropriate, they roll against the DC you set.
- Once a player has applied a skill towards an obstacle, they can no longer use that same skill for the rest of the challenge. This is to spur creativity and prevent the rogue from using his +11 Dexterity (Acrobatics) check to trivialize or circumvent the entire Skill Challenge.
- Tool proficiencies are legal to use in a Skill Challenge, provided they logically apply towards an obstacle. This ability check is often an Intelligence check using the character's proficiency bonus, though other ability scores might apply. For example, an Intelligence check with carpenter's tools can be made to identify a building about to collapse; Wisdom or Dexterity can be used to quickly make a repair.
- Magic is also legal, provided the spell used can logically apply to the situation. Whenever a spell of 1st level or higher is cast that can logically best an obstacle, the check automatically succeeds, as the character has just expended a vital resource.
- Cantrips can also be used, but because they don't cost a resource, a spellcaster must succeed on an ability check using their spellcasting ability (adding their proficiency bonus) against the DC of the obstacle. Like a skill, that same cantrip can't be used again later in the challenge by that character.

The Test of Endurance. In this Skill Challenge, the party must endure a forced march through an unforgiving tundra. They must succeed on five ability checks, before failing three, to win the challenge. The DCs for these ability checks should fall between 14-18, as you see fit. Possible obstacles that may arise in this situation and their associated ability checks are suggested below. As noted in *Rime of the Frostmaiden*, the blizzard the tribe must contend with functions as an antimagic field, making all spells impossible to cast.

- As nomads or adventurers begin to falter or fall behind, an Athletics check can be made. Charisma represents motivating the person to keep up, whereas Strength represents dragging the person along.
- The tribe's navigator has gone snow-blind! He can be replaced by an adventurer, who must make a Wisdom (Survival) check to keep the tribe on track.
- A character slips on ice! If this character is a nomad, they break their ankle; if they are an adventurer, they merely sprain it. Through a Wisdom (Medicine) check or a check using carpenter's tools, a splint can be made for the person.
- A wounded mammoth crosses the tribe's path; in its pain, the beast confuses the nomads as enemies and begins to charge! A Wisdom (Animal Handling) check can be made to calm the beast.
- A howl pierces the thundering winds! The creature may be a yeti, remorhaz, or beast. An Intelligence (Arcana) check can identify the creature, which then informs the tribe of which tactics to employ (i.e., lighting torches, circling up, or standing upon boulders).
- The tribe encounters Arveiatrace, the **ancient white dragon**, resting on the ground, covered in snow (see the *Arveiatrace* wilderness encounter in Chapter 2). She can be detected through a Perception check, identified as nearly-blind with a History check, hidden from with a Stealth check, or persuaded to spare the tribe through a Persuasion check. On a failure, she batters the tribe with her wings and sends them fleeing. Alternatively, the wyrm cares nothing for the nomads, but they scatter without a successful Persuasion check.
- When in doubt, if you or your players cannot think of any other situation or ability check, simply call for a Constitution check to determine their stamina.

Failure. Whenever a character fails an ability check, they receive one level of exhaustion.

Ending the Challenge. Once the party has accrued five successes or three failures, the challenge ends. If the party succeeds, they complete the Test of Endurance and are magically reinvigorated by the Frostmaiden's magic: a character's exhaustion level is reduced by two levels. If the adventurers fail the challenge, they must each make a DC 15 Constitution saving throw or take one level of exhaustion. They are then teleported back to Grimskalle. Either way, they pass the Frostmaiden's test.

G18. TEST OF ISOLATION

The Test of Isolation spans six days and six nights; therefore, whomever ferried the adventurers to Auril's Island is sure to believe that the adventurers are dead. See *Leaving the Island* in *The Sea of Moving Ice* above.

Elk Demise. The Tiger Tribe attacks a constituent clan of the Elk Tribe. In Chapter 6, this same tribe sends its warriors to escort the adventurers to the Reghed Glacier, making this encounter a bitter episode. For aiding the Tiger Tribe, the adventurers help victimize the kin of the same folk that help them later. This is underscored by the *Reghed Elks at Sea* encounter (see *Leaving the Island*).

