



KNUCKLEHEADS & OTHER SUCH CURIOSITIES

A TRAVELER'S GUIDE TO ICEWIND DALE



A chilling selection of new rules for players and DMs to enhance
your *Icewind Dale: Rime of the Frostmaiden* campaign

DDAL00-13



KNUCKLEHEADS & OTHER SUCH CURIOSITIES

A TRAVELER'S GUIDE TO ICEWIND DALE



Knuckleheads & Other Such Curiosities: A Travelers' Guide to Icewind Dale is intended to be a companion to *Icewind Dale: Rime of the Frostmaiden* that you can use to flesh out that campaign or make you own games, all while being useful for your D&D Adventurers League characters or your home game.

CREDITS

Lead Designer: Greg Marks

Designers: Shawn Merwin, Alan Patrick, Travis Woodall

Editing: Greg Marks, Toni Winslow-Brill

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Joe Abboreno, Rich Lescouffair

Cover Illustrator: Caroline Gariba

Interior Illustrators: Mark Behm, Eric Belisle, Paul Scott Canavan, Jedd Chevrier, David René Christensen, Nikki Dawes, Olga Drebas, Lars Grant-West, Leesha Hannigan, Sam Keiser, Julian Kok, Olly Lawson, Titus Lunter, Marcela Madeiros, Andrew Mar, Robson Michel, Peter Mohrbacher, Scott Murphy, Irina Nordsol, Stephen Oakley, Robin Olausson, Claudio Pozas, Livia Prima, April Prime, Craig J. Spearing, Brian Valeza, Shawn Wood, Zuzanna Wuzyk

Cartography: Travis Woodall

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Ma'at Crook, Will Doyle, Amy Lynn Dzura, Claire Hoffman, LaTia Jacquise, Greg Marks, Shawn Merwin, Alan Patrick, Travis Woodall

Playtesters: Gary Affeldt, Todd Ammerman, Richard Brown, David Krolnik, Sean Mittelstaedt, Ben Siekert, Toni Winslow-Brill



CONTENTS

Chapter 1: Welcome Knuckleheads.....	3
Chapter 2: Subclasses	7
Animal Spirits Patron Warlock.....	7
Big Game Hunter Fighter	8
Circle of Frost Druid.....	9
Cold Domain Cleric.....	10
College of Respite Bard.....	11
Frostblooded Sorcerer	11
Path of Crystalline Fury Barbarian	12
Path of the Raging Hearth Barbarian	13
Primal Magic Arcane Tradition Wizard.....	14
Way of Brutality Monk.....	15
Chapter 3: Backgrounds	17
Chapter 4: Rules for the North	25
Afflictions	25
Herbs of the Frozen North	26
Terrain and Weather	28
Chapter 5: Magic	31
Magic Items	31
Spells	32
Chapter 6: Encounters.....	37
Random Encounters	37
Expanded Encounters	49
Chapter 7: Cold Spell in Frostfell	53
Chapter 8: Ferocious Love.....	70
Chapter 9: Monsters and NPCs	87

THE FOLLOWING D&D BOOKS

PROVIDED TEXT AND INSPIRATION:

Bauer, Wolfgang, James Jacobs, and George Strayton. *Frostburn*. 2004.

Baker, Keith, Bill Slavicsek, and James Wyatt. *Eberron Campaign Setting*. 2004.

Jacquays, Paul. *The Savage Frontier*. 1988.

Perkins, Christopher. *Icewind Dale: Rime of the Frostmaiden*. 2020.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2020 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

What the Nine Hells? How the heck did these guys do another book and not include me, your good buddy Pipyap? I mean that stupid goat girl makes another cameo like she's some superstar, but crowd favorite and all-around cool imp Pipyap gets squat?!?!?! I tell you life just isn't fair! I get no respect.

"DDAL00-13 Knuckleheads & Other Such Curiosities: A Travelers' Guide to Icewind Dale is a Pipyap Production. If you read this, you owe Pipyap one soul coin."

CHAPTER 1: WELCOME KNUCKLEHEADS

Knuckleheads & Other Such Curiosities: A Travelers' Guide to Icewind Dale is intended to be a companion to *Icewind Dale: Rime of the Frostmaiden* that you can use to flesh out that campaign or make your own games, all while being useful for your D&D Adventurers League characters or your home game.

WHAT'S INSIDE THIS BOOK?

This tome has everything we could think of that you might want for use in your *Rime of the Frostmaiden* campaign, adding to your season 10 of the D&D Adventurers League Organized Play games, to augment your Eberron campaign when you visit the Frostfell, or just any game where you would like things to get a little colder.

Here's a summary of what you can find here:

- Chapter 1.** You're reading it. It's a helpful guide to what you can find in each chapter, as well as how to run adventures in the D&D Adventurers League Organized Play campaign.
- Chapter 2.** Take advantage of subclasses themed to arctic environments and particularly suited for playing *Rime of the Frostmaiden* or season 10 of the D&D Adventurers League Organized Play campaign.
- Chapter 3.** Here you will find a collection of backgrounds designed specifically for arctic campaigns.
- Chapter 4.** This chapter has many optional rules that the Dungeon Master can use to bring the environment to life. If you are looking to bring more flavor to the exploration pillar in your game, this chapter is for you.
- Chapter 5.** Dungeons and Dragons is a game of magic, and this chapter adds new magic items and new spells for all classes to your game.
- Chapter 6.** This chapter adds more opportunities to play. You will find brief random encounters to add some flavor to your characters' travels. In addition, we offer expanded encounters that can be played as brief adventures or add short side treks to your game.
- Chapter 7.** *Cold Spell in Frostfell* is a 4-hour adventure by Shawn Merwin designed for three to seven characters of levels 5 to 10. This adventure takes place in the town of Salvation, in the Mourntland, and in the Frostfell, the northern polar region of Eberron and is legal for use in the D&D Adventurers League Eberron Oracle of War campaign.

Chapter 8. *Ferocious Love* is a 4-hour adventure by Shawn Merwin designed for three to seven characters of levels 5 to 10. This adventure occurs in Icewind Dale, north of the Spine of the World, and is legal for use in the D&D Adventurers League Forgotten Realms campaign.

Chapter 9. Herein you can find not only those foes needed for the encounters and adventures in Chapters 6-8 that are not found in the *Monster Manual*, but also a collection of new monsters specific to cold environs.





ADVENTURERS LEAGUE LEGAL

Sections marked with the D&D Adventurers League medallion are automatically approved for use in D&D Adventurers League play. These sections are primarily for use by the Dungeon Master and can enhance your adventures.



NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

<http://dndadventurersleague.org/>

NEW TO THE ANNUAL STORYLINE?

<https://dnd.wizards.com/products/tabletop-games/rpg-products/icewind-dale-rime-frostmaiden>

Those sections without the medallion require campaign documentation such as a specific charity certificate or reward from an approved D&D Adventurers League adventure in order to be used in D&D Adventurers League play.

RUNNING THESE ADVENTURES

To DM an adventure found in this book, you **must** have 3 to 7 players—each with their own character within the adventure’s level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- You will need a *Monster Manual* or access to the free Basic Rules to run many of these adventures. Stat blocks found in the *Monster Manual* have not been reprinted.
- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)



ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters	APL less than	Very weak
3-4 characters	APL equivalent	Weak
3-4 characters	APL greater than	Average
5 characters	APL less than	Weak
5 characters	APL equivalent	Average
5 characters	APL greater than	Strong
6-7 characters	APL less than	Average
6-7 characters	APL equivalent	Strong
6-7 characters	APL greater than	Very strong

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Player’s Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

REWARDS

In D&D Adventurers League, at the end of the session the characters receive rewards based upon their accomplishments.

ADVANCEMENT

Upon successfully completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items listed.

Important for the Oracle of War Campaign:

If the party failed to perform a listed task or already consumed the reward, cross it out on their Adventure Record so they can't choose it.

LEGACY EVENTS

At the end of the adventure, each player should tick any legacy events earned.

Important for the Oracle of War Campaign:

Cross out any legacy events on their Adventure Record the character didn't earn.

DUNGEON MASTER REWARDS

For running this adventure, one of your characters gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

ABOUT THIS BOOK

When the D&D Adventurers League administrators met at Winter Fantasy 2020, we couldn't imagine that it was the last time that year we would get to see each other in person. Excited to plan out season 10 and set our agenda and appearances for the year, we kept returning to talking about our previous offering, *Pipyap's Guide to All of the Nine Hells*. It was no surprise we wanted to do it again. Unfortunately, the COVID-19 pandemic hit hard shortly afterwards. So, while we never got the opportunity to visit with you this year, we hope this book still helps build all the enthusiasm that we had sitting around our table at Winter Fantasy 2020. We can't wait to see you again!



CHAPTER 2: SUBCLASSES

The harsh environment draws adventurers with strong and unique talents best able to face the cold.

ANIMAL SPIRITS

Warlock patron

The cold climates of the frozen tundra may limit the breadth and depth of the fauna when compared to other ecosystems, but those animals have a power unmatched in other areas and their spirits often linger long after death. Some residents of the frozen lands are attuned to those spirits at a young age and they grow to learn how the spirits can provide power. The nobility, raw power, and energy provided by the animal spirits make those who use it wild and untamed themselves, revered by many but kept at a distance.

ANIMAL SPIRITS PATRON FEATURES

Warlock Level	Feature
1st	Animal Tongue, Expanded Spell List
6th	Beast's Resilience
10th	Beast's Savagery
14th	Full of Spirits

EXPANDED SPELL LIST

The animal spirits let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ANIMAL SPIRITS EXPANDED SPELLS

Spell Level	Spells
1st	<i>animal friendship, entangle</i>
2nd	<i>beast sense, locate animals or plants</i>
3rd	<i>conjure animals, water breathing</i>
4th	<i>dominate beast, giant insect</i>
5th	<i>awaken, insect plague</i>

Animal Tongue

Starting at 1st level, your connection to the animal spirits gives you the ability to converse with beasts. You can speak to any beast that can hear you. While the information conveyed might be limited by the intelligence of the beast, you and the beast can share general knowledge and you can learn the beast's current condition and emotional state.

Beast's Resilience

Starting at 6th level, your calling upon the animal spirits toughens your body. When you use an action to cast a warlock cantrip or spell, or use a warlock incantation, you can use a bonus action to add your Charisma modifier to your AC (minimum +1) and gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. You can use this ability 3 times, and then you can regain uses of this ability by completing a short or long rest.

Beast's Savagery

Beginning at 10th level, in addition to the benefits gained from Beast's Resilience (see above), you also gain another benefit. Any enemy adjacent to you can be attacked by your allies with advantage. You also gain another use of Beast's Resilience for a total of 4.

Full of Spirits

Starting at 14th level, the many animal spirits that infuse your body give you the aspects of different creatures. You gain a swim speed and a climb speed equal to your walking speed.





BIG GAME HUNTER

Fighter archetype

The inhospitable north is teeming with alpha predators, huge creatures that don't need vegetation to survive: their prey are the smaller creatures that prowl the tundra. Specialized hunters make these dangerous creatures their prey, training themselves in surviving in harsh conditions, dealing with hostile terrain, and tracking the large beasts to strike at the most opportune moments. These hunters might make copious amounts of coin from selling the beasts to an interested merchant, or they might lead less experienced hunters into the territory as a guide. Regardless, when a tremendous monster is bearing down on you, having a big game hunter can be the difference between life and death.

BIG GAME HUNTER FEATURES

Fighter Level	Feature
3rd	Cautious Attacker
7th	Careful Defense
10th	Coordinated Effort
15th	Beast Slayer
18th	All or Nothing

Cautious Attacker

When you choose this archetype at 3rd level, you are specially trained to fight massive foes. Gain the following benefits against creatures of Large size or larger:

- Once during your turn, you can deal an additional 1d6 damage when you hit with a weapon attack. This increases to 1d8 at 10th level and 1d12 at 15th level.
- You have advantage on ability checks made to escape from a grapple or avoid being trampled.
- You have advantage on Strength or Dexterity saving throws triggered by nonmagical attacks of Huge or larger creatures.
- Gain advantage on Intelligence (Nature) and Wisdom (Survival) checks when investigating their habitats.

Careful Defense

Starting at 7th level, you know the risks of a predator's devastating attacks, and you master the art of avoiding the most dangerous blows of your opponents. When you would suffer a critical hit by a foe's melee weapon attack, you can use a reaction to make the attack a normal hit instead. In addition, if the creature is Huge or larger, you can make a weapon attack against that creature as part of the reaction.

Coordinated Effort

At 10th level, you gain the ability to maximize the coordination of attacks with your allies. When you use Action Surge, all allies within 30 feet that can hear you may make a weapon attack as a reaction.

Beast Slayer

Starting at 15th level, you can use the extra damage dice from Cautious Attacker on each successful weapon attack rather than once per turn.

All or Nothing

Starting at 18th level, you learn how to make one last-ditch effort to bring down a foe. As a bonus action, you can expend up to 10 of your Hit Dice to bolster your next attack. If that attack hits, add the Hit Dice to the attack's damage. The Hit Dice are expended whether the attack hits or misses. These dice are not doubled on a critical hit. Immediately after the attack is resolved, you must make a Constitution saving throw with a DC of 10 + the number of Hit Dice expended. On a failed save, you fall unconscious with the effort for 1 minute. This ability cannot be used again until you complete a short or long rest.

CIRCLE OF FROST

Druid circle

Frost druids inhabit lands where long winters and icy landscapes prevail. They help creatures living in these areas survive when conditions are at their most inhospitable, preventing outsiders from coming into the arctic climes and disrupting the balance of nature. They use their druidic abilities to take the forms of polar creatures, giving them the ability to watch regional happenings from a safe vantage, and they use their magic to confuse and hinder intruders and outsiders. While they are not necessarily evil, these druids' attitudes and demeanors often reflect the harsh, barren climates in which they reside.

