

CHRISTIAN EICHORN'S

# ICEWIND DALE

STRANGE ENCOUNTERS



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## ENCOUNTERS FOR RIME OF THE FROSTMAIDEN AND BEYOND

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# ICEWIND DALE: STRANGE ENCOUNTERS

## ENCOUNTERS FOR RIME OF THE FROSTMAIDEN AND BEYOND

### INTRODUCTION

*"We were in high spirits. The group completely healed after clearing out a ghoulish infested crypt; our backpacks weighed down by ancient gold coins, fist-sized gems, and enchanted trinkets. The world was ours for the taking. Then, only a few miles from the safety of the walls, the hares appeared. Blood-smearred mouths, a sick glimmer in their eyes. The bastards ate Benmor neck and crop—a matter of seconds. We ditched the loot and ran for our lives. When I made it to the gate, I was the only one left."*

— Svendy, retired adventurer

This collection of thirty strange encounters introduces new monsters, NPCs, and items to your game. Roll on the Strange Encounters table whenever the characters travel for more than a day across the Icewind Dale. For example, during a *Rime of the Frostmaiden* campaign or a different adventure.

To run the encounters, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A copy of *Rime of the Frostmaiden* (RFM) is helpful but not necessary.

**WITH NOTES BY ME, THE HUMBLE MERCHANT POTZBLITZ! I HAVE SEEN MANY STRANGE THINGS IN THE NORTH, AND I AM NOT SHY ABOUT SHARING MY EXPERIENCES.**

- POTZBLITZ

Strange Encounters (Weighted Table)

d100	Encounter
1-2	Secret Caravan
3-4	Dragon Hunters
5-6	Skirmish
7-8	Traveling Cutthroats
9-10	Ice Fisher
11-13	Duergar Pain Sledge
14-16	Flesh Eating Hares
17-19	Weapons Testing
20-22	Mimic Wagon
23-26	Flying Goblins
27-30	Giant Baby
31-34	Instrument Maker
35-39	Frost Zombies
40-44	Ice Statues
45-50	Lake of Blood
51-56	Knell
57-61	Giant Rubbish Pile
62-66	Monks of Tempus
67-70	The Trickster
71-74	Naked Nord
75-78	Wounded Mammoth
79-81	Itinerant Crypt
82-84	Burning Shrine
85-87	Rukkor
88-90	Goblinoid Party Host
91-92	Svirfneblin Racer
93-94	A Bridge T(r)oll
95-96	Feywild Portal
97-98	Sentient Haversack
99-100	Gold Dragon

## A BRIDGE T(R)OLL

The characters must cross a river. A decrepit bridge offers easy passage, but strange noises emanate from below the crumbling structure. If the characters attempt to step onto the bridge, an old **bridge troll** (see below) named Wombat jumps up and demands a toll of 1 gp per head. Ettins pay double and chimeras triple, it says, obviously. Hydras pay a flat 10 gp—too much hassle otherwise.

### BRIDGE TROLL

*Large giant, lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	9 (-1)	10 (+0)	13 (+1)

**Saving Throws** Con +6

**Skills** Athletics +5, Persuasion +3

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

**Languages** Common, Giant

**Challenge** 2 (450 XP)

**Regeneration.** The troll regains 5 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 troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### Actions

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

**Clinker.** *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

#### Reactions

**Twinkling Distraction.** In response to another creature making a melee attack against the troll, it coughs gold into the attacker's face, giving the attacker disadvantage on the attack roll.

If the characters offer to help with repairs, the frail bridge troll happily accepts. A successful DC 10 Strength or Dexterity check using mason's tools allows makeshift repairs, allowing the characters to pass free of charge. On a result of 15 or higher, Wombat pays the characters 50 gp for restoring full functionality to the bridge. Wombat stores all tolls in its belly. Cutting the troll open, the characters find 264 gp, a silver ring worth 10 gp, and an iron button.

## BURNING SHRINE

The characters happen upon a burning shrine of Auril. Reghed raiders built a pyre around it and put it to the torch. An unconscious priest of Auril named Ylva (neutral female human **acolyte**) lies near the shrine, buried by a thin layer of snow. A frozen trail of blood marks her possible final resting place. A successful DC 12 Intelligence (Medicine) check brings her back to consciousness, a warm fire does the rest. On Ylva, the characters find a holy symbol of Auril, a prayer book worth 10 gp, and a *withered yeti paw*. Unless she freezes and dies, at your discretion, she helps the characters with information regarding Auril.

### WITHERED YETI PAW

*Wondrous item, uncommon*

A ragged yeti paw severed at the joint with a dull tool. It has five charges. Each time you expend a charge, one of the fingers falls to dust. Once you expend the last charge, the paw crumbles and is destroyed.

As a reaction, you can expend one charge to gain resistance to cold or lightning damage until the start of your next turn.

### PRIESTS OF AURIL

I KNOW MY WAY AROUND THE SHRINES AND TEMPLES OF AURIL. NOT ALL CLERICS WHO ATTEND THESE PLACES ARE MALEVOLENT, BUT THERE IS ALWAYS TROUBLE. BEST TO AVOID THEM, IF YOU CAN.

## YLVA

Ylva (neutral female human **acolyte**) was born and raised in Termalaine. She originally started her training in a temple of Ilmater, but joined Auril's faith after the long night began.

**Appearance.** Ylva has blue eyes and peroxide blond hair, which grows lighter every day. She wears the usual gown of Auril's faithful—a white robe with blue trim. Not wanting to forsake Ilmater entirely, she also wears an iron chain around her neck.

**Personality.** Ylva is dedicated and honest. She has submitted to Auril and laid her fate, and the fate of the Icewind Dale, in the hands of the Frostmaiden.

**Motivation.** I can only help the people of the Ten Towns by making them submit to Auril. She protects the faithful. We can find no love in her cold embrace, but security.

**Mannerism.** Ylva reads to travelers from her prayer book and prompts them to make a sacrifice to Auril.

**Quote.** "If you still have clothes to wear, you have something to give to Auril."

## DRAGON HUNTERS

In the clouded skies high above the snow-blown Icewind Dale, Double Tusk's Hunters fight against a dragon. Consult the Double Tusk's Hunters table for information about the hunters. The characters hear the beast roar, followed by a scream. Through the clouds, the unconscious body of Stoneface tumbles to the ground and dies on impact—that is unless the characters intervene with magic or otherwise. Hot on Stoneface's heels comes a **young white dragon**, heading for the characters. Double Tusk and Mara the Confessor hang onto the dragon using iron chains, shot into the beast with iron hooks. Hells Bells is trapped inside the beast's stomach. The dragon makes a rough landing and attacks Stoneface, making sure he is dead, or killing him if the characters cushioned the fall. Double Tusk and Mara start cutting the dragon's stomach open to rescue Hells Bells. The dragon has 100 hit points left. If the characters help slay the monster, Double Tusk thanks them, and asks if they'd be interested in joining the next hunt proper.

## Double Tusk's Hunters

Double Tusk (chaotic neutral male orc **heavy mercenary**, see below) — Formerly of the Inflamed Scab tribe. Found life in the tribe too boring, set out to slay dragons for gold instead.

Stoneface (chaotic neutral male goliath **berserker**) — Best friend of Double Tusk. They go way back, fighting against each other as members of different tribes. Eventually, the murderous intent grew into a beautiful friendship.

Mara the Confessor (chaotic neutral female half-elf **priest**) — Battle hungry cleric of Tempus. Never lets go of her mace and cooks a mean knucklehead jambalaya with it.