VIVID MEMORIES

The Test of Isolation has great narrative potential. When running this test, delve into the adventurers' issues and seedy pasts. Whenever an adventurer goes missing, craft an extremely personal nightmare they must navigate. For example, a character with the Pirate Cannibal secret must relive that barbaric episode. It should never be revealed whether the character involved is in a fugue state or if there is actual magic forcing them to relive their most awful memories.

LIVING BLIZZARD

If you must confront your adventurers with a foe during this test, consider running the *Living Blizzard* encounter that was described in *The Sea of Moving Ice* section above. The **living ice storm** and 1d4+2 **living ice knives** create a blizzard that consumes the Tiger Tribe camp. The adventurers can seek out these creatures and, in viewing them, see Auril's image etched into their icy sides.

G19. TEST OF PRESERVATION

This test is a simple one and can be made all the more difficult if the adventurers are suffering from exhaustion, which is precisely why it should occur after the Test of Endurance.

ROLEPLAYING THE NOMADS

The Wolf Tribe is divided. Without an heir apparent, wild men like Isarr Kronenstrom have risen to claim the title of Wolf King. Those that don't approve of his barbaric ways have splintered off—but one by one, Isarr has forced them to bend the knee or face the blade.

Aerix. Aerix has been frightened so badly that he seems beyond fear. He is almost catatonic, speaking placidly of the massacre. He won't look others in the eye, and he will squirm away from their touch.

You can voice Aerix through the dialogue below:

- "They fell on us like a blizzard—Isarr Kronenstrom's 'dog-men.' Father always said Isarr would only ever claim the Wolf King's throne by climbing over our corpses."
- "They... They killed my mother."
- When Isarr appears: "Quick! Hide! You can't let Isarr find you—not if you like your skin where it is!"

Isarr. As rabid as the wolves he emulates, Isarr cannot truly be called a man anymore. He has more in common with beasts and gnolls than he does with people. He's fond of unleashing wild, unsettling howls to frighten his foes before battle.

You can voice Isarr through the dialogue below:

- "Come forth, Aerix! Join your mother and father in the wintry afterlife! I will make it quick!"
- "I am the Beast Among Men!"
- "Malar take you!"

G20. ENTRANCE TO THE VAULT

DEUS EX DRUIDS

Using the druids to make up for any tests the adventurers failed is an utter cop-out that only the most indifferent or blindest players won't smart under. The *Companion* doesn't advocate using them unless Yselm or Ravisin (the druid responsible for awakening several beasts that haunted Bremen and Lonelywood) are among them. Revenge should be their sole motivation. During the battle, a druid winds up within the vault; this druid has passed one of the tests that the adventurers have failed. Their presence satisfies the vault's requirements.

Again, this is a cop-out. However, if you're faced with your campaign grinding to a halt, no one will blame you for accepting the cop-out. This is merely a failsafe.

G21. HALL OF THE FOUR WINDS

Rather than being etched in Common, the language on the tablet appears in the native language of whichever person reads it. A spell of *detect magic* reveals no magic at play here, suggesting that it was wrought by a divine being (Auril) or masked with a permanent *Nystul's magic aura* spell. The former is true.

G22. CHAMBER OF THE CODICIL

If Vellynne or Nass Lantomir's ghost are present, see the following:

Vellynne. Upon seeing the tome, Vellynne remarks, "At last... We may free this land and the relics it hides. We have done what few have ever even tried."

Nass. Once Nass grasps the tome, she remarks, "Ha! May my detractors wither with envy! Ythryn awaits..." The ghost's words trail off as her spirit is laid to rest.

G23. AURIL'S BLESSING

If the Frostmaiden is absent from the island, this chamber is nothing more than a trap—an alarm bell that alerts Auril to the intruders that have infiltrated her lair and passed her tests. Although she still offers her blessing, she now knows it is time to return to the Island of Solstice.

If you're using the "ominous die" idea proposed at the start of the supplement, set the die at 1 to warn the party that Auril is now on her way back to the island.

APPENDIX A: MAGIC ITEMS

The following magic items are found on this level:

+2 TRIDENT

Martial weapon, rare

You have a +2 bonus to attack and damage rolls made with this magic trident, which has the versatile (1d6/1d8) and thrown (20/60 ft.) properties.