CIRCLE OF FROST FEATURES

Druid Level	Feature
1st	Circle Spells
2nd	Coat of Frost
6th	Hibernation
10th	Invigorating Shelter
14th	Bitter Zephyr

CIRCLE SPELLS

Your symbiotic link to frost and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *ray of frost* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Frost Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF FROST SPELLS

Druid Level	Spells
3rd	<i>blur</i> , <i>darkness</i>
5th	<i>elemental weapon (cold only)</i> , <i>gaseous form</i>
7th	<i>faithful hound</i> , <i>resilient sphere</i>
9th	<i>cone of cold</i> , <i>steel wind strike</i>

Coat of Frost

Starting at 2nd level, you can cover yourself in a frigid aura of cold that you can use to harm nearby enemies. When a creature you can see moves into a space within 10 feet of you or starts its turn there,

you can use your reaction to deal 1d4 cold damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The cold damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Hibernation

At 6th level, you and your allies gain the benefits of your connection to the restorative powers of the act of hibernation. When you and up to six creatures of your choice take a short rest, add 2 to the number of hit points regained per hit die rolled. In addition, a creature can remove one level of exhaustion at the end of the short rest.

Invigorating Shelter

At 10th level, you gain the ability to protect yourself and those around you from the ravages of both fire and cold. As a bonus action, you create an aura of cool air emanating from you in a 30-foot radius. All creatures you choose in the aura have resistance to cold and fire damage for 1 minute. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Bitter Zephyr

At 14th level, your connection to the harsh climates of your domain allows you to become one with the bitter north wind. If you drop to 0 hit points and don't die outright, you drop to 1 hit point instead. Each creature of your choice within 30 feet of you that you can see takes cold damage equal to 2d10 + your druid level. You also gain a fly speed equal to your walking speed for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.



COLD DOMAIN

Cleric domain

Clerics, priests, and shamans living in the harsh environments of the arctic tundra must work with the tools at their disposal. Those tools are, more often than not, bitter cold, driving snow, wicked ice, hunger, and darkness. The gods of cold represent the harshness and fragility of life on the edges of civilization and on the bleakness of freezing dark. The clerics of cold sometimes venerate that brutality and darkness, while others bow to the powers of cold as a way to respect them while holding the darkness and death at bay like the borealis lights the way.

The gods most associated with the cold domain are those representing the elements or storms, those associated with the season of winter, or those whose uncaring natures are synonymous with death and undoing. In the Forgotten Realms, Auril, the Frostmaiden and the Goddess of Winter, is the deity most closely associated with cold. The frost giant god, Thrym, has a large, icy foot firmly in the cold domain, as does Ulutiu, a forefather of the giant pantheon that held sway over glaciers, polar environs, and creatures that dwell in the arctic.



COLD DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiency, Brilliant, Deadly Cold, Domain Spells
2nd	Channel Divinity: Icy Flesh
6th	Chilling Cramps
8th	Frozen Apotheosis
17th	One with the Ice

COLD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements, ice knife</i>
3rd	<i>darkness, gust of wind</i>
5th	<i>elemental weapon (cold only), protection from energy</i>
7th	<i>ice storm, conjure minor elemental</i>
9th	<i>commune with nature, cone of cold</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in the Survival and Nature skills.

Brilliant, Deadly Cold

Also starting at 1st level, choose either necrotic or radiant damage. When you cast a cantrip or spell that deals cold or your chosen damage, you can change the damage to cold or the damage type you chose at 1st level. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Channel Divinity: Icy Flesh

Starting at 2nd level, you can use your Channel Divinity to turn your body into chilling ice. As an action, you can turn your flesh into ice as hard as plate armor for 1 minute. Your armor class becomes 18, and a creature that hits you with a melee attack takes 1d6 cold damage. This damage becomes 3d6 cold damage at 11th level.

Absolute Cold

Starting at 6th level, your ability to tap into the absolute cold of the elemental planes becomes more potent. Cold damage dealt by your cleric spells and Channel Divinity options ignores resistance to cold damage. Additionally, creatures immune to cold damage are only resistant to your cold spells.

Chilling Cramps

At 8th level, when you deal cold damage to a creature, its speed is reduced by 10 feet until the start of your next turn.

One with the Ice

Starting at 17th level, your affinity to and control of cold becomes more powerful:

- You gain immunity to cold and fire damage.
- Your skin becomes hard as ice. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

COLLEGE OF RESPITE

Bard college

Some bards voluntarily venture to the less hospitable parts of the world, battles, or other places where suffering is prevalent. There, they use the abilities granted by their college to bring relief to those in pain.

COLLEGE OF RESPITE FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Comforting Song
6th	Reaffirming Pressure
14th	Reliable Comfort

BONUS PROFICIENCIES

When you join the College of Respite at 3rd level, you gain proficiency with cook's utensils and herbalism kits.

Comforting Song

At 3rd level, you learn how to infuse your healing spells with the power of comforting music. When you cast a spell of 1st level or higher to restore hit points to a creature, you can expend one of your uses of Bardic Inspiration and add the result of the roll to the number of hit points that the spell restores.

Reaffirming Pressure

At 6th level, when a creature within 30 feet of you that can see and hear you adds one of your Bardic Inspiration die to an ability check, attack roll, or saving throw, you can use your reaction to allow them to roll the die again. They must use the new roll.

Reliable Comfort

Starting at 14th level, when you use Comforting Song, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

FROSTBLOODED

Sorcerer origin

The stuff of the quasi-elemental plane of ice bleeds into the coldest places of the world. Sometimes called the Frostfell, these places alter mortals in unexpected ways, adapting them to the frigid environment and gifting them with power over ice and cold. Some powerful beings like Auril the Frostmaiden, Iborighu the Frozen King, or even the demon prince Kostchtchie guide their faithful to places where their blood will be changed as gifts to their followers.

FROSTBLOODED FEATURES

Sorcerer Level	Feature
1st	Armor of Hoarfrost, Frost Magic
6th	Piercing Cold
10th	Heart of the Blizzard
14th	Frozen Apotheosis

FROST MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Frost Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.





Heart of the Blizzard

When you achieve 14th-level, you can spend 5 sorcery points as a bonus action to magically transform yourself and everything you are wearing or carrying into a cloud of swirling snow and ice. You have a flying speed of 20 feet and can enter and occupy the space of another creature. In this form, you have resistance to nonmagical damage and immunity to cold damage. You gain advantage on Strength, Dexterity, and Constitution saving throws and can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You cannot fall and remain hovering in the air even when stunned or otherwise incapacitated. While in this form you cannot talk, manipulate objects, cast spells, or attack other than to hurl ice.

On your turn as an action, you can hurl a chunk of ice as a ranged spell attack against a target. On a hit, the target takes 3d6 bludgeoning damage.

You remain in this form for 1 minute. It ends early if you are incapacitated, you die, or you dismiss it as a bonus action.

Frozen Apotheosis

At 18th-level you become one with the cold as your body becomes infused with elemental ice. You have immunity to cold damage, no longer age, and can't be aged magically. In addition, you no longer need to breathe or consume food or water.

PATH OF CRYSTALLINE FURY

Barbarian path

While nonmagical, chardalyn—the crystalline substance created by the artifact *Crenshinibon*—easily accepts magic. By infusing their bodies with chardalyn, these barbarians gain the ability to harness and use the energy of spells used against them.

PATH OF CRYSTALLIZED RAGE FEATURES

Barbarian Level	Feature
3rd	Chardalyn Infusion
6th	Chardalyn Regeneration
10th	Chardalyn Absorption
14th	Chardalyn Form

Chardalyn Infusion

At 3rd level, you infuse your body with jagged shards of chardalyn. These shards of chardalyn augment your unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normally for an unarmed strike.

FROST MAGIC SPELLS

Sorcerer Level	Spells
1st	<i>armor of Agathys, ice knife</i>
3rd	<i>Snilloc's snowball swarm, warding wind</i>
5th	<i>elemental weapon (cold only), hunger of Hadar</i>
7th	<i>elemental bane (cold only), ice storm</i>
9th	<i>cone of cold, control winds</i>

Armor of Hoarfrost

Your heritage has begun to show as your hair and skin turn white and are cold to the touch. Starting at 1st-level, a thin sheen of ice covers your skin such that when you aren't wearing armor, your AC equals 10 + your proficiency bonus + your Dexterity modifier.

Piercing Cold

Starting at 6th level, when you cast a spell that deals cold damage you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that cold damage for 1 hour.



While raging, you can use a bonus action to make one unarmed attack against a target within 5 feet of you.

Chardalyn Regeneration

At 6th level, the chardalyn enables you to absorb the magical energy of spells. If you succeed on a saving throw against a spell cast upon you while you're raging, you can use your reaction to regain a number of hit points equal to the spell's level times your proficiency modifier once the spell's effects have been applied. You can use this ability only once per rage.

Further, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Chardalyn Absorption

At 10th level, you can absorb spells cast upon you and unleash them upon your foes. While raging, if you succeed on a saving throw against a spell that targets only you, you can absorb the spell as a reaction. The spell has no effect, other than to be absorbed. Before your rage ends, you can cast the absorbed spell using the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. You can absorb a spell in this way once per rage, and the absorbed spell is lost if not cast before the end of the rage.

Chardalyn Perfection

Upon reaching 14th level, you have mastered your bond with the chardalyn. You can use the Spell Absorption class feature twice per rage.

Also, the damage die for your unarmed strike increases to 1d10.

PATH OF THE RAGING HEARTH

Barbarian path

The barbarians of the world are known best for protecting their friends and families through aggression, killing enemies made of flesh and blood before they attack. From ferocious beasts to encroaching harbingers of corrupt civilization, most barbarians solve problems with the sharp edge of a blade. Barbarians from the lands of ice and snow still protect their clans with weapons; the weather and other natural obstacles, however, are just as dangerous as savage beasts. Barbarians tasked with the protection of their clans must be prepared to deal with all sorts of danger, whether it be marauding yetis or sudden ice storms. The fire of survival burns strong within them and they spread that heat to their clanmates.

PATH OF THE RAGING HEARTH FEATURES

Barbarian Level	Feature
3rd	Surge of Heat
6th	Flame-Souled
11th	Spark of Life
17th	Spiritual Conflagration

Surge of Heat

When you choose this path at 3rd level, you gain the ability to channel fire through your attacks. For the duration of your rage, the first attack that hits on each of your turns does an additional 1d4 fire damage. At 11th level, the fire damage increases to 1d8.

Flame-Souled

Beginning at 6th level, you gain resistance to cold and fire damage while you are raging. In addition, allies within five feet of you gain resistance to cold damage while you rage as well.

Spark of Life

Beginning at 10th level, as a reaction, you can expend one use of your rage to provide comfort and healing to your allies within 30 feet. When you expend the rage, the chosen creature can immediately spend a number of hit dice up to your Constitution modifier (minimum 1) to regain hit points as if it had taken a short rest. Alternatively, the creature can remove one level of exhaustion instead of spending hit dice to regain hit points. Once you use this feature, you can't use it again until you finish a short or long rest.

Spiritual Conflagration

Starting at 14th level, if you are reduced to 0 hp, your inner flame explodes in an aura around you. You are at 1 hp instead. In addition, creatures you choose within 30 feet gain temporary hit points equal to half your barbarian level. Once you use this feature, you can't use it again until you finish a long rest.

PRIMAL MAGIC

Wizard arcane tradition

Arcane magic practiced by the native creatures of the frozen arctic lands is primitive and raw, yet no less esoteric and powerful than the most learned and practiced sage-wizards of the civilized cities of Faerun. The carefully cured and crafted spellbooks of the wizards of the civilized lands would freeze and shatter on the frozen tundra. The wizards of those wild lands created their spells on cured animal skins or other natural surfaces, burning the runes rather than using fancy ink. The magic is infused with the raw emotions of fear and hate, passion and power, isolation and connection.

PRIMAL MAGIC ARCANE TRADITION FEATURES

Wizard Level	Feature
2nd	Martial Training, Primal State
6th	Primal Strike
10th	Primal Shield
14th	Refocus Energy

Martial Training

When you choose this arcane tradition at 2nd level, you gain proficiency in light armor and all simple weapons, and you gain proficiency in Constitution saving throws.

Primal State

Starting at 2nd level, you can enter a primal state that lasts for 1 minute. When you are in this primal state, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- You make Constitution saving throws to maintain concentration on a spell with advantage.
- You make melee spell attacks against adjacent creatures with advantage.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses of it when you finish a long rest.

Primal Strike

Starting at 6th level, you gain ferocious melee attacks when in the primal state. When you use an action to cast a spell or cantrip that is a melee spell attack, you can also make a melee weapon attack as part of that action. If that attack hits, in addition to normal damage, you deal extra force damage equal to your Intelligence modifier.

Primal Shield

Starting at 10th level, you learn how to use your magic to defend yourself in close-quarter battles. When you are hit by a melee attack from an adjacent foe, you can use your reaction to expend a spell slot of 3rd level or higher. Doing so gives you resistance to bludgeoning, piercing, or slashing damage against that attack. Expending a slot of 5th level or higher gives you resistance to all damage against that attack.

Refocus Energy

Starting at 14th level, when you lose concentration on a wizard spell because of damage taken in combat, you can use a reaction to channel that energy into an immediate attack. When a Constitution saving throw is failed to maintain concentration, make a melee spell attack against an adjacent enemy as a reaction. If that attack hits, deal 1d6 force damage for each level that the spell lost was cast at. You may not choose to automatically fail the concentration check.

WAY OF BRUTALITY

Monk tradition

While most monks hone their abilities through years of strict discipline and practice, others find less onerous ways of developing their craft. Monks of the Way of Brutality are mean and love to fight dirty.

WAY OF BRUTALITY FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Dirty Fighting
6th	Frightful Presence
11th	Brutal Blows
17th	Reactive Flurry

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in the Intimidation skill.

Dirty Fighting

At 3rd level, you learn how to fight dirty. Whenever you hit a creature with an attack granted by Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be blinded until the end of your next turn.

- It must succeed on a Constitution saving throw or be unable to breathe or vocalize until the end of your next turn.
- It must succeed on a Strength saving throw or have its speed reduce to 5 feet until the end of your next turn.

Alternatively, you can use your Flurry of Blows to make a ranged weapon attack against a target within 30 feet with an improvised weapon—such as a mug of ale, a chair, or any other similarly sized object you can reach. The attack uses your Martial Arts die for damage, regardless of what you attack with.