Hells Bells (chaotic neutral female tiefling **spy**) — When Hells Bells grew up, she dreamed of bathing in the blood of dragons to absorb their powers. She is living the dream.

## HEAVY MERCENARY

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

**Shock Trooper.** If the mercenary moves at least 20 feet straight toward a Medium or smaller creature and hits it with a Morningstar attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

### Actions

**Multiattack.** The mercenary makes two Morningstar or two Javelin attacks.

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

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

## PAIN SLEDGE

Huge vehicle (2,000 lb.)

**Creature Capacity** 3 Medium creatures

**Cargo Capacity** 200 lb.

**Armor Class** 16 (13 while motionless)

**Hit Points** 30 (damage threshold 5)

**Speed** 100 ft.

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

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

**Death Burst.** When the pain sledge dies, it explodes in a burst of psionic energy. Each creature within 15 feet of it must make a DC 12 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also stunned for 1 minute but can repeat the saving throw at the end of its turns, ending the effect on a success.

**Prone Deficiency.** If the vehicle falls prone, it can't right itself and is incapacitated until pulled upright.

**Psionic Engine.** The creature strapped to the engine takes 3 (1d6) psychic damage for every 1 mile the vehicle travels.

Action Stations

**Helm (Requires 1 Crew and Grants Half Cover).** Drive and steer the vehicle.

**Harpoon Cannon (Requires 1 Crew).** Ammunition: 3 harpoons (60 feet iron chain). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 12). The Harpoon Cannon can grapple only one target at a time, and the operator can use a bonus action to release a grappled target.

**Psionic Cannon (Requires 1 Crew).** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) force damage.

## DUERGAR PAIN SLEDGE

With great speed, a **pain sledge** (see above) catches up to the characters. Three **duergar** ride the vehicle and ready its weapons for an attack. One additional shorn **duergar** is trapped in the psionic engine room—it propels the sledge with pain. If the characters reduce the pain sledge to 0 hit points, they irrevocably destroy it.

## FEYWILD PORTAL

The characters find a circle of mushrooms. They are made of ice, a red liquid oozing from dots on the mushrooms' caps. The mushrooms are inedible but mark an entrance to the Feywild. A successful DC 14 Intelligence (Arcana or Nature) check reveals that the mushrooms are an ingredient for *potions of cold resistance*, which give the drinker resistance against cold damage for 1 minute. Brewing a potion requires a successful DC 14 Dexterity or Intelligence check using alchemist's supplies. The characters can harvest enough mushrooms for three attempts.

However, harvesting the mushrooms destroys the entrance to the Feywild. A dense fog engulfs a character who enters the center of the ring, who then appears in the Feywild close to Rombar's Spirit Shack. Rombar (**satyr**) operates the booth in the winter wasteland and sells soothing spirits to visitors. A shot for carry-out costs the characters one secret. Drinking it gives them the benefits of a *bless* spell for 24 hours. Rombar only sells one per person.

### INTO THE FEYWILD

I SPENT A FAIR BIT OF TIME IN THE FEYWILD MYSELF. I AM AMAZED THAT I SURVIVED, SEEING THAT I DON'T REMEMBER ANYTHING AT ALL. YOU SEE, I WAS SEEKING OUT STRANGE MUSIC I HEARD FROM AFAR. THE NEXT THING I REMEMBER IS COMING TO MY SENSES A WEEK LATER, SURROUNDED BY EMPTY MUGS AND SCANTILY CLAD PEOPLE WITH HORNS.

## ROMBAR

Rombar is an old **satyr** who likes the cold, so he set up shop in the region of eternal winter. There, he sells his spirits to weary travelers, from whatever plane they may come.

**Appearance.** Rombar is of advanced age. His fur is gray, his eyes are clouded, and his hump is crooked. He carries a sentient, wooden cane—the remains of his treant friend, Amberheart.

**Personality.** Rombar has grown gentler over the years, shedding his youthful arrogance and prankster ways. He enjoys hearing stories and secrets and shares them as well.

**Motivation.** Let's spread the joy and warmth of my spirits.

**Mannerism.** Rombar enjoys playing a tune on his pipes while travelers stay awhile and listen.

**Quote.** "The most enjoyable thing about secrets is sharing them."

## FLESH EATING HARES

The characters encounter two (1d4) **swarms of flesh eating hares** (see below), a menace upon Icewind Dale. The monsters escaped from Zorkan's laboratory many years ago and have been multiplying exponentially ever since. They threaten the nomadic Reghed especially, eating their hunters and game.

### SWARM OF FLESH EATING HARES

Medium swarm of *Tiny* aberrations, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	4 (-3)	13 (+1)	4 (-3)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Innate Spellcasting.** The swarm's innate spellcasting ability is Wisdom (spell save DC 11). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

1/day each: *hellish rebuke*, *jump*, *longstrider*

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a *Tiny* hare. The swarm can't regain hit points or gain temporary hit points.

**Actions**

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d6 + 1) piercing damage, or 4 (1d6 + 1) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 10 Charisma saving throw or is frightened by the swarm until the end of its next turn.

## ABOUT EVIL MAGES

HAVE I HEARD OF ZORKAN?  
YOU BETTER NOT SAY THAT NAME  
TOO LOUD AROUND THESE PARTS;  
INFORMANTS COULD LINGER BEHIND  
EACH CORNER OR UNDER EVERY  
STONE. HELLS, I HAVE MET STONES  
WITH EARS OF THEIR OWN.

IN ANY CASE, ZORKAN IS A  
POISONED THORN IN THE DALE'S  
SIDE. THE BEASTS HE IS CREATING  
ARE TERRORIZING THE TEN TOWNS  
AND HONEST PEOPLE WHO TRAVEL  
BETWEEN THEM. FLESH EATING  
HARES, FLYING OOZES, INVISIBLE  
BEARS—WHERE DOES IT END?

# FLYING GOBLINS

The characters see strange birds circling in the air. A successful DC 14 Wisdom (Perception) check reveals them to be goblins riding kites. Captured kobold inventors built the kite contraptions for the growing goblinoid host. Now, the goblin aces are in the midst of a trial flight, enjoying their new toys. Six (1d6 + 3) **goblin aerial recons** (see below) choose the characters for target practice. On each downed goblin, the characters find two (1d4) metal flasks of oil and a crude manual in Draconic and Goblin. At your discretion, the characters can attempt a DC 18 Dexterity check using tinker's tools to repair one kite, cannibalizing the rest. An attempt takes 8 hours. A burner kite is adventuring gear; a mundane, nonmagical item with properties described below.

## GOBLIN AERIAL RECON

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 13

**Hit Points** 7 (2d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	11 (+0)	13 (+1)	10 (+0)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Oil Heater.** The goblin can't ascend without burning fuel. As an action, the goblin can apply oil to the fire to increase its height by up to 30 feet.

**Actions**

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Oil Spill (Recharge 6).** The goblin chooses a 5-foot-square area on the ground within 60 feet of it, dousing the ground with burning oil. A creature that enters the affected area for the first time on a turn or starts its turn there must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire lasts until the start of the goblin's next turn.

## BURNER KITE

Only Small or smaller creatures can use this item. It requires two hands to operate. As an action, you can ignite the engine and burn one flask of oil to gain a flying speed of 30 feet until the end of your turn. At the beginning of your turn, if you are flying, your height decreases by 5 feet.

