

DM'S RESOURCES FOR

THE CHOSEN

PATH

STORM KING'S THUNDER

INTRODUCTION

The information and resources in this document is created to help you, the DM, enhance your players' experience as they take on the Temple of the All-Father in Chapter 4 of the *Storm King's Thunder* campaign. It is highly recommended that you read that chapter before reading the advice here.

On the following pages, you'll be presented with the following:

- A brief overview of the chapter, along with some general advice for running it.
- An optional ambush encounter that foreshadows Iymrith's arrival at the temple, along with an encounter map and three new unique creatures.
- Notes and suggestions to each of the areas and events in the chapter that'll set your own mind going, and help you run the chapter in an entertaining way.

OVERVIEW

Chapter 4 is a crucial chapter in the Storm King's Thunder campaign – actually, together with chapter 10, it is probably the most obligatory chapter in the book! In very broad strokes, three big events happen in this chapter:

- The party meets Harshnag (p. 118), the friendly frost giant, who leads them to the Eye of the All-Father – the giants' most sacred temple.
- The party beseeches the Oracle (p. 129) at the temple, who answers questions and tasks them with finding one or more ancient giant relics, before it can tell them how to get to the Maelstrom, the storm giants' court. Outside, dragon cultists show up with an airship.
- The party returns with one or more giant relics and get pointed towards one or more giant fortresses. Before they leave the Eye of the All-Father, they are accosted by the ancient dragon Iymrith, who slays a heroic Harshnag.

Obviously a lot more happens in this chapter – there's barbarians, a remorhaz, puzzles, and a lot of other stuff. But those three things are the gist of it.

INITIAL ADVICE

Okay, so, having thoroughly read and played through the chapter as a DM, there's some general advice that I can give you, right off the bat.

Relics aren't a must. There's been a lot of criticism of the 'go loot barbarian spiritual mounds to find ancient relics' part of this chapter, and I can see why. Personally, I didn't put my players through this, instead my players only visited the temple once: they arrived, they spoke with the oracle, they got pointed towards a giant stronghold (they simply asked which was the nearest, which is your choice between Ironslag and Svardborg), they were attacked by Iymrith as they left, and the cultists with the airship was waiting as they made their escape from the temple. That's a simpler and faster version of what is meant to happen in the chapter, but it saves a lot of trudging along across the vast wastes of Faerun, if that isn't your party's thing.

Maps. The Temple of the All-Father is gigantic (no pun intended) and doesn't lend itself very well to maps – especially not if you have to print them. If you aren't using Roll20 (which will have issues of its own), I don't recommend you try to print the map in its entirety, but instead either prepare or draw maps of four places: the entrance (area 1-5), the feast hall (area 7), the first intersection in the spider caves (area 9) and the ice spider queens lair (area 9). That's the only places your party is supposed to have encounters, and while still pretty big areas, they are easier to handle than trying to print out the map in its entirety.

Relax and have fun. The Temple of the All-Father is really not a very complicated dungeon. There's no alarm that can go off, no places where combat might alert monsters in other rooms, no complex moving parts, except for traps and puzzles, which should be quite easy to navigate through, with a little preparation. All in all, this is probably one of the least demanding sections of the book, for you as the DM, so enjoy the ride!

AMBUSH

Detailed below is an ambush that you can present your players with before they reach the temple of the All-Father, if you want to foreshadow the coming of Iymrith later in this chapter.

When the party is an hour or two away from the temple, they are ambushed in an Icy Canyon (see page 7 of this document) by the Bloody Icicle goblin tribe. The Bloody Icicles have sworn allegiance to Iymrith, the Doom of the Desert, who've granted them two gargoyles and tasked them with guarding the Eye of the All-Father.

THE ENCOUNTER

Two of Iymrith's **gargoyles** perch on the edges of the narrow canyon, accompanied by four **ice goblins** and the **ice goblin shaman** Istap, while the party passes by 30 feet underneath them. Each goblin carries three *enchanted icicles* (p. 7). The goblins reign death upon the adventurers from above, while the gargoyles use breath attacks to blind their foes. The gargoyles fight until they are destroyed, while the goblins will turn and flee if the party manages to destroy the gargoyles.

DEVELOPMENTS

Before the last gargoyle dies, its eyes flash with blue light, and a wicked smile forms on its face. In a voice like gravel, it says: 'I see you, puny ones. And I'll see you again, soon...' This is Iymrith manifesting through her creation – a sinister omen of her impending visit at the Eye of the All-Father.