Location. See Ch. 5., Island of Solstice, I2.

ALCHEMY JUG

Wondrous item, uncommon

This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Location. See Ch. 5, Grimskalle, G3.

ALCHEMY JUG

Liquid	Maximum Amount
Acid	8 ounces
Basic Poison	1/2 ounce
Beer	4 gallons
Honey	1 gallon
Mayonnaise	2 gallons
Oil	1 quart
Vinegar	2 gallons
Water, Fresh	8 gallons
Water, Salt	12 gallons
Wine	1 gallon

BERSERKER AXE

Greataxe, rare (attunement)

You gain a +1 bonus to attack and damage rolls made with this magic greataxe. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Location. See Ch. 5, Grimskalle, G14.

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.

POTION OF COLD RESISTANCE

Potion, uncommon

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

Location. See Ch. 5., Island of Solstice, I2.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Location. See Ch. 5., Island of Solstice, I2.

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.

SPELL SCROLL

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

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

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

Mass Cure Wounds. To cast this spell, the caster must succeed on a DC 17 ability check using their spellcasting ability. This scroll is found in Ch. 5, Grimskalle, G9.

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 137 (11d12 + 66)
Speed 40 ft., climb 40 ft.

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

Skills Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages Yeti
Challenge 9 (5000 XP)

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

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

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

ACTIONS

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

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

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

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

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +14, Wis +7, Cha +8
Skills Perception +13
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 20 (25000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

AURIL

LAIR ACTIONS

Auril dwells on Solstice, a frozen island hidden among the titanic icebergs in the Sea of Moving Ice. Few creatures know of this island, let alone how to reach it. See chapter 5 for information about the regional effects that encompass the island.

While she's on the island, the Frostmaiden can take one of the following lair actions on initiative count 20 (losing initiative ties):

- Auril instantly knows the locations and health of all other creatures on the island. She knows how much damage each of these creatures has taken, how many levels of exhaustion they have, and what conditions are affecting them currently.
- Auril instantly teleports to any location on the island. If the space she chooses as her destination is already occupied, Auril appears in the closest unoccupied space to it instead.
- Auril telepathically communicates with any number of creatures at once, provided they're all on the island. This effect lasts until Auril stops concentrating on it (as if concentrating on a spell) or until she leaves the island or uses a different lair action.

REGIONAL EFFECTS

Auril's presence creates the following regional effects, which fade 1d10 days after all three of her forms are destroyed:

- The save DC to resist the effects of extreme cold is 15 instead of 10.
- Whenever a creature that lacks resistance or immunity to cold damage spends a Hit Die to regain hit points within 1 mile of the island, it regains only a number of hit points equal to its Constitution modifier (minimum of 0). It doesn't get to roll the die.
- The island, its surface features, and all creatures and objects out to a distance of 200 feet from the island are lightly obscured by fog. Thick fog fills the air beginning 200 feet from the island and extending outward for 1 mile in all directions; anything on the water or in the air within this thick fog is heavily obscured.

AURIL (FIRST FORM)

Medium monstrosity (monstrosity), neutral evil

Armor Class 13
Hit Points 95 (10d8 + 50)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	21 (+5)	24 (+7)	26 (+8)	28 (+9)

Saving Throws Con +9, Wis +12
Skills Deception +13, Insight +12, Intimidation +13, Perception +16
Damage Immunities cold, poison
Damage Vulnerabilities radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 120 ft., passive Perception 26, truesight 120 ft.
Languages all, telepathy 1000 ft.
Challenge 9 (5000 XP)

Divine Being. Auril can't be surprised and can't be changed into another form against her will.

Divine Rejuvenation. When Auril drops to 0 hit points, her body turns to slush and melts away. Auril instantly reappears in her second form, in an unoccupied space within 60 feet of where her first form disappeared. Her initiative count doesn't change.

Innate Spellcasting. Auril's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: *chromatic orb* (cold orb only; see "Actions" below), *detect magic*, *misty step*
2/day each: *control weather*, *detect thoughts*, *ice storm*

Legendary Resistance (2/Day In This Form). If Auril fails a saving throw, she can choose to succeed instead.

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

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

ACTIONS

Chromatic Orb. *Ranged Spell Attack:* +13 to hit, range 90 ft., one creature. *Hit:* 13 (3d8) cold damage.