## FROST ZOMBIES

The characters cross an old battlefield, where the fallen continue the slaughter as undead. The affected area continues to grow, as the zombies add more and more unsuspecting travelers to their ranks. A troop of six (1d6 + 3) **frost zombies** (see below) hides below the snow, attacking the characters when they pass, craving to add them to the army. Due to the cold, the zombies are well preserved but brittle. Searching the area results in findings or encounters according to the Battlefield Loot table.

### Battlefield Loot

d10	Findings
1 - 3	Six (1d6 + 3) <b>frost zombies</b> .
4 - 6	Three (1d6) <b>frost zombies</b> .
7 - 9	A <i>dagger</i> , +1 named <i>Firetooth</i> that deals an extra 1 fire damage, in addition to the +1 bonus to the attack and damage roll.
10	A <i>shield</i> , +1 named <i>Hearth and Home</i> giving resistance to cold damage.

## THE FROZEN DEAD

FOR SAFETY REASONS, I CARRY A MAP ON WHICH I MARK ALL RECENT BATTLE SITES. ONE NEVER KNOWS WHERE THE CURSE OF UNDEATH STRIKES. NAVIGATING THE NORTH IS A TRUE PAIN, BEING FORCED INTO MAKING FREQUENT DETOURS. SOMETIMES I TRAVEL IN THE WAKE OF A LARGER CARAVAN, USING THEM AS MY PERSONAL VANGUARD.



## FROST ZOMBIE

Medium undead, neutral evil

**Armor Class** 14 (armor scraps)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	14 (+2)	3 (-4)	8 (-1)	2 (-4)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/2 (100 XP)

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

### Actions

**Multiattack.** The zombie makes one Broken Sword and one Frost Bite attack.

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

**Frost Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and an extra 2 (1d4) cold damage. The target can't use reactions until the start of its next turn.

## GIANT BABY

The characters find a hill giant toddler named Bom Bom sitting on the road. He has the statistics of a **half-ogre** but uses a club as a weapon. The chunky boy lost his way when he wandered off during the night. Now, Bom Bom is hungry and cranky. When he notices the characters, Bom Bom springs up, runs over to them, and asks if they can help him get the honey from the bee's nest in the trees, speaking in adorable Giant. Bom Bom's face shows dozens of bee stings.

If the characters help Bom Bom with the honey, he gleefully slurps it on the roadside, then follows them around. If they ignore him or drive him off, he runs away crying. After 1 hour, Bom Bom's parents, two **hill giants**, appear. If Bom Bom happily follows the characters around, the parents gruffly retrieve their child and stomp away. If the characters were mean to Bom Bom, the giants rough the characters up and eat them.

## GIANT RUBBISH PILE

The characters find a string of snow covered mounds, all situated in a line. The snow hides refuse, tossed overboard by polluting cloud giants. They do not care for the lower realms and make their disinterest known. However, one person's trash is another person's treasure. A successful DC 13 Wisdom (Perception) check reveals monstrous tracks among the mounds, suggesting the presence of other creatures. Searching the heaps, the characters find items and monsters according to the Giant Rubbish table.

### Giant Rubbish

d6

Finding

- Scavengers with the statistics of one **gnoll fang of Yeenoghu** and three **gnolls**. Its pack has been following the cloud giants for decades, living off their refuse.
- Two (1d4) aberrations with the statistics of a **gibbering moulder**. No cloud giant dares speak of their origin, all silently send them down the chute. An ancient curse troubles the giants in their high castles.
- Enough food for ten dubious rations.
- Broken silver cutlery worth 50 gp.
- A gold tooth filling worth 100 gp.
- A damaged **monodrone** named Watts. It can't move, only talk Giant and Modron. A successful DC 16 Intelligence check using tinker's tools which takes 6 hours restores it to full functionality.

## GOBLINOID PARTY HOST

The characters hear loud, pounding music in the distance. On a plateau, they spot dancing figures illuminated by colorful lights. They have found the site of a goblinoid party host. Hundreds of goblins, hobgoblins, and bugbears heeded the call and assembled here. For seven days and seven nights, the ravers dance and drink before returning to their caves and strongholds.

If the characters are so bold as to approach, the ravers demand the characters show them what they got. A successful DC 10 group Dexterity (Performance) check gives the characters enough street cred to be treated as equals. On a result of 15 or higher, the ravers treat them as honored guests, allowing them access to the innermost floor. The characters can meet quirky goblinoids according to the Ravers table.

### Ravers

Name	Description
Klurk (bugbear)	A dancer like one born only every century. Nobody can keep up when Klurk glides across the floor and spins like a gyro.
Aidon (hobgoblin)	Hangs from a scaffolding and plays the dragon drums—gargantuan drums that breath fire with every hit. Its war screams echo across the plateau.
Squid (goblin)	Produces industrial noises faintly reminiscent of music, using the minor illusion cantrip. Squid's beats are famous among the goblinoids, with Squid being hailed as a living genius.

## GOLD DRAGON

The characters encounter a crone on the road. Her back is bent, her eyes are white, and her legs wobbly. The crone is Yvni'Ersess, an **adult gold dragon** in disguise. She left her lair to catch up on the latest and do some good, in her own way. She calls out to the characters in a trembling voice, asking if they couldn't carry her heavy rucksack for a while. It is filled with firewood and peat, too heavy for an old woman like her. She introduces herself as Sieglinde. As a reward, she offers to share her food. "Homemade," she laughs. If the characters agree to carry her bag, which is indeed filled with wood to make the story believable, Sieglinde tells them about her children, who never visit, and about how the world has changed since she was a child.

She asks if the characters have any interesting news to tell. In the end, Yvni'Ersess reverts part of her polymorphed body to present a diamond worth 500 gp to the characters. Her favorite treat. She then walks away, not telling them anything more, despite their best efforts.

If the characters suspect she is a dragon or other kind of spirit before finishing the journey, she laughs, and asks what gave her away. In reality, Yvni'Ersess is miffed that her scheme failed. The characters only receive a zircon worth 50 gp.

If the characters refuse to help her, she wishes them luck on their journey, and continues on her way, searching for good people.

## ICE FISHER

The characters pass by a small lake, where they hear screams and spot a drowning figure in its center. What the characters witness is not a person but an **ice fisher** (see below), a monster that uses an appendage to mimic the shapes and sounds of a struggling person. A successful DC 14 Intelligence (Arcana) check reveals the possibility that the characters face such a beast, and not a person in need of assistance. If the characters rush onto the ice to help, the ice fisher attacks once they come within range. A successful DC 15 Wisdom (Perception) check reveals irregularities about the appearance of the person before the characters come too close. In the creature's gut, the characters find 89 gp, a holy symbol of Helm, a splint armor, a greatsword, and a heavy crossbow.

## ICE STATUES

The characters find three statues, made of ice down to the last hair. Their clothing is slashed open, and their faces show true horror. Until a few hours ago, the statues were still travelers, carpenters named Theobald, Arund, and Markos. They encountered a **werewinterwolf** (see below) who caused their current predicament. As long as the statues don't start melting or break, and the characters are there to heal the victim's wounds, they will survive when they revert to their true forms. The carpenters tell the characters that they encountered a robed figure on the roadside, looking distressed. After initially ignoring them, the werewolf cast away its robe and attacked. After that, blackness. The lycanthrope's name is Killian. Eventually, the characters encounter him—when the time is ripe.

