

**ICEWIND DALE:
RIME OF THE FROSTMAIDEN
COMPANION:
CHAPTER 1:
TEN-TOWNS**



By WYATT TRULL



FOREWORD

ONE COMPANION TO RULE THEM ALL

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

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All hail our glorious artist:

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USING THIS SUPPLEMENT

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

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

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

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

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

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

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

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

APPENDICES

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

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

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

Appendix C provides details for spells, traps, diseases, and other effects that might be featured in the chapter.

CHAPTER 1: OVERVIEW

QUICK NOTES

- Most quests in Chapter 1 will annihilate a party of 1st-4th level adventurers. Do not trust the recommendations made by *Rime of the Frostmaiden!*
- The adventurers must complete five quests to reach 4th-level, which requires that they visit at least four towns. Many quests are *not* balanced for such low-level parties, so practice caution.
- Remember that, thanks to the Everlasting Rime, there isn't any direct sunlight in Icewind Dale; during the day, only twilight reigns, rendering the region dimly lit.
- Each town makes a sacrifice to Auril:
 - Caer-Dineval, Caer-Konig, and Lonelywood offer food to beasts that embody winter.
 - Bremen, Dougan's Hole, Good Mead, and Termalaine offer warmth as penance.
 - Bryn Shander, Easthaven, and Targos perform ritual sacrifices.

RUNNING CHAPTER 1

No campaign is begun without great preparation and the first few sessions carry immense expectations. When you run chapter 1, consider the following:

STARTING THE ADVENTURE

After careful review, the *Companion* suggests that Targos be the start of the adventure, as it satisfies the themes of an arctic campaign, has a well-balanced quest for low level parties, and also allows the adventurers to complete the *Cold-Hearted Killer* starter quest without having to bounce around Ten-Towns. Additionally, *Lake Monster* can be completed while there, leveling them up again.

Themes. An arctic campaign isn't complete without sled dogs, avalanches, and yetis—and that's exactly what the Targos quest, *Mountain Climb*, provides. The adventurers must cross tundra, scale a mountain, evade an avalanche, and rescue stranded hikers.

The Quest. By starting in Targos, the adventurers can hop over to Bremen to complete *Cold-Hearted Killer* and *Lake Monster* to reach 3rd-level. Once back in Targos (which they must return to since Bremen is the most westward town), the *Mountain Climb* quest begins. Have the adventurers cross the open tundra but be merciful on any encounters they face on the way (they're still only 2nd-level, after all). As they leave the yeti cave, they are faced with an iconic battle. Afterwards, they can go to Caer-Konig (collecting their reward from Keegan later) or return to Targos.

Location. Targos is a prosperous, safe city that is quite close to Ten Trails, the path that links Icewind Dale to the rest of the Sword Coast. It isn't far-fetched for the party to have traveled there after visiting Bryn Shander.

STARTING AT HIGHER LEVELS

Unless your players are all fresh to 5th Edition, it is *highly* recommended that you start *Rime of the Frostmaiden* at 4th-level. Chapter 1's quest are ill-balanced for low-level parties, no matter what *RoFM* claims. Most will see them dead. Take Good Mead's *The Mead Must Flow* quest for example, which includes not one but *three* CR 4 giants with 85 hit points apiece, *plus* an **ogre** and a **polar bear**.

Leveling up is but one part of the player experience. If you decouple the 1st-4th level advancement from Chapter 1, the adventurers will still enjoy other rewards—renown, gold, magic items, and favors, to name a few. By starting the party off at 4th-level, you can ensure that they can enjoy all of the chapter's content *and* tackle its threats.

THE FIRST SESSION

The *Companion* suggests the following set-up for your first campaign session:

- Start in Targos, a place of relative prosperity, allowing the adventurers to meet Hlin Trollbane, who offers the *Cold-Hearted Killer* quest.
- The adventurers stock up in Targos and search for leads on Torg's, the merchant company. They are directed to Bremen, which is only 2 hours away on foot. The trail, however, has been obliterated by heavy snow, making travel difficult. See *Traveling to Bremen* in the *Bremen* section below for details.
- While on foot, they hear the unsettling, childlike giggles of a **chwinga**, which can be spotted with a DC 13 Wis. (Perception) check. If seen, the chwinga disappears into a snowdrift or boulder. (This introduces the concept of chwingas to your players).
- The adventurers arrive to Bremen and find that Torg's has yet to arrive; perhaps they were waylaid on the trail? With nothing to do but wait, they are free to explore the town. Provided the adventurers head to the inn, they can learn of the town's troubles from Cora Mulphoon, as well as her own tragedy (her estranged son, Huarwar, who has joined the devil-cultists in Caer-Dineval).
- As the adventurers comb Bremen, they run into Dannika Graysteel, who offers them the *Nature Spirits* starter quest and references the chwinga they saw earlier. The *lantern of revealing* is the first cool item the party gets, which they'll reach for when faced with the unknown.
- As they await Torg's, the adventurers can tackle the *Lake Monster* quest to ascend to 2nd-level. That evening, the merchant company finally arrives, allowing the party the chance to confront Sephek Kaltro.

AFTER THE FIRST SESSION

Provided the plot above is followed, have the party return to Targos, where they advance to 3rd-level. The *Mountain Climb* quest is then introduced to the party. Thereafter, the adventurers can move from Kelvin's Cairn to Caer-Konig where they discover the duergar. Later they may also find Cora's son in Caer-Dineval and meet the cult of Levistus.

By visiting these two towns, the players are introduced to the two major factions of the campaign. The party does not need to tackle or defeat them just yet, only be made aware of them. As the adventurers progress into Chapter 2, lean into the intrigue these factions present.

SETTING THE TONE: SACRIFICES TO AURIL

Once the party reaches 3rd-level, it's time to emphasize just how grim life in Ten-Towns is. The *Companion* holds that desperation is the overlying theme of *Rime of the Frostmaiden*, and that desperation is expressed in how the towns appeal to Auril. Life is cruel here and you must communicate that to your players through the sacrifices that its people make. After the initial session, the players must witness the sacrifices folk make to Auril.

Slow Burn. Depending on where the adventurers end up after the first session, you'll want to introduce them to either a sacrifice of food or warmth. The former doesn't concern the adventurers, but they are forced to participate in the latter if they stay the night in Bremen, Dougan's Hole, Good Mead, or Termalaine. If they don't, their sins are soon discovered and a ravenous mob—which includes the adventurers' friends and contacts—beats down their doors or overruns their camp. Fear and desperation do awful things to a person, and, as the adventurers must learn, friendship means little in the face of divine wrath.

Assume that sacrifices of warmth are performed weekly and food once every three days.

HUMANOID SACRIFICES

It is in your interest as a Dungeon Master to make the humanoid sacrifices personal to your players—otherwise they won't be invested in the outcomes. Inevitably, one of the sacrifices must be a friend they've made thus far in the campaign, forcing them to either watch their friend die or intervene on their behalf—which provokes an assassin like **Sephek Kaltro**, the villain of *Cold-Hearted Killer* who hunts down those that cheat themselves out of Auril's clutches.

With three towns performing the sacrifice, you have the opportunity to eliminate three individuals. One ought to be a friend of the party, another an adversary that they won't miss. Depending on how long your campaign goes on in-game (these sacrifices are performed once a month), you can eliminate a score of individuals. The adventurers can't be there for all three sacrifices, but they can learn about who went to the chopping block once they return to town. Be careful not to eliminate key campaign figures, however.

TOWN RANKINGS

Ranking	Town	Appropriate Level
1	Targos	1st-3rd
2	Bremen	1st-2nd
3	Easthaven	4th-5th
4	Caer-Dineval	3rd-4th
5	Caer-Konig	3rd-4th
6	Lonelywood	3rd-4th
7	Bryn Shander	1st-3rd
8	Good Mead	3rd+
9	Termalaine	1st-2nd
10	Dougan's Hole	3rd-4th

FROM ZEROES TO HEROES

The objective of Chapter 1 is to elevate the adventurers from 1st to 4th level. To do so, they must complete five quests in Ten-Towns, which can include the two potential starting quests. With so many options to choose from, you must be wondering which quests to run and which towns to feature at early on.

COMPANION RANKINGS

Not all towns are created equal. Given how precious time is at the gaming table, some of the towns must be cut. The *Companion* has ranked the towns in terms of design and interest. Take this opinion with a grain of salt; use it only to help guide your own impressions.

TOWNS BY LEVEL

The quests and enemies found in a town may prove to be too dangerous for your party. While adversity is the stuff of adventure, unbalanced adversity is not the stuff of good tabletop games. To spare you the pain of an undeserved party death, consider the appropriate levels above—and remember that these are being *awfully liberal*; the Easthaven quest, for example, features a CR 6 **frost giant skeleton** who deals an average of 50 damage per turn and can inflict up to 10d6 cold damage *per turn*.



STARTING QUESTS

If you begin *Rime of the Frostmaiden* at 1st-level, the starting quests become mandatory. There is almost no way the party can survive to 4th-level without completing one of these quests unless the DM just hands out levels.

Of the two starting quests, the *Companion* recommends *Cold-Hearted Killer*, as it is more exciting and is one of the few quests that 1st-level adventurers can be expected to survive. However, the *Companion* also sees no harm in running both, as recommended above in *Running Chapter 1* (see *The First Session*).

Town Quests. Although *RoFM* stipulates that a starter quest replaces a town's preexisting quest, the *Companion* recommends otherwise. Quests like *Lake Monster* and *A Beautiful Mine* (see Bremen and Termalaine respectively) are wonderful for low-level adventurers. Remember that a character doesn't truly become viable in 5th Edition until they reach 3rd-level; *RoFM's* pacing won't be ruined if the party speeds there.

COLD-HEARTED KILLER

Cold-Hearted Killer introduces the underlying horror of Icewind Dale. That a spirit can cannibalize a man and masquerade in his flesh should horrify any sane person. This is the first source of horror in *RoFM* and is worth running for that reason alone. As described above, the *Companion* suggests introducing Hlin Trollbane in Targos and staging the quest in Bremen.

Grim Truth. Sephek nonchalantly confirms the fact that Auril is aware of the grim sacrifices made to appease her and that *they don't matter*. The people of Icewind Dale can't improve their lives through these measures, only stave off worse punishments. This is a question you may not want answered so early in your campaign; if so, have Sephek offer only cryptic answers.

QUICK NOTES

Summary. A spirit has taken over a human's body and is killing individuals that bribed their way out of being sacrificed to Auril.

Quest-Giver. Hlin Trollbane, NG dwarf **veteran**

Foes. Sephek Kaltro (CR 3), **bandit captain**, 4 **bandits**

Reward. 100 gp

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party of 1st-level adventurers, reduce the number of attacks Kaltro can make per turn by 1, and increase his AC to 15. Kaltro can also only make an ice dagger.
- For a party of 4th-level adventurers, increase Kaltro's hit points to 110, his maximum possible number.
- For a party of 5th-level adventurers or higher, increase Kaltro's AC by 4 (his Charisma modifier) and add the following spells to his Innate Spellcasting trait: *gust of wind*, *ice knife*, *sleet storm*. He can cast each of these spells once per day.

TORG'S

When the party finally encounters the merchant company, read the following:

At last you come upon the merchant company, sighting their flag—a gold wolf's paw on a black field—flapping in the wind. The enterprise consists of a dwarf maiden, four porters bundled up in furs, and, curiously enough, a man wearing nothing but a vest and thin pantaloons, as if he is unburdened by the merciless cold. His eyes, you notice, are as blue as a glacier.

"Well?" shouts the dwarf maiden, "are ye going to browse our wares or just gawk from afar? Hurry, damn ye, for the wind is fierce today!"

Connections. Some adventurers may have a connection to Torg's that they were previously unaware of, as if an unseen hand of fate guided them here. Some possible connections include:

- An adventurer recognizes some of Torrga's stolen wares as something they lost while out in the wilderness or that was swiped from their person.
- An adventurer knows the half-elf that Torrga has slain and intends to ship off for a bounty. Perhaps they were drinking buddies, perhaps they met them on the road. His name was Gwynder Tet and was fond of drinking in Easthaven and always swore he knew Good Mead's most secret brewing ingredients.
- An adventurer has bought from Torg's before but could not remember until they saw the company's emblem (a gold wolf paw's on a black field).
- An adventurer knew Sephek Kaltro from before they both wound up in Icewind Dale (before he died and the frost druid's spirit possessed him). To encounter him as he is now should come as a grave shock.

SEPHEK KALTRO

The spirit within Sephek still hungers for life's delights: booze and good conversation. Although he is undead, he still retains the personality of an ordinary mortal.

Roleplaying Sephek. Sephek is smug and arrogant, for he has found a higher purpose as Auril's executioner. His gift, however, can also prove to be a curse: Sephek detests anything warmer than a distant torch; he avoids flaming hearths, clinging instead to the patches of cold he cannot feel. He scowls whenever he is exposed to warmth.

You can voice Sephek with the following dialogue; as befitting his icy nature, he never shouts.

- "They deserved what they got; none may cheat the Frostmaiden of her due."
- "They cannot challenge Her." ("They" refer to the other deities, who refuse to stop Auril's Everlasting Rime)
- "I am the hand of the Frostmaiden."
- "This land is doomed. For too long has its people failed to honor the Frostmaiden. Now is the hour of justice."
- "You may strike me down, but others will come—and they will be less genial than I've been."

Location. If the adventurers confront Sephek in front of Torrga and her men, they risk incurring their wrath. Their best bet is to corner him while he drinks by his lonesome. If Torg's is found in Bremen, Sephek heads to *The River's Mouth* in Five-Tavern Center. If he can make an escape, he heads out to harbor to make his last stand on slippery ice and in between patches of thin ice that the adventurers may fall prey to (as a champion of Auril, Sephek can innately detect these hazards). Characters that fall through the ice are submerged in frigid water.

NATURE SPIRITS

Nature Spirits is a nonviolent quest that demonstrates that although Icewind Dale has become a cruel and dark place, light still shines in its most innocent creatures. At the very least, you want to introduce the adventurers to Dannika Graysteel, the quest-giver, so that they can acquire her *lantern of revealing*. This item will go a long way in your campaign and become a treasured item of your players—even if they rarely encounter elementals.

As it's a passive quest, *Nature Spirits* must be coupled with other adventures and experiences, otherwise you're left to simply narrate to your players, "You roam from town to town, ever in search of these mysterious beings, until at last you find them in the town of..."

If you are not leaving it up to chance, the chwingas can be found in Lonelywood, Good Mead, and Easthaven. These towns are spiritually close to the wilds and are thus frequented by chwingas. The chwingas can lead the party to other threats, such as the Elven Tomb in Lonelywood, the Cauldron Caves outside Easthaven, and verbeeg lair outside of Good Mead.

Additionally, the chwingas' special charms, if granted to the adventurers, may make the difference between life and death. The *Charm of the Ice Troll* can be especially crucial. Consider padding the party's meager strength with these charms if you're concerned they'll perish.

QUICK NOTES

Summary. A scholar interested in improving Icewind

Dale's climate wishes to study a **chwinga**.

Quest-Giver. Dannika Graysteel, LN half-elf **acolyte**

Foes. 3 **chwingas** who are initially nonhostile

Reward. 25 gp + *lantern of revealing* (elementals)

SCALING DIFFICULTY

Nature Spirits has no innate foes, but if you wish to add a challenge to the quest, consider these options:

- A mischievous chwinga causes an avalanche.
- For a party of 3rd-4th level adventurers, a **yeti tyke** chases a chwinga, trailed by its **yeti** mother. Increase this to two **yetis** if the party is 5th-level or higher, with the extra yeti being the father.