If the party captures one of the goblins, they can easily threaten, persuade or even torture the wretched creature to tell them everything it knows, which isn't much: a few months ago, a gigantic blue dragon went inside the temple, came back out, ate the goblins' old leader Mo'kol, and bullied the rest of the tribe into subservience. She gave them the 'stony-fly-fly-beasties' and told them to 'keep everywon out the bigga-building'. The goblins don't know much about the dragon besides that she's big and scary. The goblins don't know that the Uthgardt barbarians have reached the temple – the crafty barbarians have managed to circumvent their ambush.

EYE OF THE ALL-FATHER

The Eye of the All-Father is an enormous dungeon if you count it by the squares, but luckily it's a simple dungeon, which is pretty easy to run. Here's the brief overview, presented step by step:

- **Area 1-5** is an entrance hall where a group of Uthgardt **berserkers** are camped, waiting to enter the temple. They are looking for one of their own – Noori – as well as an opportunity to loot the ancient temple.
- **Area 6** is Annam's Temple, where statues of Annam and his children stand alongside a portal leading to the Eye of Annam (area 11). The players must find an ancient frost giant's axe in the feast hall (area 7) to activate the portal.
- **Area 7** is a feast hall, where there's a **remorhaz** and the ancient axe the party needs to activate the portal in the temple.
- **Area 8** is a trapped hall, where there's a lot of boring rooms, an entrance to the ice spider tunnels (area 9) and a giant boulder trap!
- **Area 9** is the ice spider tunnels, where there's a lot of **ice spiders**, an **ice spider queen** and the missing barbarian Noori.
- **Area 10** is upstairs, where there's not that much happening, but there is some cool loot: a *Shard of the Ise rune!*
- **Area 11** is the Eye of Annam, where there's the **ghost** of a betrayed cloud giant and, of course, the oracle, that can answer six questions and move the story along.

AREA 1-5 - ENTRANCE

Area 1-5 is essentially the temple's entrance, complete with defensive measures such as giant stone block traps and portcullises. Unfortunately, these won't actually see any use, as the area is written. The challenge here is a band of six **berserkers** and an **Uthgardt shaman**, with their chieftain **Wormblod** and his pet **white dragon wyrmling**. It's a pretty uninspiring encounter at the end of a long tunnel, near a set of locked doors. It's not particularly challenging, and honestly a waste of cool features. Luckily there's a simple fix.

Guard post. We station two of the berserkers and the white dragon wyrmling – let's call her Screech – outside of the temple (area 1). They wait by the base of one of the statues, guarding the backs of those who've gone inside hours before. If the party (and Harshnag) approach the temple stealthily, they might be able to sneak up on the guard post, which is easily visible due to a small campfire. Roll a group Dexterity (Stealth) check (or just one, if the party sends a scout) when the party comes within 120, 60 and 30 feet of the guard post, against a DC of 10, 15 and 20, to determine when the party is spotted.

Alarm. When the guards spot the party, the two berserkers send Screech into the temple to warn Wormblod and the rest of the Uthgardt barbarians. With her flying speed of 60 feet, Screech will be able to warn Wormblod two rounds after flying off. Meanwhile, the two berserkers give their lives to hold off the adventurers. If Screech is somehow stopped from warning Wormblod, the barbarians make a run for it instead.

If the party tries to talk with the berserkers, even after they've sent Screech ahead, the two barbarians (Mahok and Ekke) can be deceived (DC 10), persuaded (DC 13) or intimidated (DC 15) to hold off their attacks. If the party offer peace and don't insult them or their tribe, they will take the party to Wormblod. However, the bloodthirsty chieftain has no interest in parlay and will instead have his warriors seal the entrance at a time where some of the party is still caught outside.

Sealing the entrance. If Wormblod is warned that the party is coming, he'll order his barbarians to block the entrance, using the levers in area 2A and

2B. There's already a berserker on each of the ledges, scouts send to find a way into the temple. The campaign book dictates some rolls for using the levers and dropping the stones, but I think it's more fun if you simply have the stones drop at the most dramatic moment.

One such moment is if half of the party is chasing into the temple, while the other half stays outside fighting the berserkers at the guard post. Drop a single stone block *behind* the ones that charged in, cutting the party in half and making for an interesting encounter. If only one adventurer ran inside, they might become a hostage to Wormblod.