## ICE FISHER

Large monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 10 ft., swim 40 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	7 (-2)	13 (+1)	9 (-1)

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**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Deep Speech but can't speak

**Challenge** 3 (700 XP)

---

**Hold Breath.** While out of water, the ice fisher can hold its breath for 10 minutes.

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

At will: *light*, *minor illusion*

3/day each: *clairvoyance*, *hallucinatory terrain*

**Water Breathing.** The ice fisher can breathe only underwater.

### Actions

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**Multiattack.** The ice fisher makes two Tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or it takes an extra 4 (1d8) poison damage and is stunned until the end of its next turn. The target is also grappled (escape DC 12).

**Swallow.** The ice fisher makes a special attack against a Medium or smaller target it is grappling (+4 to hit, reach 5 feet). If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ice fisher, and it takes 3 (1d6) acid damage at the start of each of the ice fisher's turns. The ice fisher can have only one target swallowed at a time.

## WEREWINTERWOLF

Medium humanoid (human, shapechanger), any alignment

**Armor Class** 14

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft. (50 ft. in wolf form)

---

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

---

**Senses** darkvision 60 ft., passive Perception 12

**Languages** any one language (usually Common) and Winter Wolf

**Challenge** 6 (2,300 XP)

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**Shapechanger.** The lycanthrope can use its action to polymorph into a wolf-humanoid hybrid or into a winter wolf, or back into its true form, which is humanoid. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### Actions

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**Multiattack (Winter Wolf or Hybrid Form Only).** The lycanthrope makes one Bite and two Claw attacks.

**Bite (Winter Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 10 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

**Claws (Winter Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must succeed on a DC 15 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6; Winter Wolf or Hybrid Form Only).** The lycanthrope exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

## INSTRUMENT MAKER

---

The characters encounter a figure that wears several black robes, showing no inch of skin. Its name is Mangleth and it has the statistics of a **vampire spawn**, but it is not under the control of a vampire. If there are no elves among the characters, Mangleth ignores them and walks right by.

If there are elves, Mangleth approaches and offers to sell them instruments made of bone. He carves them personally, only during full moons, which imbues them with magic powers. Mangleth does not disclose that it makes the instruments from elves it kills. It offers the characters a flute, a pan flute, and a violin, each for 100 gp. Characters can add a d4 to checks made with the instruments.

If the characters purchase one, Mangleth visits them at a later point, attempting to kill any elf among them to fashion more instruments.

## ITINERANT CRYPT

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A crude, lumbering wagon approaches the characters. It is made of stone, held together by leather strips and other animal bits. Ten Reghed **barbarians** (see below) pull the heavy wagon along. The frail Reghed shaman Beorna (neutral female human **druid**) sits atop, eyes closed, and contemplating. A varying number of Reghed apparitions follows behind the wagon, but at any time at least twelve **ghosts**. The wagon houses the wandering grave of Eakrom, a hero of the Reghed. Beorna steers the grave across the Icewind Dale to visit all wandering tribes so they can show reverence to Eakrom's remains. A successful DC 13 Intelligence (History) check reveals that Eakrom wielded a terrible weapon in life, which is part of his burial gifts. If the characters honor the fallen hero with a greeting or small offering, Beorna gifts them two (1d4) magic *Reghed hazelnuts*. Eating a *Reghed hazelnut* as an action casts the *barkskin* spell on the person who consumes it, which lasts for the duration without requiring concentration.

If the characters kill all defenders and loot the grave, they find a *hide armor*, +3 and Eakrom's greataxe, *Wolfsheart*.

## WOLFSHEART

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*Weapon (greataxe), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can turn into a **winter wolf**. Your statistics are replaced by that of a winter wolf, but you retain your hit points, alignment, and personality. Your gear melds into the new form. You revert to your true form as an action or when you fall to 0 hit points.

## BARBARIAN

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*Medium humanoid (any race), any alignment*

**Armor Class** 15 (hide armor, shield)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

---

**Skills** Athletics +5, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Bothii or Reghed

**Challenge** 1/2 (100 XP)

---

**Cut Through.** If the barbarian makes a successful Battleaxe attack, it can use a bonus action to make another Battleaxe attack against a different target within 5 feet of it.

**Hardened.** Whenever the barbarian takes slashing, piercing, or bludgeoning damage from nonmagical attacks, the damage is reduced by 1.

**Actions**

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**Battleaxe. 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.

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## KNELL

The characters pass by the ruins of a hamlet. Snow dances around the crumbled walls, and a freezing wind howls through the shattered windows. From the direction of the largest ruin, the characters hear the ringing of a bell. If they investigate the matter, they find an old cemetery. The bell being attached to a pole, with a string leading into a grave. Could be the wind or could be something worse. In any case, the bell does not stop ringing.

Digging up the grave, the characters find the reinvigorated remains of Carla Unterberg (neutral female halfling **revenant**). She dusts herself off, thanks them for their help, and asks for a weapon. She must right a wrong, and after being stuck underground for at least a few months, she hasn't got much time left. She is on her way to kill the Speaker of one of the Ten Towns, who is responsible for the death of her son and his family. She has no qualms with the characters and only knocks them unconscious if they try to stop her.

Carla Unterberg (neutral female halfling **revenant**) has returned to exact revenge, not for her sake, but the sake of her dead son.

### CARLA UNTERBERG

Carla Unterberg (neutral female halfling **revenant**) has returned to exact revenge, not for her sake, but the sake of her dead son.

**Appearance.** Carla looks ragged. Her skin is pale, her clothing tattered, and her eyes milky white.

**Personality.** In life, Carla was caring, good natured, and a joy to be around. Now, she is inspired by the duty to kill.

**Motivation.** I can return to my family once I accomplish my mission.

**Mannerism.** Carla checks every other second if her weapon is still on her person.

**Quote.** "Step aside, there is no stopping this."

## LAKE OF BLOOD

The characters come upon a veritable lake of frozen blood. In reality, not a lake, but a giant puddle of spilled gore. In the center of the red sheet of ice, the characters see a chained figure, lying on a reddened stone slab. The prisoner is a cast out goliath named Irkuzt (neutral male goliath **berserker**) who undergoes ritual torment. Once per day, a goliath of the Split Skull clan arrives to cut open Irkuzt's flesh. When the wounds freeze over, the dagger goes in again to rip them open. After hours of pain, the goliath tormentor magically heals Irkuzt and retreats for the day. Irkuzt begs the characters to either free or kill him before his torturer Aungar returns. The punishment, whether justified or not, Irkuzt receives for abandoning his family and tribe members on the field of battle. His father, brother, and sister among them. If the characters elect to free Irkuzt, Aungar (neutral female goliath **priest**) arrives and attempts to stop them.

### IRKUZT

Irkuzt (neutral male goliath **berserker**) grew up as a valued member of the Split Skull clan. A strong fighter and skilled hunter. He fell from grace when he fled the battlefield and left his friends and family to die. Unbeknownst to him, he became the target of a *fear* spell, which caused him to run away.

**Appearance.** Irkuzt is scarred all over his body, as a proper goliath should be. He wears bone earrings and leather trousers. Aungar flayed his clan tattoos, so the number of terrible scars recently increased.

**Personality.** Once a proud warrior, Irkuzt is deeply conflicted. He hates himself for his actions but there is no way to redeem himself. For the foreseeable future, he is grieving and stoic.