BREMEN

A friendly but ill-provisioned place, Bremen is the most westward town in Icewind Dale, which exposes it to the many threats the roam the open tundra.

When describing Bremen to your players, remark on its isolated nature. Its citizens secretly fear that Bremen may soon perish in this unending winter; point that out with the gloom and worry found on peoples' faces. Everyone in Bremen is haggard, sighing whenever something does not go their way. "Figures," is a common reply to a setback, as if to underscore how foolish someone was to think something would go right in Icewind Dale.

Additionally, consider adding abandoned cottages to Bremen (the deeds of which the adventurers can purchase for 100 gp—although the authorities won't complain if they just squat in a house) to demonstrate that the town is in decline. Many of its people have up-and-left for the walled towns of Targos and Bryn Shander.

TOWN QUICK NOTES

- The town's leader has gone daft. He is representative of Bremen's slow decline into darkness.
- Visitors can secure lodgings at *Buried Treasures*, which is run by Cora Mulphoon.
- Cora Mulphoon's son was corrupted by chardalyn and has since joined the Knights of the Black Swords in Caer-Dineval.
- Sephen of the starting quest *Cold-Hearted Killed* is best met here.

TOWN TRAITS

Bremen as a whole has these traits:

Ideal. "A quiet life is better than an interesting one."

Bond. "Together, people can any endure anything."

Flaw. "Hope is a fool's errand."

SACRIFICE TO AURIL

The villagers sacrifice their body heat to Auril once a ten-day, typically on the fourth day of the week. Depict this sacrifice only when the adventurers first stay the night in Bremen; they too must forsake heat for the night or risk being savaged by the townsfolk.

STARTING THE CAMPAIGN IN BREMEN

Bremen makes a poor choice for starting the campaign in for the following reasons:

- Bremen is the most westward settlement of Ten-Towns.
- The trail linking Bremen to Ten-Towns was recently wiped out by a blizzard; that challenge is better left for when the party heads *to* Bremen instead of from it.
- The town's low population and grim reality is better used to contrast the prosperity of Targos, Bryn Shander, and Easthaven.

Instead, it is recommended that Bremen be visited early on in the campaign (as part of the *Cold-Hearted Killer* starter quest).

BREMEN

Trait	Statistics
Friendliness	☼ ☼ ☼
Services	☼
Comfort	☼ ☼
Population	150
Leader(s)	Speaker Dorbulgruf Shalescar (LG)
Militia	25 tribal warriors + 2 veterans
Sacrifice	Warmth

TRAVELING TO BREMEN

With Bremen on Maer Dualdon, it is possible to approach the town by land and by water:

By Land. Although Bremen lies only 2 hours on foot from Bryn Shander, the trail has been obliterated by heavy snowfall. To stay on course, the party's navigator must succeed on a DC 12 Survival check every 30 minutes. On a failure, the white-out conditions cause them to stray off-course, delaying their arrival by 1d6 x 5 minutes. After three failures, they hear a distant **yeti's** howls on the wind, but they otherwise arrive to Bremen safe and sound.

By Water. If the adventurers choose to travel to Bremen by water and the **plesiosaurus** haunting the lake hasn't been dealt with, they invariably run into it—making it an ideal way to introduce the quest. As the party disembarks at the docks, fishers (perhaps even Grynsk Beryllore) ask them how they survived "the monster." Word spreads that newcomers have met the beast, prompting Tali to seek the party out for any details they can shed on the beast.

REACHING BREMEN

Once the adventurers reach Bremen, you want to bring attention to the docks where Grynsk Beryllore is berating fishermen, and, in his head, life itself. Read the following:

At last you come to Bremen—but it is not the warm sight you had hoped for. The town is but a huddle of cabins that have seen better days contrasted by a distant copse of pine trees. As you approach the town, you notice fishermen hurling their rods onto the ice in frustration. Although you cannot make out the words, you can hear someone being berated at the docks.

AREAS OF NOTE

The following areas of Bremen are of note:

BURIED TREASURES

This inn should be the first locale the adventurers visit when they enter Bremen. When they first lay their eyes on it, read the following:

It's surprising that this desolate town even has an inn, but here it is: *Buried Treasures*. A sign outside the entrance reads, "Panners and treasure hunters welcome!"

The adventurers are greeted to a warm hearth when they enter the inn; so close to Lonelywood, Bremenites can afford to burn fuel without much concern.

Innkeeper. There is great sorrow in Cora, which can be sensed with a DC 12 Wisdom (Insight) check. She can be pressed into opening up by a sympathetic character (no ability check required). Once she starts lamenting about her son, she doesn't stop. She has no reason to hide what happened and spares no details, as if she hopes that this party of travelers can offer support or, better yet, help.

Roleplaying Cora. Cora is the most gregarious person in Bremen and is universally regarded as a pleasant acquaintance. You can voice her with the sample dialogue below:

- "My son was the light of my life and... he changed. He's gone and I still don't fully understand why."
- "It all started with that blasted black ice. I found him clutching it in his room, as if it was some great treasure. He denied he even had it at first, but I paid little thought to it. If only I had..."
- "I won't ever forget it: a tiefling and halfling at my door, wearing smiles. They looked at Huarwar as if he were a long-lost friend. Offered him a place in their castle—a "grand purpose" as one put it. I only caught the woman's name: Fel Suparra. She had an accent I would place from the banks of Lac Dinneshere."
- "If that damned Shalescar wasn't so daft in the head, my boy would've never gotten caught in this business."

Sacrifice to Auril. Guests staying at the inn on the night of the weekly sacrifice are expected to partake. Cora may mention, "You might wish to skip town soon; tomorrow night, we must give up conventional heat to appease the Frostmaiden. Unless you want to cozy up to Big Will, I would head back to Targos."

FIVE-TAVERN CENTER

The five taverns are the source of Bremen's rumors and intrigue. When the adventurers approach this area, read:

As you wade deeper into town, you find yourself in a riot of signs and posters, each from a tavern claiming to have better prices or better warmth than its competitors. The messages start off curt or cheerful but soon delve into slander, the worst one claiming that *Even Keel*, the tavern at the center, brews its ale from crag cat urine.

The *Companion* adds these new elements to this locale:

Cold-Hearted Killer. By carousing with patrons, the adventurers learn that a newcomer waded into Bremen two weeks ago—a male human named Brendan Shaw. Rumor has it he hails from Easthaven. Why would a man leave such a prosperous town for the likes of Bremen if he wasn't running from something? As the adventurers may learn, Shaw bribed his way out of being selected for the sacrifice lottery—making him a target of the cold-hearted killer, Sephek Kaltro.

Shell-Shocked Fishers. Three fishermen are quietly sharing an ale in *Even Keel*. They were recently savaged by the lake monster while out on Maer Dualdon; two of their companions died in the attack: one to the monster's bite, the other to the frigid waters, after it capsized their rowboat. You can voice these fishers with the following sample dialogue:

- "It was horrific; a creature not of this age, a creature that belonged to a more savage time."
- "Its neck must have been twelve feet long! Fins the size of oars and a tail as thick as a log!"
- "It took a bite right out of Bill—just lifted its head from the water and ripped out a chunk. I only hope his final moments—he fell into the Maer—were numb from the cold."
- "The beast capsized Rogera's vessel as if it were little more than a child's toy. I saw her sink below the surface, surprise glittering in her eyes... Then *it* darted in from below and she was gone. Just like that."

TOWNHALL

When the adventurers pass near the townhall, Bremen's speaker, Dorbulgruf Shalescar wanders outside. He soon strikes up a conversation with the adventurers, treating them as old friends. He is soon chased by a young human attendant who insists "Mr. Speaker" comes back inside.

Read the following when this occurs:

Out from the townhall shambles a dwarf of venerable age. His many years are worn on his weathered face, which is exposed to the cold; the dwarf seems to forgotten his hood exists. Sighting you, the dwarf shouts, "Dugal! My old pal! How the hell are ya?"

Dorbulgruf Shalescar represents Bremen itself. As his mind goes, so does the town. He is their icon and greatest shame—for no one is around to step up and replace him, just as there is little possibility for the town to survive this unending winter.

Before being ushered back inside by his attendant, a young man named Derrk, the Speaker invites "Dugal" and his friends to join him for an ale at *Even Keel*, but he never shows up.

QUEST: LAKE MONSTER

Bremen's town quest is features a single foe, albeit one with a dangerous attack. With some slight changes, it can be an ideal quest to run for 1st-level adventurers.

As described above, the *Companion* suggests running this quest while the party waits for the Torg's merchant company to show up in Bremen. It's short enough that it should only take an hour of your session.

QUICK NOTES

Summary. An awakened **plesiosaurus**, a dinosaur, has been terrorizing fishers and travelers on the lake.

Quest-Giver. Tali, NG half-elf **scout**

Foes. A CR 2 **plesiosaurus**

Hazards. Frigid water, suffocation

Reward. A *spell scroll of animal friendship* + 5 gp if the adventurers took satisfying notes for Tali

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party of 1st-level adventurers, reduce the damage of the **plesiosaurus's** Bite to 7 (2d6).
- For a party of 4th-level or higher adventurers, grant the **plesiosaurus** Multiattack (two Bites per turn) and have it attempt to capsize the boat.

ADDITIONS

Consider these additions to enhance your experience:

- Add the shell-shocked fishers drinking in *Even Keel* (see above) to shed light on the monster.
- Consider playing the *Jaws* theme while the adventurers are out on the lake. If you wish to strike a comedic tone, have it play when a **knucklehead trout** leaps out from the lake—and on the heels of that fish comes the beast.

OUT ON THE LAKE

Should the plesiosaurus attack the adventurers, read the following:

The waters grow still and, for a brief moment, even the wind quiets, as if the world itself has sucked in a breath. Dread creeps up your spine in the unnatural silence—and then it's there! The beast! It's serpentine neck bursts from below in a spray of chilling water, its maw as wide as a pit and just as hungry! The creature—something from a bygone era—lunges for you!

Tactics. If you don't wish to leave the beast's behavior up to chance, the plesiosaurus first makes a Bite attack against an adventurer, then, after the party has the chance to respond in kind, it attempts to capsize the boat. It then rams the boat underneath.

Remember that the adventurers can still target the beast while it is underwater, but ranged attacks against it are made with disadvantage and the beast has resistance to fire damage while submerged in water.

Roleplaying the Plesiosaurus. Cursed with the "gift" of sapience, the plesiosaurus is aware of the life it led before and is terrified of being reduced to a mundane beast again. Fear is a primal motivator, causing the beast to resort to even greater tactics to please its distant awakener, the druid Ravisin.

AFTERMATH

If the adventurers scare off or kill the beast (or lead the town to believe they did), they are heralded as heroes. Trade flows again and fish fill empty bellies.

BRYN SHANDER

Bryn Shander is the epicenter of Ten-Towns and styles itself as the "Jewel of the Far North." It is here that the Ten-Towns Speakers gather to pass their decrees or bicker over old disagreements. The citizens of Bryn Shander act as if they are citizens of a fledgling empire and expect to be treated as such by their fellows.

As it is the hub of transportation to and from Icewind Dale, Bryn Shander manages to avoid petty squabbles and rivalries with its fellow towns—not because they haven't done anything wrong, but because the other towns can't afford to get on Bryn Shander's bad side.

TOWN QUICK NOTES

- Normally gregarious, Bryn Shander folk have recently become grim as the economy suffers and Auril's curse continues to cloak the dale in darkness.
- Urban encounters you wish to include in this otherwise arctic campaign are best run here.
- The Council of Speakers convenes in Bryn Shander, but a meeting has not been called for quite some time. Word has spread that the Speaker of Good Mead has died, thus delaying any further meetings until an election is held in the town.
- Characters can gear up at *Blackiron Blades*; virtually any other industry or store can be found here as well; Bryn Shander is the epicenter of civilization in Icewind Dale.

TOWN TRAITS

Bryn Shander as a whole has these traits:

Ideal. "Bryn Shander is the first and last sight anyone has of Icewind Dale. We are the gate of the North!"

Bond. "Our laws are just and our people are good, even if we must appease the Frostmaiden with blood."

Flaw. "Without trade, we are nothing. Anything must be done to preserve it."

SACRIFICE TO AURIL

With so many people in its domain, it should come as no surprise that Bryn Shander can afford to sacrifice lives to appease the Frostmaiden. The lottery system is usually ignored until the new moon nears—after all, only one person out of twelve hundred must die. This contrasts Easthaven, who has just a little more than half of Bryn Shander's population, and whose people consider it a grim affair.

The monthly sacrifice is so dismissed now that Bryn Shander folks even make jests about it, such as "You can string me up if I'm lyin,'" or "the Frostmaiden's got my number, all right." Nursery rhymes similar to *Ring a Ring o' Rosie*, the plague-rhyme, have sprouted up in the last two years since Auril darkened the sky.

A citizen marked to death is allowed one last night with their family, but they are watched over by three **guards**.

BRYN SHANDER

Trait	Information
Friendliness	☼☼☼
Services	☼☼☼
Comfort	☼☼☼
Population	1,200
Leader(s)	Speaker Duessa Shane (LG) & Sheriff Markham Southwell (LG)
Militia	250 tribal warriors + 20 veterans
Sacrifice	Humanoid

STARTING THE CAMPAIGN IN BRYN SHANDER

It is logical to start the adventure in Bryn Shander, as the Ten Trails (the path linking Icewind Dale to the rest of the Sword Coast) terminates there. However, the *Companion* still holds that Targos is a better start location.

By starting in Bryn Shander, you introduce the players to the best Icewind Dale has to offer. Some even refer to it as the "Jewel of the Far North." All other cities pale in comparison—from Targos, its chief competitor for the title, to pitiful Dougan's Hole. Once you're here, you can only go down: the adventurers habitually visit sadder and more desolate towns.

It's important to note that, although the adventurers each likely came to Bryn Shander before the campaign started, you're showing Bryn Shander to your *players*. By starting at the top, you show them that Ten-Towns is a bleak place and that they can't expect anything better.

TRAVELING TO BRYN SHANDER

Bryn Shander's gates are shut more often than not; visitors must announce themselves to the guards and withstand a litany of caustic questions born from growing fear and paranoia, such as:

- "Where were you last?"
- "What is your business in Bryn Shander?"
- "Have you already secured lodgings? Where do you intend to stay?"
- "Have you displeased the Frostmaiden?"
- "Would you so kindly touch this silver and bite into this garlic?"

Visas. You can demonstrate Bryn Shander's growing paranoia and xenophobia through the implementation of a visa-esque system. Foreigners are issued painted stones that they must present to town guardsmen upon request. A visa typically has a red handprint on it, with the issuing guard's number drawn into it. A guard is usually held responsible for the crimes foreigners commit, which in turn means visitors are often being watched by that officer and their cohorts.

Xenophobia. Bryn Shander's people are beginning to detest and distrust outsiders. Foreigners aren't yet being mistreated, but they do suffer scrutiny from the guards and ordinary citizens.

AREAS OF NOTE

The following areas of Bryn Shander are of note:

BLACKIRON BLADES

When the adventurers enter this shop, they hear Garn the Hammer, its proprietor, complaining in Dwarvish to his sister, Eliza. The following text assumes at least one of the adventurers can understand Dwarvish:

As you open the door to this outfitter's shop, you hear a metallic crash—a bucket hurled against the wall. A dwarf shouts in his native tongue, "An' if I hear one more sod say 'an 'e was carrying a Blackiron blade' I'm gonna scream!"

A harsh, feminine voice barks back, "Yer already screamin' so take it outside! One of us 'as to balance these bloody books!"

After a few more muttered Dwarvish profanities, a shield dwarf with a ginger beard and sharp eyes comes from behind the corner to grab his coat. His eyes dart up to you and he asks, in Common, "Uhh... Welcome, honored customers. Have you come for a Blackiron blade? Best smithwork in all the Dale, they say."