Multiattack. Auril attacks twice with her talons.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage.

Touch Of Frost. *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) cold damage, and the target can't take reactions until the start of its next turn.

LEGENDARY ACTIONS

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

FIRST FORM

While in her first form, Auril can choose from the options below:

- Talons.** Auril attacks once with her talons.
Teleport. Auril teleports to an unoccupied space she can see within 30 feet of her.
Touch of Frost (Costs 2 Actions). Auril uses Touch of Frost.

SECOND FORM

While in her second form, Auril can choose from the options below:

Attack. Auril makes one weapon attack.

Ice Flurry (Costs 2 Actions). Each creature within 30 feet of Auril takes 5 (2d4) piercing damage from swirling ice, and nonmagical, open flames in that area are extinguished.

Splinter (Costs 3 Actions). Auril uses Create Ice Mephit or causes one to ice mephit she can see within 60 feet of her to explode and die. A mephit that dies in this way does not use its Death Burst. Instead, each creature within 10 feet of the exploding mephit must succeed on a DC 21 Dexterity saving throw, taking 13 (3d8) piercing damage on a failed saving throw, and half as much damage on a successful one.

AURIL (SECOND FORM)

Large elemental (elemental), neutral evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	21 (+5)	24 (+7)	26 (+8)	28 (+9)

Saving Throws Con +9, Wis +12
Skills Deception +13, Insight +12, Intimidation +13, Perception +16
Damage Immunities cold, poison
Damage Vulnerabilities fire
Senses darkvision 120 ft., truesight 120 ft., passive Perception 26
Languages all, telepathy 1000 ft.
Challenge 10 (5900 XP)

Divine Being. Auril can't be surprised and can't be changed into another form against her will.

Divine Rejuvenation. When Auril drops to 0 hit points, her body collapses into shards of ice, whereupon Auril instantly reappears in her third form, in an unoccupied space within 60 feet of where her second form was destroyed. Her initiative count doesn't change.

Legendary Resistance (2/Day In This Form). If Auril fails a saving throw, she can choose to succeed instead.

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

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

ACTIONS

Multiattack. Auril attacks twice with her ice morningstar or hurls three ice darts.

Ice Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

Ice Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) cold damage.

Cone Of Cold (Recharges After A Short Or Long Rest). Auril causes a magical blast of cold air to erupt from her hand. Each creature in a 60-foot cone must make a DC 21 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Create Ice Mephit (3/Day). Auril breaks off an icicle from her body and hurls it into an unoccupied space she can see within 20 feet of her, where it magically transforms into an ice mephit (see its entry in the Monster Manual). The mephit acts immediately after Auril in the initiative order and obeys her commands.

Ice Stasis. Auril magically creates a gem-sized ice crystal that hovers in a space within 5 feet of her. Auril then targets a creature she can see within 60 feet of the crystal. The target must succeed on a DC 21 Charisma saving throw or become trapped in the crystal, which is immovable. If the saving throw succeeds, the crystal shatters and nothing else happens. A creature trapped in the crystal is stunned, has total cover against attacks and other effects outside the crystal, and takes 21 (6d6) cold damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, freeing itself on a success. The creature is also freed if the crystal is destroyed, which is a Tiny object with AC 18, 9 hit points, and immunity to all damage except fire damage. The freed creature appears in an unoccupied space of its choice within 30 feet of the shattered crystal.

THIRD FORM

While in her third form, Auril can choose from the options below:

Polar Ray. Auril uses Polar Ray.

Intensify Aura (Costs 2 Actions). Auril's Frigid Aura deals an extra 10 cold damage until the end of her next turn.

Blinding Gleam (Costs 2 Actions). Auril's form flares with a blue light. Each creature that can see Auril and is within 10 feet of her must succeed on a DC 17 Wisdom saving throw or be blinded by Auril's magical gleam for 1 minute. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

AURIL (THIRD FORM)

Small elemental, neutral evil

Armor Class 19 (natural armor)
Hit Points 136 (16d6 + 80)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	21 (+5)	24 (+7)	26 (+8)	28 (+9)

Saving Throws Con +9, Wis +12
Skills Deception +13, Insight +12, Intimidation +13, Perception +16
Damage Immunities cold, poison
Damage Vulnerabilities thunder
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses blindsight 120 ft. (blind beyond this radius), truesight 120 ft., passive Perception 18
Languages all, telepathy 1,000 ft.
Challenge 11 (7200 XP)

Divine Being. Auril can't be surprised and can't be changed into another form against her will.