**Motivation.** I must find an honorable death in battle; else I won't meet my family in the afterlife.

**Mannerism.** Irkuzt grinds his teeth, always.

**Quote.** "Every moment of my life is agony."

## ABOUT THE GODS

I PRAY TO BAERVAN WILDWANDERER.  
HE HAS NOT FAILED ME THUS FAR,  
SO I SEE NO REASON TO PONDER  
ABOUT OTHER GODS. BUT IF YOU MUST  
KNOW, I DO FANCY MAKING A SMALL  
OFFERING TO WAUKEEN. JUST TO SEE  
HOW SHE REPAYS THE FAVOR.

## MIMIC WAGON

The characters find a mobile home on the road. A fully enclosed, wooden wagon with windows and an open door. There are no persons or draft animals in sight. The entire wagon is a mimic which waits for people to enter. It has the statistics of a **mimic**, but its size is Huge, its speed is 40 feet, and its Pseudopod attacks have a reach of 15 feet, dealing 16 (3d8 + 3) bludgeoning damage. The mimic only activates its Adhesive trait after at least half the characters have stepped inside.

Looking inside the mobile home, the characters see a small kitchen, a living area, and a bed with an unmoving person under the covers. A successful DC 14 Wisdom (Perception) check reveals a chest below the bed. The mimic doesn't show anything of apparent worth to not raise suspicions of a trap. Everything the characters see is the mimic, including the body in the bed, but the chest holds real treasure the mimic took from its victims. If the characters kill the mimic, inside they find items according to the Treasure Hoard: Challenge 0-4 table in chapter 7 of the *Dungeon Master's Guide*.

## MONKS OF TEMPUS

The characters meet three **monks** (see below) named Aster, Benjamin, and René who follow the teachings of Tempus. They have come to the Icewind Dale to challenge any Reghed they encounter to a duel. The monks plan the ultimate battle to decide the Tempus' correct name, battling their way through the Reghed ranks and imposing the name Tempus on the losers—to finally force them to stop using the affront that is “Tempos.”

The monks take pride in their craft, which is war, and offer to duel the characters. Only for training unless the characters want to wager something as well. The monks can only offer their service for one task, they have nothing else to lose besides their honor or name of their god.

## MONK

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (unarmored defense)

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft.

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

**Skills** Acrobatics +5

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

### Actions

**Multiattack.** The monk makes three Light Mace attacks.

**Light Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

### Reactions

**Endurance (Recharge 6).** After taking damage, the monk reduces the damage by 4 (1d4 + 2).

**Evasion.** When the monk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

## NAKED NORD

The characters encounter a naked Reghed on the road. His name is Leif (lawful neutral male human **barbarian**) and he is fuming. In Reghed, Leif shouts that his clothes and equipment just up and vanished while he was ice bathing. If the characters give the poor sod a set of clothes or a blanket at the very least, he thanks them and gives his word that one day, he will repay them.

The culprit behind the missing clothes is a nameless kenku (**spy**) with white feathers who travels across the Icewind Dale collecting interesting items for its lair. The kenku has amassed quite the treasure of mundane items, ranging from pots and saddles to playing cards and boots. Since the kenku is in the area, it visits the characters' camp the next time they rest, attempting to spirit away some of their equipment.

## RUKKOR

Rukkor is an ancient **land whale** (see below), a type of animal the people of the North have hunted almost to extinction. It rests beneath layers upon layers of snow and ice. Only its blowhole protrudes from the snow, shooting out scalding hot water periodically. Snow accumulates in its body, which it flushes out in this fashion.

Land whales have small legs, with which they can travel across the country at a snail's pace. Each land whale has a special organ that heats its body. The organ contains a *red corundum elemental gem*—the reason for the ceaseless hunt for the beasts. One such gem can heat a town for decades, an invaluable prize in Icewind Dale.

The characters pass by the geyser Rukkor produces. Coincidentally, Rukkor is having a nightmare and shouts in Giant, "*Run, or I will eat you alive!*" The ground rumbles and small crevices form in the vicinity. If the characters fiddle around with the geyser, or start digging, Rukkor awakes. It is placid and stands up, causing avalanches and mayhem by accident. Rukkor attempts to make light conversation with the characters. It eventually starts heading in a random direction.

## LAND WHALE

*Gargantuan monstrosity, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 280 (16d20 + 112)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	5 (-3)	24 (+7)	8 (-1)	10 (+0)	10 (+0)

**Senses** passive Perception 12

**Languages** Giant

**Challenge** 10 (5,900 XP)

**Ancient Knowledge.** The land whale has advantage on Intelligence (History or Nature) checks related to natural wonders and monsters in the North.

**Actions**

**Stomp.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 74 (10d12 + 9) bludgeoning damage.

**Fire Breath (Recharge 6).** The whale exhales fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 52 (8d12) fire damage on a failed save, or half as much damage on a successful one.

## SECRET CARAVAN

The characters encounter a caravan on a steep road. Ten **guards** and Zorkan (neutral evil male human **mage**) accompany an oversized wagon that is covered with a thick tarpaulin. The caravan transports a secret experiment, on its way from Zorkan's laboratory to a shady buyer. The characters witness how the ground gives way beneath the wagon, which turns over and falls on its side with a loud clatter. After a few seconds of shocked silence, a formerly trapped **brood beast of Yeenoghu** (see below) breaks free of its prison and attacks the guards. Zorkan pulls a *spell scroll of teleport* from his robe and attempts a quick escape. Meanwhile, the guards attempt to flee, but the meat-ball-shaped aberration is faster.

## BROOD BEAST OF YEENOGHU

Large aberration, chaotic evil

Armor Class 9

Hit Points 152 (16d10 + 64)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	7 (-2)	10 (+0)	10 (+0)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Abyssal, Gnoll

Challenge 5 (1,800 XP)

**Fast Metabolism.** At the beginning of its turn, the brood beast regains 5 (1d10) hit points.

**Gnoll Spawns.** Using its Spawn action, the brood beast can create gnolls.

### Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus an extra 18 (4d8) poison damage. Additionally, the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

**Spawn (Recharge 5-6).** The brood beast drops a spawn sack at a point within 30 feet of it. A sack has an AC of 8 and 15 hit points. At the beginning of the brood beast's next turn, a naked **gnoll** crawls from a living sack. The gnoll acts immediately after the brood beast's turn. Gnoll spawns have an AC of 11 and can only make Bite attacks.

ANOTHER OF ZORKAN'S ABOMINATIONS?  
NO, NO. LET US TALK ABOUT OTHER  
THINGS TO UNBEND. HAVE YOU MET  
MY NIECE KAHNA? SHE ASPIRES TO  
BECOME AN ADVENTURER LIKE YOU. I  
BET SHE WILL SUCCEED, SHE HAS THE  
RIGHT MINDSET AND IS SAVVY LIKE HER  
UNCLE—WHICH IS ME, DON'T LISTEN TO  
WHAT OTHER PEOPLE TELL YOU.

## SENTIENT UTENSILS

A SENTIENT SACK? CURIOUS. I MET A  
SENTIENT SOCK ONCE; WASN'T VERY NICE  
THOUGH. I WONDER WHO GOES AROUND  
ENCHANTING RANDOM HOUSEHOLD  
ITEMS TO BECOME SENTIENT. OR IS IT  
THE OTHER WAY AROUND? MAYBE I  
DON'T WANT TO KNOW.