Garn can serve as an alternative quest-giver for *Foaming Mugs*. He explains, "We've had a bit of bad luck as of late. My pal Hruna and her men were ambushed by a bloody yeti on their way back to Kelvin's Carin. Poor fools had to leave behind the entire ingot shipment. I hear she's out canvassing, lookin' for folks brave enough to brave the wastes and recover the metal."

THE NORTHLOOK

When the adventurers enter this establishment, read:

You're greeted by good cheer and better warmth. The inn is full of customers, many enjoying ale and hot meals. You recognize the scent of reindeer steaks and, behind the kitchen, the sizzling of pans. How long has it been since your last hot meal? Too long, probably.

As you wade into the inn, your daze is interrupted by the sudden braying of a mounted fish—a mounted fish clearly animated by some arcane tomfoolery. The trout begins to sing a verse that the tavern patrons quickly pick up, until everyone is hollering, "There's a place I like to go, farther up the river's flow, where it is, I don't know, must be under all that snow!"

The verse is punctuated by a chorus of clinking glasses and "Hey!"s

As men do when full of ale, many patrons are discussing the upcoming lottery. Many are taking bets on the sort of person who gets drawn—age, height, et cetera.

QUEST: FOAMING MUGS

Foaming Mugs is an excellent quest for low-level parties. Featuring goblins, a staple of low-level quests, the quest can be resolved with minimal violence.

If you run both this and Targos's *Mountain Climb* quest, have *Foaming Mugs* precede it. The adventurers first find the decapitated body of Oobok's then later his head in the yeti's lair on Kelvin's Cairn. Alternatively, if the party starts *Mountain Climb* before being approached by the dwarves, they find the goblins on their way back from Kelvin's Cairn. When they spot the Battlehammer clan's iconic symbol (a foaming mug) stamped into the ingots, they can ascertain that the loot was probably on its way back to Bryn Shander.

QUICK NOTES

Summary. A shipment of ingots was left behind and their owners will pay a small fortune to have them back.

Quest-Giver. Hruna, LG dwarf **commoner**

Foes. 6 goblins, goblin boss, hawk, 2 polar bears

Hazards. Blizzard

Reward. Up to 6 gems (50 gp each) & 10% off prices at *Blackiron Blades*

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party of 1st-level adventurers, reduce the number of **goblins** to four (down from eight) *or* have the goblins surrender if three are slain (down from five).
- For a party of 3rd-level adventurers or higher, replace the polar bears with **worgs** who break free from their reins and attack the adventurers.
- For 5th-level adventurers or higher, Izobai uses a *potion of animal friendship*, casts *animal friendship* on the two **polar bears**, and, if they fail their saving throws, frees them so that they can join the fray.

THE GOBLINS

Life in Icewind Dale is even crueler for goblins, who are often killed on sight and have little more than a prison-fort to huddle in for warmth.

Roleplaying the Goblins. Tensions are high among the goblins as they sweat in the freezing cold, pulling at the heavy sled. They are bickering in their native tongue, snarling ribald insults between efforts of exertion. They are, in a word, dysfunctional. Their shouts can be heard far away on the wind, betraying their presence. Once a danger presents itself, however, the goblins forget their feuding and band together—they know the world is out to get them and that they can only trust each other.

Roleplaying Izobai. The **goblin boss** has picked up her fair share of Common words over the years. She knows "stop," "we surrender," and "we are capitulating to your demands, cretin." All were learned from the right side of a dagger pointed at ambushed Ten-Towns citizens.

CAER-DINEVAL

Caer-Dineval has seen better days—although a bad day here is a dream in the likes of Caer-Konig and Dougan's Hole. The town is on the decline, but people aren't really worried about that; they're concerned more with the slow death of Icewind Dale itself.

TOWN QUICK NOTES

- The town has no inn, forcing adventurers to seek shelter at the caer, which is overrun with cultists who hold Speaker Siever hostage.
- Kadroth leads the Black Swords but feels threatened by Avarice, and despises Hethyl Arkorran, the oldest member of the cult.
- The townsfolk suspect something is amiss with Siever but so far, no one has done anything about it.

TOWN TRAITS

Caer-Dineval as a whole has these traits:

Ideal. "Enjoy the little things."

Bond. "The Lac' provides if we work hard enough."

Flaw. "There is no hope left for Icewind Dale."

SACRIFICE TO AURIL

With the Dinevalites sacrificing food to winter's creatures, the outskirts of town are haunted by **wolves** and snow leopards (**panthers** with advantage on Dexterity (Stealth) checks to remain hidden in snowy terrain), as well as the occasional **polar bear**. Because of this, homes must stay unlocked, lest some poor bastard is fleeing from a hungry beast. This necessity has aroused paranoia among the townsfolk, who are worried about thievery.

STARTING THE CAMPAIGN

Caer-Dineval is a skeletal haunt with far too little left on its bones. The *Companion* doesn't recommend starting here, for it has a dearth of characters, and the adventurers can't possibly tackle the Black Swords in their fortified position. If you do decide to start your campaign here, use the *Cold-Hearted Killer* quest to drag the adventurers to Dougan's Hole; don't cannibalize the *Black Swords* quest, but simply let the adventurers complete it later.

TRAVELING TO CAER-DINEVAL

Travelers must be wary when walking the roads to Caer-Dineval. Its people appease the Frostmaiden through sacrifices of food, which draws beasts and monsters to its backyard. The distant howls of **crag cats** and **yetis** are enough to convince most travelers to put some pep in their step before the monsters find them.

CAER-DINEVAL

Trait	Information
Friendliness	☼ ☼
Services	☼
Comfort	☼
Population	100
Leader(s)	Speaker Crannoc Siever (NG)
Militia	25 tribal warriors + 2 veterans
Sacrifice	Food

AREAS OF NOTE

The following areas of Caer-Dineval are of note:

DINEV'S REST

You lay your eyes on Caer-Dineval's glorious inn—a boarded-up ruin that has seen better days. With nowhere else to stay, your eyes creep up to the caer atop the hill. It's either that or squatting.

If the adventurers pass by the inn, a character that has a passive Perception of 15 or higher hears half a sentence of Dwarvish uttered by one of the **duergar** inside. Should the adventurers investigate, the duergar become invisible. They make Constitution (Stealth) checks to remain still and quiet their breathing to avoid detection.

If the duergar are detected, they attack. They do not, however, give chase to foes that flee the inn. One duergar says, in Dwarvish, "Nay, let the folk think we're a fable. Do not stray into the twilight." The duergar proceed to pack up their belongings and abandon Caer-Dineval to join their brethren in Caer-Konig or head to the duergar out-post at the foot of Kelvin's Cairn. This migration is a grim affair; the duergar know they won't go unpunished by Xardorok or his sons.

THE UPHILL CLIMB

When the party roams the streets for an establishment, they see *The Uphill Climb* above. Read the following:

Looming over the meager town is an aging tavern with signs that read, "You're almost there!" or "Keep climbing!" It's then your eyes sight the tavern's name: *the Uphill Climb*.

Once the adventurers enter the tavern, Roark, the owner, says, "Customers? In these dry times? Come in, come in!"

You can voice Roark with the sample dialogue below:

- "Those damned ferrymen! I bet you they're just creatin' an artificial shortage to justify greater fares!"
- "On its best day, this place is a graveyard. Still a bad day in Caer-Dineval is a dream for the poor bastards livin' it down in Caer-Konig."
- "Y'know, you aren't the first visitors to remark on the injustice imposed by an absent inn. Why, I think you ought to march right up to the caer and give Siever a piece of your mind. To hell with his sickness!"

QUEST: BLACK SWORDS

Black Swords introduces the adventurers to one of the campaign's two main factions: the Knights of the Black Sword—or, more specifically, Avarice, the tiefling.

Although **cultists** make for easy foes against low-level parties, they're too fortified for 1st-level adventurers to deal with. One shout is all it takes for the whole caer to discover the adventurers. It is recommended you save this quest for 3rd-level adventurers or higher.

QUICK NOTES

Summary. A shipment of ingots was left behind and their owners will pay a small fortune to have them back.

Quest-Giver. None

Foes. 14 fortified **cultists**, 3 **cult fanatics**

Hazards. Brown mold

Reward. Possible alliance with Black Swords

SCALING DIFFICULTY

When running this encounter, consider this change:

- For a party of 4th-level adventurers or higher, grant the **cult fanatics** the Cult of Levistus benefits (see the sidebar), who can cast the signature spells in addition to their normal spells, as well as use the Path of Levistus trait. Kadroth, however, cannot use Path of Levistus, as the archdevil despises him.

THE CULT

The Black Swords have been corrupted by chardalyn, the very crystals that the duergar are searching for. They are mainly natives of Icewind Dale and led by Kadroth, the vainglorious tiefling who claims he has Levistus's ear. The cult has had a new addition: Avarice, an albino tiefling that sold her soul to Levistus years ago for magic.

Roleplaying the Cultists. Cults are often depicted as morose lots obsessed with doom and gloom. Not so with the Knights of the Black Swords, who are chipper traitors to mortalkind. They wear smiles like others wear cloaks, donning them when the weather is frightful. Even if they are opposed to the adventurers (i.e., before Levistus has ordered the cult to work with them) they offer smiles and speak pleasantries—even after drawing their blades.

Their cheerful demeanors don't mean that the cultists are nice; they'll still insult someone or take sadistic glee in someone else's suffering, but they'll do it with a grin.

CAER AREAS

The following areas of the caer are of note:

C1. MAIN GATE

Provided the party doesn't approach stealthily, read:

As you approach the caer, two guards amble towards the battlements. "Hello, citizens!" shouts a chipper man. "What business have you at the caer?"

CULT OF LEVISTUS

Signature Spells: *Blade ward* (cantrip), *expeditious retreat* (1st level), *spider climb* (2nd level), *gaseous form* (3rd level)

Path of Levistus. This creature magically teleports to a location of Levistus' choice within 1 mile of its location. Using this ability also restores all of the creature's hit points. This ability can be invoked as an action by the creature or when the creature would die. Once the creature uses it, the creature can't use it again.

The man is Huarwar Mulphoon, the estranged son of Cora Mulphoon in Bremen. A character within 60 feet of him that succeeds on a DC 13 Wisdom (Insight) check realizes he has the same eyes as his mother (provided the character met Cora previously).

The other cultist is Fel Suparra, who arrived in Bremen to recruit Huarwar in the first place. Characters that have spoken to Cora will recall she mentioned a tiefling that, alongside a halfling, came and offered her son sanctuary in their distant castle.

These two **cult fanatics** are in Area C6. As they have potent spellcasting at their command, they have the honor of raining hell down upon intruders.

C3. KENNEL AND SLED STORAGE

A kennel stands in the courtyard, full of dogs. One lifts its head at you and, with a doggy grin, begins to bark. The other five dogs soon join in, provoking thunder. A young boy rushes out from a nearby door to silence them.

"Alassar!" shouts the chirper woman from the battlements above. With a glance, you notice red horns jutting out from her hood—a tiefling, then. "Silence those mutts, lest you get the crop again!"

"Yes, Mistress Fel!" shouts the kennel boy. "Mercy, Mistress Fel! Mercy!"

With the cacophony raised by the dogs, killing a cultist is best done here.

C4. GUARD TOWERS

If your adventurers are 1st- or 2nd-level, assume that half the twelve **cultists** in these areas are asleep, having just finished their watch duties two hours ago. While a shout is still enough to wake them, it takes them 1d4 rounds to come to, realize the danger, arm themselves, and leave to investigate or join the fray.

Four cultists are playing Three-Dragon Ante, a card game, in the southwestern tower. A stack of 2d6+24 gp is on one table. If taken unawares, one cultist accidentally knocks over the table, causing the coins to scatter across the floor. Two characters, an adventurer and a cultist, must both succeed on a DC 10 Dex. save or fall prone.

C5. ARMORY

You come upon the caer's armory, stocked with spears, bows, and stuffed quivers that hang on the wall. At the far end of the wall sits a chest with a handwritten sign that reads, "Extreme caution!"

ALCHEMIST'S FIRE

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

See the sidebar above for the details on alchemist's fire. A character can identify it with a DC 10 Int. (History) check. A character with proficiency with alchemist's supplies can identify it automatically, no ability check required.

C6. GATEHOUSE

When they aren't turning away visitors, Fel Suparra and Huarwar Mulphoon are busy flirting. The two have yet to act on their feelings. Any character that listens to their conversation and succeeds on a DC 13 Charisma (Insight) check realizes both these facts.

If either of these two cultists are about to be slain, they appeal to Levistus for salvation, who allows them to use the Path of Levistus cult boon (see the sidebar). If both must resort to this, Levistus ensures they remain together. The archdevil knows that love is a powerful motivator and uses it that the two cultists reinforce each other's faith in the cult and its mission.

Estranged Son. Huarwar has been corrupted by his chardalyn amulet. He refuses to return home to his mother but a DC 14 Cha. (Persuasion) check can convince him to make visits in the future when he's out on cult business. A DC 14 Cha. (Intimidation) check is enough to convince him that he owes his mother an apology—not for leaving, per se, but for how rudely he treated her.

In the Future. Provided they both survive their foray with the adventurers, you can make Fel and Huarwar into recurring characters who seem to grow more attached each time. Inevitably, the adventurers notice a ring (perhaps the *ring of warmth* worn by Marta, innkeeper of *The Eastside* in Termalaine) on Fel's finger.

C7. GREAT HALL

When the adventurers enter this area, Mere looks sharply at them in concern. Recognizing them as non-cultists, he raises a finger to his lips and beckons the characters over. He whispers, "I don't know if you know this, but this place is infested with cultists."

Roleplaying Mere. The tiefling boy wishes to be free from this mess. If the adventurers promise him salvation and food, he swears to become a retainer of theirs. He isn't the most helpful attendant, but he can carry gear and he knows how to fish and set-up a tent. Provided the cult survives, anything is better than living under Kadroth's heel—"that haughty bastard," as Mere calls him.

Mere shares the following information with the party:

- "There's fourteen of the bastards here. All have sworn allegiance to Levistus. I needn't a history lesson to know an archdevil when I hear one." (Mere points at himself to underscore this; as a tiefling he has been accused of being the son of many a devil.)
- "Those they didn't kill are imprisoned below the castle, fed scraps every few days, they are."
- "The crone Hethyl leads the cult, but everyone says she's not long for this world. Kadroth, that bastard, is hungry for her mantle."
- "An albino tiefling showed up recently. She's a wizard. Everyone bends over backwards to appease her, even Kadroth—but he wants her gone. I heard him ask Hethyl—she's a seer—for how much longer they had to tolerate her. 'For you? Forever,' she said."

C9. SPEAKER'S OFFICE

A fire burns low in its nearby hearth, painting this office with dancing shadows. A paunchy tiefling is hunched over the desk, quill in hand, busying himself with paperwork and documents being the Speaker's seal.

"I told you," he starts, with a saccharine voice, "not to bother me, Alassar. Perhaps another night in the dun—"

The tiefling's head snaps up at you and his lips spread into an unwelcoming smile. "I would've left out tea had I known we had guests."

Kadroth's strengths are in convincing others to fight for him; he isn't spoiling for a fight. He at first tries to disarm the situation. Ultimately, he is a treacherous, self-serving cur and any promises he makes can be seen through by a character that wins a contest between his Deception check and their Insight check.

Roleplaying Kadroth. The cultist's ego is unmatched; his hunger for adulation and power stems from deep-rooted insecurities he can't shake off. Truth be told, the tiefling has always seen his infernal heritage as a curse. Kadroth possesses a silver-tongue that works on most individuals; he tries to employ it here.