Frightful Presence

Upon reaching 6th level, you are able to manipulate the ki in others to strike them with fear. When you take this action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Brutal Blows

At 11th level, you learn how to place your blows for maximum effect. When you hit a creature with an attack granted by your Flurry of Blows, the attack deals an additional die of damage.

Reactive Flurry

At 17th level, when a creature provokes an opportunity attack from you, you can use your Flurry of Blows as a reaction.







CHAPTER 3: BACKGROUNDS

Icewind Dale is surrounded by a brutal environment that breeds hardy folk. One of the ways to give your character a connection to these people is to be one of them who has chosen to rise up and meet the challenges presented by the Rime.

ARTIC GUIDE

You are at one with the frozen wilds from the Sea of Moving Ice to the Reghed Glacier. Others look to you to get them safely to where they are going, but also to hunt for and rescue those who have gone missing. You are trained at following tracks, climbing the high ice, and surviving in the frozen wilderness. As the Rime threatens, you are needed even more to find those trapped in the building snows.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Your choice of land or water vehicles, navigator's tools

Equipment: backpack, 50 ft. of hemp rope, grappling hook, snowshoes, cold weather clothing, and a thank you letter from someone you rescued

Feature – Go to Ground: You have a nose for where people are likely to run to when in danger. You are adept at guessing the paths a panicked individual might take or where they might seek shelter. When in the wilderness you always find a relatively safe place to rest if such a place exists.

d8 Personality Trait

- 1 I like nature more than people.
- 2 I want to see what is over the next horizon.
- 3 If you say I can't, I will prove you wrong.
- 4 I collect a token to remember each place I have been.
- 5 Keeping active keeps me alive. I love getting my hands dirty.
- 6 I like to wake up early so I can see the sunrise over a new horizon.
- 7 My smile gets bigger the more I think I am danger.
- 8 I love animals.

d6 Ideal

- 1 **Reliable:** I strive to be the rock everyone else can rely on. (Lawful)
- 2 **Thrill Seeker:** I enjoy pitting myself against the most difficult challenge nature can offer. (Chaotic)
- 3 **Life First:** Every life matters. (Good)
- 4 **Greed:** Loved ones will pay anything to save their lost family. (Evil)
- 5 **Curious:** Seeing new things is what really motivates me. (Any)
- 6 **Independent:** I do this job because it takes me far from my family. (Chaotic)

d6 Bond	
1	I was once rescued from the wild and I want to pay back that debt.
2	Everyone is worth saving.
3	Guiding and saving others is just the job I do.
4	Relying on others is the difference between and death in the artic. I won't let you down.
5	I can never forget the ones I didn't rescue.
6	I feel closer to my god when in the wild.

d6 Flaw	
1	I sometimes take chances I shouldn't.
2	I thrive on the adoration of those I save.
3	I am in it for the rewards offered up by the grateful.
4	Other's foolish risks anger me.
5	There is a particular terrain where something bad once happened and I secretly fear returning to.
6	If I had to choose between myself and my charge, I choose myself every time.

COLD WATER FISHERFOLK

Knucklehead trout are the most famous fish in the lakes and streams of Icewind Dale, but fish of all kinds are a staple of the Dale's diet and trade. You are one of the many fisherfolk who daily pull this resource from the frigid waters providing for others as other sources of food grow scarce.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: cook's utensils, fishing tackle

Equipment: fishing pole, tackle box, net, tinder box, cook's utensils, a large frying pan

Feature – Secret Spot: You know all the best spots for fishing and when to go there. When others can't get anything to bite, you are bound to catch enough to feed a party of ten given sufficient time.

d8 Personality Trait	
1	An old salt, I rarely have something to say.
2	I am thrilled by pulling a big one out of the water.
3	My lucky lure never fails.
4	I embrace weather that others hide from.
5	Fishing has taught me patience.
6	Hard working folk are trustworthy. The rich can't be trusted.
7	Work hard, play hard.
8	I am always looking for the next fishing spot.

d6 Ideal	
1	Friendship: Fishing makes best friends. (Good)
2	Plunder: Catch them all and move to the next spot. (Evil)
3	Nature: Treat nature with respect and she will provide for you. (Neutral)
4	Luck: Everything is luck. You just have to be in the right spot and let things come your way. (Chaotic)
5	Pondering: The solitude of fishing helps me think. (Any)
6	Regimented: We're up at dawn 'cause I've got a schedule to keep. (Lawful)

d6 Bond	
1	The water helps me find calm.
2	My parents taught me to fish and I honor them when I teach others.
3	My catch provides for those I care about.
4	Honor the Old Salts, for they have seen the world through nature's eyes.
5	My favorite pier is my real home.
6	My pole is a family heirloom that connects me to my past.

d6 Flaw	
1	I secretly hate all seafood.
2	I prefer to be alone and have trouble relating to people.
3	I can't abide those who don't love fishing. I talk about fishing constantly.
4	I put a lot of stock in old wives' tales and conventional wisdom.
5	I find it hard to trust new people.
6	I love a good drink. A poor one isn't all that bad either.

GOLIATH SEEKER

The goliath tribes have lived in the north long before the others that would found Ten Towns, and your people still cling to their wise ways. Whether born to the tribe or adopted from another people, you have been made a seeker: one who goes out into the world to bring back tales and what is beyond your people's range. Seekers are ever watchful for threats that might endanger their tribe, while at the same time looking for opportunities that might help your people survive in this harsh environment. Seekers make allies, gather trading partners, and travel so that their people may be better prepared for what someday comes their way.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One musical instrument or gaming set of your choice

Languages: One of your choice

Equipment: snowshoes, quarterstaff, cold weather clothing, a musical instrument or gaming set, a memento of your people, and a pouch with 5 gp

Feature – Friendly Faces: You know people throughout Icewind Dale who tell you things. You regularly hear rumors from your loose network of acquaintances that lead to adventure or warn of danger.

d8 Personality Trait

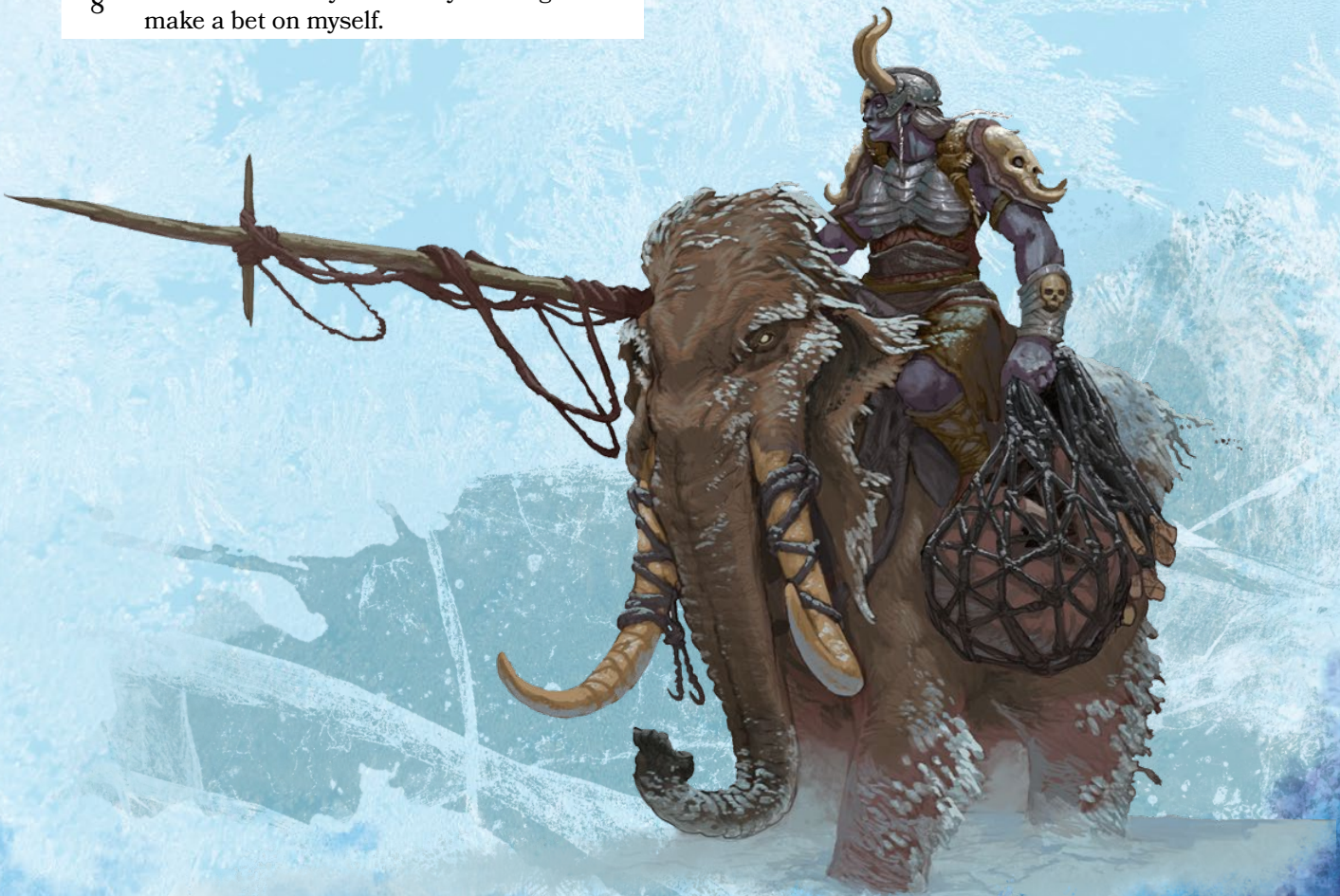
- 1 I am friendly and always look to meet new people.
- 2 The spirits speak to us through signs as long as we listen.
- 3 Sometimes I adopt a mannerism or name common to others in order to make them more comfortable.
- 4 I carry several gifts from my people that I give away to spread my tribe's culture.
- 5 I collect stories from the places I visit.
- 6 I am open and easily talk about myself.
- 7 I have a favorite pet that was given to me when I left home.
- 8 I know I am lucky and always willing to make a bet on myself.

d6 Ideal

- 1 Greed: I will forge the trade relationships to my people that will make me rich. (Evil)
- 2 Loyalty: I will do whatever needs to be done to protect my people. (Lawful).
- 3 Compassion: We are all in this together and together we are safer. (Good)
- 4 Wanderlust: I left my tribe to see what is out there. (Chaotic)
- 5 Knowledge: I scrupulously take notes on others cultures and history so my people can understand them. (Any)
- 6 Self-Improvement: I travel and absorb experiences in order to improve myself. (Any)

d6 Bond

- 1 I do everything for my people.
- 2 A friend of mine left the tribe years ago and never returned. I seek them even now.
- 3 I adopt friends to be my second family.
- 4 People matter more than material things or specific ideals.
- 5 When I lost my first family, the tribe took me in and I owe them more than I can say.
- 6 Money buys safety, and I need to gather riches so I can protect my people.





d6 Flaw

- 1 Despite my smile, I don't trust those not of my tribe.
- 2 I am easily distracted by the creature comforts.
- 3 I dislike those who do not follow my religion.
- 4 My culture is clearly superior to others.
- 5 I dislike foods not found among my people.
- 6 I follow the laws of the places I visit even if they are clearly wrong.

PROSPECTOR

The color calls to you. Flakes in the stream or veins in the mountains, no matter where it is you seek it out. Whether an expert or an enthusiastic amateur looking to strike it rich, you have come to the north to hit the motherlode.

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: mason's tools, jeweler's tools

Languages: One of your choice

Equipment: mason's tools, jeweler's tools, several pans, favorite rock hammer, an empty sack

Feature – Fool's Gold: Your eye for the color gold has no peer. You can appraise objects the value of precious metals. This feature might allow you to know that an idol contains 100 gp worth of silver, but not that it would be worth 1000 gp to the right antiquities collector.

d8 Personality Trait

- 1 Living things are great, but dirt and rocks are what everything is built upon.
- 2 I love shiny things.
- 3 Loose lips are more dangerous than a winter storm. Stay quiet and watch.
- 4 The earth speaks to you, whispering of its secrets.
- 5 My attention drifts as my thoughts turn inside.
- 6 I will fight to protect what is mine.
- 7 I have a tendency to use technical terms from geology and mining.
- 8 I have struck it rich before but squandered it and am looking for a second chance.

d6 Ideal

- 1 Logician: Life is a puzzle to be solved. (Lawful)
- 2 Self-Reliance: Rely on yourself first. (Any)
- 3 Gluttony: Wealth buys comfort and you want it all. (Evil)
- 4 Try Anything: There could be a find just about anywhere. Keep searching and you are bound to come across the big find. (Chaotic)
- 5 Share: Wealth is meant to be shared. (Good)
- 6 Steady: The land is filled with patience and I try to emulate it. (Neutral)

d6 Bond

- 1 Those that reward me buy my trust.
- 2 Solitude brings inner peace.
- 3 I have a large family and I need to strike it rich in order to lift them out of poverty.
- 4 An elderly loner left me his journal detailing a great find that I'm searching for.
- 5 I believe in those who work hard.
- 6 I give it rarely, but if I give my word, I always keep it.

d6 Flaw

- 1 A desire for fame calls me to take chances.
- 2 I will do anything to be rich.
- 3 I've been in the wilderness so long that I have trouble relating to others.
- 4 I secretly killed someone and have travelled across the world to escape capture.
- 5 I spend freely with no care for tomorrow.
- 6 I will steal from others to get ahead.

SKALD

You are a warrior poet from one of the Uthgardt tribes of the north. You sing the songs of your ancestors so that no one forgets their deeds and share the stories of the spirits around the campfire so that the next generation might learn their wisdom. Brave, fierce, and charismatic you are the heart of the North.