## SENTIENT HAVERSACK

The characters pass by a crooked tree, below which lies a frozen gnome. Her name was Bricklebrick, an elderly adventurer who lived to see all her comrades pass away. She died a peaceful death and now forever rests. She had no family and only leaves behind her sentient haversack, Boris, (*Heward's handy haversack*) which hangs on a branch next to her remains. When the characters approach, the haversack tells them in a grumpy voice to bury Bricklebrick and then get it (the sack) out of the cold—a nice tavern is not too far away. Unless they comply and bury Bricklebrick, Boris doesn't open its flap.

Inside Boris, are two *potions of healing*, two flasks of alchemist's fire, a complete dungeoneer's pack, two daggers, and a blueberry pie.

### BORIS

**Sentience.** Boris is a sentient neutral haversack with the properties of a *Heward's handy haversack*. It has an Intelligence of 10, a Wisdom of 14 and a Charisma of 8. It has hearing and vision out to a range of 60 feet. The haversack can speak, read, and understand Common and Gnomish. Its voice is deep and grumpy.

**Appearance.** Boris is made of caribou leather with bronze clasps. It is scuffed on the outside and fluffy on the inside.

**Personality.** Boris is uncouth but loyal. He wouldn't speak up in dangerous situations and warns its carrier of trouble if it notices a threat.

**Mannerism.** Boris wiggles with its flap while talking. Alcoholic beverages stored inside Boris slowly drain away.

**Quote.** "What do you mean, 'There's some of my ale missing.'  
\*hick\* Sorry."



# SKIRMISH

The Icewind Dale is notoriously dangerous. On their travels, the characters encounter ten (1d12 + 4) **Ten Town warriors** (see below) fighting enemies according to the Skirmish table. During one of these encounters, the characters get to know Adina (neutral good female **half-white dragon veteran**).

## Skirmish

d4	Enemy
1	One <b>frost giant</b> .
2	One <b>shield guardian</b> .
3	One <b>cyclops</b> .
4	One <b>young remorhaz</b> .

## TEN TOWN WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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

**Skills** Athletics +5

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

**Shield Wall.** The warrior gains a +1 bonus to its AC if an ally within 5 feet of it wields a shield, up to a maximum of +2.

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## ADINA

Adina (neutral good female **half-white dragon veteran**) is the daughter of Ingeloakastimizilian, a white dragon also known as Icingdeath, and a long dead Reghed mother named Izi. Her tribe didn't accept her, but the people of the Ten Towns, thinking her to be a regular dragonborn, welcomed her with open arms.

**Appearance.** Adina has the typical appearance of a half-dragon, looking distinctly like a white dragon. She wears sturdy chainmail and wields a battered waraxe to which she attached a string with many bones.

**Personality.** Adina is a warm-hearted brute. She loves fighting, but also enjoys taking care of children. However, only her closest friends dare to give children into her care.

**Motivation.** I fight to keep my friends safe.

**Mannerism.** Adina collects bones from every kill and ties them to her axe.

**Quote.** "Let's chop some heads."

## SVIRFNEBLIN RACER

After a tremble in the ground, the earth before the characters' feet breaks open, and a beast appears. It is a racing mole, carrying the svirfneblin pilot Wondren (neutral male **deep gnome**) in its pouch. The racing mole has the statistics of a **giant badger**, but its size is Large and it has a burrow speed of 40 feet. Wondren is on the run from several ankhegs that chased him to the surface. It is the first time that Wondren leaves the "safety" of the deep, confusing him to no end. After getting his bearings, he warns the characters in Undercommon that ankhegs pursue him. Shortly afterward, three (1d6) **ankhegs** appear in a similar fashion as Wondren and attack.

After the dust settles, Wondren invites the characters to visit him in his village one day. He offers to dig them a corridor directly to the settlement from a point of their choosing. If they ever need someone to dig them a tunnel, Wondren is their gnome.

### WONDREN VOL KRAKBLOM

Wondren (neutral male **deep gnome**) lives in a svirfneblin settlement called Sisselnesssalar. He is a proficient mole racer, competing with other svirfneblin in races that take them around buried necropoli, through and under magma rivers, and into gem covered caverns.

**Appearance.** Wondren wears functional leather clothing, racing goggles, and a dashing spider silk scarf.

**Personality.** Wondren is an insuperable daredevil. The deadlier the track, the better. His caring parents think he works in the mushroom farms like his siblings, but they cover for Wondren. He doesn't want to upset his parents and keeps his calling a secret.

**Motivation.** I will make a name for myself. A name that future generations will utter with awe!

**Mannerism.** Wondren tightens his scarf and cleans his goggles before starting a race or visiting the loo.

**Quote.** "Life is short or boring."

## TRAVELING CUTTHROATS

The characters cross paths with two murderers named Johnny and Amanda who have the statistics of **cutthroats** (see below). They are covered in blood and have no expressions on their faces. To explain the blood and lure the characters to their doom, they tell them that goblins attacked their group, which they could barely fight off. Several dead and wounded people lie in a cave not far away. With the characters' help, they might be able to save some of them. Actually, the murderers surprised a group of unsuspecting travelers and cut them down. A successful DC 12 Wisdom (Insight) check sees through the lie. If everything goes according to plan, Johnny and Amanda lead the characters to the cave and attack.

### CUTTHROAT

*Medium humanoid (any race), chaotic evil*

**Armor Class** 14 (leather armor)

**Hit Points** 35 (10d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	10 (+0)	13 (+1)	9 (-1)

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Born Killer.** The cutthroat's Dagger attacks score a critical hit on a roll of 18 - 20.

**Blood Frenzy.** The cutthroat can make an additional Dagger attack as part of its action if the previous attack hit, up to a maximum of six attacks per turn.

**Cunning Action.** On each of its turns, the cutthroat can use a bonus action to take the Dash, Disengage, or Hide action.

**Actions**

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

# THE TRICKSTER

The characters meet Edwin (chaotic neutral male human **trickster**) on the road, a con artist by trade. Edwin has duped a halfling family out of a family heirloom recently, which he wants to sell as soon as possible—holding onto hot items never ends well, best to outsource the problems. The item in question is an enchanted ladle that grants the user advantage on all checks using cook's utensils. Edwin offers it for the bargain price of 100 gp, a steal, really—the characters must be robbers by trade! The ladle bears the inscription: "For My Beloved April Turnip"

The characters meet Edwin again in a different town where he poses as a merchant prince from Calimport to dupe the local Speaker.

## EDWIN

Edwin (chaotic neutral male human **trickster**) grew up on the streets of Baldur's Gate, where he earned himself a reputation as a scapegrace and miserable pickpocket. After discovering his magical abilities, Edwin grifted the wrong people, and had to lay low in the Icewind Dale for a while.

**Appearance.** Edwin wears flamboyant clothing beneath a black cloak—a trickster must be able to change personas quickly. His shoulder-length, brown hair is fastened with many metal rings.

**Personality.** Edwin is a passionate grifter. He has no remorse and takes what he can get. A cynic and strong believer in irony.

**Motivation.** I will make this miserable existence as fun as I can.

**Mannerism.** Edwin likes to whistle and peel apples while walking.

**Quote.** "You must have the wrong person. My name is, err, Kelvin Cairnowitz."

## TRICKSTER

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

**Armor Class** 10

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

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

**Saving Throws** Con +4, Cha +5

**Skills** Deception +5, Performance +5, Survival +3

**Senses** passive Perception 11

**Languages** any three languages

**Challenge** 3 (700 XP)

**Spellcasting.** The trickster is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The trickster has the following spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *shocking grasp* (see below), *vicious mockery* (see below)

1st level (4 slots): *charm person*

2nd level (3 slots): *alter self*, *invisibility*, *knock*, *locate object*

3rd level (3 slots): *bestow curse*, *feign death*, *nondetection*, *tongues*

4th level (1 slot): *dimension door*

### Actions

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

**Vicious Mockery (Cantrip).** The trickster unleashes a string of insults laced with subtle enchantments at one creature it can see within 60 feet of it. If the target can hear the trickster, the target must succeed on a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

### Reactions

**Subtle Feign.** If the trickster is the target of a spell or attack, it casts *feign death* on itself, requiring no verbal or somatic components.