You can voice Kadroth with the dialogue below:

- "We are but humble priests to a disgraced and distant lord. Spare us as you would any other pilgrims."
- "So you've found out our dark, little secret. The only question left is... how much of a cut do you want?"
- "The people are better off without Speaker Siever. See, with a mascot for their ire, they will devolve into chaos. By hiding him behind the walls, they can harmlessly hurl their vitriol and carry on with their day-to-day."

Scaling Difficulty. If the adventurers are 4th-level or higher, Kadroth knows the *message* cantrip, which he can use to alert Fel Suparra or Huarwar Mulphoon in Area C6. The two rush forward to save Kadroth, rallying other cultists with a shout ("To the Speaker's Office! Kadroth is outmatched!" Kadroth winces at the word "outmatched"). They arrive in 1d4+3 rounds, after which Kadroth is likely to already be dead or bound.

C13. SOOTHSAYER'S ROOM

Nothing is more useful in a campaign than an oracle who can feed the adventurers plot hooks they may never have the chance of receiving. Use Hethyl as a mouthpiece.

Roleplaying Hethyl. Hethyl is dour; she doesn't have the patience to be as chipper as the other cultists, who take slight offense to her bluntness.

You can voice Hethyl with the dialogue below, which corresponds to the information she shares with the party, as noted in *Rime of the Frostmaiden*.

- "For all the darkness we wield, we are not the slayers of Icewind Dale, but it's liberators. Look south. Like a tumor, Xardorok's fortress hangs on the Spine of the World. He is the threat you must vanquish."
- "Within his frigid fortress beats a dragon's heart—a forge of fury capable of untold devastation."
- "Search Xardorok's fortress to answer the mysteries that yet haunt the dale."
- "You are not yet ready, little heroes. The duergar is too powerful... for now. The wastes and tundra have all the power you need to face him. Find his sons and agents."

Seer. Before Hethyl dies, she can affect the present by a Portent-like ability. When she or a creature she can see makes an attack roll, a saving throw, or an ability check, she can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

C14. SPEAKER'S BEDCHAMBER

If Speaker Siever realizes or is made aware that the party isn't affiliated with the cult, he becomes ornery. He's had enough of this house arrest. He doesn't ask to be rescued, but instead demands that they clear out the cult; he can tolerate imprisonment from the comfort of his castle.

You can voice Siever with the following dialogue:

- "Well? Let's get on with it! Let's get on with the whole 'liberation' thing!"
- "The people need to heed—*hear* me!"
- "Kadroth will rue this day! The Siever name is rightly feared throughout the dale!"

C15. OLD LIBRARY

The caer has been slowly rebuilding its book collection. The rarest book here is a signed copy of *Greaves of Brass* by Walt Whitdwarf worth 50 gp. Interested buyers can be found in Targos or Bryn Shander.

This addition changes the otherwise bland library from a scene of ruin to one of promise.

C20. SHRINE TO LEVISTUS

A character that views the effigy and succeeds on a DC 14 Intelligence (Arcana or Religion) check identifies this as an altar to Levistus. Warlocks of the fiend that pray at the altar here gain Inspiration, regardless of the identity of their fiendish patron.

BROWN MOLD

Brown mold feeds on warmth, drawing heat from anything around it. A patch of brown mold typically covers a 10-foot square, and the temperature within 30 ft. of it is always frigid.

When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

Treasure. At your discretion, the effigy's ice shifts to expel a *dark shard amulet*, courtesy of Levistus himself. This amulet may also be a chardalyn amulet, which will corrupt those who wear it.

Brown Mold. See the sidebar for this hazard's effects.

C21. AVARICE'S QUARTERS

Avarice is a cruel and sadistic bully used to getting what she wants. Destruction is her first go-to method, but Levistus has warned her against attacking the adventurers. She instead acts haughty, as if they were lucky to earn her mercy. Avarice shares the same information that Hethyl does (see C13), hoping that the adventurers will confront Xardorok for her.

You can voice Avarice with the following dialogue:

- "Stay your hands, heroes. I am a member of the Arcane Brotherhood, the esteemed magi. I wish not to waste my magicks on you."
- "I know what you're thinking. Tiedfling mixed up with a devil cult and well... It is exactly what it looks like—but I don't like these weirdos any more than you. They are tools to an end—the defense of Icewind Dale."
- "We can all be friends here; none of us have to die."

C24. PRISONERS

When the prisoners attack, read the following:

A bloodcurdling shriek—one of pain and misery—shocks you to your core. Suddenly they surge out of the darkness, emaciated men and women, all howling, all reaching out to snatch you up with the strength of a mob! Their hands rake at your sides and find purchase in your clothes, and as they drag you down, your breath tightens, lost to the press of filthy bodies.

In the clamor, the adventurers can hear several calls of "Free us!" alerting them to the fact that these folks are just prisoners. A DC 13 Cha. (Persuasion or Intimidation) check disarms the situation.

Scaling Difficulty. If the party is 4th level or higher, add six more **commoners** and grant a +4 bonus to the mob's grapple check. They pummel whomever they snatch, dealing 1 bludgeoning damage for every unarmed strike they land.

CAER-KONIG

Caer-Konig is a shadow of its former glory, and its people know it. Their sorry state is best represented by the bones of the caer from which the town drew its name.

TOWN QUICK NOTES

- The town's caer and walls were destroyed by orcs many years ago.
- The townsfolk resent the other Ten-Towners, who they believe have forsaken them.
- The town's speaker is a King Henry-esque vigilante that drunkenly roams the streets in search of vagabonds. As a silver dragonborn, he can tolerate the cold.
- Invisible duergar agents in search of chardalyn have been breaking into peoples' houses. They are based at an outpost to the northwest, at Kelvin's Cairn.

TOWN TRAITS

Caer-Konig as a whole has these traits:

Ideal. "Trovus will protect us!"

Bond. "Ale softens the world's worst cruelties."

Flaw. "Ten-Towns has abandoned us."

SACRIFICE TO AURIL

With the bounty of the "Lac" at their disposal, the town can afford to sacrifice food to Auril, which is claimed by the **yetis** of Kelvin's Cairn. Their howls can be heard on the wind frequently.

Caer-Konig sacrifices food every three days, often in the form of one or two knucklehead trout. Trovus tracks who among the town contributed—in either by coin or labor—to the sacrifice. "Everyone," Trovus is fond of saying, "must do their part."

Visitors to Caer-Konig that are willing to sacrifice their own food can quickly gain the appreciation of the townsfolk, who otherwise assume that they think they're better than the locals.

STARTING THE CAMPAIGN

Caer-Konig is a poor start for the campaign. Its people are resentful and sullen, which is a theme you'll want to confront your players with later on when they visit the town. The *Companion* suggests making Caer-Konig the third town the party visits, provided they start in Targos, head to Bremen, and return to Targos for the *Mountain Climb* quest, which takes them to Kelvin's Cairn. Caer-Konig is at the foot of this impressive mountain.

By starting the campaign in Caer-Konig, you show the party how resentful Ten-Towners can be to their distant brethren. No one in Caer-Konig has a nice word to say about the other towns. "And they think they're better than us!" is a common outcry among the townsfolk.

CAER-KONIG

Trait	Information
Friendliness	☼ ☼
Services	☼ ☼
Comfort	☼ ☼ ☼
Population	150
Leader(s)	Speaker Trovus (NG)
Militia	25 tribal warriors + 2 veterans
Sacrifice	Food

TRAVELING TO CAER-KONIG

So close to the Reghed Glacier, travelers on their way to Caer-Konig are assailed by a cruel and merciless wind that usually imposes disadvantage on Wis. (Perception) checks that rely on hearing.

Additionally, travelers always risk running into a **yeti**. The beasts are intelligent enough to recognize that roads offer easy prey so long as they're patient enough to wait nearby. This occurs so frequently that most people, upon hearing that someone is headed to Caer-Konig, remark, "A'right, safe travels, an' don't forget yer torch," referring to a yetis' instinctual fear of fire.

AREAS OF NOTE

The following areas of Caer-Konig are of note. Although *The Northern Light* is no less important than any other locale, it's already detailed in *Rime of the Frostmaiden*.

RUINED CAER

To demonstrate Caer-Konig's fall, the *Companion* adds this detail to the locale.

The ruined caer that fell to orcs years ago is haunted by harmless spirits who reenact the bloody siege from both sides of the conflict. These spirits, who consist of orcs and humans, are more animated memories than actual entities. The spirits glow an azure light that helps push back the darkness, which has been appreciated by townsfolk ever since Auril cloaked the land in twilight.

The apparitions can't be harmed, nor can they harm others. They ignore all actions by other creatures. The battle they reenact is the final one—when the caer's doors were battered down and the orcs stormed the stronghold. Since the caer is destroyed, once the orcs storm the stairs, a ghostly building manifests, depicting the caer as it was in its heyday—a sight that the townsfolk have begun to associate with their own communal identity.

When the spectral caer materializes, the entire structure sheds bright light out to a distance of 60 feet and dim light for another 60 feet. Creatures can still peer inside past the spectral walls to see the battles therein.

The final battle lasts half an hour as the defenders hole up inside and the orcs valiantly storm their defenses. Characters that witness this spectacle for the first time gain Inspiration, which they can use within the next week.

HOOK, LINE, AND SINKER

This inn is one of the last few sources of joy and fun in all of Caer-Konig. Without it, the townsfolk will finally be lost to bitter despair.

Drinking Contests. The locals are fond of challenging visitors to drinking contests. What visitors don't know is that the patrons are using this to help nurse their bruised pride—with Caer-Konig in such rapid decline, the townsfolk have grown resentful of the other Ten-Towners. They are desperate to prove themselves in this simple contest and are sore losers, indeed.

Drinking contests come in two forms:

- **Chug!** The participants must race to down their ale. Roll initiative for all participants, adding one's Constitution modifier to the check instead of Dexterity. The best drinkers make this check with a +2-4 bonus. As the contestants are winnowed down, the patrons begin to chant, "We like to drink with [participant's name] cause [name] is our mate! And when we drink with [name], they finish it in 8! 7! 6! 5!" (this continues until zero, in which the crowd boos and groans, or until the person downs their drink, in which they cheer). If more than half the other participants have finished their drinks, the remaining participants are eliminated from the contest.
- **Endurance.** Participants must outlast their rivals. Each round, a participant drinks a mug of ale and makes a Constitution saving throw against being poisoned, the DC equaling 12 + the current number of rounds. On a failure, a character can't stomach any more ale; if they fail the check by 5 or more, they cough up their ale or vomit. They are also poisoned for 1d4 hours. Patrons have grown weary of dwarves, who can drink twice as much without becoming sick and insist that, unless only dwarves are left in the contest, dwarves must drink twice (making the same DC Constitution saving throw twice, to eliminate their advantage).

If a local wins a contest, the tavern erupts into cheers. If a visitor wins, they grow sullen and insist on a rematch, or turn to another game. A character that succeeds on a DC 13 Charisma (Persuasion) check can snuff out this growing resentment and win over the crowd. Buying a round of ale for everyone causes them to automatically succeed on this check. A round of drinks costs 1d6+24 cp.

QUEST: THE UNSEEN

Like many other of the town quests, *The Unseen* cannot be mounted by 1st-level adventurers. Not only are the foes in this quest each CR 1 or higher, they're also fortified in a stronghold they themselves designed.

Ultimately, the quest is worth your time—and it can even be considered crucial for the first act of *RoFM*, as it introduces the party to Xardorok Sunblight's forces; this duergar warlord is the chief antagonist of the campaign's second act. The *Companion* recommends running this quest at 3rd-level, but not 4th.

Trovus. If you're running this quest for a 3rd-level party or lower, consider having Trovus tag along. Pining for the glory of his old adventuring days, Trovus quickly agrees. He does, however, show up drunk. Unless he runs out of booze (which happens if he is knocked prone, causing the bottles in his pack to shatter) or is convinced through a DC 15 Charisma (Persuasion) check, he remains drunk (as in suffering the poisoned condition) for the adventure.

Trovus, a NG **veteran**, has 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.

QUICK NOTES

Summary. Duergar thieves must be brought to justice.

Quest-Giver. Speaker Trovus, NG dragonborn **veteran**

Foes. 5 **duergar**, 5 **tribal warrior** spore servants, + 1 **ogre zombie**

Hazards. Blizzard

Reward. Free lodgings at *The Northern Light*

SCALING DIFFICULTY

When running this encounter, consider this change:

- For parties of 2nd-level, ensure that the adventurers have the chance to approach the keep stealthily; the duergar in O3 should be distracted (see O3 for details).
- For parties of 4th-level, add an extra 1d4+4 **duergar** to the keep, half of whom are asleep and slow to react when an alarm is raised.
- For parties of 5th-level or higher, add only 1d4+2 extra **duergar**, but turn Nildar into a **duergar soulblade** (see Appendix B for statistics).

THE DUERGAR OUTPOST

The following areas are of note:

01. BUNKER

While the **duergar** makes potshots with his crossbow (+2 to hit, 1d10 piercing damage), remind your players that ranged attacks have disadvantage against prone targets. If the adventurers are willing to sacrifice time, they can run forward, throw themselves prone, and slowly advance to the keep.

02. MAIN KEEP

If an alarm was raised, the **duergar** from Area O3 is rushing towards the pull-chain to raise the drawbridge. Read the following:

Breaching the keep, you are confronted by a deep pit spanned by a drawbridge. The bridge is clearly controlled by a simple pull-chain mechanism—and it's towards this chain that a grey dwarf is rushing, huffing and puffing and cursing in Dwarvish!

Roll initiative for the duergar, contesting it with any party members inside the keep. On the duergar's first turn, she runs the last 20 feet to the chain and uses her action to pull the drawbridge up. If any creatures are on the drawbridge, the duergar must succeed on a Strength (Athletics) check to pull it up. The DC equals 10 + (2 x for every 50 pounds of weight on the drawbridge). Otherwise, it fails.

Remember that characters with a Strength score of 20 that perform a running jump can leap across the chasm. The *Companion* suggests allowing creatures with a score of 15 or higher to succeed on the jump if they also succeed on a DC 14 Strength (Athletics) check. Although this violates the rules for jumping (a creature can only jump a number of feet equal to their Strength modifier), the *Companion* holds that Rule of Cool trumps that rule.

If the duergar fails to raise the drawbridge, she enlarges herself on her next turn and rushes to release the **ogre zombie**, whose cage is 15 feet away.

Trovus. If Trovus is present, he gallantly shouts, "But a simple gap! As if that could stop *me!*" He leaps across the gap; if he fails his Str. (Athletics) check, he doesn't cover enough distance and just barely catches the edge of the pit to halt his fall. He can be helped up by another creature that succeeds on a DC 13 Strength (Athletics) check made as an action. Otherwise, he must an action to attempt a DC 15 Strength (Athletics) check to pull himself up. One of his weapons fall into the pit below.

03. OVERLOOK

The *Companion* suggests delaying the amount of time it takes for the **duergar** stationed here to make it to O2 so they have a fighting chance to cross the drawbridge before it is raised. If the adventurers investigate Area O3, they find a strange metallic tool next to a pile of nail clippings.

05. CHOKEPOINT

Provided Nildar is aware of the adventurers, he waits for a foe to enter the chokepoint and triggers the trap. When that occurs, read the following:

A dwarven accent barks out from the dark in Common: "Haha! Got ya now, ya bugger!" You hear the groan of cogs inside the wall—and spikes come screeching out of the floor and ceiling!

06. COMMANDER'S QUARTERS

If Nildar retreats here, read the following text instead of what is presented in *Rime of the Frostmaiden*:

The chamber is lit with strobing colors—blue, then green, then red—cast from a glowing burlap sack. In the gloom stands a duergar warrior, his war pick drawn. Assuming a battle stance, he shouts in heavily-accented Common: "Ye'll never take me alive! The Day of the Duergar is at hand!"