Another dramatic moment is as the party is crossing right underneath where the stones will drop. If the party ventures in together (perhaps after defeating the guard post, or while being escorted by the berserker guards) have both stone blocks drop simultaneously at Wormblod's signal (a loud screech from Screech). Being forewarned, the party can get out of the way of the dropping blocks, but must decide to jump forward, remain where they are (in the space between where the two stone blocks land) or jump ahead. To make this more dramatic, have each player write down on a piece of paper – that they can't show each other – whether they'll jump forward, backwards or remain between where they are. This will likely split the party, making for an intense encounter!

Regardless of when the block(s) drop, the barbarians (and Screech, if she came inside) at the end of the tunnel immediately start charging towards the adventurers caught in the hallway. Remember, since two berserkers are outside and two are on the ledges, there's only two berserkers with Wormblod and the Shaman. The rest will join the combat as soon as they are able.

Lifting the blocks. By using an action and rolling a Strength (Athletics) check of 20 or higher, Harshnag can deadlift a block a few feet off the ground, allowing a Medium or smaller creature to crawl (half movement speed) beneath it. Each turn holding a block in this way, Harshnag must repeat this check – and will drop the block if he fails. He can't pass underneath himself and must wait until the party finds the levers and let him in, if he is caught outside.

AREA 6 - ANNAM'S TEMPLE

Okay, so in the temple there's a puzzle that needs to be solved, in order to gain entrance to the portal. The original premise is that the party must have Harshnag touch the Ise rune with a frost giant greataxe, which is in area 7. If he touches the wrong rune, he'll set off a harmful spell that'll hit everyone in the chamber.

I love that there's finally a puzzle in this campaign, but I am a little disappointed in how they've structured it. It has two issues: it can be campaign ending if the party fails particularly badly (such as triggering a *meteor swarm*), but is otherwise not particularly challenging or puzzling. This puzzle can be a lot more fun, with a little tinkering – so that's what I am going to do below.

The Puzzle. Instead of touching just the Ise rune, all of the runes must be touched according to the giants' rank in the Ordning, from lowest to highest (Hill Giant – Stone Giant – Frost Giant – Fire Giant – Cloud Giant – Storm Giant). This is indicated by a text in giant above the archway that reads:

*'Children mine, enter in order,
If ye seek to cross this border,
Start with low, end with high,
From the hills, to stormy sky.'*

Only a giant – Harshnag – can activate the runes, and only by touching the corresponding giants' weapon (in Harshnag's case, this is Thrym's greataxe, which is in the feast hall) to each rune in turn. When Harshnag activates a rune with the axe – whether it's the right or the wrong one – all doorways leading into area 6 seal with powerful forcefields. The forcefields can be dispelled with an *antimagic* field or a DC 25 *dispel magic*. These doors block all passage and remain in place until the puzzle is solved or 24 hours has passed.

Effects. When a creature touches a correct rune, it glows with a bright, white light, indicating that it is activated. When all runes have been activated, the teleportation archway also activates.

When a creature touches the wrong rune, an ill effect happens. The consequences for some of the runes have been changed a bit, to make them more entertaining and/or balanced.

- **Hill Giant Rune** – A *confusion* spell target each creature in the room (save DC 15).
- **Stone Giant Rune** – A single **earth elemental** rises from the floor in the middle of the room. It attacks any other creatures it detect, but can't leave the temple's confines.
- **Frost Giant Rune** – An *ice storm* spell hits each creature in the room (save DC 15).
- **Fire Giant Rune** - A *fireball* spell hits each creature in the room (save DC 15).
- **Cloud Giant Rune** – A *reverse gravity* spell activates (save DC 15), affecting the entire room. Creatures and objects that aren't anchored fall upward. The spell remains in effect for 1 minute, after which time creatures and objects on the ceiling fall back down to the floor. The giant statues and their weapons are considered anchored.
- **Storm Giant Rune** - A storm of vengeance spell activates, affecting the entire room (save DC 15). No other area is affected. The storm lasts for 10 rounds or until the puzzle is solved. If your party presses this one, you should have them roll for initiative and handle the rest of the puzzle in initiative.

Figuring out the puzzle. To give your players some visual aid for the puzzle, print page 8 of this document, where each rune are depicted as they sit around the archway, without the names of the runes from the campaign book. Let your players have fun trying to figure out what to do, and only have Harshnag interject if they are getting very far off track and need some light prodding.