## WEAPONS TESTING

The characters walk into an area where duergar arms manufacturers test their newest creations. Three invisible **duergar** watch the area from a small snow bunker, hoping for someone to trigger their sentient trap. A successful DC 18 Wisdom (Perception) check finds the snow bunker and the suspicious apparatus before it triggers. A successful DC 14 Wisdom (Survival) check allows the characters to follow the duergar's tracks back to their laboratory.

### SENTIENT FIREBLADE TRAP

*Small construct, unaligned*

**Armor Class** 18 (plate armor)

**Hit Points** 50 (damage threshold 10)

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

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

**Skills** Perception +4

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, deafened, exhaustion, frightened, petrified, poisoned, prone

**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Arming.** Speaking its command word or a successful DC 15 Dexterity check using thieves' tools activates the sentient trap. During its activation, the sentient trap designates creatures within 120 feet of it as allies, which it does not attack.

**Detecting.** A successful DC 15 Wisdom (Perception) check finds the sentient trap.

**Disarming.** Speaking its command word or a successful DC 15 Dexterity check using thieves' tools deactivates the sentient trap.

**Triggering.** The sentient trap activates once it takes damage, a creature comes within 40 feet of it, or a creature within 80 feet moves away from it.

**Actions**

**Fire Blades.** Creatures within 5 feet of the sentient trap must make a DC 15 Dexterity saving throw, taking 10 (2d6 + 3) slashing damage and an extra 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

## WOUNDED MAMMOTH

The characters find a **mammoth** lying on its side, blood streaming down its legs. Next to the behemoth sits the exhausted Annalee (neutral good female wood elf **druid**). The mammoth is Annalee's friend and traveling companion, Stomper. They barely managed to fight off an attack of duergar and quaggoths and are now rattled. Annalee has expended all her spell slots and must rest, hoping to recover some of her powers before Stomper bleeds out.

The characters can help the suffering mammoth by using healing spells or succeeding on a DC 14 Wisdom (Medicine) check. Annalee, who only speaks Elvish and Sylvan, is thankful for any help. She tells the characters that she travels the world in search of adventure, coming all the way across the great glacier to this strange land. Annalee inquires if the characters would be interested in showing her around or telling her about dangers other than the crazed people of below average size—Annalee hasn't met dwarves before, especially not duergar. While the characters mill about, three invisible **duergar** return to see what's what. If the duergar think they can take the characters, they attack.

### ANNALLEE

Annalee (neutral good female wood elf **druid**) comes from the taiga on the other side of Faerûn, a place known as the Iceroot Forest. Neither she nor Stomper like the warmth, so she traveled north to see what lies there.

**Appearance.** Annalee has long, black hair and wears elaborate clothing made from plant fiber. She uses spells to keep warm, making thick clothing redundant.

**Personality.** Annalee is inquisitive and dauntless. She likes to keep her own company, excluding Stomper. However, after the long journey across the ice, she is happy to make new acquaintances.

**Motivation.** My people never ever leave the forest. I want to find out why.

**Mannerism.** From time to time, Annalee carves a little sign that she drops on the ground, so she finds the way back home.

**Quote.** "Who would have thought there are so many people living up here, across the mountains and beyond the ice desert?"

# APPENDIX

## BARBARIAN

Medium humanoid (any race), any alignment

**Armor Class** 15 (hide armor, shield)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

---

**Skills** Athletics +5, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Bothii or Reghed

**Challenge** 1/2 (100 XP)

---

**Cut Through.** If the barbarian makes a successful Battleaxe attack, it can use a bonus action to make another Battleaxe attack against a different target within 5 feet of it.

**Hardened.** Whenever the barbarian takes slashing, piercing, or bludgeoning damage from nonmagical attacks, the damage is reduced by 1.

### Actions

---

**Battleaxe.** *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.

## BRIDGE TROLL

Large giant, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	9 (-1)	10 (+0)	13 (+1)

---

**Saving Throws** Con +6

**Skills** Athletics +5, Persuasion +3

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

**Languages** Common, Giant

**Challenge** 2 (450 XP)

---

**Regeneration.** The troll regains 5 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 troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

---

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

**Clinker.** *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

### Reactions

---

**Twinkling Distraction.** In response to another creature making a melee attack against the troll, it coughs gold into the attacker's face, giving the attacker disadvantage on the attack roll.

## BROOD BEAST OF YEENOGHU

Large aberration, chaotic evil

**Armor Class** 9

**Hit Points** 152 (16d10 + 64)

**Speed** 40 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	7 (-2)	10 (+0)	10 (+0)

---

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** Abyssal, Gnoll

**Challenge** 5 (1,800 XP)

---

**Fast Metabolism.** At the beginning of its turn, the brood beast regains 5 (1d10) hit points.

**Gnoll Spawns.** Using its Spawn action, the brood beast can create gnolls.

### Actions

---

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus an extra 18 (4d8) poison damage. Additionally, the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

**Spawn (Recharge 5-6).** The brood beast drops a spawn sack at a point within 30 feet of it. A sack has an AC of 8 and 15 hit points. At the beginning of the brood beast's next turn, a naked **gnoll** crawls from a living sack. The gnoll acts immediately after the brood beast's turn. Gnoll spawns have an AC of 11 and can only make Bite attacks.

## CUTTHROAT

Medium humanoid (any race), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 35 (10d6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	10 (+0)	13 (+1)	9 (-1)

---

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

---

**Born Killer.** The cutthroat's Dagger attacks score a critical hit on a roll of 18 - 20.

**Blood Frenzy.** The cutthroat can make an additional Dagger attack as part of its action if the previous attack hit, up to a maximum of six attacks per turn.

**Cunning Action.** On each of its turns, the cutthroat can use a bonus action to take the Dash, Disengage, or Hide action.

### Actions

---

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

## FROST ZOMBIE

Medium undead, neutral evil

---

**Armor Class** 14 (armor scraps)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	14 (+2)	3 (-4)	8 (-1)	2 (-4)

---

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/2 (100 XP)

---

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

### Actions

---

**Multiattack.** The zombie makes one Broken Sword and one Frost Bite attack.

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

**Frost Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and an extra 2 (1d4) cold damage. The target can't use reactions until the start of its next turn.

---

## GOBLIN AERIAL RECON

Small humanoid (goblinoid), neutral evil

---

**Armor Class** 13

**Hit Points** 7 (2d6)

**Speed** 30 ft., fly 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	11 (+0)	13 (+1)	10 (+0)

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

---

**Oil Heater.** The goblin can't ascend without burning fuel. As an action, the goblin can apply oil to the fire to increase its height by up to 30 feet.

### Actions

---

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Oil Spill (Recharge 6).** The goblin chooses a 5-foot-square area on the ground within 60 feet of it, dousing the ground with burning oil. A creature that enters the affected area for the first time on a turn or starts its turn there must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire lasts until the start of the goblin's next turn.