Nildar is fond of mocking foes in battle; as his hit points are depleted, he grows more winded. If he recognizes no dwarves among the party, he speaks in Common.

- When he uses his Enlarge ability, Nildar shouts, "Behold the might of the duergar!"
- If an attack misses him, Nildar mocks, "Crag cat gotcha now, did it?"
- If he scores a critical hit with his war pick, Nildar mocks, "As slow as stone, ye are!"

Defeating Nildar. For a less cliché exposition from this villain, consider this alternative speech:

The dwarf snarls at you in fanged Common, "Your end is nigh! My father will see this land undone! There is power in the ice—power you will never understand! An ill wind is on the rise, and with it comes your doom!"

07. SPORE SERVANTS

When the spore servants emerge from their cells, read:

Out from the dark emerge horrors you were better left not seeing—ordinary men and women, now dead and covered in fungal growths. They move slowly but with a purpose that you can easily divine as "murderous."

Stagger the spore servants so that two emerge together, followed by a third on the second round of combat, with the last two finally emerging from the corner cells on the third round. Otherwise, the adventurers are likely to be overwhelmed.

Trovus. If Trovus is present, he gallantly shouts, "Spore servants! Vile creatures! I'll hold them off, heroes!" He then rushes into battle and is overwhelmed by the spore servants.

08. DUERGAR QUARTERS

As they were sleeping, these duergar don't have enough time to don their armor. If they rush out for battle, they each have an AC of 10. Alternatively, they are attempting to don that armor when the adventurers first encounter them. Read the following:

Delving into what can only be the duergars' sleeping quarters, you hear the clink of scale mail. Two dwarves are trying to don their armor. One is hopping on one foot as he tries to stuff his foot into his greaves; the other has his scale mail on backwards.

"C'mon, c'mon!" the first duergar shouts—the words being the same in Common and Dwarvish.

The other dwarf shouts back in what can only be Dwarvish for, "I'm trying!"

AFTERMATH

In the aftermath of this foray, remind the adventurers of what Nildar said: that the "Day of the Duergar" is at hand, and that doom rides upon an ill wind." Make it a refrain. If they pay it little heed, the words haunt Trovus, if he heard them or was made aware of them.

Trovus. It's clear that Trovus has a drinking problem. With a new threat rising in Icewind Dale, he may abandon the bottle to tackle this new quest. The party can spur this decision along with a successful DC 13 Charisma or Wisdom (Persuasion) check.



DOUGAN'S HOLE

Dougan's Hole is the backwater village of Ten-Towns. You have complete license to voice these inbred folks with whichever ridiculous accent you choose. A Dougan's Hole native can be identified by this accent with ease. The people here are hospitable but not kind. Their small and insular community is a breeding ground for disease and xenophobia.

TOWN QUICK NOTES

- Dougan's Hole is too small to support any industry.
- The town is rife with inbreeding and xenophobia.
- The townsfolk approach every problem with dimwitted tenacity, rather than ingenuity.
- This town's quest will annihilate 1st-level parties. A single **winter wolf** can average 18 damage on a turn.

TOWN TRAITS

Dougan's Hole as a whole has these traits:

Ideal. "Every problem can be fixed with hard work."

Bond. "Family first."

Flaw. "Outsiders aren't to be trusted—especially those no-good folks from Good Mead."

SACRIFICE TO AURIL

The town has turned their weekly sacrifice of warmth, which occurs on the seventh day of the week, into one big community event. The villagers gather at the townhall to share their body heat; by the next morning, the entire hall reeks of sweat and body odor. People who refuse to partake in the event, even if they will also sacrifice their warmth to Auril, are dragged there by a cheerful mob of hicks who don't take no for an answer.

The villagers sacrifice their warmth once a tenday, but the day is always random. Frederick Ortym ("Ol' Fre" as the townsfolk call him), a senile codger rumored to have been both the first and third cousin of a druid, determines the day Dougan's Hole must make its sacrifice by sitting in the Twenty Stones of Thruun. His recommendation is heeded, even if he declares that the town must sacrifice its warmth two nights in a row (at the end of one tenday and the start of another).

STARTING THE CAMPAIGN

Dougan's Hole makes for a poor start in your campaign, but it can be worth visiting in the first session if the party undertakes the *Cold-Hearted Killer* quest. They arrive to Dougan's Hole in a cloud of suspicion.

By starting in Dougan's Hole, you present Icewind Dale at its worst to the players. Since they can only go to better towns, you neglect the themes of desperation and horror that the campaign relies upon.

DOUGAN'S HOLE

Trait	Statistics
Friendliness	☼
Services	☼
Comfort	☼
Population	50
Leader(s)	Speaker Edgra Durmoot (N)
Militia	12 tribal warriors + 1 veteran
Sacrifice	Warmth

TRAVELING TO DOUGAN'S HOLE

There is very little reason to travel to Dougan's Hole; it is both inconsequential and inconveniently placed. The path has few dangers not caused by acclimate weather. Even monsters and beasts shun the place.

AREAS OF NOTE

The following areas of Dougan's Hole are of note:

TWENTY STONES OF THRUUN

Standing stones jut out from atop a hill just to the southwest of town; you quickly count nineteen menhirs, with another at the center, as if it were the spoke of some great wheel.

The megaliths are a druidic monument that Nature clerics and druids can meditate in for guidance. By spending an hour or more and succeeding on a DC 12 Wisdom saving throw, the character can prepare three additional druid or cleric spells that day.

Additionally, this character may be graced with insight to some of the secrets of Icewind Dale, such as:

- Nature itself resents the Everlasting Rime imposed by the Frostmaiden.
- The Frostmaiden is aware of the sacrifices made to her—and they only manage to keep her from doing worse to the dale; they don't encourage her to lighten up.
- Aberrations poison the land with their alien presence. See *Id Ascendant* in Chapter 2.

Codger. Frederick Ortym, the senile old man, is sitting cross-legged at the center of the stones when the party first visits the area. This CG human **commoner** is busy determining when "the Frostmaid" wants Dougan's Hole to next sacrifice their warmth. He opens one eye to look at the party and then pats the ground next to him, saying, "Take a seat, more the merrier. All life's troubles can be divined in this circle here."

TOWNHALL

When the adventurers near this place, they're confronted with the reek of body odor, sweat, and urine. A sign out front is painted with the words "Next Sacrice" (meaning "sacrifice"). Below the words are ten numbers, which each represent the day of a tenday; the villagers drive a nail into the appropriate number to mark which day this week they'll gather to sacrifice their warmth.

QUEST: HOLED UP

Holed Up is completely unbalanced for low-level parties, even if the designers intended for its combatants to hold back on the party. However, what they fail to account for is that creatures will fight in self-defense. Once they are threatened, they shed any restraint.

The combatants in this quest are sapient beasts, making them well-acquainted to the rules of the wild, where the fittest and fastest live and all others die. Because of this, you can't expect the beasts to show mercy.

This quest is better undertaken by 3rd-level or higher adventurers, but even still, a **winter wolf's** Cold Breath deals 18 damage on average (to all targets in its area), so two of them can slaughter a party.

QUICK NOTES

Summary. Winter wolves have ransomed two villagers that they abducted from Dougan's Hole.

Quest-Giver. Speaker Edra Durmoot, N human scout

Foes. 2 winter wolves, 1 mammoth, 1d6+1 wolves

Hazards. Blizzard

Reward. *Boots of the winterlands*

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party of 1st-level adventurers, change the winter wolves into awakened **wolves** and reduce the mammoth to an **elephant** (see Appendix B).
- For a party of 2nd-level adventurers, change the winter wolves into awakened **dire wolves**.

LODGE AREAS

The following areas of the lodge are of note:

L1. EXTERIOR

So close to the lodge now, you can see that it is adorned in runes written in the Giant language. The runes, you see, paint a picture: a giant befriending a pair of wolves, then, later a mammoth.

If the adventurers hesitate to enter the lodge, and the wolves are present, Kanan growls, "Go on then. Your kin are inside and, if we know our master, they aren't long for this world."

L3. CAGED TOWNSFOLK

When the adventurers enter this room, Silja whispers to them. Read the following:

Snapping out of her daze, the spindly girl in the cage gets a harsh look in her eyes. "Psst!" she whispers, "get us out of here before the wolves come back!"

Silja reveals that the winter wolves are evil. If asked about their frost giant master, Finn says, "What giant? There's just a talkin' mammoth here. Now *that's* a giant."

L4. ENTRANCE CORRIDOR

When the adventurers enter this room, they can hear the mournful trumpeting of Norsu, the **mammoth** in the other room. The beast can only express his sorrow through his trunk; although mammoths can produce tears, they aren't necessarily tied to emotions, even if one is awakened.

L5. GARAGAI'S ICY TOMB

You don't have to have Norsu fight the adventurers. A mad dash through the lodge as the beast smashes through walls is more cinematic than a battle. If the adventurers flee, all of Norsu's attacks are made with disadvantage and his speed is reduced to 20 feet, as he must navigate the icy floors and corners.

Should Norsu corner someone, sacrifice either Finn or one of the kobolds in Area L6, who also make a dash for the exit. Norsu tramples them underfoot. Provided these elements are accounted for, read the following text:

The mammoth trumpets its unnatural rage and charges! Your instincts have your feet running long before your mind can catch up! Through the halls you dash, slipping and sliding on the ice, as the mammoth crashes through the brittle walls, raining shards of ice upon you! Outside, you hear the wolves howling with pleasure.

As you make your dash, out come more enemies—kobolds! But wait! They too are fleeing, and together you rush through the halls. There comes a squeal and the crash of a huge foot crushing a kobold's bones!

Before embarking on this, however, you must let your players decide whether they will fight or flee. A DC 12 Int. (Investigation) or Wis. (Insight) check is enough to inform an adventurer that they can't handle a sentient mammoth *and* the wolves outside.

L6. WAR ROOM

When the adventurers discover the kobolds gathered here, they see that one of them, Holgi, is crying. It was he who killed the chwinga (out of surprise) and that crime has destroyed him. He risks alerting Norsu if he isn't quieted with a DC 13 Charisma (Persuasion) check.

These kobolds are NG; they latch onto the adventurers if they're shown mercy. They are willing to act as retainers for the adventurers, striking up tents and foraging for food. If brought to Termalaine, they thank the party for their company and seek out the kobolds hiding out in the gem mine (see *A Beautiful Mine*).

SNEAKING OUT

If the adventurers are discovered by the winter wolves, they call out for Norsu, who bursts from the lodge, his trunk trumpeting in fury. He arrives in 1d4+1 turns. Unless the party is 3rd-level or higher, it's recommended that the adventurers be given a chance to flee. The wolves still attack, but they fall upon poor Finn, whose death gives the adventurers time to escape.

EASTHAVEN

Easthaven is the reminder of what Icewind Dale once was and, if the optimists can be believed, can be again. Whereas the other settlements are grim or in decline, Easthaven has maintained its good spirits. With all their comforts and gold, the town seldom encounters trouble. Why, some Easthaveners have never even seen another settlement, besides Targos or Bryn Shander. They don't know how bleak life in Ten-Towns can be—and the government is interested in maintaining that ignorance.

Pickpockets. The adventurers must keep a weather eye out for pickpockets in Easthaven. Once an hour, contest a character's passive Perception score against a thief's Dex. (Sleight of Hand) check (made with a +4 bonus). On a failure, the pickpocket steals something off their person.

Likewise, the adventurers are free to steal as well, without having to worry about legal repercussions—although that doesn't mean someone won't attack the party (non-lethally) in response.

TOWN QUICK NOTES

- Pickpocketing is legal in Easthaven.
- Rinaldo at the *The White Lady Inn* is corret—there is treasure at the bottom of the lake.
- The town quest, *Toil and Trouble*, should only be undertaken by 4th-level adventurers.
- A wizard is due to be burned at the stake for murdering dale-folk he had hired for an expedition.

TOWN TRAITS

Easthaven as a whole has these traits:

Ideal. "We are what Icewind Dale once was and can be again."

Bond. "Thievery is a legacy we can all share."

Flaw. "There is no trouble within Easthaven or without."

SACRIFICE TO AURIL

The bloody sacrifices Easthaven makes to appease Auril are considered grim affairs for the townsfolk—which is why so many are interested in watching the Red Wizard of Thay burn soon; for once it isn't one of their ilk that's due to die.

Easthaven doesn't have the same population as Targos or Bryn Shander; their sacrifices are much more personal, meaning that while they *could* sacrifice food or warmth, they are more devoted to the comforts they already have than to their fellow neighbors. This disregard for life may have been encouraged by the legal pickpocketing; it may be owed to the relative prosperity Easthaven has enjoyed for centuries, and still enjoys to this day.

In short, the Easthaveners are selfish and value material goods and comfort more than the lives of their neighbors.

EASTHAVEN

Trait	Statistics
Friendliness	☼☼
Services	☼☼☼
Comfort	☼☼☼
Population	750
Leader(s)	Speaker Danneth Waylen (CG) & Capt. Imdra Arlaggath (LG)
Militia	150 tribal warriors + 12 veterans
Sacrifice	Humanoid

STARTING THE CAMPAIGN

Easthaven is one of the better starts to the campaign, so long as the adventurers are guided to Dougan's Hole for the *Cold-Hearted Killer* starter quest. The execution of the Red Wizard is an excellent opening to the campaign that you should still feature if you start here. However, you must delay the issuing of *Toil and Trouble* if you do so; the adventurers are approached by Captain Arlaggath later on, after word of the adventurers' exploits has spread.

Additionally, if you run the *Séance* event at The White Lady Inn, you can advance 1st-level characters to 2nd-level if they can subdue the **poltergeist** that appears.

TRAVELING TO EASTHAVEN

The Eastway, the road to Easthaven, is paved, making the route more reliable and quicker for wheeled vehicles. Merchants—the lifeblood of Ten-Towns, as many say—can be met frequently on the road during the day, as can frequent patrols from Bryn Shander and Easthaven. Both towns are interested in preserving this trade route and dispatch squads of 1d4+2 **tribal warriors** to patrol the route from **mule-** or **axe beak-**drawn carts. To reach the half-way point takes three hours. Except during fierce weather, four daily patrols are launched.

AREAS OF NOTE

Easthaven's locales are already fleshed out in *Rime of the Frostmaiden* and should be run as-is. The White Lady Inn is a mandatory locale for the adventurers. Other locations can be visited in due time.

QUEST: TOIL AND TROUBLE

Toil and Trouble will challenge even a 4th-level party. It features a CR 6 undead giant that averages 50 damage *per turn*. Even though the quest is written with the expectation that the adventurers will employ stealth, that's simply an outlandish foe to place in the dungeon. The *Companion* holds that this quest shouldn't even be embarked upon until the adventurers are 5th-level.

QUICK NOTES

Summary. A hag has murdered local fishermen.

Quest-Giver. Captain Arlaggath, LG half-elf **veteran**

Foes. 1 sea hag, 1 **frost giant skeleton**, 1 **dire wolf**, 1 **water weird**, 1 **will-o'-wisp**, 2 **harpies**

Reward. A *spell scroll of fireball* or *bag of tricks* (gray)

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party of 3rd-level or lower, remove the **frost giant skeleton** outright. It can be replaced by a **minotaur skeleton**, which can be considered a frost giant juvenile that was mercy-killed in the caves.
- For a party of 5th-level or higher, the infamous **frost giant skeleton** breaks free from the ice in 1d3 rounds before joining the fray.