Harshnag knows the giants' ranking in the Ordning (hill – stone – frost – fire – cloud – storm), but he doesn't know which rune correspond to what type of giant, except for the Ise rune, which he recognizes from his childhood. The rest of the runes are ancient depictions of the giant language, so even a creature that speaks giant can't read them easily. However, allow any party member who speaks giant to make a DC 15 Intelligence (History) check for each rune. On a successful check, the

character can use semiotic analysis to correctly figure out which giant type the ancient rune corresponds to.

The party might also use divination magic to figure out which rune is what, or what order to press them. If they ask a simple question like ‘what type of giant does this rune correspond to?’ give them a straight answer, but if they try to be clever, and ask for the correct sequence in its entirety, don’t make it easy for them. Give them a puzzling reply instead, such as: *‘first touch the crawling question, then the arguing couple, then the hole filled with stones, then the monkey on the pedestal, then the swirling grasp and lastly, the map filled with blind passages.’*

Finally, your party will also be able to puzzle it out by simple trial-and-error. Each rune has a distinct effect if pushed wrongly that should enable the party to connect dots: ‘oh, so since touching that one made an earth elemental, it must mean it’s the stone giant rune’. This is a dangerous endeavor, however, especially if they press the storm rune, since that’ll get progressively worse each turn, and the forcefields keep them trapped in the temple.

All in all, this makes the puzzle a lot more challenging, while still leaving several ways for the party to figure it out on their own – and some harsh consequences if they can’t.

AREA 7 - FEAST HALL

This room contains a remorhaz, Thrym’s greataxe (which is necessary for the puzzle in area 6) and not much else.

I wouldn’t change much in this chamber besides putting the charred bones of a frost giant in the alcove, which might explain why Thrym’s axe has been abandoned within. Also, be advised that a remorhaz is weak (in my opinion) for its challenge rating, with only one attack per round, no legendary resistances, and only 30 ft. of movement speed. A clever party will spot it early, send Harshnag in to tank it and then just pelt it with ranged attacks from afar. If you want to beef up the encounter a bit, you can put a nest of **young remorhazes** in its stead – 3 remorhaz babes will be far more challenging than a single mother.

AREA 8 - TRAPPED HALL

Yay, a trap! I like this one, at least in concept. However, I’m not a big fan of single save traps, since they’ll be over in the blink of an eye. Instead, I want to make this a full encounter that’ll be entertaining to your players.

Setting the stage. First off, we want the hallway to be like a chute, with a rounded floor and a rounded ceiling. There’s a few feet up to each entrance on the side – a small step for a giant, a climb for a medium creature. Also, the floor is sloped, starting low in the south, and rising a handful of degrees higher where it ends in the north. That should put your players on edge right away. Secondly, we want the 40-ft. boulder that emerges from the wall to roll at a speed that your players can actually outrun if they’re quick, lucky and clever. So, each round at initiative count 15, the stone rolls 80 ft. instead of 200 ft. The boulder still deals 10d10 bludgeoning damage if it hits, but the Dexterity save DC is increased to 15.

Activating the trap. When the trap is activated (by stepping into area 8B), the boulder phases out of the end wall and begins rolling southward down the chute. Simultaneously, forcefields fill the entrances to all the chambers, making exiting through them impossible. Determine where each character is when the trap is activated, and have them roll for initiative. Each turn the party must try to escape the boulder by running south, impeding the boulder or otherwise evading it. There’s no space between the boulder and the chute-shaped hallway, so they can’t fly over it or duck into crevasses on the sides. However, they have some options – here are examples given below, hopefully your players will surprise you with even more genius ideas!

Running. They can attempt to simply outrun the boulder. With a high enough move speed, or the ability to dash as a bonus action, it is possible. But, because the floor is icy and slippery, they must succeed on a DC 10 Dexterity saving throw each time they take the Dash action or fall prone instead of moving forward.

Slip and slide. Players might attempt to slide or skate down the chute-shaped hallway. That’s neat. Allow them a DC 15 Dexterity (Acrobatics) check

if they come up with something clever, like sliding on a shield, using a *grease* spell or something similar. If they succeed, allow them to freely move 80 feet on that turn, and 80 ft. on each subsequent turn, as long as they succeed on a DC 10 Dexterity (Acrobatics) check. If they fail, they fall off after 40 ft. of movement and are prone.