---

## HEAVY MERCENARY

Medium humanoid (any race), any alignment

**Armor Class** 19 (splint, shield)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

---

**Saving Throws** Str +6, Con +5

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

---

**Shock Trooper.** If the mercenary moves at least 20 feet straight toward a Medium or smaller creature and hits it with a Morningstar attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

### Actions

---

**Multiattack.** The mercenary makes two Morningstar or two Javelin attacks.

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

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

## ICE FISHER

Large monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 10 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	7 (-2)	13 (+1)	9 (-1)

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Deep Speech but can't speak

**Challenge** 3 (700 XP)

---

**Hold Breath.** While out of water, the ice fisher can hold its breath for 10 minutes.

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

At will: *light*, *minor illusion*

3/day each: *clairvoyance*, *hallucinatory terrain*

**Water Breathing.** The ice fisher can breathe only underwater.

### Actions

---

**Multiattack.** The ice fisher makes two Tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or it takes an extra 4 (1d8) poison damage and is stunned until the end of its next turn. The target is also grappled (escape DC 12).

**Swallow.** The ice fisher makes a special attack against a Medium or smaller target it is grappling (+4 to hit, reach 5 feet). If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ice fisher, and it takes 3 (1d6) acid damage at the start of each of the ice fisher's turns. The ice fisher can have only one target swallowed at a time.



## LAND WHALE

Gargantuan monstrosity, neutral

---

**Armor Class** 13 (natural armor)

**Hit Points** 280 (16d20 + 112)

**Speed** 10 ft.

---

STR	DEX	CON	INT	WIS	CHA
28 (+9)	5 (-3)	24 (+7)	8 (-1)	10 (+0)	10 (+0)

---

**Senses** passive Perception 12

**Languages** Giant

**Challenge** 10 (5,900 XP)

---

**Ancient Knowledge.** The land whale has advantage on Intelligence (History or Nature) checks related to natural wonders and monsters in the North.

**Actions**

---

**Stomp.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 74 (10d12 + 9) bludgeoning damage.

**Fire Breath (Recharge 6).** The whale exhales fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 52 (8d12) fire damage on a failed save, or half as much damage on a successful one.

---

## MONK

Medium humanoid (any race), any alignment

---

**Armor Class** 15 (unarmored defense)

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft.

---

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

---

**Skills** Acrobatics +5

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

---

**Actions**

---

**Multiattack.** The monk makes three Light Mace attacks.

**Light Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Reactions**

---

**Endurance (Recharge 6).** After taking damage, the monk reduces the damage by 4 (1d4 + 2).

**Evasion.** When the monk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

---

## PAIN SLEDGE

Huge vehicle (2,000 lb.)

**Creature Capacity** 3 Medium creatures

**Cargo Capacity** 200 lb.

**Armor Class** 16 (13 while motionless)

**Hit Points** 30 (damage threshold 5)

**Speed** 100 ft.

---

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

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

---

**Death Burst.** When the pain sledge dies, it explodes in a burst of psionic energy. Each creature within 15 feet of it must make a DC 12 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also stunned for 1 minute but can repeat the saving throw at the end of its turns, ending the effect on a success.

**Prone Deficiency.** If the vehicle falls prone, it can't right itself and is incapacitated until pulled upright.

**Psionic Engine.** The creature strapped to the engine takes 3 (1d6) psychic damage for every 1 mile the vehicle travels.

Action Stations

---

**Helm (Requires 1 Crew and Grants Half Cover).** Drive and steer the vehicle.

**Harpoon Cannon (Requires 1 Crew).** *Ammunition:* 3 harpoons (60 feet iron chain). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 12). The Harpoon Cannon can grapple only one target at a time, and the operator can use a bonus action to release a grappled target.

**Psionic Cannon (Requires 1 Crew).** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) force damage.

## SENTIENT FIREBLADE TRAP

Small construct, unaligned

**Armor Class** 18 (plate armor)

**Hit Points** 50 (damage threshold 10)

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

---

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

---

**Skills** Perception +4

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, deafened, exhaustion, frightened, petrified, poisoned, prone

**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

---

**Arming.** Speaking its command word or a successful DC 15 Dexterity check using thieves' tools activates the sentient trap. During its activation, the sentient trap designates creatures within 120 feet of it as allies, which it does not attack.

**Detecting.** A successful DC 15 Wisdom (Perception) check finds the sentient trap.

**Disarming.** Speaking its command word or a successful DC 15 Dexterity check using thieves' tools deactivates the sentient trap.

**Triggering.** The sentient trap activates once it takes damage, a creature comes within 40 feet of it, or a creature within 80 feet moves away from it.

Actions

---

**Fire Blades.** Creatures within 5 feet of the sentient trap must make a DC 15 Dexterity saving throw, taking 10 (2d6 + 3) slashing damage and an extra 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

## SWARM OF FLESH EATING HARES

Medium swarm of Tiny aberrations, chaotic evil

**Armor Class** 11

**Hit Points** 36 (8d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	4 (-3)	13 (+1)	4 (-3)

---

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

---

**Innate Spellcasting.** The swarm's innate spellcasting ability is Wisdom (spell save DC 11). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

1/day each: *hellish rebuke*, *jump*, *longstrider*

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny hare. The swarm can't regain hit points or gain temporary hit points.

**Actions**

---

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d6 + 1) piercing damage, or 4 (1d6 + 1) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 10 Charisma saving throw or is frightened by the swarm until the end of its next turn.

## TEN TOWN WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

---

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

---

**Skills** Athletics +5

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

---

**Shield Wall.** The warrior gains a +1 bonus to its AC if an ally within 5 feet of it wields a shield, up to a maximum of +2.

**Actions**

---

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## TRICKSTER

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

**Armor Class** 10

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

---

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

---

**Saving Throws** Con +4, Cha +5

**Skills** Deception +5, Performance +5, Survival +3

**Senses** passive Perception 11

**Languages** any three languages

**Challenge** 3 (700 XP)

---

**Spellcasting.** The trickster is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The trickster has the following spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *shocking grasp* (see below), *vicious mockery* (see below)

1st level (4 slots): *charm person*

2nd level (3 slots): *alter self*, *invisibility*, *knock*, *locate object*

3rd level (3 slots): *bestow curse*, *feign death*, *nondetection*, *tongues*

4th level (1 slot): *dimension door*

### Actions

---

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

**Vicious Mockery (Cantrip).** The trickster unleashes a string of insults laced with subtle enchantments at one creature it can see within 60 feet of it. If the target can hear the trickster, the target must succeed on a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

### Reactions

---

**Subtle Feign.** If the trickster is the target of a spell or attack, it casts *feign death* on itself, requiring no verbal or somatic components.

## WEREWINTERWOLF

Medium humanoid (human, shapechanger), any alignment

**Armor Class** 14

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft. (50 ft. in wolf form)

---

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

---

**Senses** darkvision 60 ft., passive Perception 12

**Languages** any one language (usually Common) and Winter Wolf

**Challenge** 6 (2,300 XP)

---

**Shapechanger.** The lycanthrope can use its action to polymorph into a wolf-humanoid hybrid or into a winter wolf, or back into its true form, which is humanoid. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### Actions

---

**Multiattack (Winter Wolf or Hybrid Form Only).** The lycanthrope makes one Bite and two Claw attacks.

**Bite (Winter Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must succeed on a DC 10 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

**Claws (Winter Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must succeed on a DC 15 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6; Winter Wolf or Hybrid Form Only).** The lycanthrope exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.