Skill Proficiencies: Intimidation, Performance

Tool Proficiencies: One musical instrument of your choice

Languages: One of your choice

Equipment: a musical instrument, a simple melee weapon decorated with trophies of your deeds, cold weather clothing

Feature – Share the Fire: In exchange for your stories and songs, you are welcome at everyone's fire. You receive free food and lodging in exchange for your performances. It may be Modest at best, but you heroes take what is freely offered.

d8 Personality Trait

- 1 I have a story about one of my clan's great heroes for every occasion.
- 2 I smile at everyone, looking to attract my next companion.
- 3 The strong and fit are to be admired.
- 4 The best things are said loudly.
- 5 My dress is garish so that others remember me.
- 6 Music is the shared language of the world. Share it.
- 7 I tell bold lies about places I've been and people I have met to sound more important.
- 8 I am easily bored.

d6 Ideal

- 1 Vanity: I need to be the prettiest or strongest in the room. (Any)
- 2 Tradition: The stories of the past teach us how to live today. (Lawful)
- 3 Bold: Never shirk. Rush forward boldly. (Chaotic)
- 4 Bully: The weak deserve what they get. (Evil)
- 5 Wisdom: Teach others that they my live better lives. (Good)
- 6 Freedom: I believe in the freedom to travel and the chance to prove one's self through deeds. (Chaotic)

d6 Bond

- 1 I try to live up to the examples of the heroes of legend.
- 2 If my fame grows, the gods will favor me.
- 3 I am hunting for another skald that stole my masterpiece and claims it to be their own.
- 4 I come from a long line of famous warriors and hope to do right by their memory.
- 5 My honor is my law.
- 6 My weapon has been passed to me from my ancestors and I add my deeds to their saga.

d6 Flaw

- 1 I am a sucker for a pretty face.
- 2 I eat and drink to excess.
- 3 If I can intimidate someone in doing what I want, I will.
- 4 A Jarl is hunting for me after I insulted their spouse.
- 5 You can't rely on me.
- 6 I can't do anything quietly. I need to be the center of attention.



SURVIVOR

You have survived some great tragedy in the frozen wastes that would have killed a lesser person, and it has left its mark on you. While suffering a great loss, you forced yourself to continue on through will alone. Some say death still follows you. As long as you keep moving, its going to have run if its going to catch you.

Skill Proficiencies: Medicine, Survival

Tool Proficiencies: herbalist's kit

Languages: One of your choice

Equipment: well used furs and blankets, cold weather clothing, 50 ft. of hemp, a knife hidden in your boot, a pouch with 5 gp

Feature – Dark Reputation: People whisper behind your back about the trials you have suffered. Some fear you. Others offer pity. But all avoid getting to close to you, worried that they will be the next loss you suffer. People are happy to see you move on you so you get away with minor offenses such as rude behavior or leaving the tavern before paying your tab.

d6 Mark of Tragedy

- 1 I am missing some fingers or toes from frostbite.
- 2 My face is scarred from a beast's claws.
- 3 My skin is blemished by evil magic.
- 4 My hair has been burned off and my scalp scarred.
- 5 I walk with a noticeable limp.
- 6 I wear an eyepatch to cover a missing eye.

d8 Personality Trait

- 1 I am haunted by my past and have trouble speaking about it.
- 2 After living through tragedy, I run towards danger.
- 3 I celebrate life with great enthusiasm.
- 4 The gods may be real but they are uncaring.
- 5 Some food reminds me of my torment and I can't stomach it.
- 6 I put faith in rituals, symbols, and hedge magic to protect me from evil.
- 7 My inner pain makes me gruff when I deal with others.
- 8 I always expect the worst and jump at loud noises and sudden movements.

d6 Ideal

- 1 Intimidation: I have seen evil and make certain that others fear me before they can hurt me or mine. (Evil)
- 2 Nihilism: Nothing matters anymore and the world will burn. (Chaotic)
- 3 Bulwark: I stand against chaos to prevent these things from happening again. (Lawful)
- 4 Runner: I am running from my past and can't stay in any place for long. (Any)
- 5 Compassion: I don't want anyone else to suffer as I have. (Good)
- 6 Order: I try to gain strength by controlling my environment with rules and rituals. (Lawful)

d6 Bond

- 1 I have family or friends to protect.
- 2 I am hunting for the creature that wronged me.
- 3 I have a token that I believe protects me.
- 4 With evil in the land, you have to appreciate beauty when you find it.
- 5 I am drawn to lucky people, hoping their luck will rub off on me.
- 6 I will sacrifice myself for others.

d6 Flaw

- 1 My tragedy has made me a secret coward.
- 2 Evil surrounds the world and has won. I have trouble caring what happens to others.
- 3 I try to forget my past through excessive drink.
- 4 I covet safety and gather wealth and magic items to protect myself.
- 5 I pretend to know what's going on at all times so others don't think I am weak.
- 6 Trust is a lie.

WHALER

While the Knucklehead trout is famous well beyond the borders of the Spine of the World, the whales in the Sea of Moving Ice are even more crucial to the survival of the Dale's people. Providing both food and fuel, the people of the far north could not survive without them and the hardy folk that brave the turbulent and frigid waters to hunt them. You are one of those courageous and skilled whalers that everyone is depending on.



Skill Proficiencies: Athletics, Survival

Tool Proficiencies: fishing tackle, water vehicles

Equipment: cold weather clothing, a javelin, a well-used knife, lantern, 5 pints of whale oil, a half-chewed piece of blubber

Feature - Balanced: The tempestuous waves of the Sea of Moving Ice are made all the worse by a thrashing wounded whale. You never lose your balance due to stormy seas.

d8 Personality Trait

- 1 I am as changeable as the sea.
- 2 Life is short. Eat everything you can when you can.
- 3 When I have an idea, I make sure everyone knows why it's the best idea.
- 4 I put a notch in my favorite javelin for every beast I hunt.
- 5 I share a fish story with everyone I meet.
- 6 There is no greater meal than whale and I try to get everyone to try some.
- 7 I enjoy taunting the deities of the sea.
- 8 I laugh loudly and easily share a joke.

d6 Ideal

- 1 **Teamwork:** Whaling is too much for one person, but as a crew we can do anything. (Good)
- 2 **Selfish:** The water is too cold to risk yourself for others. (Evil)
- 3 **Prepared:** In order to face the odds, you need a plan. (Lawful)
- 4 **Adventure:** You enjoy hunting behemoths because it is the greatest challenge you have found so far. You are always seeking the next thrill. (Chaotic)

5 **Fatalistic:** The sea gives life, but takes it just as fast. Life is short and then it ends. (Neutral)

6 **Common Sense:** Be smart. You see what needs to be done and you do it. (Any)

d6 Bond

- 1 My crew comes first.
- 2 I am do what I do to provide for the community.
- 3 Respect the sea. She is mightier than you.
- 4 I have a favorite boat that needs a fortune in repairs.
- 5 Never give up. Once I am committed, I never turn back.
- 6 I am hunting for another fisherman that betrayed the rest of our crew. I will have my vengeance.

d6 Flaw

- 1 A man knows his worth by the number of grudges he collects.
- 2 I have a rage as boundless as the sea.
- 3 I am always looking to sell my catch for as much as I can, knowing that the communities depend on it.
- 4 I am fascinated by fire derived from whale oil. It saves and takes lives.
- 5 I secretly never learned to swim.
- 6 I am glutton.



CHAPTER 4: RULES FOR THE NORTH



In adventures in Icewind Dale, the environment takes on a life of its own and becomes as much of a foe as any monster. Bringing the biting cold and challenging terrain to life can add some excitement to your game.

AFFLICTIONS

The elements suffer a wide range of negative effects to the living.

Afflictions in Icewind Dale are dangerous, but not completely unavoidable.

Lesser restoration removes one affliction and *greater restoration* removes all afflictions affecting a creature. Alternatively, all afflictions are removed from a creature at the end of a long rest, provided the long rest is completed outside of the environment that caused it.

DIFFICULTY CLASS

The terrain and weather presented here should be a challenge regardless of tier. To facilitate this, the DCs and damage of the effects are determined by the ease of the task and the tier of the characters, as outlined in the table below. For example, the saving throw for glittersnow (an easy Constitution save) would be 9 for a group of 1st level characters, but 15 for a group of 20th level characters.

Difficulty Class by Tier

Tier	Easy	Average	Difficult
1	9	11	13
2	11	13	15
3	13	15	17
4	15	17	19+

MUNDANE AFFLICTIONS

Characters exposed to the elements can suffer a wide range of negative effects.

EXHAUSTION BY EXPOSURE

Exposure to the cold can cause a wide range of afflictions that incur levels of exhaustion. After being exposed, a creature must succeed on an **average** Constitution saving throw or gain a level of exhaustion. Each condition provides when this saving throw is made and the manner in which the levels of exhaustion are removed.

Altitude Sickness. At the end of each hour spent above 8,000 feet in elevation. Levels of exhaustion gained from altitude sickness can't be removed until the creature completes a long rest at elevations below 8,000 feet.

Hypothermia. At the end of each hour spent in frigid temperatures, or at the end of each minute spent in frigid water. Characters wearing wet clothing make saving throws to avoid hypothermia with disadvantage. These levels of exhaustion can't be removed until the creature completes a long rest in a warm and dry environment.

Wet Lung. At the end of each hour spent in a wet, cold environment at altitudes in excess of 8,000 feet. The character suffers ragged breathing and fits of wracking coughing—automatically failing any Dexterity (Stealth) checks that rely on remaining unheard. Further, characters suffering from wet lung make future saving throws to resist exhaustion with disadvantage. These levels of exhaustion can't be removed until the creature spends a tenday in a warm and dry environment.

FROSTBITE

Characters with exhaustion caused by exposure to cold risk frostbite—especially if they're not wearing the proper clothing. At the end of each hour the character must succeed on an **average** Constitution saving throw or suffer the effects of frostbite. Frostbitten characters make Dexterity- or Strength-based ability checks, attack rolls, and saving throws with disadvantage.



EXHAUSTION BY EXPOSURE

Creatures who have four or more levels of exhaustion caused by exposure to the cold are also prone to unusual behavior:

Terminal Burrowing. Creatures demonstrating this behavior seek out small, enclosed spaces that don't offer substantive shelter from the cold—furniture, snow, etc.

Paradoxical Undressing. As the body succumbs to the cold, blood rushes back into extremities causing false sensations of warmth. In response, creatures discard articles of clothing—further endangering themselves.

Frostbitten creatures are cured by *lesser restoration* or similar magic or with a successful DC 13 Wisdom (Medicine) check made upon completing a long rest.

SNOW BLINDNESS

Snow and ice reflect the sun's light—blinding the unprepared. After each hour spent traversing a snowy area on a sunny day, a creature must succeed on an **easy** Constitution saving throw or be blinded until the creature spends an hour outside of it. Characters wearing snow goggles or similar eye protection automatically succeed on the saving throw.

MAGICAL AFFLICTIONS

The presence of magic and otherworldly creatures creates unique dangers in the form of the following afflictions:

FROST ROT

This affliction is caused when a creature suffers necrotic damage while possessing one or more levels of exhaustion caused by exposure. The extremities (typically the hands) become black and covered with festering sores. Weapon attacks and spell attacks from spells with somatic components are made with disadvantage. This affliction lasts until the levels of exhaustion are removed.

LIVING SPELLS

Though extremely rare, living spells (see *Eberron: Rising from the Last War*) are occasionally found wandering the wilds of Icewind Dale. These spells are almost always derived from spells that deal cold damage—like *ray of frost*, *cone of cold*, and *ice storm*. In the Forgotten Realms, creatures such as this are usually ancient remnants of the Netherese Empire's terrible magic.

MADNESS

The brutal environment can provoke madness in those who succumb to its influences (see *Dungeon Master's Guide*).

Cabin Fever. While not necessarily caused by exposure to the wilds of Icewind Dale, those cloistered in confined spaces for a prolonged period of time risk this unusual malady. For every 24 hours spent in such a space, a creature must succeed on an **average** Charisma saving throw. On a failure, they gain a long-term madness which causes them to attempt to escape their confinement—using violence if necessary.

Blind Rage. Creatures suffering from snow blindness are known to succumb to violent outbursts. After each hour spent suffering from

snow blindness, the creature must succeed on an **easy** Wisdom saving throw or gain a short-term madness which drives them to angrily attack nearby creatures with melee weapons attacks.

Howling Laughter. The incessant, howling winds of Icewind Dale accompanied by the seemingly endless expanses of snow and ice instills fatalistic laughter in its victims. After each hour spent wandering the wastes, each creature must succeed on a **difficult** Charisma saving throw or gain a short-term madness which causes them to sit down and refuse to budge—all while laughing hysterically.

HERBS OF THE FROZEN NORTH

Despite the chill weather, there is a wealth of unique herbs in the frozen north. Characters who are proficient with an herbalism kit can find and harvest these valuable plants, potentially using them for a number of medicinal uses. Herblore is a valuable skill for those adventuring parties with little or no access to magical healing.

FINDING HERBS

The DM always has final option to say yes or no on whether an herb can be found, but if you wish leave the presence of a helpful plant to chance, consider the terrain and time of the year.

If a plant is determined to be present, a successful DC 15 Intelligence (Investigation) check is required to locate it. This check takes one hour and characters who are proficient with an herbalism kit gain advantage on this check. A character who succeeds on a DC 20 Intelligence (Nature) check correctly identifies the herb. Those that fail the check by 5 or more incorrectly identifies the herb as a different herb.

TERRAIN

The terrain of Icewind Dale is varied, but includes:

Fresh Water Adjacent: Includes the lakes Maer Dualdon, Lac Dinneshere, and Redwaters, or the Redrun stream and the Shaengarne River.

Forest: The Lonelywood and other small wooded areas such as the small woods south of the Eastway.

Ice: The Reghed Glacier or the icebergs in the Sea of Moving Ice.

Mountains and Hills: Includes both Kelvin's Cairn and the Spine of the World.

Valleys: Areas like Bremen's Run, the Fields of Slaughter, or Icewind Pass.

Chance of Plant being Present

	Winter	Spring	Summer	Autumn
Fresh Water Adjacent	0%	10%	30%	20%
Forest	15%	30%	50%	30%
Ice	0%	0%	5%	0%
Mountains and Hills	0%	5%	10%	5%
Valleys	0%	10%	20%	5%

HARVESTING AND PREPARING HERBS

Some herbs can be eaten raw, but others require preparation before they are made useful. Harvesting and preparation requires a successful Wisdom check with proficiency in an Herbalism kit. Herbs spoil a week after harvesting and must be consumed within an hour of their preparation.

Eaten Raw (DC 5): The herb need only be properly harvested.

Brewed into a Tea (DC 10): The herb is mixed water and steeped at a specific temperature.