Slowing the boulder. The only party member that can feasibly stop the boulder with pure strength is Harshnag, and he might try, if he fears it'll kill his companions. If he attempts it, he can use his turn to make a DC 25 Strength (Athletics) check. On a success, he glides along with the stone down the chute, while slowing its movement speed by 20 feet. If he does this four times, and the boulder's speed reaches 0, it stops completely. If he fails any attempt, the boulder runs him over, dealing full damage, and then picks up speed again.

Other party members might be able to slow the boulder by using spells (anything that creates non-slippery difficult terrain) or clever mechanisms. Let your logic rule, and allow your players the chance of success, if they come up with something good. The purpose of this trap isn't to have your party flattened by a huge boulder, but to challenge your players and make them expend resources, in an interesting and entertaining way.

AREA 9 - ICE SPIDER TUNNELS

In the Ice Spider Tunnels, the party will encounter four **ice spiders**, an **ice spider queen** and a **swarm of ice spiderlings**. They'll also find some cocoons with a goat, a dwarf and the berserker **Noori**.

Noori. There's not really much that I would change here, except we never get an explanation why Noori is in the Temple of the All-Father to begin with. I'd like to tie her to the campaign a bit, so I want her to be in the Temple, because she's had dreams of an ancient blue dragon for months. The dreams kept ending with the dragon speaking to a council of giants (the dragon statues in the Oracle), so the superstitious Noori sought out the temple of the giants, to try and figure out what the dreams mean. While here, she got lost, and ended up in these passages, where the ice spiders caught her in their webs.

The dreams don't really mean anything, unless you want them to, but they'll foreshadow the coming of Iymrith, and what has transpired at the temple (Iymrith consulting the Oracle for help on how to break the Ordning and claim the Wyrmskull throne). If Noori is present when Iymrith arrives at the temple, she might betray the party, or see it as her destiny to sacrifice herself to stop the blue dragon, depending on what you think would be most fitting.

AREA 10 - UPSTAIR'S QUARTERS

There's not much going on here, and not really any reason to change anything, either.

AREA 11 - EYE OF ANNAM

Okay, so this is where things get serious. After solving the puzzle in Annam's Temple (area 6), the party arrive through the portal to this chamber.

Portal. The portal closes after 1 hour, and only a party with a spell of *teleportation* can get out. Dying of starvation isn't exactly an exciting end to a campaign, so you might want to give a character with proficiency in arcana a heads up ('you know these kinds of portals and they often close again quickly') or simply waive that the portal closes.

Iymrith and Eigeron. The scenario with Eigeron and the Oracle is written in great detail, so I won't elaborate too much on it, except to tie it in with any foreshadowing of Iymrith, you might have done earlier in the chapter. If the party asks Eigeron if they've seen a blue dragon here, he'll answer them that he has, and that he tried to stop it, but it destroyed him easily with a blast of lightning. His spirit has since reformed, but then the dragon was gone. He has no awareness of time passing, so he doesn't know when this was and he didn't hear what the dragon asked the Oracle.

Iymrith and the Oracle. If the party asks the Oracle about Iymrith – such as, 'what did the dragon ask you?' it will give pretty precise answers: Iymrith was at the temple the first time to find out where the Wyrmskull Throne is, and seek advice on how to claim it. She also asked questions about the royal storm giant family (King Hekaton, his wife Neri and his daughters Mirran, Nym and Serissa).

ICY CANYON

The icy canyon is a few miles away from the Temple of the All-Father, and a perfect spot for an ambush.

Snowy terrain. The thick snow underfoot is difficult terrain.

Canyon Sides. The canyon sides are 30 feet tall and covered in slick ice. Without climbing equipment, a successful DC 15 Strength (Athletics) check is required for each 10 feet a creature climbs.