THE CAULDRON CAVES

With exception for the **frost giant skeleton** mentioned above, the Cauldron Caves are a well-designed dungeon that don't require any changes. Run it as presented in *Rime of the Frostmaiden*.



GOOD MEAD

Without Good Mead's eponymous drink, Icewind Dale would lose itself to despair. Life is already haggard here, and this blow to the central morale might be a death knell. If the Everlasting Rime doesn't kill Ten-Towns first, then utter despair will.

Meaders, as the townsfolk call themselves, take great pride in their work. They're fond of these sentiments:

- "Sure, we aren't as *cultured* as Bryn Shander, but we all know who they turn to in dry times."
- "Targos has its fishing, we our brewing."
- "Go anywhere in Ten-Towns and say 'I'm a Meader.' See how many doors it opens."

TOWN QUICK NOTES

- Speaker, Kendrick Rielsbarrow was killed two days ago. His body is in the Shrine of the Flaming Sword.
- An election looms, pitting Olivessa up against Shandar, the blackmailed puppet of Speaker Maxildanarr in the town of Targos.
- The town quest, *The Mead Must Flow*, cannot be undertaken by adventurers lower than 3rd-level.

TOWN TRAITS

Good Mead as a whole has these traits:

Ideal. "Raise your spirits with a spirit."

Bond. "Icewind Dale cherishes our mead—and with it, our hard work."

Flaw. "Mead is the lifeblood of Ten-Towns and we are its heart."

SACRIFICE TO AURIL

The Meaders sacrifice their warmth to the Frostmaiden. Unlike the savages in Dougan's Hole, the townsfolk think of it as a private affair. They always perform the sacrifice on the fifth day of a tenday.

STARTING THE CAMPAIGN

Good Mead would be a good start for your campaign if its quest could be undertaken by parties of 1st-2nd level. Forest forays are a staple among early leveling. Unless the adventurers are given another task in the forest, they have little to do here except leave. If you are still set on starting in Good Mead, use the *Nature Spirits* quest to draw them into the forest, and *Cold-Hearted Killer* to Dougan's Hole. The death of the town speaker, which is at the heart of *The Mead Must Flow*, should occur after the adventurers have left for towns like Bryn Shander or Easthaven.

If the death occurs at the start of the campaign, you lose the urgency of it—the adventurers *can't* tackle the quest at such a low-level, so they must leave to gain experience elsewhere. In that time, the players will forget about the speaker's death.

If you start your adventurers off at 3rd-level, then the *Companion* suggests Good Mead as the starting town.

GOOD MEAD

Trait	Statistics
Friendliness	☼ ☼
Services	☼
Comfort	☼ ☼
Population	100
Leader(s)	None
Militia	20 tribal warriors + 2 veterans
Sacrifice	Warmth

TRAVELING TO GOOD MEAD

The perpetual, overwhelming buzzing of Good Mead's bees seems to discourage monsters; the road to town is bereft of most dangers, except where it strays too close to the forest. Any manner of beasts living there may deign to pay travelers on the road a visit: **wolves, brown bears, bobcats** and more.

THE ELECTION

In the aftermath of *The Mead Must Flow*, the adventurers have the chance to intervene in the upcoming election. This event can ripple throughout Ten-Towns; if Shandar Froth is elected, the evil Speaker Maxildanarr of Targos can add Good Mead to his influence—and with it, control of the mead trade. He has Shandar favor Targos, giving the town deep discounts, much to the agitation of the other towns.

QUEST: THE MEAD MUST FLOW

Although this quest is built with the expectation of subterfuge (and holding some goats hostage), you must exercise caution with this quest. It features up to four giants, who each deal an average of 13 damage in a single attack, which is equal to the maximum number of hit points a bard, rogue, or warlock can have at 1st level.

Although the quest is well-designed, it is not fitting for adventurers below 3rd-level. It needs no new additions by the *Companion* except for the difficulty scaling below.

QUICK NOTES

Summary. A verbeeg has murdered the five militiamen, and the town speaker, and stolen three casks of mead.

Quest-Giver. Any local

Foes. 1 **ogre**, 2-3 **verbeeg marauders**, 1 **polar bear**

Reward. Free lodgings and drinks for a tenday

SCALING DIFFICULTY

The *Companion* holds that this quest cannot be attempted by adventurers lower than 3rd-level. However, if you are still intent on doing it, consider these changes:

- Reduce the **verbeeg marauder's** Multiattack to either one attack, or reduce the damage of its Spear attack to 2d6. Additionally, reduce its hit points to 55.
- In V3, stagger it so the ogre arrives 1d3+1 rounds after the verbeeg does.

LONELYWOOD

It is no secret that Lonelywood attracts vagabonds and fugitives. Any Ten-Towner knows that if they need a dirty deed done (preferably dirt cheap) they can find a willing employee in Lonelywood.

For all the dark deeds committed by its citizens, Lonelywood is still a place of redemption. Migrants both foreign and domestic can find a fresh start here, as long as they are willing to try.

TOWN QUICK NOTES

- Most folks in Lonelywood have a sordid past.
- Crime is rampant here; most shady business is done in the woods just outside town.
- Lonelywood is the main source of Ten-Towns' lumber.

TOWN TRAITS

Lonelywood as a whole has these traits:

Ideal. "Everyone deserves a second chance."

Bond. "A home can make all the difference."

Flaw. "Mind your business."

SACRIFICE TO AURIL

This corner of Maer Dualdron rarely freezes over, and so Lonelywood can spare food for the beasts and monsters that embody the Frostmaiden's wrath. However, with the forest right on their doorstep, the villagers don't want to encourage ordinary beasts to start venturing into town for food. They instead prefer to sacrifice their food to aquatic animals, like a strange pod of seals that inhabit this lake instead of the Sea of Moving Ice. When they fear that they can't get away with hurling food into the waters, they venture north to leave an offering far, far away from town.

STARTING THE CAMPAIGN

Lonelywood is a great place to start your campaign if the party is already at 3rd-level (or 2nd-level and they are soon advanced to 3rd). Forays into the forest are a staple of low-level adventuring. Additionally, with how unique the townsfolk's backgrounds are, you can come up with a myriad of reasons why the party would meet here and not in a more populated area, like Bryn Shander.

TRAVELING TO LONELYWOOD

The road to Lonelywood runs alongside the forest, which is pregnant with silence. Save for the periodic crash of a felled tree, or the shouts of distant loggers, the woods are eerily silent. This eeriness is enough to discourage Termlaine citizens from visiting, even though the settlement is only two hours away by foot.

With Lonelywood being the main source of Ten-Towns' lumber, carts carrying the stuff are frequently seen on the road. This material is often treated as valuable as gold. Typically, a lumber merchant (a **commoner**) is protected by 1d4+1 **tribal warriors**.

LONELYWOOD

Trait	Statistics
Friendliness	☼ ☼ ☼
Services	☼ ☼
Comfort	☼ ☼
Population	100
Leader(s)	Speaker Nimsy Huddle (LG)
Militia	50 tribal warriors + 4 veterans
Sacrifice	Food

AREAS OF NOTE

The following areas of Lonelywood are of note:

TREE LINE: THE SHADY SATYR

A recently refurbished cabin stands at the tree line. From its awning hangs as a wooden board that depicts a winking satyr flipping a coin. The sign boldly declares *The Shady Satyr: Dirty Deeds Done Dirt Cheap*.

One enterprising **spy** named Wayne Tetbra (a LE human) has decided that there is no reason to make sordid deals in the shadows. Rather than offering services of his own, he acts as a liaison for Lonelywood's more... capable folk. When someone needs an unscrupulous act done, they turn to Tetbra to broker the deal and find an employee. Likewise, thieves and hitmen can use him to find employers of their own. Tetbra charges a 10 gp finder's fee, plus 5% of the take for his services.

What makes Tetbra a promising liaison is that he underwent a magical procedure years ago that prevents magic, such as a *detect thoughts* spell, from reading his mind.

RAMSHACKLE

When the adventurers near this closed inn, they see some humans standing nearby. These **scouts** are some of the hunters that intend to later hunt the fabled white moose. One hunter stands proudly before the inn and says, "When I win this here deed, I'm turnin' this heap into a casino." None of the other hunters know what a casino is.



QUEST: THE WHITE MOOSE

The White Moose is unique in that it almost seems to be designed for the party to tackle in two parts. They must defeat the **awakened white moose** and the **frost druid Ravisin**, who lairs in the elven tomb. There is no required order for how these are handled; the adventurers can wait for the moose to leave the tomb, battle Ravisin, and then seek out the moose later—or vice versa.

Because of this, you can run this quest at 2nd-level, provided the adventurers level-up midway through. Fighting **wolves**, a **bear**, and a **banshee** (even if they don't defeat it) should be enough to advance them to 3rd-level. Additionally, they can rest in the woods, provided they brought the appropriate equipment or the weather proves fair. Except for the concerns raised in *Scaling Difficulty* below, and the cinematic chain of events recommended in *Running the Quest* below, you can run this quest and its dungeon as-is.

QUICK NOTES

Summary. An awakened white moose is slaughtering the loggers of Lonelywood.

Quest-Giver. Speaker Nimsy Huddle, LG halfling **commoner**

Foes. 1 **awakened white moose**, 1 **frost druid**, possible **banshee**, **brown bear** and 1d4+1 **wolves**

Reward. 100-125 gp, deed to closed inn

SCALING DIFFICULTY

This quest features a potent spellcaster; however, it also adds a powerful ally (a **mummy**) that will obey whom-ever awakens it. These elements cancel each other out, provided the adventurers utilize the mummy. If the party doesn't gain their mummy ally, consider these changes:

- Forbid Ravisin from casting the *conjure animals* spell unless the adventurers are relatively unscathed. If she does cast the spell, she summons 1d4+1 **wolves** or one **dire wolf**.
- For adventurers of 4th-level or higher, add an awakened **brown bear** that fights alongside Ravisin if the moose will not. Perhaps she has *just cast awaken* on the beast as they arrive, thus demonstrating the source of these sapient beasts.

RUNNING THE QUEST

The white moose is a terror—a ridiculous terror that the players will regret laughing over. Consider the following:

Just as the adventurers are about to embark they are invited to join a hunting party. The party consists of four human **scouts** and a half-elf **spy** named Tall One. The party is led by a grizzled hunter named Phrenk. While the party searches the woods, Tall One regales them all with outlandish tales that "definitely happened."

The hunting party encounters the **brown bear**; give the adventurers the first chance to attack or subdue it. After this, the adventurers encounter a few moose (no dice rolls required). After the third moose, the **awakened white moose** appears and attacks. Contest its Dexterity (Stealth) check with the adventurers' passive Perception scores to determine if they're surprised; all of the hunters are surprised by default.

When this occurs, read the following:

Through the woods you slink. Just as Tall One tells you, "—and then they made me their chief," braying bursts from the brush! It's there in a flash! The white moose! Phrenk is the first to die as the beast runs him down and impales him on its antlers! The old hunter struggles for a moment before the beast shakes him off; Phrenk lands in a crumbled heap and moves no more.

The men are screaming, reaching for their bows, as the terror levels its antlers again and charges!

Horror in the Woods. Treat this skirmish as a scene of horror. Each round, the moose makes two attacks. If an attack lands on a **scout**, they die instantly, trampled under-foot or gored on the beast's antlers. The adventurers still get to attack the beast. Once the moose is reduced to 34 hit points or fewer, it flees into the brush (which seems to swallow and protect the moose, as if by druidic magic).

If three rounds pass and the moose has not been reduced to half its hit points, the hunters become frightened and flee into the forest; Tall One especially loses his mind. If the adventurers follow suit, they end up in the lair of the **banshee**, whose scream kills the rest of the hunters.

The Escape. A character that witnessed the moose's miraculous escape that succeeds on a DC 13 Intelligence (Investigation) check ascertains that some sort of magic forced the wilds to obscure the moose from the hunters' vision (both before and after its appearance). A DC 13 Int. (Arcana) check leads a character to believe the magic is druidic in nature, which hints that there is a druid aiding the moose out in the woods.

The Moose. An hour after the encounter with the party, the moose regains 2d10+6 hit points. If eight hours pass before they meet the moose again, it has regained all its hit points.

With their companions dead, the adventurers have no choice but to either abandon their quest or follow the moose's tracks deeper into the woods. Regardless of how or when they continue progressing on this quest, run the encounter as it's written in *Rime of the Frostmaiden*.

TARGOS

Targos is the source of political intrigue in Ten-Towns. Its leader has complete control over the militia, effectively making the town a dictatorship. Locals have learned not to question or disparage Speaker Maxildanarr, lest the guards find reason to search their home for contraband or "heretical effigies insulting to the Frostmaiden."

Targos is now a lawful evil society, and, if its Speaker has his way, Termalaine will be under his sway too. Given time, Targos becomes a Zhentarim enclave.

TOWN QUICK NOTES

- Speaker Maxildanarr was well-liked before he proved himself to be a despot.
- Maxildanarr is conspiring to oust Termalaine's Speaker, Oarus Masthew, with a special election. One of his cronies will step up to challenge the speaker.
- Zhentarim **spies** loyal to Maxildanarr are strategically placed throughout Ten-Towns. In Targos, they are always listening for dissent among the populace.

TOWN TRAITS

Targos as a whole has these traits:

Ideal. "There is no nobler path than to pick up a rod and feed your fellow man."

Bond. "Those who can't make it in Bryn Shander find their true purpose here."

Flaw. "Don't question authority."

SACRIFICE TO AURIL

The bloody sacrifice to the Frostmaiden is handled with ruthless efficiency, as befitting a lawful evil government. Whereas Easthaven and Bryn Shander allows a citizen marked for death to spend one final night with their family (albeit under the vigilant watch of the guards), Targos just seizes the individual then and there, imprisoning them.

As the new moon draws near, paranoia runs rampant across the townsfolk. Industry grinds to a halt as everyone spends what may be their last day with their loved ones.

STARTING THE CAMPAIGN

The *Companion* recommends starting the campaign here in Targos, if not Termalaine. Being here allows the party to make a brief stint over to Bremen for *Cold-Hearted Killer* and, when they return to the quest-giver in Targos, they gain the *Mountain Climb* quest. The adventurers can, of course, chart their own course, but this chain of events can provide direction in the rudderless, early sessions of the campaign, before the players have learned what *Rime of the Frostmaiden's* plot is about.

Additionally, *Mountain Climb* satisfies many fantasies of an arctic campaign: a trek across the tundra, a cruel and forbidding mountain, stranded survivors, and ravenous yetis. It's worth pursuing these themes early in your *RoFM* campaign, as the adventurers won't have much of a chance later to do so, once they become embroiled with the plot.

TARGOS

Trait	Statistics
Friendliness	☼ ☼
Services	☼ ☼ ☼
Comfort	☼ ☼
Population	1,000
Leader(s)	Speaker Naerth Maxildanarr (LE) & Skath (LE)
Militia	200 tribal warriors + 16 veterans
Sacrifice	Humanoid

TRAVELING TO TARGOS

With its walls, large garrison, and close proximity to Bryn Shander, the roads to Targos are relatively safe. The chief danger is inclement weather; the area is prone to sudden snowstorms.

Whenever the adventurers head to Targos, there's a 25% chance that a blizzard occurs.

AREAS OF NOTE

The following areas of Targos are of note:

THE LUSKAN ARMS

This inn is frequented by guards (**tribal warriors**) that are tasked with protecting Speaker Maxildanarr, who fears that his many enemies, both domestic and foreign, will make an attempt on his life or, worse, his reign.