Eaten Cooked (DC 10): The herb is cooked following a specific recipe.

Poultice (DC 15): The herb is mixed with water and mashed to form a paste that is spread over the affected area.

HERBS IN ICEWIND DALE

Medically relevant herbs in Icewind Dale are most commonly mosses, lichens, low-growing shrubs, and grasses with flowers or berries found very rarely during the very short summer growing season.

Arctillia: When this rare moss is mixed with water and coal ash in a poultice and spread over the eyes of a blinded creature, it gives it advantage on saving throws to recover from that condition for 24 hours. In order to be effective, the poultice must be left on the creature's eyes for the duration.

Beorunna's Cure-All: The pale stems of this plant must be boiled into a bitter tea that reinforces the patient's constitution when consumed. The character rendering aid gains advantage on Medicine checks made to treat diseases.

Feverbalm: The small petals of this dark purple flower are steeped in lukewarm water creating a tonic for those suffering from madness. 1d10 hours after the tonic is consumed, a creature removes one level of Madness.

Ilmater's Breath: Stalks of this grass are chewed raw prior to a long rest and at the conclusion of the rest the creature gains 1d6 temporary hit points.

Kaant: When this lichen is rapidly dried over a low flame, it forms fibrous strips that accelerate a creature's metabolism. For 8 hours a creature that chews it gains advantage on saving throws



to prevent exhaustion due to cold temperatures. However, Kaant rapidly depletes the body's energy and its users require twice the normal amount of food and water on days they use the herb.

Mother's Leaf: The leaves of this low, woody bush must be boiled into a tea to be effective. A creature that drinks the tea gains advantage on saving throws against disease for 1 hour.

Shagron Sweetbark: Stripping the bark from this shrub and brewing it into a tea can help stave off sleep. A creature that drinks the tea gains advantage on saving throws to avoid falling asleep for 8 hours.

Sourberries: A handful of these pale blue berries eaten raw give a creature advantage on saving throws to resist paralysis for 1 hour.

Trueroot: The red roots of this spindly tuber have the same effect as an antitoxin when eaten cooked.

Woundwort: When this small plant is mashed into a poultice and spread over a wound, a creature regains an additional 1d4 hit points when completing a short rest.

TERRAIN AND WEATHER

Icewind Dale is one of the harshest and least forgiving environments in Faerûn.

TERRAIN & WEATHER IN ICEWIND DALE

The terrain and weather phenomenon in Icewind Dale are dangerous, but not completely unavoidable.

DIFFICULTY CLASS

The terrain and weather presented here should be a challenge regardless of tier. To facilitate this, the DCs and damage of the effects are determined by the ease of the task and the tier of the characters, as outlined in the table below. For example, the saving throw for glittersnow (an **easy** Constitution save) would be 9 for a group of 1st level characters, but 15 for a group of 20th level characters.

Difficulty Class by Tier

Tier	Easy	Average	Difficult
1	9	11	13
2	11	13	15
3	13	15	17
4	15	17	19+

Hazard Damage by Tier

Tier	Mild	Moderate	Deadly
1	3 (1d6)	9 (2d8)	11 (2d10)
2	10 (3d6)	27 (6d8)	33 (6d10)
3	21 (6d6)	45 (10d8)	55 (10d10)
4	28 (8d6)	54 (12d8)	66 (12d8)

IDENTIFYING TERRAIN & WEATHER

Most examples of terrain and weather are easy enough to detect (glittersnow, for example, is a swirling mass of blindingly bright ice crystals), but identifying its dangers require a successful **average** Wisdom (Survival) check. Characters that encounter or successfully identify the effect automatically succeed on attempts to identify it if encountered in the future.

Some threats are dangerous because distinguishing them from surrounding terrain is difficult. These effects are annotated as (Concealed). Detecting concealed terrain requires a successful **difficult** Intelligence (Investigation) check or a passive Investigation score equal to or higher than the DC needed to detect it.

MUNDANE TERRAIN & WEATHER

The more commonly encountered terrain and weather phenomenon encountered in Icewind Dale include:

BRITTLEDEATH (CONCEALED)

Brittledeath is perilously thin of ice that usually forms over shallow pools of tremendously frigid water. If more than 40 pounds is placed on the ice, a 5-foot section of the ice collapses—plunging creatures in the area into the water below. Escaping the ice requires a successful **average** Strength (Athletics) check, however, the thin ice makes escape difficult and imposes disadvantage on checks made to escape.

Brittledeath is especially difficult to detect. Checks made to detect it are made at disadvantage.

CREVASSES (CONCEALED)

These large cracks in the snow and ice most likely to be found when traversing a glacier and are typically 10 – 60-foot-deep (1d6 x 10) and 1 – 20-foot-wide (1d20). While usually visible, they are occasionally covered with brittle ice and a dusting of snow which makes spotting them difficult. A creature that steps onto the ice concealing such a crevasse must succeed on an **average** Dexterity saving throw or fall. Escaping a crevasse requires succeeding on a **difficult** Strength (Athletics) check.

GLITTERSNOW

These vast clouds of tiny, delicate ice fragments reflect the sun's light—blinding the unprepared. After spending ten minutes passing through a field of glittersnow, a creature must succeed on an **easy** Constitution saving throw or be blinded until the creature spends an hour outside it. Characters wearing snow goggles or similar eye protection make the saving throw with advantage.

HAVOC STORMS

Wind isn't terribly dangerous in and of itself, but in some circumstances, it carries hail or shards of ice along with it. These terrible storms effect a large area, sometimes miles across, and destroy everything in their path. For every 10 minutes spent in a havoc storm, creatures and unattended objects in havoc wind take **mild** damage. In particularly savage cases, the storms deals **moderate** or **deadly** damage but these situations are rare. Taking shelter from the storm is the wisest thing to do but even the shelters themselves risk destruction.

SINKSNOW (CONCEALED)

These areas of particularly fine and wet snow act identically to quicksand (see *Dungeon Master's Guide*) but are larger—usually 20 feet square and 20 feet deep—and deal **mild** cold damage to completely submerged creatures.

SLIPSTONE (CONCEALED)

Typically found among rocky outcroppings, slipstone is dense, dark ice that appears similar to stone and has spelled doom to countless climbers. Any Strength (Athletics) or Dexterity (Acrobatics) checks made to climb or navigate an area where slipstone is present are made with disadvantage. Detecting the threat isn't enough to negate it; stories exist of expeditions that had to go miles out of their way due to slipstone.

MAGICAL TERRAIN & WEATHER

Some terrain and weather phenomenon encountered in Icewind Dale are of supernatural origin, including:

THE PALE PRINCE'S BREATH

Some areas in Icewind Dale bear a strong connection to the Feywild. Here the influences of malevolent fey are undeniable. The Pale Prince's breath manifests as a 20-foot radius sphere of swirling, rainbow-hued snow, and wind that appears from nowhere and disappears just as quickly. Each creature in the area must succeed on an **easy** Wisdom saving throw or be charmed. While charmed, creatures experience hallucinations of

blissful warmth and are compelled to stop where they're at to lie down and rest. A charmed creature repeats the save at the end of each minute, ending the charmed condition early on a successful save. A creature that succeeds on this saving throw is immune to the Pale Prince's breath for 24 hours. A creature that fails three saves before succeeding is petrified—frozen solid from the supernatural cold.

DYING FIELDS (CONCEALED)

Usually the remains of ancient battlefields or lost expeditions, these hazards consist of undead threats lying dormant beneath the ice and snow who are awakened by the presence of the living. The undead are typically corporeal undead (skeletons, zombies, etc.), but incorporeal (shadows, wraiths) or uncommon undead creatures (dracoliches, vampires) can also be encountered.

LEVISTUS' WRATH

Wet snow driven by wild winds cause ice to form around a random creature in the area who must succeed on a **difficult** Strength saving throw or be encased in a thick coating of murky ice. While encased, the target is immune to all damage, is incapacitated, and can't breathe. The ice has an AC of 15 and half of the target's maximum hit points. Destroying the ice frees the encased creature.

THIEVING WINDS

On bad days, the wind whipping down from the Spine of the World is fast and bitterly cold. On terrible days, however, it steals the breath from your lungs. At the end of each minute in thieving winds, creatures within the area must succeed on an **easy** Constitution saving throw or be unable to breathe. At the end of each minute this saving throw is repeated, allowing the character to breath on a success. Thieving winds last for 1d4 minutes.

ELEMENTAL VORTICES (CONCEALED)

The Feywild isn't the only other plane of existence that occasionally overlaps the Material. In some circumstances, the elemental planes of air, earth, fire, and water do as well. In addition to the increased likelihood of encountering an associated elemental, the area within a mile of the subterranean vortex has the following properties:

Air. Whipping winds fill the area. Ranged weapon attacks and Wisdom (Perception) checks that rely on hearing are made with disadvantage. Havoc storms (see above) are common here.

Earth. Crevasses (see above) occur with greater frequency—sometimes created spontaneously under the characters' feet. Slipstone (see above) is common here.



Fire. Geysers erupt from the ground, sending jets of scalding water in a 20-foot diameter. Creatures in the area must succeed on an **average** Dexterity saving throw or take **moderate** fire damage. Sinksnow (see above) is common here.

Water. Pools of water beneath the ice are incredibly deep and the ice dangerously thin—a perilous combination. Brittledeath (see above) is common here.

CIRCLE OF STANDING STONES

Whether they're the remnants of long-dead civilizations or the work of mischievous fey, these unusual features serve as oases in the desolate wastes of Icewind Dale. They are difficult to find; their locations are jealously guarded secrets and they're seldom unoccupied. Artic chwingas are known to frequent these circles.

Their features usually consist of tall standing stones carved with ancient lore, undecipherable symbols, or graffiti, though some are little more than piles of unworked stones arranged in a rough circle. They all have one thing in common, however, the interior seldom bears more than a light dusting of snow and leafy, fruit-bearing flora grow within. A creature that spends an action eating the fruit from one of the plants within the circle gains enough

nutrition for a day and a random benefit (roll 1d6 and consult the table, below). A character that spends an action inspecting a fruit that succeeds on a **difficult** Wisdom (Survival) check determines what benefit the fruit bestows if eaten. The fruit persists for 24 hours after leaving the circle at which point it rots.

Circle Fruit Effects

1d6	Effect
1	Healing. The character regains 4d4 + 4 hit points.
2	Endurance. The character makes any saving throws to avoid exhaustion with advantage for 24 hours.
3	Animal Friend. The character can cast <i>charm monster</i> (beasts only) once in the next 24 hours.
4	Iron Hide. The character gains a +1 bonus to AC for 24 hours.
5	Resilient. The character makes saving throws tied to a randomly determined ability score with advantage for 24 hours.
6	Berry Herald. The character can cast <i>goodberry</i> three times.

CHAPTER 5: MAGIC

MAGIC ITEMS

CHARDALYN ARMOR

Armor (medium or heavy, but not hide), very rare (requires attunement)

This suit of armor is made of thin, overlapping sheets of chardalyn. While you're wearing it, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

ICEMELT

Wondrous Item, uncommon

This leather pouch contains 1d6 + 4 pinches of fine powder. You use an action to sprinkle a pinch of it over snow or ice. The powder instantly melts a cube of snow or ice 15-feet on a side.

A creature made of ice exposed to a pinch of the powder must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

INSTANT IGLOO

Wondrous Item, rare

You can use an action to place this 6-inch diameter snowball on the ground and speak its command word. The snowball rapidly grows into an igloo that remains until you use an action to speak the command word that dismisses it, which works only if the igloo is empty.

The igloo is hemispherical, with a diameter of 30 feet, with an entrance tunnel that is 5-foot high and long. A wooden door blocks entrance to the tunnel. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*. The interior of the igloo is divided into three rooms, with blankets covering the archways leading to each chamber.

Each creature in the area where the igloo appears must make a DC 15 Dexterity saving throw, taking 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the igloo. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The igloo is made of snow, and its magic prevents it from being tipped over or melted due to environmental temperatures. The roof, the door, and the walls each have 50 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the igloo (this use of the spell counts as replicating a spell of 8th level or lower), repairing it entirely.

TRUEFLIGHT AMMUNITION

Weapon (any ammunition), uncommon

Ranged weapon attacks made using this ammunition ignore penalties imposed by inclement weather, such as high wind or poor visibility. Once it hits a target, the ammunition is no longer magical.



SPELLS

The frozen north is home to magic all its own, frequently harvesting the unique environment, or helping one survive it. Below is a selection of some of the spells that might be found there. This chapter contains spell descriptions, presented in alphabetical order by the name of the spell.

BARD

2nd Level

Buffeting Eddies
Snow Shoes

3rd Level

Charm Elemental

4th Level

Invigorate

6th Level

Hibernate

CLERIC

1st Level

Brittle
Thaw

2nd Level

Buffeting Eddies

3rd Level

Shivering Touch

4th Level

Invigorate

6th Level

Hibernate

7th Level

Chardalyn Hide

DRUID

Cantrips (0 Level)

Ice Barrage

1st Level

Brittle
Climbing Spikes
Conjure Compass
Leomund's Tinier Tent
Thaw

2nd Level

Buffeting Eddies
Freezing Blast
Frozen Flame
Icicle Trap
Snow Shoes

3rd Level

Charm Elemental

4th Level

Auroral Winds
Heart of Ice
Invigorate

6th Level

Hibernate

7th Level

Chardalyn Hide

PALADIN

1st Level

Brittle

2nd Level

Buffeting Eddies
Shackling Smite

4th Level

Invigorate
Winter's Mantle

RANGER

1st Level

Climbing Spikes
Conjure Compass
Leomund's Tinier Tent

2nd Level

Buffeting Eddies
Frozen Flame
Icicle Trap
Snow Shoes

3rd Level

Charm Elemental

4th Level

Heart of Ice

SORCERER

Cantrips (0 Level)

Ice Barrage

1st Level

Snilloc's Single Snowball
Thaw

2nd Level

Buffeting Eddies
Freezing Blast

3rd Level

Charm Elemental
Shivering Touch

4th Level

Heart of Ice

7th Level

Chardalyn Hide

WARLOCK

Cantrips (0 Level)

Ice Barrage

1st Level

Brittle

2nd Level

Buffeting Eddies
Freezing Blast

3rd Level

Charm Elemental
Shivering Touch

4th Level

Auroral Winds

WIZARD

Cantrips (0 Level)

Ice Barrage

1st Level

Brittle
Climbing Spikes
Conjure Compass
Leomund's Tinier Tent
Snilloc's Single Snowball
Thaw

2nd Level

Buffeting Eddies
Freezing Blast
Frozen Flame
Icicle Trap

3rd Level

Charm Elemental
Shivering Touch
4th Level
Auroral Winds
Heart of Ice

6th Level

Hibernate

7th Level

Chardalyn Hide

AURORAL WINDS

4th-level conjuration

Casting Time: 1 action

Range: 150 ft.