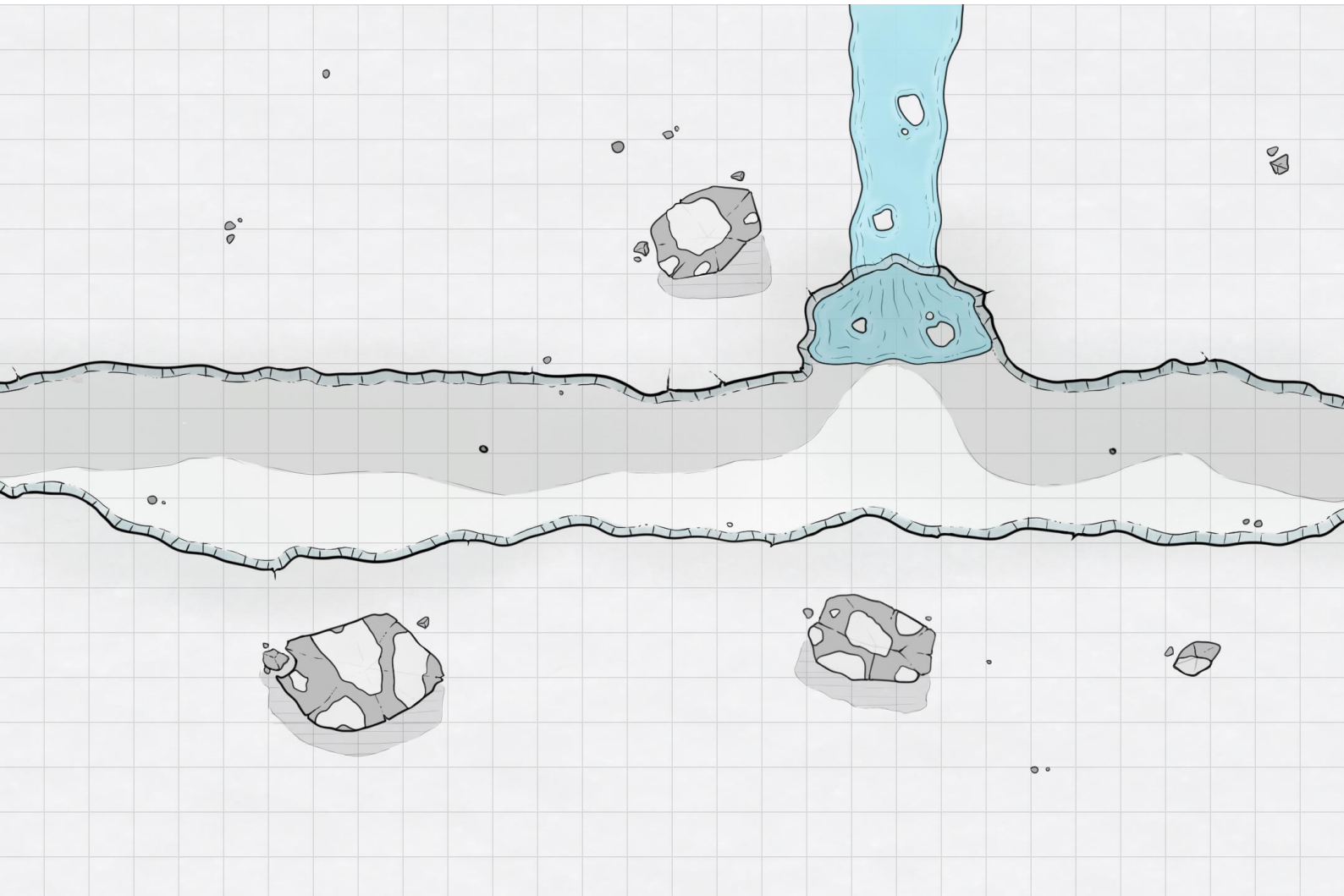
Frigid Waterfall. The water falling down the canyon side is frigid and filled with snow and ice. The walling water forms a 15-foot deep pool of icy water at the bottom of the canyon.

Boulders. The big boulders on top of the canyon are 5 feet tall and can provide cover in combat.

ENCHANTED ICICLE

This icicle is a roughly 1 foot long shard of ice that doesn't seem to melt even in hot conditions. However, if thrown at a person or hard surface, it explodes with magical fury, raking everyone nearby with sharp pieces of ice.

The Enchanted Icicle can be wielded as a melee finesse weapon or thrown using either Strength or Dexterity. Anyone who is proficient with a dagger is also proficient with the enchanted icicle. It has a range of 30/60 ft. and deals 1d6 damage. If the icicle is thrown at a target and hits, each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw, or be hit by fragments of the icicle as it shatters and take 1d6 piercing damage.



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ICE GOBLIN

Small humanoid (goblin), unaligned

Armor Class 16 (hide armor, shield)

Hit Points 11 (2d6+4)

Speed 30 ft.