If the adventurers rent a room, at least one character is placed in a room adjacent to Maxildanarr's. That night, the Speaker is visited by Skath, the Zhent mercenary and militia commander. Characters in that room that succeed on a DC 16 Wisdom (Perception) check can eavesdrop on their conversation. Maxildanarr has been kept apprised by his many spies, who hide among Ten-Towns. Thus, he and Skath discuss any of the following topics:

- Maxildanarr's agents in Termalaine are successfully drumming up support to depose Speaker Masthew and install a puppet of Maxildanarr's choosing.
- Shandar Froth has put forth his name as Speaker of Good Mead in the wake of the former Speaker's death. It is apparent that he is being blackmailed by Maxildanarr.
- The ancient white dragon Arveiatrace was sighted to the east.
- Duergar have been sighted on the open tundra—clearly they are taking advantage of the Everlasting Rime.
- The adventurers hear any of the rumors described in Ch. 1 and Ch. 2 (see *Tall Tales in Ten-Towns* of Ch. 2).

THE STREETS OF TARGOS: SHAKE-DOWN

Maxildanarr's agents have identified a dissident, a tanner named Ben Tyrn (NG human **commoner**). As he walks to his shop, the guards stop him, claiming they've found evidence of heresy against the Frostmaiden in his home and that they have testimonials from his friends and neighbors that confirm him as such. Truly, Ben's only crime in voicing his complaints against Maxildanarr.

As the tanner protests, the guards produce manacles and move to clasp Ben's arms behind his back. Ben begins to shout about Maxildanarr's growing tyranny and how, if ordinary folk continue to tolerate his incremental changes to the law, they'll wind up in a prison of their own making.

The adventurers can intervene in the conflict; if they succeed on a DC 14 Cha. (Intimidation) check, they can scare the guards into backing down. The guards report back to Skath, who orders the adventurers' arrest. If they are brought into custody, Maxildanarr shows up to offer his "mercy." Provided he suspects the adventurers don't have any strong allies in the region, he offers the party the chance to work for him or be banished from Targos. He begins this offer with, "You work for me now."

If the adventurers agree to do his bidding, Maxildanarr tasks them with sabotaging any efforts Speaker Masthew of Termalaine makes to win the support of the miners, who have had to abandon their work. Alternatively, the spymaster might see the value in ridding Bremen and Lonelywood of their woes, for Targos—and therefore his regime—will benefit from their renewed success.

Ultimately, Maxildanarr craves power. His later plans include hosting the Council of Speakers in Targos to, effectively, supplant Bryn Shander as the epicenter of Ten-Towns.

QUEST: MOUNTAIN CLIMB

Mountain Climb is a wonderful quest perfect for 3rd-level parties, featuring stranded survivors, crag cats, and yetis. This quest is unique in that it can swiftly deliver the party from one side of Ten-Towns to the other, narratively speaking. Thereafter, they should be strong enough to tackle the duergar and cult of Levistus (see *The Unseen* and *Black Swords* in Caers- Dineval and Konig).

Concluding the Quest. After leaving Kelvin's Cairn, the adventurers should head to Caer-Dineval; however, if they wish to go straight back to Targos, the *Companion* recommends *not* running a wilderness encounter unless the adventurers leveled up upon leaving Kelvin's Cairn.

If the adventurers head to Caer-Dineval, it's possible that Keegan has made the journey there himself so that he could see his husband the moment he made it back to civilization.

QUICK NOTES

Summary. A mountain guide and his charges have gone missing at Kelvin's Cairn. Yetis are to blame.

Quest-Giver. Keegan, NG human **commoner**

Foes. 1 **yeti**, 2 **crag cats**

Reward. 4 scrimshaw figurines (10 gp each)

SCALING DIFFICULTY

When running this encounter, consider these changes:

- If the adventurers are 2nd-level, reduce the number of **crag cats** to 1.
- If the adventurers are 4th-level or higher, have the **yeti** mother attack the adventurers, with the father joining in 1d3 rounds later.

TO KELVIN'S CAIRN

The *Companion* recommends that the party goes straight to Kelvin's Cairn from Targos. Keegan, alarmed, presses them to take the quickest route possible and even finances the dogsleds needed to make the trip.

While the adventurers are crossing the open tundra, they must contend with a **blizzard**, followed by a wilderness encounter. However, many of the wilderness encounters described in Chapter 2 are deadly; you cannot leave it up to chance, and you should already know whichever one you're going to run. The *Companion* recommends using one of the following encounters:

- *Chwinga*, if the party also has the *Nature Spirits* quest. See *Wilderness Encounters*, Ch. 2.
- *Arveiaturace*, featuring the **ancient white dragon**, who does not, under any circumstances, attack the party. She instead snatches up a **mammoth** and flies back to her lair to eat it. This encounter is meant to be exploratory in nature. See *Wilderness Encounters*, Ch. 2.
- *Cycle of Carnage*, a custom encounter described below:

CYCLE OF CARNAGE

The adventurers come upon a macabre scene: scattered limbs, scarlet snow, and a gaggle of arctic hyenas. Parkas and packs lie discarded, all weapons and treasures ignored by the lone **gnoll fang of Yeenoghu** (with 25 hit points remaining) conducting a ghastly ritual needed to spawn more of its foul ilk. If it is not interrupted, the many hyenas feasting upon its victims will bloat up and explode in a shower of gore. It is from those ruined corpses that new gnolls clamber out of, ready to paint this world red in the name of their demonic lord, Yeenoghu.

Foul Ritualist. The gnoll is the sole survivor of slain warband that perished to the hands of the Battlehammer dwarves. Despite their heroism and sacrifices, they failed to eliminate the last gnoll. Unfortunately for them, and the region, one survivor is all it takes to spawn a new horde.

The gnoll has already begun its ritual; by when the party finds it, the hyenas must feed for two more rounds to birth the gnolls. If either the gnoll or the 1d4+2 **hyenas** are slain, the ritual fails. If they survive until the end of the second round, the hyenas explode, and out from their guts crawl a number of **gnolls** equal to the number of hyenas that survived until then. The hyenas, for their part, use their actions to feed on viscera.

CYCLE OF CARNAGE: A SHAMELESS PLUG

Cycle of Carnage is one of the many encounters found in *Daerdan's Tall Tales: 101 Arctic Encounters*, written by Wyatt Trull, the same author of the *Companion*. We hope you excuse this shameless plug, but hey, sales have not been good and this one's got bills to pay.

Demonic Spawn. The **gnolls** are unarmored (AC 11) and unarmed. Therefore, they can only make Bite attacks. Although there are weapons lying nearby, the gnolls are too fresh to life to know how to wield them. The gnolls also spawn with only 2d4+4 hit points apiece. They swarm the party with no concern for their own wellbeing.

Cycle of Carnage. If even a single gnoll survives the fray and escapes, it is blessed by Yeenoghu, becoming a **gnoll fang of Yeenoghu**. It then devotes itself to spawning yet another warband by gathering arctic hyenas to feed on its future victims. The adventurers have this one chance to spare Icewind Dale from such carnage, otherwise the cycle repeats.

Treasure. Whatever ambitions this adventuring party nursed have been forever snuffed out. They consist of a human warrior, an elf archer, a dwarf priest, and a half-orc wizard, all dressed in cold weather gear—furs, parkas, and the like. The following can be scavenged from their corpses:

- A longsword, a shortbow, twelve arrows in a quiver, a yew wand, and four daggers.
- A holy symbol of Dumathoin (a dwarven deity of secrets whose icon can be identified with a DC 12 Religion check).
- A spellbook containing the following spells: *burning hands*, *grease*, *identify*, *shield*, and *Tenser's floating disk*.
- Two sets of hide armor and one set of leather armor.
- A total of 8d6+23 gp and 12d4+20 sp.
- A *potion of healing*, clutched in the half-orc wizard's hand.
- Four explorer's packs with 2d4+7 rations and 5d10 + 20 feet of rope altogether.
- An alabaster mask, worn by the dwarf priest, worth 15 gp.

Leveling Up. If the adventurers are 1st- or 2nd-level they can level up from this encounter. Killing just the **gnoll fang of Yeenoghu** levels them up from 1st to 2nd. If the other **gnolls** were birthed and dispatched, 2nd-level characters advance to 3rd-level.

CLIMBING KELVIN'S CAIRN

The climb up Kelvin's Cairn is a harrowing ordeal. Time is of the essence if the adventurers arrived at dusk; to climb the mountain in the dark is tantamount to suicide.

AVALANCHE

See Appendix C for the effects of the avalanche.

FALLEN CLIMBER

Upon being saved, Garret's first concern is rescuing the other hikers. You can voice him with the sample dialogue:

- "Yetis... Damned yetis. If only I had lit a torch..."
- "Keegan sent you? Gods above, I love that man."
- "Look, there isn't—isn't much time! The others are up there, I know it. They're alive, and I know it. And if they aren't, I need to know for sure. I can't abandon them to such a grim fate."

Scaling Difficulty. If the party is 2nd-level, the number of **crag cats** must be reduced to one, or the DC to notice them must be lowered from 17 (an almost impossible score for such a low-level adventurer to have, unless they were specifically built that way) to 14. Otherwise, the entire party is likely to be surprised and butchered.

FROZEN CAVE

A cruel wind blows through the cave, howling among its icicles and stalactites.

F1. Chasm. Read the following when the adventurers reach this area:

The wind howls by you as enter the cave, almost as if it were trying to push you forward into the chasm that gapes inside. To your right, a ledge of stone spans the lethal gap, and to the left is a crossing forged from ice. Were it not for the bones littering the stone-way, it would be quite the tempting path...

F2. Trophies. Read the following when the adventurers reach this area:

Bones are littered here—massive bones that belong to something between a goliath and an ogre. As you lift your eyes from the bones, you see niches carved into the ice along the walls. Within each and every niche is a decapitated head, all arranged as grim trophies.

F3. Yeti Den. Read the following when the adventurers reach this area:

Into the belly of the beast you go, determined to be done with this horrid affair once and for all—and in that den, you see a sight most strange: a yeti tyke playing with a curled-up halfling whose pitiful whimpers echo out across the icy cave.

A sudden roar cuts at your bones—the tyke's mother shambles forward to defend her child!

As the yeti mother interposes herself between the party and her tyke, a DC 13 Wisdom (Insight) check, made as a reaction, is enough for a character to learn that she won't harm them so long as they leave.

TERMALAINE

A quaint, beautiful town, Termalaine makes for a sharp contrast for Icewind Dale's cruel, inhospitable wilderness. Visitors come here for peace of mind and those that can afford to take a few days off their duties visit Termalaine to vent their frustrations over the Everlasting Rime.

TOWN QUICK NOTES

- Termalaine's leader, Speaker Oarus Masthew, is about to be challenged in a special election orchestrated by the Zhentarim leader of Targos. Assume he is aware of the plot, but doesn't know from whom it sprung.
- Termalaine is in a lucrative position, being south of Lonelywood (whose trappers and lumbermen must sell their wares) and connected to Bremen by water.
- Political agitators are whipping up resentment for Oarus. The taverns and streets are full of pregnant whispers.

TOWN TRAITS

Termalaine as a whole has these traits:

- Ideal.** "No matter how bad it gets, as long as you stop to appreciate what's around you."
- Bond.** "We did not choose this land to grow up in, but it's our home all the same."
- Flaw.** "We were robbed of our beauty and life will never be the same."

SACRIFICE TO AURIL

Life in Termalaine was as perfect as it can get in Icewind Dale before the Everlasting Rime blotted out the sun. It was serene and beautiful; it had charm. The Frostmaiden stole that from Termalaine, whose people resent her for it. The weekly sacrifice of warmth, which occurs on the first day of the week, is treated not as an affront or grim task, but as a punishment to be endured by a termagant. Resentment habitually builds up towards the tenday's end, causing people to lash out or abandon their tasks.

STARTING THE CAMPAIGN

Termalaine presents Icewind Dale at its most serene: the woods rush up to the edge of Maer Dualdon like something out of a painting. By starting your campaign here, you can demonstrate what's worth saving in Icewind Dale.

Termalaine is a promising location to start in because its town quest, *A Beautiful Mine*, can easily be completed by 1st-level adventurers, giving them a leg-up on other starts. Termalaine can also be paired with the *Natural Spirits* and *Cold-Hearted Killers* quest; the former can be done shortly around Termalaine (despite chwingas not being present in the adventurers' starting town); the latter is best set in Bremen, which is only a short journey away by boat (which exposes them to the monster terrorizing the town).

TERMALAINE

Trait	Statistics
Friendliness	☼ ☼ ☼
Services	☼ ☼
Comfort	☼ ☼ ☼
Population	600
Leader(s)	Speaker Oarus Masthew (LG)
Militia	50 tribal warriors + 4 veterans
Sacrifice	Warmth

TRAVELING TO TERMALAINE

The roads running from Termalaine to are frequented by trappers (coming from Lonelywood) and merchants eager to sell those furs elsewhere. Additionally, **chwingas** can be seen frolicking in the picturesque landscapes around the town. Many people, especially young lovers, leave Termalaine in the hopes of garnering a chwinga charm. Merchants even sell "chwinga lures" (a stick capped with a chandelier of acorns on one end) to better attract these little spirits. Of course, these lures do nothing and can be found discarded along the road.

AREAS OF NOTE

The following areas of Termalaine are of note:

THE BLUE CLAM

The stench of fish is overpowering here along the docks, but as you creep closer to a tavern, you smell decadent spices wafting out from the kitchen therein.

The spices the adventurers smell are Calishite in origin; before the Everlasting Rime fell, Termalaine, whose founders hailed from Calimsham, would order great shipments of the stuff. The stores have yet to be depleted.

The tavern is stuffed with exhausted fishers. Among them is a political agitator, a LE male human **commoner** named Borus; he has a +4 bonus to any ability check using Deception or Persuasion. He's busy drumming up support for the impending special election that will depose Oarus Masthew. Characters that listen to Borus and his fellows and succeed on a DC 14 Charisma (Insight) check can piece together this information.

You can voice Borus with the sample dialogue below:

- "The people spoke once for Oarus, aye, but that slim majority has changed course, I tell you. Every clerk in Town Hall knows it too; Oarus knows, just as I know it, and just as *you* know it."
- "He can't even appease the miners—lifeblood of this town, they are—and now the mine's closed! Won't even head himself, I hear, expecting your sons and daughters to clear out whatever horror he let creep in!"
- "We deserve better, don't we, lads?" (This is answered by a deep "aye" from the patrons; Borus then adds, "And we'll *get* better, won't we?" The crowd agrees again, after which Borus says, "You know as well as I that Oarus Masthew isn't up for the job!")

THE EASTSIDE

As the adventurers approach the inn, they hear Marta, the innkeeper, singing. Read the following:

Ever in search of warm lodgings, you follow signs that point you to *The Eastside*. Clearly, there must be some sort of mistake, as this supposed inn seems to be a clump of separate houses.

As you try to make sense of this, you hear a lovely voice float out from what the signs indicate is the main house. It isn't until you enter that you make out the rest of the words: "Ahead of winter's wind she came—oh, hello."

A willowy young woman armed with a broomstick offers you a thin smile. "Welcome to *The Eastside*."

A character under the effects of a *detect magic* spell can sense an aura of transmutation magic surrounding Marta. After a moment, they realize it comes from the ring on the chain around her neck. If the way in which this character senses magic is visual, the aura is orange; if it is auditory, they hear chimes.

In a region so frigid as Icewind Dale, a *ring of warmth* is worth a goliath's weight in gold. Should word get out that Marta possesses one, thieves from Lonelywood are sure to pay her a visit.

QUEST: A BEAUTIFUL MINE

A Beautiful Mine can be a heartwarming tale of tolerance or it can be a source of intrigue in your campaign. Unlike most other town quests, this one *can* be survived by 1st-3rd level adventurers so long as the **ghost** in Area M11 doesn't attack the adventurers. The most dangerous foe is the **grell** in M8, who can paralyze prey and will likely surprise the adventurers.