Components: V, S, M (a candle wrapped in silver wire)

Duration: Concentration up to 1 minute

You call the flickering lights and howling winds of the far north to fill a 30-foot-radius sphere. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing. Any creature that starts its turn in the area takes 6d6 radiant damage. Any creature that ends its turn in the area must succeed on a Constitution saving throw or have its speed is reduced by 10 feet until the end of their next turn. Creatures that are immune to cold are immune to this reduction in speed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

BRITTLE

1st-level transmutation

Casting Time: 1 bonus action

Range: 15 ft.

Components: V, S

Duration: Concentration up to 1 minute

You freeze a non-magical weapon held by a creature that you can see within range, causing the weapon to become extremely brittle. The next time the weapon is used to make an attack, the creature holding it must succeed on a Dexterity saving throw or the weapon shatters and is destroyed after the attack is resolved. If the saving throw is successful, the weapon is unharmed and the spell ends.

BUFFETING EDDIES

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self (5-foot-radius)

Components: V, S, M (a tiny paper fan)

Duration: Concentration, up to 1 minute

You conjure an aura of buffeting winds that surrounds you in a 5-foot radius. Until the spell ends, the aura moves with you, centered on you. Any creature has disadvantage on ranged weapon attacks made against a creature within the aura. Additionally, as a bonus action, you can assail one creature of your choice within the aura with a blast of wind. The creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone.

CHARDALYN HIDE

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small shard of chardalyn worth 500 gp)

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature into crystal that is as hard as steel and repels all but the most potent spells. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage. They also have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against them.

CHARM ELEMENTAL

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm an elemental you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, you can target one additional elemental for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

CLIMBING SPIKES

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a nail)

Duration: 8 hours

Icy spikes grow from the boots and gloves of a creature you touch. Until the spell ends, the creature has advantage on any checks made to climb or maintain their balance on icy or rocky terrain, and they ignore difficult terrain created by ice or deep snow. The spell ends early if the boots or gloves are removed.

At Higher Levels. When you cast this spell using a spell slot of 2nd or higher level, you can target one additional creature for each slot level above 1st.

CONJURE COMPASS

1st-Level conjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small stone)

Duration: 8 hours

You temporarily enchant a small stone to emit a gentle tug when the creature holding it faces north.

FREEZING BLAST

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a white dragon's scale)

Duration: Instantaneous

A line of frigid air 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must succeed on a Constitution saving throw. A creature takes 2d10 cold damage on a failed save, or half as much damage on a successful one.

The ground in the area of the spell is also covered in a thick coating of slippery ice for 1 minute. The ice is difficult terrain and a creature that enters the area or starts their turn there must succeed on a Dexterity saving throw or fall prone.

FROZEN FLAME

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a source of fire at least as large as a torch)

Duration: 8 hours

The fire's flames solidify into translucent orange, red, and yellow crystals. For the duration of the spell, the fire continues to radiate heat and light without consuming fuel, and can't be extinguished by heavy winds.

HEART OF ICE

4th-level abjuration

Casting Time: 1 reaction, which you take when you take cold damage

Range: Self

Components: S

Duration: Instantaneous

You have immunity to cold damage until the start of your next turn. Also, you regain a number of hit points equal to half of the cold damage that triggered the spell.

HIBERNATE

6th-level enchantment

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 hour

With a casual wave of your hand, a willing creature of your choice that you can see within range falls unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration that target gains the benefit of a long rest and it can't be affected by this spell again until it finishes a long rest.

ICE BARRAGE

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure razor-sharp shards of frigid ice and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 piercing damage.

At Higher Levels. The spell creates more than one shard when you reach higher levels: two shards at 5th level, three shards at 11th level, and four shards at 17th level. You can direct the shards at the same target or at different ones. Make a separate attack roll for each shard.

ICICLE TRAP

2nd-level abjuration

Casting Time: 10 minutes

Range: 15 ft.

Components: V, S, M (a piece of glass shaped like an icicle)

Duration: Until dispelled or triggered

When you cast this spell, you create a 10-foot square area of icicles on a ceiling, doorway, or similar overhang. The icicles fall when a creature or creatures walk beneath them, dealing 4d6 piercing damage. Creatures that succeed on a Dexterity saving throw take half damage. You can set conditions for creatures that don't trigger the *icicle trap*, such as exempting yourself or those who say a certain password.

A successful Intelligence (Investigation) check against your spell save DC recognizes the icicles as dangerous and likely to fall. The icicles are destroyed if they take 15 points of fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

INVIGORATE

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered silver worth at least 50 gp, which the spell consumes)

Duration: 8 hours

You imbue up to three creatures with protection against weariness, granting them advantage on any saving throws made to resist gaining levels of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher level, you can target one additional creature for each slot level above 4th.

LEOMUND'S TINIER TENT

1st-level evocation (ritual)

Casting Time: 1 minute

Range: Self (variably sized hemisphere)

Components: V, S, M (a stake and a short length of twine)

Duration: 8 hours

An immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave the area.

The dome adjusts in area to allow you to lay down comfortably, but no other creatures can fit inside. The spell fails if any other creatures are within the area. You can move through the dome freely, but all other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but is transparent from the inside.

SHACKLING SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon emits a blast of cold air and the attack deals an extra 3d8 cold damage to the target. Additionally, the target must succeed on a Strength saving throw or be restrained until the spell ends.

A creature restrained by this spell makes another Strength saving throw at the end of each of its turns. On a successful save, it is no longer restrained.

SHIVERING TOUCH

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration up to 1 minute

Make a melee spell attack against a creature you can reach. On a hit the creature becomes chilled to the bone and begin to shiver uncontrollably. While affected, the creature has disadvantage on Dexterity saving throws and attack rolls. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends on the target.

Creatures immune to cold or exhaustion are immune to this spell.

SNILLOC'S SINGLE SNOWBALL

1st-level evocation

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

A snowball erupts from your hand and hurtles towards the target who must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SNOW SHOES

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature that you touch becomes able to walk in snow rather than sink into it. The creature can move across and climb icy or snowy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement. A creature benefiting from this spell leaves behind no tracks or other traces of its passage and can't be tracked except by magical means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect an additional creature or extend the duration by 1 hour for each slot level above 2nd.



THAW

1st-level evocation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You melt an area of ice and snow that you can see within range. Three 10-ft. cubes anywhere within 30 feet of you are instantaneously melted. The resulting water is not magical and will refreeze normally.

Instead of melting ice and snow, you may choose to instead target a single creature with 30 feet that is made of ice or snow such as an ice mephit or a simulacrum. The creature must make a Constitution saving throw. On a failed save the creature takes 3d6 fire damage, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may affect an additional 10-ft. cube or increase the damage by 1d6 for each slot level above 1st.

WINTER'S MANTLE

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration up to 1 minute

With a quick prayer, you wrap yourself in bitter cold which radiates from you in an aura with a 30-foot radius, inuring friendly creatures to low temperatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) makes saving throws against spells and effects that do cold damage with advantage. In addition, an affected creature deals an extra 1d4 cold damage when it hits with a weapon attack.

CHAPTER 6: ENCOUNTERS



RANDOM ENCOUNTERS

The locations of Icewind Dale are frequently spread out and isolated, making the trials just to travel to the party's next location a story in and of itself. Consider using these encounters to spice up those travels.

For the appropriate terrain, in Town or in the Wilds, roll 1d00 and consult the table below.

Random Encounters

Encounter	Towns	Wilds
Abandoned Sled	01-03	01-02
Adventurer Trap		03-05
Ancient Treasures		06-08
Angry Little Bears		09-11
Ask Your Mother	04-07	
Bad Beets	08-11	
Beached Whale		12-14
Be Very, Very Quiet		15-17
Better Left Alone		18-20
Blighted Oasis		21-23
Bone Trader	12-14	24-25
Botanical Delights	15-17	
Charming Chardalyn	18-21	26-27
Cool Cats		28-30
Dancing on Thin Ice		31-33
Dangerous Sledding	22-24	34-35
Eerie Echo	25-27	36-37
Elementalsicle	28-30	38-39
Flock of Gulls	31-33	
Footsteps of the Unknown		40-42
Frozen Flower		43-45
Frozen Sky	34-37	46-47
Fur Trader	38-40	
Gathering Mob	41-44	
Gathering Storm	45-48	48-49
Giant's Husk		50-52
Glittersnow!	49-51	
Goat Girl	52-55	53-54
Haunting		55-57
Hidden Camp		58-60
Ice Spider Trap		61-63
Important Missions	56-58	
Lost Explorer		64-66
Magical Hail		67-69

Encounter	Towns	Wilds
The Most Wonderful Day of the Year	59-62	
Owlbear Tracks		70-72
Playful Chwinga		73-74
Rotted Herd		75-76
Run!	63-66	77-78
Safety First	67-69	
Servants to Fashion	70-73	
Shake it Off		79-80
Shavo's World Famous Shaved Ice	74-77	
Slippery	78-81	
Snowman		81-82
The Snow Palace		83-84
Some Side Effects Possible	82-85	
Sport Fishing	86-89	
Surprise!	90-93	85-86
The Thing in the Ice		87-98
Unclaimed (Yet Claimed) Property	94-96	89-90
Welcome Respite		91-92
Well, This is Terrible	97-100	93-94
Wrecutter		95-96
You Knucklehead!		97-98
You Shall Not Pass		99-100

ABANDONED SLED

The party finds an abandoned sled with a broken harness. Find out what's on it by rolling 1d6:

- 1: Nothing.
- 2: The body of a human man wrapped in a blanket and frozen solid.
- 3: A sack of ration and a half-filled waterskin (frozen).
- 4: A large stack of firewood.
- 5: Ropes, pullies, knives, small animal traps, and furs worth 15 gp.
- 6: A tent large enough for eight Medium creatures.

ADVENTURER TRAP

The characters notice a splash of blood, 4 gold pieces, and a full pouch on the snow. A successful DC 18 Wisdom (Perception) check notes that there appears to be a lattice of branches under the snow. A group of five **orcs** are hiding nearby waiting for someone to foolishly try to grab the pouch (which is just filled with more snow). They have covered a pit with woven branches hidden them with snow before placing the lure. Anyone weighing more than three pounds who steps on the branches must succeed on a DC 15 Dexterity saving throw or fall through, landing prone and taking 3 (1d6) bludgeoning damage from the fall plus 5 (1d10) piercing damage from wooden spikes. The orcs attack when the trap is sprung.

ANCIENT TREASURES

The party encounters a running stream when something shiny catches their eye. If they brave the freezing waters (DC 15 Constitution saving throw or suffer a level of exhaustion from the cold) they recover seven ancient Netherese coins and a small bone statuette (worth 10 gp) carved in the likeness of a faceless, robed man. On the bottom, in Netherese, is carved the words, "*He Who Walks.*" These treasures must have washed downstream from somewhere...

ANGRY LITTLE BEARS

Two polar bear cubs (stats as **badgers**) run out of the bushes, one chasing the other. They growl at any creatures they see, but do not approach further. Any character that doesn't vacate the area within three rounds finds themselves facing a very angry, protective mother **polar bear**.

ASK YOUR MOTHER

Young Aisha's parents have told her that she cannot have pets but seeing a group of gullible adventurers she starts crying, telling them that her dog just died

and she desperately wishes she had a baby owlbear to replace it. If the characters cave and somehow get her one, Aisha's parents are not pleased with the adventurers.

BAD BEETS

Beatrice the beet-seller has moved to one of the Ten Towns to get away from legal troubles she had with some adventurers in Baldur's Gate. While relatively fresh vegetables are for sale, she utterly refuses to deal with adventurers, blaming them for all her ills. She would rather not make a sale than help the characters. Her hatred of meddling adventurers is so profound that she makes up stories about the party to lower their reputation in Icewind Dale.

If the characters encounter Beatrice again, she is trying to convince a group of four **thugs** to run the characters out of town as they are bad for business and attract monsters.

BEACHED WHALE

Either beached on the shore, or dropped by a massive flying predator, a rotting whale carcass lies in the snow. The whale's side has been torn asunder by a predator and a strong odor emanates. Roll 1d6 to see what might be scavenged:

- 1: The body is too badly damaged to be worth anything.
- 2: A character making a successful DC 15 Wisdom (Survival) check recovers enough blubber that to be rendered into a barrel of whale oil worth 50 gp.
- 3: The whale has swallowed a backpack that contains a ruined fur bedroll, a nice pair of socks, a pair of snow goggles, and 2d6 sp.
- 4: A character making a successful DC 20 Wisdom (Survival) check finds a chunk of ambergris that can be sold in any of the Ten Towns for 100 gp.
- 5: The meat has fouled, but unless the character succeeds on a DC 15 Wisdom (Survival) check, they don't recognize it. Anyone eating the meat must succeed on a DC 12 Constitution saving throw or become poisoned until they complete a long rest.
- 6: The carcass has attracted 2d4 **winter wolves**, who are willing to fight for the prize.

BE VERY, VERY QUIET

An arrow whizzes past one of the characters' head followed shortly by an extremely embarrassed goliath hunter who mistook the characters for game. If the characters help him find prey, he gives them a few gold pieces for their troubles.



BETTER LEFT ALONE

A recent landslide has revealed the entrance to a Netherese ruin containing a creature imprisoned within an enchanted gemstone. A faint flicker of movement is seen inside. If released by crushing the gem, determine its type by rolling 1d4:

- 1: undead
- 2: aberration
- 3: fiend
- 4: elemental

The DM should choose a hostile creature appropriate to the level of the party.