Str	Dex	Con
8 (-1)	14 (+2)	14 (+2)
Int	Wis	Cha
10 (+0)	8 (-1)	8 (-1)

Skills Survival +1, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Snow Shoes. The ice goblin is wearing snow shoes, ignoring difficult terrain caused by sand or snow.

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

ICE GOBLIN SHAMAN

Small humanoid (goblin), unaligned

Armor Class 14 (hide armor)

Hit Points 22 (4d6+8)

Speed 30 ft.

Str	Dex	Con
8 (-1)	14 (+2)	14 (+2)
Int	Wis	Cha
12 (+1)	16 (+3)	8 (-1)

Skills Survival +1, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Snow Shoes. The ice goblin shaman is wearing snow shoes, ignoring difficult terrain caused by sand or snow.

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

IYMRITH'S GARGOYLE

Medium elemental

Armor Class 15 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., fly 60 ft.

Str	Dex	Con
15 (+2)	11 (+0)	16 (+3)
Int	Wis	Cha
6 (-2)	11 (+0)	7 (-2)

Damage resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., PP 10

Languages Terran

Challenge 1/2 (100 XP)

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

Actions

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

Enchanted Icicle (3). *Melee or Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw, or be hit by fragments of the icicle as it shatters, taking 3 (1d6) piercing damage.

Spellcasting. The ice goblin shaman a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ice goblin shaman has the following cleric spells prepared:

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

Actions

Enchanted Icicle (3). *Melee or Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw, or be hit by fragments of the icicle as it shatters, taking 3 (1d6) piercing damage.

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.

Sleet Breath (Recharge 6). The dragon exhales a cloud of sand in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, the creature is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

Str	Dex	Con
14 (+2)	10 (+0)	14 (+2)
Int	Wis	Cha
5 (-3)	10 (+0)	11 (+0)

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

Skills Perception +4, Stealth +2

Damage Immunities cold

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

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

UTHGARDT SHAMAN

Medium humanoid (human), chaotic neutral

Armor Class 13 (hide armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

Str	Dex	Con
14 (+2)	12 (+1)	13 (+1)
Int	Wis	Cha
10 (+0)	15 (+2)	12 (+1)

Skills Medicine +4, Nature +4, Perception +4, Survival +6

Senses passive Perception 14

Languages Bothii, Common

Challenge 2 (450 XP)

Innate Spellcasting. The shaman can innately cast the following spells (spell save DC 12; +4 to hit with spell attacks) with a sacred bundle:

At will: *dancing lights, mage hand, message, thaumaturgy*

1/day each: *augury, bestow curse, cordon of arrows, detect magic, hex, prayer of healing, speak with dead, spirit guardians*

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, 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.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

BERSERKER

Medium humanoid (human), chaotic evil

Armor Class 13 (hide armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

Str	Dex	Con
16 (+3)	12 (+1)	17 (+3)
Int	Wis	Cha
9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Bothii, 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.

WORMBLOD

Medium humanoid (human), chaotic evil

Armor Class 13 (hide armor)

Hit Points 90 (9d8+27)

Speed 30 ft.

Str	Dex	Con
16 (+3)	12 (+1)	17 (+3)
Int	Wis	Cha
9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Bothii, 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.

ICE SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

Str	Dex	Con
14 (+2)	16 (+3)	12 (+1)
Int	Wis	Cha
2 (-4)	11 (+0)	4 (-3)

Damage resistances cold

Senses Blindsight 10 ft., darkvision 60 ft., PP 10

Challenge 1 (100 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webbing and takes 1 cold damage at the start of each of its turns. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to poison, and psychic damage).

ICE SPIDER QUEEN

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 44 (4d10+4)

Speed 30 ft., climb 30 ft.

Str	Dex	Con
14 (+2)	16 (+3)	12 (+1)
Int	Wis	Cha
2 (-4)	11 (+0)	4 (-3)

Damage resistances cold

Senses Blindsight 10 ft., darkvision 60 ft., PP 10

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Ice Queen. Any creature that starts its turn within 5 feet of the queen takes 5 (2d4) cold damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webbing and takes 2 (1d4) cold damage at the start of each of its turns. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to poison, and psychic damage).

SWARM OF SPIDERS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

Str	Dex	Con
3 (-4)	13 (+1)	10 (+0)
Int	Wis	Cha
1 (-5)	7 (-2)	1 (-5)

Damage resistances bludgeoning, piercing, slashing, cold

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

Senses Blindsight 10 ft., PP 8

Challenge 1/2 (100 XP)

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.