Divine Resurrection. When Auril drops to 0 hit points, her crystalline form shatters and her divine spark vanishes. She is dead until the next winter solstice, when she reappears at full health in a cold, remote location of her choosing.

Frigid Aura. So long as Auril has at least 1 hit point in this form, each creature within 10 feet of her takes 10 cold damage at the start of each of her turns.

Legendary Resistance (1/Day In This Form). If Auril fails a saving throw, she can choose to succeed instead.

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

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

ACTIONS

Multiattack. Auril uses Polar Ray twice.

Polar Ray. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 14 (4d6) cold damage.

Blizzard Veil. Auril creates a magical blizzard in a 30-foot-radius sphere centered on herself. The area within the sphere is heavily obscured, and the sphere moves with Auril. The effect lasts until Auril drops to 0 hit points in this form, until she chooses to end the effect (no action required), or until her concentration is broken (as if concentrating on a spell).

BANDIT

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

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft.,
Hit: 5 (1d8+1) damage.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

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.

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.

FROST DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

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

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

Saving Throws Int +3, Wis +6

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

Damage Resistances cold

Senses passive Perception 16

Languages Common, Druidic

Challenge 5 (1800 XP)

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

Cantrips (at will): druidcraft, guidance, resistance

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

speak with animals

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

pass without trace

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

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

5th level (1 slot): awaken

ACTIONS

Multiattack. The druid makes two melee attacks.

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

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

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

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

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

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

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

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

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

FROST GIANT SKELETON

Huge undead, lawful evil

Armor Class 14 (armor scraps)

Hit Points 102 (12d12 + 24)

Speed 40 ft.

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

Damage Immunities cold, poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands Giant but can't speak

Challenge 6 (2300 XP)

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

ACTIONS

Multiattack. The skeleton makes two greataxe attacks.

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

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

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.

GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages -
Challenge 5 (1800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

GIANT VULTURE

Large beast, neutral evil

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

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

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

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

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

ACTIONS

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

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

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

GIANT WALRUS

Huge beast, unaligned

Armor Class 9
Hit Points 85 (9d12 + 27)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	3 (-4)	11 (+0)	4 (-3)

Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 4 (1100 XP)

Hold Breath. The walrus can hold its breath for 30 minutes.

ACTIONS

Multiattack. The walrus makes two attacks: one with its body flop and one with its tusks.

Body Flop. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tusks. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing 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.

GUNVALD HALRAGGSON

Medium humanoid (human), neutral

Armor Class 13 (hide armor, shield)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	9 (-1)	10 (+0)	16 (+3)

Skills Athletics +8, Intimidation +6, Survival +3

Senses passive Perception 10

Languages Common

Challenge 5 (1800 XP)

Indomitable (3/Day). Gunvald can reroll a saving throw he fails. He must use the new roll.

Menacing Blows (1/Turn). Gunvald deals an extra 6 (1d12) damage when he hits a target with a weapon attack. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be frightened until the start of Gunvald's next turn.

Second Wind (Recharges After A Short Or Long Rest). As a bonus action, Gunvald can regain 15 hit points.

ACTIONS

Multiattack. Gunvald makes three melee attacks.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands, plus 6 (1d12) slashing damage if Gunvald uses Menacing Blows.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 6 (1d12) piercing damage if Gunvald uses Menacing Blows.

HALF-RED DRAGON VETERAN

Medium humanoid, any alignment

Armor Class 18 (plate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +6, Perception +3

Damage Resistances fire

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

Languages Common, Draconic

Challenge 5 (1800 XP)

ACTIONS

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

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

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

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

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

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.

ICE TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 30 ft.

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

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

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

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

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

ACTIONS

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

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

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

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10
Damage Immunities poison
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 18
Languages Auran, understands Common but doesn't speak it
Challenge 6 (2300 XP)

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Invisibility. The stalker is invisible.