BLIGHTED OASIS

The group encounters a fetid glade that has grown around a hot spring in a hidden crevasse. Unfortunately, the glade is occupied by an evil **druid** named Blindeye bent on corrupting it. The druid has trained a **crag cat** to defend it.

BONE TRADER

Anhah Nor (human **commoner**) is a dealer in scrimshaw, selling local crafts for 5-25 gp depending on the size and complexity of the carving. She buys whale bones for 1 gp per 50 pounds or coral for 1 gp per 10 pounds. She used to be friends with a woodcutter named Vasil but worries he has grown

strange and hostile of late. In addition, as Anhah travels all over the north, at the DM's discretion she knows a rumor helpful to the party's current quest.

BOTANICAL DELIGHTS

A highly sought herb that grows only in the arctic is rumored to grow in an area just uncovered by an avalanche in the mountains. Merchants and alchemists alike would kill to get their hands on such wonders, as the plant is rumored to cure numerous ailments. Rumors about that the plant has been sighted and the general location it might be found. Roll 1d6 to determine what plant is located in the area. Certain herbs are more highly sought after, but any of them would be worth gold on the market. That is, of course, if the characters don't harvest the herbs for themselves. See "Frozen Herbs of the North" in Chapter 4 for specifics on harvesting herbs.

- 1: Trueroot
- 2: Kaant
- 3: Woundwort
- 4: Beorunna's Cure-All
- 5: A root that when chewed afflicts the recipient with one random form of insanity.
- 6: A flower that kills anyone ingesting it unless they succeed on a DC 10 Constitution saving throw.



CHARMING CHARDALYN

The characters encounter a small rabbit (uses the statistics of a **cat**) infused with corrupted chardalyn. If defeated, its chardalyn teeth can be recovered and likely sold for a handsome sum, spreading the corruption.

CHILDREN AT PLAY

As the characters pass through one of the towns, they encounter children playing games on the ice-covered streets. One of the children slides out of control into a character. The child falls roughly to the ground, cutting their forehead on the ice. Roll 1d4 to see what happens next:

- 1: The child is the daughter of an angry mother, who accuses the character of hurting her child. The character must succeed on a DC 10 Charisma (Persuasion) check to calm the child or the mother. On a failed check, the party suffers a bad reputation with the rest of the townsfolk.
- 2: The child is the son of a retired adventurer (use **veteran** stats) who tries to pick a fight with the characters for their perceived indiscretion.
- 3: The child tries to pick the pocket of a character. That character must succeed on a DC 15 Wisdom (Perception) check or lose gold or some small item.

- 4: The child is knocked unconscious by the blow. The characters must either use healing magic or succeed on a DC 10 Wisdom (Medicine) check to treat the child before any permanent damage is done.

COOL CATS

The characters realize they are being followed by a pride of 2d4 ice **cats**. The cats walk on top of the snow and travel quickly across the tundra. At the moment they are content following the characters wherever they go. After a while, a small blizzard springs up from out of nowhere, appearing to follow the cats. The terrain becomes difficult and visibility reduced to 10 feet. Yet the cats continue to follow the characters. The characters must a DC 20 Wisdom (Animal Handling) check to get the cats to go away. On a failed check, a full blizzard descends on the party. If the characters drive the cats away by attacking them, their mother, a **tiger**, comes out of the swirling snow and attacks, surprising the characters.

DANCING ON THIN ICE

The adventurers are enjoying a peaceful stretch of a long journey when suddenly they hear a loud crack. When they look down, they see a line in the ground forming underfoot, then a web of lines emerging from that main line. They are on ice, and it's cracking! Water begins to bubble up between the cracks, and it becomes obvious that the characters are traveling over a frozen lake. Characters must get off the ice quickly. To move off the ice without falling through, characters must succeed on a DC 15 Dexterity

(Acrobatics) check. On a failed check, a character slips through the ice and is soaked in freezing cold water. See the *Dungeon Master's Guide* for rules on frigid water. Dangerous creatures also swim beneath the ice if you want to expand this encounter.

DANGEROUS SLEDDING

A dog sled barrels past the adventurers and as the sled passes over a rough patch in it careens wildly. The driver bellows as one of her bags falls off the sled. She notices but can't stop, so she yells back to you over the sounds of barking dogs, "*You can have that! No charge!*" Roll 1d6 to determine which of her possessions is now yours:

- 1: Two pounds of dried kibble. If fed to an animal, it provides advantage to a Wisdom (Animal Handling) check made with that animal. There are 5 uses.
- 2: A large flask filled with a clear liquid. This flask acts as a *tankard of plenty*, but instead of filling with ale, it fills with 3 shots of a strong gnomish whiskey.
- 3: A bundled up woolen coat with a fur-lined hood that functions as cold weather gear.
- 4: A small travel sewing kit that, if used on leather or hide armor during a short rest, rewards the wearer with 5 temporary hit points. The kit has 4 uses.
- 5: A severed hand of a yeti. The **yeti**, however, is still alive—and being very attached to its hand, comes looking for it at a time determined by the DM.
- 6: A sleeping puppy. If trained for 180 days by a character using downtime and paying 20 gp for materials, the puppy becomes a **mastiff** pet for the character that does the training.

EERIE ECHO

A strange voice carries on the wind echoing across the snow, calling one of the character's names. Any character with a passive Perception of 14 or higher determines the general direction of the sound. Unfortunately, an **un-see-lee** is attempting to lure the characters into an area of sink snow (see Chapter 4) so that it can steal their eyes.

ELEMENTALSICLE

The characters encounter a **water elemental** that has been frozen solid. If thawed out, determine its reaction to the characters by rolling 1d4:

- 1: violently hostile
- 2: unfriendly
- 3: ignores them and leaves
- 4: friendly

FLOCK OF GULLS

A strange man from a nearby town tells one of the characters to follow the birds when they see them. The next time the character is traveling overland, a flock of snowy white gulls pass overhead, squawking loudly. A successful DC 10 Intelligence (Nature) check reveals that these birds only travel like this if there's something shiny, edible, or interesting nearby. Roll 1d4 to see which direction the birds fly, and what rests at the place where they land.

- 1: The birds fly west, guiding the characters to a moraine that has been covered in sheets of ice over and over again. A few of the birds land on a thinner patch of ice and peck a sizable hole in it. They hover in the air above the hole, pecking at something within. Inside the hole is a leather satchel covered in condensation. The satchel holds a small address book that corresponds to the closest town, and upon further inspection and review, the people listed inside are important town figureheads, merchants, and shopkeepers. Each person also has a date next to their name, the first of which is in a few days.
- 2: The birds fly south, guiding the characters to an open snow-covered field. In the center rests a box, with a gold padlock on the box. A short riddle is etched into the carved into the front: Name the treasure and it's yours. If a character holding the box says, "the gold padlock," the box disappears but the lock remains. A *knock* spell automatically causes the lock to fall off. If the character says something else or tampers with the box or lock, the box explodes for 11 (2d10) force damage and disappears. The gold padlock can be sold for 200 gp if removed from the box.
- 3: The birds fly north, circling a pit in the ground. Inside the pit is a young yeti, injured by its fall. It moans and howls in pain. If the characters heal it (20 hit points) or calm the young yeti (DC 15 for an appropriate skill), nothing else happens as the young yeti runs off. If they cannot calm it, or if they attack it, both of the **yeti's** parents arrive in 1 minute and assume the characters have hurt their offspring.
- 4: The birds fly east, eventually arriving at the site of an overturned dog sled. A blood trail leads away from the sled. A successful DC 20 Wisdom (Survival) check reveals that the site was likely the location of a dragon attack. Another successful DC 15 Wisdom (Survival) check allows the characters to follow the blood trail, which lead to a cave. In the cave the characters find a wounded and unconscious sled **dog**, which they can heal back to health. There is no sign of the dragon... yet.



FOOTSTEPS OF THE UNKNOWN

As the characters travel through a snow-covered stretch of tundra, they notice a set of footprints moving toward them, as if an invisible creature were heading in their direction. As the characters grow concerned, another bandit (use **spy** statistics) under the effects of a *potion of invisibility* sneaks up on them from a different direction. The bandit attempts to steal something from the characters—from a mount or vehicle if possible, but from a character directly if necessary. The footprints are the results of an **illusionist** who works with the bandit. The illusionist remains hiding but creates more illusions to help the bandit escape if caught.

FROZEN FLOWER

The party encounters a blooming flower, encased in ice under a tree. Roll 1d4 to determine why the flower is here:

- 1: It is a carved wooden memento placed at a grave.
- 2: It was created by a **pixie** named Stardust who is struggling with the extreme cold.
- 3: It marks the center of a druid's grove. The **druid**, Alista, offers the party a safe place to rest. She warns the characters against the evil druid Blindeye who is also in the area.
- 4: A consequence of wild magic that affects the area. All spells cast here automatically trigger wild magic surge as per the Wild Magic Sorcerer class ability.

FROZEN SKY

The birds go silent as a **frost giant** riding an **ancient white dragon** soars a mile overhead. The two have other plans and ignore the party unless attacked.

FUR TRADER

A friendly member of one of the Uthgardt tribes, named Olsa, has come to town to trade furs. While she will sell you cold weather clothing for 20 gp, what she really wants are metal weapons. She will trade a set of cold weather clothing for metal weapons worth 10 gp or more.

GATHERING MOB

A mob of 17 **commoners** have gathered outside the house of one of the town leaders. They are yelling for the town's leader to do something about the troubles facing the town because of the Rime. If the characters do not intervene, violence ensues. The leader of the mob is a man named Stegg who is especially concerned because his wife Kess and her two sisters have disappeared.

GATHERING STORM

The sky begins to darken as a storm gathers. A successful DC 12 Wisdom (Survival) check notes that the storm will arrive in 1d6 hours and a successful DC 12 Intelligence (Nature) check recognizes it as a particularly bad thundersnow. The weather will be brutal and the party should seek shelter.

GIANT'S HUSK

The group finds the frozen remains of an immense frost giant bearing dozens of spear wounds. The giant appears to have been looted for anything of value, but a creature succeeding on a DC 13 Intelligence (Investigation) check discovers one of its teeth has been capped in gold and is worth 10 gp.

GLITTERSNOW!

The air is filled with whipping wind carrying along glittering flakes of fine snow. It's timing with the rising sun is disappointing as any character that sees the spectacle must succeed on a DC 11 Constitution saving throw or be blinded for an hour from the reflected light.

GOAT GIRL

The characters cross paths with a girl wearing only a thin dress, but seemingly unaffected by the cold. The playful girl introduces herself as Elisande (from previous *D&D Adventurers League* adventures) and seems entirely ignorant of the weather. She says she was following a "snow goat" wearing a colorful scarf and wants it as a pet. The "snow goat" is actually a **snow golem** in a vaguely goat shape that Elisande has lost track of, but if the characters catch it, she offers to reward the characters with a *potion of greater healing* that she "found." Unfortunately, the golem is marching to the nearest town with orders to destroy everything. Should the party catch up with the golem, catching it won't be an option.

HAUNTING

The party encounters a lonely, abandoned cabin in the middle of nowhere. While dusty and devoid of firewood, it is out of the wind. Unfortunately, the cabin is haunted by a **ghost**. Role 1d6 to determine what the ghosts unfinished business is that the characters must complete in order to put the ghost to rest:

- 1: The ghost's body is frozen in the snow ten yards from the cabin. The ghost must be lain to rest in consecrated ground.
- 2: The ghost's body is hidden under the floorboards of the cabin after being murdered by an **assassin** that is in one of the Ten Towns. The ghost wants vengeance.
- 3: The ghost is worried about its missing baby owlbear. The characters must track down the pet, now fully grown, and somehow subdue it or lure it back to the cabin.
- 4: The ghost died of starvation and wants a **saber-toothed tiger** steak. While the ghost can't eat the tiger, it still expects one to be freshly butchered and cooked.
- 5: The ghost was petrified by a **frost ooze** in a nearby ruined tower and wants the characters to destroy the ooze so no one else suffers the same fate.
- 6: The ghost wants to experience life again. If one of the characters allows the ghost to possess them and go on adventure, it can rest. Unfortunately, the ghost is extremely curious and not especially concerned about keeping the host's body intact.

HIDDEN CAMP

One of the characters steps on thin ice, revealing a hidden cavern beneath. Within, the group discovers the remains of a camp surrounded by three corpses. One of the corpses moves slightly as the characters approach. If disturbed, a **swarm of rot grubs** emerges from within it and attacks the characters. If the characters have run into Stegg (Gathering Mob), the bodies are those of Kess and her two sisters.

ICE SPIDER TRAP

An **ice spider queen** and two of her **ice spider** brood have spun a web over a ten-foot deep pit. The web has collected snow making it look like any other snowy plain to those that fail a DC 15 Wisdom (Perception) check and step into the web which gives way, dropping them into the spiders' lair!

IMPORTANT MISSIONS

A person with political power in a local town requests the characters complete some "important" tasks for him. They offer a "suitable" reward for completing these tasks. Roll 1d4 to determine which task they assign the characters. They pay the characters 1 shiny gold piece each when the characters complete the task and come back for their payment (unless the characters negotiate the payment ahead of time):

- 1: The person provides the characters with a list of residents who own money for taxes, services, or goods. The characters are expected to "persuade" the debtors to pay what they owe in a timely manner. A successful DC 10 Charisma (Intimidation or Persuasion) check does the trick, although a few of the poorer citizens (**commoners**) don't have the means to pay what they owe.
- 2: A caravan of merchants with important (or completely unimportant luxury) wares and supplies were stranded on the tundra when their horses were eaten by yetis. The person wants the characters to take a team of horses out to them to retrieve the goods. It turns out there are more sleds than horses, so the characters are asked by the merchants to pull the remaining sleds themselves.
- 3: The person asks the characters to accompany their child out of town to perform a very important task. When the characters and the child get out of town, the child—spoiled beyond belief—insists the characters "*build the best snow fort ever!*" for an upcoming snow fight the child is hosting. The child only plays to win.



- 4: The person provides a map showing a location where “valuable treasure” has been buried in the snow. After dealing with horrible weather, savage creatures, and an unreliable map, the characters find that the treasure they’ve been sent to retrieve is a six-pack of cheap ale that the person wanted to make sure was “really cold.”