QUICK NOTES

Summary. Kobolds have "overrun" a gem mine; their leader has been possessed by a ghost. The town militia refuse to help out of political motivations.

Quest-Giver. Oarus Masthew (LG half-orc **veteran**)

Foes. 7 Icewind kobolds, 2 giant rats, 1 grell, 1 ghost

Reward. 50 gp, provided the monsters have been scoured

SCALING DIFFICULTY

When running this encounter, consider these changes:

- For a party 3rd-level characters, add 1d4+4 additional **Icewind kobolds**, spreading them out across Areas M1-M4 as well as M12.
- For a party of 5th-level characters, have the **ghost** Janth become hostile and earnestly attack the adventurers.

THE KOBOLDS

The kobolds are desperate and hungry, but not malicious. Trex, their leader, has convinced them that they can't hope for acceptance with the town above if they murder other people. They inflict nonfatal wounds in combat and flee when hurt.

On the Grell. The **grell** haunting Area M8 is a recent arrival to the mine, otherwise it would've preyed upon the kobolds while they slept. The kobolds are unaware of the threat and by dint of always traveling in pairs, they have managed to avoid the monster, who only attacks a person by their lonesome.

MINE AREAS

The following areas of the mine are of note:

M3. RIVER CAVERN

Since the fall into the Underdark is fatal, consider allowing a character that fails their Dexterity saving throw to also attempt a DC 13 Strength saving throw to resist the current long enough to wade through to the other side.

M4. PROCESSING ROOM

The waterfall can be heard from this room as it cascades off the rocks and plunges into the Underdark.

M5. UNDERDARK SHAFT

The waterfall thunders here, disadvantaging any Wisdom (Perception) checks that rely on hearing—if they don't outright fail.

The kobolds below the walkway know they're in a precarious position and have nowhere to hide. If found, Scorp begs in Common: "Spare us! Spare us, please!"

M9. HUNGRY KOBOLDS

The miners were fond of playing dice while they took their breaks here. Dice can be found scattered across the floor; one die is a *charlatan's die* (see Appendix A).

M11. KOBOLD TUNNELS

When the adventurers encounter Trex, draw attention to how tightly he clutches the satchel, which suggests it may be full of valuables.

APPENDIX A: MAGIC ITEMS

The following magic items are found in this chapter:

+1 WAND OF THE WAR MAGE

Wand, uncommon (attunement by spellcaster)

While you are holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Location. See Ch. 1, Good Mead, V10.

BAG OF TRICKS (GRAY)

Wondrous item, uncommon

This ordinary bag, made from gray cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the *Gray Bag of Tricks Table*. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Location. See Ch. 1, Easthaven, *Toil and Trouble* quest rewards.

GRAY BAG OF TRICKS

d8	Creature
1	Weasel (<i>MM</i> pg. 340)
2	Giant rat (<i>MM</i> pg. 327)
3	Badger (<i>MM</i> pg. 318)
4	Boar (<i>MM</i> pg. 319)
5	Panther (<i>MM</i> pg. 333)
6	Giant badger (<i>MM</i> pg. 323)
7	Dire wolf (<i>MM</i> pg. 321)
8	Giant elk (<i>MM</i> pg. 325)

BOOTS OF THE WINTERLANDS

Wondrous item, uncommon (attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Location. See Ch. 1, Dougan's Hole, *The Mead Must Flow* quest rewards.

CAULDRON OF PLENTY

Wondrous item, rare

This cauldron is made of thick copper that has turned green with age. It is 4 feet wide, has a mouth 3½ feet in diameter, weighs 50 pounds, and can hold up to 30 gallons of liquid. Embossed on its bulging sides are images of satyrs and nymphs in repose, holding ladles. The cauldron comes with a lid and has side handles. It sits on five little clawed feet that keep it from tipping.

If water is poured into the cauldron and stirred for 1 minute, it transforms into a hearty, hot stew, which can provide one nourishing meal for up to four people per gallon. The stew remains hot while in the cauldron, then cools naturally after it is removed. The outside of the cauldron remains safe to touch despite the heat of the stew.

The cauldron can create stew three times. It then ceases to function until the next dawn, when it regains all its uses.

Location. See Ch. 1, Easthaven, *Cauldron Caves*, U10.

CHARLATAN'S DIE

Wondrous item, common (attunement)

Whenever you roll this six-sided die, you can control which number it rolls.

Location. The *Companion* added this item to Area M9 (Ch. 1., Termalaine, *A Beautiful Mine* quest).

CRYSTAL BALL

Wondrous item, very rare (attunement)

This crystal ball is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

Location. See Ch. 1, Lonelywood, *Elven Tomb*, E7.

DARK SHARD AMULET

Wondrous item, common (attunement by warlock)

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

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

Location. The *Companion* added this item to Area C20 (Ch. 1., Caer-Dineval, *Black Swords* quest).

LANERN OF TRACKING (ELEMENTALS)

Wondrous item, common

This hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

While the lantern is within 300 feet of any elemental, its flame turns bright green. The lantern doesn't pinpoint the creature's exact location, however.

Location. This item is given by Dannika Graysteel as part of the *Nature Spirits* starter quest.

PEARL OF POWER

Wondrous item, uncommon (attunement by spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

Location. See Ch. 1, Good Mead, V10.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Location. Izobai carries this item (see Ch. 1, Bryn Shander, *Foaming Mugs* quest).

POTION OF HEALING

Potion, common

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

Location. See the *Cycle of Carnage* encounter added to *Mountain Climb* (Ch. 1, Targos), plus Ch. 1, Caer-Konig, *The Unseen*, O8).

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Location. See Ch. 1, Targos, *Mountain Climb*, Ruined Camp.

POTION OF RADIANT RESISTANCE

Potion, uncommon

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

Location. See Ch. 1, Lonelywood, Elven Tomb, E9.

POTION OF VITALITY

Potion, very rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Location. See Ch. 1, Lonelywood, Elven Tomb, E9.

PSI CRYSTAL

Wondrous item, uncommon (attunement by creature with Intelligence score of 3 or higher)

This crystal grants you telepathy for as long as you remain attuned to it. See the introduction of the *Monster Manual* for rules on how this telepathy works.

The crystal also glows with a purplish inner light while you are attuned to it.

The higher your intelligence, the greater the light's intensity and the greater the range of the telepathy (see the *Psi Crystal Properties* table).

Location. See Ch. 1, Termalaine, M12.

PSI CRYSTAL

Intelligence Score	Range of Telepathy	Light Intensity
3-7	15 feet	Dim light out to a range of 5 feet
8-11	30 feet	Bright light in a 5-foot radius and dim light for an additional 5 feet
12-15	60 feet	Bright light in a 10-foot radius and dim light for an additional 10 ft
16 or higher	120 feet	Bright light in a 15-foot radius and dim light for an additional 15 feet

RING OF WARMTH

Ring, uncommon (requires attunement)

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Location. See Ch. 1, Termalaine, The Eastside

SPELL SCROLLS

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 13. 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.

Animal Friendship. The spell cast from this scroll has a spell save DC of 13. The item is a reward from the *Lake Monster* quest (see Ch. 1, Bremen).

Fireball. The spell cast from this scroll has a spell save DC of 15. The item is one of the two possible rewards for *Toil and Trouble* (see Ch. 1, Easthaven).

STAFF OF FROST

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

You have resistance to cold damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Location. This item is possessed by Avarice (see Ch. 1, Caer-Dineval, Area C21).

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

ASSASSIN

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

Armor Class 15 (studded leather armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8 (3900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

AVARICE

Medium humanoid (tiefling), lawful evil

Armor Class 13
Hit Points 84 (13d8 + 26)
Speed 30 ft., climb 15 ft.

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

Saving Throws Int +6, Wis +3
Skills Arcana +6, History +6
Senses darkvision 60 ft. passive Perception 10
Languages Common, Draconic, Infernal, Orc, Yeti
Challenge 7 (2900 XP)

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

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

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

Cantrips (at will): *fire bolt* (see "Actions" below), *mage hand, message, minor illusion, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile*
2nd level (3 slots): *flaming sphere, knock, scorching ray*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *banishment, fire shield*
5th level (2 slots): *Bigby's hand, Rary's telepathic bond*

ACTIONS

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

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

REACTIONS

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

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Resistances piercing
Damage Vulnerabilities fire
Senses passive Perception 10
Languages one language known by its creator
Challenge 1/8 (25 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) slashing damage.

AWAKENED WHITE MOOSE

Large beast (beast), neutral evil

Armor Class 11 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages Druidic
Challenge 3 (700 XP)

Charge. If the moose moves at least 20 feet straight toward a target and then hits it with an antlers attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Sure-Footed. The moose has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The moose makes two attacks: one with its antlers and one with its hooves.

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

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

AXE BEAK

Large beast, unaligned

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 XP)

ACTIONS

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

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.

BANSHEE

Medium undead, chaotic evil

Armor Class 12
Hit Points 58 (13d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5
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 10
Languages Common, Elvish
Challenge 4 (1100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

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

ACTIONS

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

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:* 11 (2d6+4) slashing damage.

CAT

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Survival +3, Stealth +4
Senses passive Perception 11
Languages -
Challenge 3 (700 XP)

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

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CHWINGA

Tiny elemental, neutral

Armor Class 15

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages -

Challenge 1/8 (25 XP)

Elemental Nature. Chwingas sleep but don't require air, food, or drink.

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

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

At will: druidcraft, guidance, pass without trace, resistance

ACTIONS

Magical Gift. The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Masters Guide* for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

CRAG CAT

Large beast, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft.

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

Skills Perception +4, Stealth +7

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 1 (200 XP)

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

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

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

ACTIONS

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

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

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius) passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

CULT FANATIC

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

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

CULTIST

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

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

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

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 1 (200 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:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft. passive Perception 10
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

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

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

ACTIONS

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

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

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

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

DUERGAR MIND MASTER

Medium humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

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

Saving Throws Wis +2
Skills Perception +2, Stealth +5
Damage Resistances poison
Senses darkvision 120 ft., truesight 30 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

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

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

ACTIONS

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

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

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

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

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

DUERGAR SOULBLADE

Medium humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)
Hit Points 18 (4d8)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

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

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

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

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

At will: *blade ward*, *true strike*
3/day each: *jump*, *hunter's mark*

ACTIONS

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

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

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

ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages -
Challenge 4 (1100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14
Hit Points 5 (2d4)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11
Languages -
Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

FOX

Tiny beast, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 1/8 (25 XP)

Keen Hearing. The fox has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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

FROST DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft. 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

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

Saving Throws Int +3, Wis +6
Skills Nature +3, Perception +6, Survival +6
Damage Resistances cold
Senses passive Perception 16
Languages Common, Druidic
Challenge 5 (1800 XP)

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

Cantrips (at will): druidcraft, guidance, resistance
1st level (4 slots): *animal friendship, fog cloud, speak with animals*
2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
3rd level (3 slots): *conjure animals, sleet storm, wind wall*
4th level (3 slots): *hallucinatory terrain, ice storm*
5th level (1 slot): *awaken*

ACTIONS

Multiattack. The druid makes two melee attacks.

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

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

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

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.

GIANT GOAT

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

GHOST

Medium undead, any alignment

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	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 any languages it knew in life
Challenge 4 (1100 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.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 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.

Horrorific Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 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 a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrorific Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 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.

GIANT RAT

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 1/8 (25 XP)

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

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat'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:* 4 (1d4+2) piercing damage.

GOAT

Medium beast, unaligned

Armor Class 10
Hit Points 4 (1d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

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

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft. passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft. passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GNOLL FANG OF YEENOGHU

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal, Gnoll
Challenge 1/8 (25 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft. passive Perception 10
Languages Gnoll
Challenge 1/2 (100 XP)

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

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GRELL

Medium aberration, neutral evil

Armor Class 12
Hit Points 55 (10d8 + 10)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6
Damage Immunities lightning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10
Languages Grell
Challenge 3 (700 XP)

ACTIONS

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

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

HARE

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +5
Senses passive Perception 12
Languages -
Challenge 1/2 (100 XP)

ACTIONS

Escape. The hare can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HAWK

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1/8 (25 XP)

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

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

HYENA

Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 11

Languages -

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

ICEWIND KOBOLD

Small humanoid (kobold), any alignment

Armor Class 14 (hide armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +4, Con +3

Skills Perception +1, Stealth +4, Survival +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.

KNUCKLEHEAD TROUT

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 0 ft., swim 30 ft.

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

Senses darkvision 60 ft. passive Perception 8
Languages -
Challenge 1/8 (25 XP)

Water Breathing. The trout can breathe only underwater.

ACTIONS

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

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

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages -
Challenge 6 (2300 XP)

Trampling. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

MULE

Medium beast, unaligned

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

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

Beast Of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

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

MOUNTAIN GOAT

Medium beast, unaligned

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 6 (2300 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

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

Saving Throws Wis +2

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened, paralyzed, prone

Senses darkvision 60 ft. passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

ACTIONS

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

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

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft. passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 9

Hit Points 85 (9d10 + 36)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

ACTIONS

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

PANTHER

Medium beast, unaligned

Armor Class 12
Hit Points 13 (3d8)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages -
Challenge 1/4 (50 XP)

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

Pounce. If the panther 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 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

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

PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

RAVEN

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 11
Languages -
Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Damage Resistances poison
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing And Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

SEPEK KALTRO

Medium undead, neutral evil

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Skills Perception +5, Survival +5
Damage Immunities cold
Condition Immunities charmed, exhaustion
Senses passive Perception 15
Languages Common
Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. Sephek attacks twice with a weapon.

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

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

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.

SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

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

Damage Immunities necrotic, poison
Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft. passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPY

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

THUG

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

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

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

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

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

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.

VERBEEG MARAUDER

Large giant, neutral evil

Armor Class 14 (hide armor, shield)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Saving Throws Dex +2, Con +5
Skills Animal Handling +2, Athletics +6, Stealth +2
Senses passive Perception 10
Languages Common, Giant
Challenge 4 (1100 XP)

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

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.

WATER WEIRD

Large elemental, neutral

Armor Class 13
Hit Points 58 (9d10 + 9)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Immunities poison
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft. passive Perception 10
Languages understands Aquan but doesn't speak
Challenge 3 (700 XP)

Invisible In Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 ft. toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19
Hit Points 22 (9d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft. passive Perception 12
Languages the languages it knew in life
Challenge 2 (450 XP)

Consume Light. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WINTER WOLF

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5
Damage Immunities cold
Senses passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 3 (700 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.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

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.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Worg
Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

YETI TYKE

Small monstrosity, chaotic evil

Armor Class 13
Hit Points 9 (2d6 + 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities cold
Senses darkvision 60 ft. passive Perception 9
Languages understands Yeti but can't speak
Challenge 1/8 (25 XP)

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

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

ACTIONS

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

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

AVALANCHE

Wilderness Hazard

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

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

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

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

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

BLIZZARD

Wilderness Hazard

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

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

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

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

Veering Off Course.

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

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

EXTREME COLD

Weather

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

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.

CHARMS

CHARM OF ANIMAL CONJURING

This charm allows you to cast the *conjure animals* spell (3rd-level version) as an action. Once used three times, the charm vanishes from you.

CHARM OF HEROISM

This charm allows you to give yourself the benefit of a potion of heroism as an action. Once you do so, the charm vanishes from you.

For 1 hour after using this charm, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bleed* spell (no concentration required).

CHARM OF VITALITY

This charm allows you to give yourself the benefit of a potion of vitality as an action. Once you do so, the charm vanishes from you.

When you use this charm, you remove any exhaustion you are suffering and are cured of any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.