ACTIONS

Multiattack. The stalker makes two slam attacks.

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

ISARR KRONENSTROM

Medium humanoid (human), chaotic evil

Armor Class 19
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Athletics +6, Intimidation +6, Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 8 (3900 XP)

Bloody Frenzy. Isarr has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Indomitable (3/Day). Isarr can reroll a saving throw he fails. He must use the new roll.

Keen Hearing And Smell. Isarr has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. Isarr makes three melee attacks.

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus 13 (2d12) piercing damage if the target has no allies it can see within 10 feet of it.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

JARUND ELKHARDT

Medium humanoid (human), neutral

Armor Class 14 (hide armor, shield)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

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

Saving Throws Con +5, Wis +5
Skills Athletics +7, Intimidation +7, Survival +5
Senses passive Perception 12
Languages Common, Dwarvish
Challenge 5 (1800 XP)

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

ACTIONS

Multiattack. Jarund makes three melee attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage when used with two hands.

Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and Jarund pushes the target 5 feet away from him if it's Large or smaller. Jarund then enters the space vacated by the target. If the target is pushed to within 5 feet of a creature friendly to Jarund, that creature can make an attack against the target as a reaction.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

LIVING ICE KNIFE

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft., fly 25 ft.

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

Damage Immunities cold
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft. passive Perception 8
Languages -
Challenge 1 (200 XP)

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

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

ACTIONS

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) cold damage

Spell Mimicry (Recharge 5-6). The living spell flings a shard of ice at one target within 60 feet of it, making a ranged spell attack (+5 to hit), dealing 5 (1d10) piercing damage on a hit. The shard then explodes; the target and all creatures within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 2d6 cold damage.

LIVING ICE STORM

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Immunities cold
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 5 (1800 XP)

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

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

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) cold damage.

Spell Mimicry (Recharge 5-6). The living spell unleashes a hail of ice in a 20-foot-radius, 40-foot-high cylinder centered on a point within 300 feet. Each creature in the cylinder must make a DC 15 Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much on a successful one.

Until the start of the living spell's next turn, the cylinder into is difficult terrain.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft. passive Perception 10
Languages Abyssal, Aquan
Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

NASS LANTOMIR'S GHOST

Medium undead, neutral evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)	17 (+3)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft. passive Perception 11

Languages Abyssal, Common, Draconic, Orc

Challenge 6 (2300 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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.

Spellcasting. The ghost is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The ghost has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *prestidigitation*,
ray of frost
1st level (4 slots): *detect magic*, *thunderwave*
2nd level (3 slots): —
3rd level (3 slots): *counterspell*

ACTIONS

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed by a greater restoration spell, but only if it is cast within 24 hours.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

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.

ROC

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 11 (7200 XP)

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

ACTIONS

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

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

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.

SILVER DRAGON WYRMING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft. passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves. Each hag is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks).

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

ACTIONS

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

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.

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.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

WALRUS

Large beast, unaligned

Armor Class 9

Hit Points 22 (3d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Hold Breath. The walrus can hold its breath for 10 minutes.

ACTIONS

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

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate armor)

Hit Points 110 (17d8 + 34)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Immunities poison

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

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft. passive Perception 10

Languages Aquan, one language of its creator's choice

Challenge 7 (2900 XP)

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

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *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.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

WEASEL

Tiny beasts, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages -

Challenge 0 (10 XP)

Keen Hearing And Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Keen Hearing And Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft. passive Perception 11

Languages Yeti

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

APPENDIX C: EFFECTS

The following effects are present in this chapter:

WEATHER & ENVIRONMENTAL HAZARDS

BLIZZARD

Wilderness Hazard

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

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

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

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

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

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

EXTREME COLD

Weather

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

FRIGID WATER

Wilderness Hazard

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

HEAVY PRECIPITATION

Weather

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

HIGH ALTITUDE

Wilderness Hazard

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

SLIPPERY ICE

Wilderness Hazard

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

STRONG WIND

Weather

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

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

THIN ICE

Wilderness Hazard

Thin ice has a weight tolerance of $3d10 \times 10$ 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.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

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.

EXHAUSTION

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

INDEFINITE MADNESS

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