LOST EXPLORER

The characters find the frozen body of an explorer partially buried in a snowbank, clutching a shard of chardalyn in his hand. The chardalyn is unremarkable except for the Dwarvish rune for “Sorrow” carved into one side. Unbeknownst to the characters, the shard was stolen from a Uthgardt barbarian tribe who aims to get it back.

MAGICAL HAIL

The weather turns hostile as the characters travel through the frozen wilderness. It begins hailing quite relentlessly. Before they find shelter, one or more of the characters are hit on the head by a rather large ice chunk. As the hailstones strike, the targeted characters must succeed on a DC 15 Dexterity saving throw or take **mild** Hazard damage (as per the table in Chapter 4). In addition, magic held within the stones also affects each character that failed the Dexterity saving throw. Roll 1d6 to determine what spell is cast on the character or in the area centered on the character:

- 1: *cure wounds*
- 2: *inflict wounds*
- 3: *bles*

- 4: *invisibility*
- 5: *fireball*
- 6: *polymorph* (into a **yeti**)

THE MOST WONDERFUL DAY OF THE YEAR

The townspeople get very excited one day, especially the children. If asked about it, they tell the characters that once a year, a jolly traveling salesman visits the town they’re staying in. He sells boxes of mysterious treasure, charging only 1 copper piece per box. His sled is pulled by a team of reindeer, which the townspeople insist fly. When he arrives at dusk, the townsfolk flock to him, giving him gifts of baked goods, goat’s milk, and other food—and feeding his reindeer as well. He talks with each person, asking if they’ve been a good person that year. If the characters wish to be included, he gives them boxes as well. Roll 1d6 to see what the characters receive. (Evil characters always get a box with coal in it.)

- 1: Roll twice on the Trinkets table from the *Player’s Handbook*, page 98.
- 2: A cake made of fruit and nuts that is practically inedible but can be used as a *+1 club*.
- 3: Extremely warm but scratchy wool undergarments, including socks.
- 4: A toy that the character wanted desperately as a child but never received.
- 5: A *bag of holding* monogrammed with the character’s initials.
6. One half of a set of gold necklaces that says, “Best Friends.” (One of the other characters gets the same gift.)

OWLBEAR TRACKS

The party comes across fresh tracks in the snow. A successful DC 15 Wisdom (Survival) check recognizes the tracks as belonging to an adult **owlbear** and two cubs. They cannot be more than an hour old.

PLAYFUL CHWINGA

Fascinated by children playing in the snow, a **chwinga** arranges a prank for one of the characters in which they are pelted with a bucket of tiny snowballs. If the character takes it well, the chwinga rewards them with a minor blessing that increases their next initiative roll by +1d4. If they react poorly, they are instead cursed and suffer a -1d4 to their next initiative roll.

ROTTED HERD

A wandering group of undead beasts plod past the group. If unmolested, they pay no mind to the characters, but defend themselves as a group if attacked. There is one **skeleton** and one **zombie** undead per character.

RUN!

A herd of **elk** have been spooked and set to stampeding by a rapidly approaching snowstorm. Each character must succeed on a DC 13 Dexterity saving throw. Characters that fail are knocked prone and take 11 (2d10) bludgeoning damage. Those that succeed take half damage as they are pushed aside.

SAFETY FIRST

After a particularly harsh storm, the town's local maintenance team has been tasked with shoveling snow and breaking icicles off the roofs on the main buildings of town. The locals know to avoid standing or walking near the buildings during these times because of the dangers of falling ice and snow. Unfortunately, the characters are unaware of this ritual. One or more characters must succeed on a DC 10 Dexterity saving throw. On a failed save, roll 1d4 to see what they are struck by:

- 1: **Butch**. Butch slipped and fell. If he strikes the character, both Butch (**commoner**) and the character(s) take 1d6 bludgeoning damage. If they move out of the way in time, they catch Butch with a successful DC 10 Strength (Athletics) check. If the characters save Butch, his grateful mother offers them a steaming pot of knucklehead soup.
- 2: **Sharp icicles**. If the characters fail their saving throw, they take 14 (4d6) piercing damage and their clothes are ruined by the tearing ice.

3: **Buckets of snow**. If the characters fail their saving throw they take 7 (2d6) bludgeoning damage and their clothing gets soaked.

4: **Ice mephits**. Six **ice mephits** were sleeping on the roof when they're rudely shoved off. They attack the characters once they land on the ground.

SERVANTS TO FASHION

A local seamstress thinks that one or more of the characters would be an excellent model for her newest winter-themed garments. She asks the characters to come to her shop to have the garments fitted and then asks them to model the garments at an event that evening. A rival tailor sneaks into the shop between the times of fitting and show, infecting the garments with gnashing ice lice. The characters must succeed on a DC 10 Constitution saving throw to finish the show without itching or crying out in pain. If all of the characters that are modeling succeed in making the show a success despite the infestation, the seamstress offers the party a special reward. Roll 1d8 to see what she offers.



- 1: *cloak of billowing*
- 2: *cloak of many fashions*
- 3: *clothes of mending*
- 4: *hat of vermin*
- 5: *hat of wizardry*
- 6: *shiftweave*
- 7: *smouldering leather armor*
- 8: *robe of useful items* with an iron door, wooden ladder, mastiff, portable ram, and 5 pit patches.
- 9: *cloak of elvenkind*
- 10: *boots of the winterlands*

SHAKE IT OFF

An earthquake rattles the area! The characters must succeed on a DC 11 Dexterity check or be knocked prone. Additionally, the tremor knocks loose a shelf of ice and snow, creating a small avalanche in a 60-foot area around the group. The characters have one round to escape the area or take 22 (4d10) bludgeoning damage and are restrained (escape DC 11). While restrained in this way, a character can't breathe.

SHAVO'S WORLD FAMOUS SHAVED ICE

Upon entering one of the towns the characters hear a booming voice echo off the ice-covered walls of the buildings. An exceptionally cheerful street vendor yells at you from down the road. "*New in town, are ya?*" He greets you with a smile. "*Then you should try Shavo's World Famous Shaved Ice!*" Next to Shavo is a brightly colored cart, which stands out against the drab colors of the other structures in town. "*Each week I have a new selection of unique and powerful flavors for my customers. Tell me a little something about yourself and I will pick a flavor that perfectly matches your pallet!*" After characters mention something about themselves, roll 1d8 to determine what flavor they get and any magical effects from eating the shaved ice. Shavo makes all of this up and never remembers anyone, so if encountered more than once, the result is still random. Any effects from Shavo's World Famous Shaved Ice expire after the character's next long rest if not used before.

- 1: **Fish.** This disgusting but hardy flavor is curiously filling. You gain the benefits of a short rest.
- 2: **Raspberry.** The next time you attempt a Charisma ability check before a long rest, you have disadvantage on the check. While it is delicious, Shavo's raspberry is notorious for making your breath stink.

- 3: **Apple Cinnamon.** You either regain 1 hit point or you gain 1 temporary hit point if you are at full hit points from the hot yet cool burn of the cinnamon.
- 4: **Vanilla.** It's just a nice refreshing cool treat. No adverse or beneficial effects to be noted.
- 5: **Chicken.** The savory flavor goes well with Shavo's barbeque sauce. The next time you make a Wisdom (Animal Handling) check you get advantage on your roll.
- 6: **Blueberry.** Shavo's most popular flavor! Your tongue doesn't turn blue... but the rest of you does.
- 7: **Blood.** Unless you are a vampire, this isn't the most pleasant taste but it's invigorating. If you take a short rest and spend hit dice to regain hit points before you take a long rest, you regain the maximum points per hit die spent.
- 8: **Mystery.** You can't tell what flavor it is and you can't tell if it is good or bad. When finished, the paper cup explodes in a random effect as per a *wand of wonder*, but any damage done is temporary, lasting only one round, unless you don't survive in which case it is permanent.

SLIPPERY

A trader (**commoner**) pulling a cart of whale oil slips on the ice and tips his cart, causing several of the barrels to break open and spill their contents right in the middle of thoroughfare right where the characters are. The oil covers the ground in a 50-foot area centered on the characters and the oil trader, turning it into difficult terrain for the duration. Each creature in the area must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

One round later, six young boys (**commoners**) on riding horses are racing down the street. If not stopped, any horses that fail the saving throw slip and crush their riders, injure the horse, and trample the characters doing 13 (3d6+3) bludgeoning damage.

SNOWMAN

You cross paths with a curious snowman that has been built with four stick arms and three stone eyes. Blood has been used to draw a fanged mouth on the snowman's head.



THE SNOW PALACE

The party encounters a tunnel dug into deep snow large enough for a Medium-sized creature to crawl into. Inside someone has carved out a 20-ft. square room with three smaller 10-ft square rooms leading off from each wall of the large chamber. There are piles of stones in each small room with scorch marks on them and signs that several people have been staying here periodically.

SOME SIDE EFFECTS POSSIBLE

An alchemist in one of the local towns is working on a draught that would protect people against the cold weather. She offers a character one of her draughts for free, as long as the character promises to come back in 8 hours to let her examine them. Each of the draughts is an experimental prototype and the alchemist does not have extras for sale. Roll 1d8 to determine the effects:

- 1: The character is under the effect of a *protection from energy* (cold) spell for 8 hours.
- 2: The character gains vulnerability to cold damage for 8 hours.
- 3: The character forgets how to speak for 8 hours.
- 4: The character's Intelligence score becomes 22 for four hours and then drops to 4 for the next four hours.
- 5: The character thinks they are invisible but everyone clearly sees them.

- 6: The draught acts as a *potion of invulnerability*.
- 7: The character gains the ability to predict the weather for 8 hours.
- 8: The character believes they have an alien creature growing inside them which is about to burst forth. Unless they are restrained, they try to get the creature out.

SPORT FISHING

The characters arrive in one of the arctic towns on a night of celebration of the town's founding. At a popular fishing spot, a game of chance and skill has been set up. There are fishing poles for purchase (4 gp) or rent (1 sp) for those who do not have their own and the characters can try their luck at fishing. A bored attendant addresses them in a monotone voice, reciting a scripted pitch. "*Hello. Welcome to Fun at the Fishery, where big fish can earn you ever bigger prizes. Catch the biggest fish and win yourself something nice.*" She points carelessly at a slightly frosty signboard that lists the catches of the day. Anyone who wants to try pays 1 sp to enter the contest. The character attempts a Wisdom (Survival) check. If the character succeeds on a DC 22 check, they have caught the biggest fish. The winner gets 10 gp, plus the fish that they caught is mounted on a plaque. The fish also is treated with a magic mouth spell so the fish says, "*You're a huge winner, sport!*" when the owner touches it.



SURPRISE!

An item of mundane treasure that the group obtained previously is revealed to be made of chardalyn. If others witness this revelation, a group of 3d4 **bandits** trail the character and attack them at the next opportunity to try to steal it.

THE THING IN THE ICE

As the party makes its way across the tundra, they come upon a melting glacier face. Something is visible at the edge of the melting ice. Roll 1d6 to determine what is partially trapped inside but is about to be freed by the melting:

- 1: A skeleton of an ancient hoofed creature, like that of a horse. The bones animate and attack as a **warhorse skeleton**.
- 2: The intact corpse of a woolly mammoth whose tusks are capped with silver ornaments worth 100 gp.
- 3: A large bird that seems to have been partially eaten. The species is unclear but the characters can take ten of the bird's feathers to the nearest town and give them to the local fletcher. The ten arrows made from these feathers create a random magical effect when they strike a target, as per the Wild Magic Sorcerer class ability. The effect is not revealed until the arrow is fired.
- 4: A stone greataxe with a handle made from chardlyn. While wielded by a creature at less than full hit points, the wielder has resistance to cold damage. This is a rare magic item.
- 5: A scroll case containing a map to supposed buried treasure. If the characters dig at the location detailed on the map, they find another map to another location.

- 6: A dead human body with two heads, which, when examined, turns out to be a dummy made with leather and stuffed with straw.

UNCLAIMED (YET CLAIMED) PROPERTY

A robber (**assassin**) stole a cache of chardalyn but was attacked by wild creatures after making good his escape. Good news: he made it out alive. Bad news: he dropped his score while escaping. Gooder news: the characters find it, Badder news: the rogue knows this and plans to get it back.

WELCOME RESPITE

The group finds a beautiful glade that has grown around a magical hot spring. The first time a creature drinks from the spring, they gain the benefit of a short rest. If the creature drinks from the spring again in the future, they gain a level of exhaustion.

WELL, THIS IS TERRIBLE

A sudden, unexpected downpour of freezing rain soaks the characters to the bone. If unable to find shelter within ten minutes, each must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion that is only removed in a warm, dry environment.

WERECUTTER

Vasil Edik the woodcutter (human **werewolf**) has been feeling a little different ever since visiting his cousin Sven and learning about Sven's new religion (see the *Pale Idols* expanded encounter). In fact, the corrupted chardalyn has made him a werewolf! When he spots the characters, he tries to avoid contact, wary for an attack. If the characters are in need of a place to stay and it's a full moon that evening, Vasil is willing to offer his cabin. It is cozy, but he's sure he can offer them some hospitality.

YOU KNUCKLEHEAD!

A knucklehead trout pokes its head out of a nearby lake or stream and speaks! The trout claims to be a halfling named Seriss Pineseed that has been cursed to be a fish! Seriss begs the characters to save them by either convincing Agathia the **bheur hag** to change Seriss back, or if necessary, kill her and hope her magic ends. For her part, Agathia offers to help Seriss if brought to her. The hag plans to eat the troublesome fish.

YOU SHALL NOT PASS

While navigating a narrow mountain pass, the group is beset upon by five **bandits** led by a **bandit captain!** In exchange for 5 gp from each character, the bandits allow the group to pass. But if their offer is refused, the bandits attack!

EXPANDED ENCOUNTERS



These premade encounters can be used to expand your adventures in Icewind Dale or add flavor to a specific location. In *D&D Adventurers League* play, these can be added to any legal adventure or run on their own as a mini-adventure. The augmented locations refer to locations found in Icewind Dale but are easily adapted to any arctic location.

ANCIENT ANGUISH

Estimated Duration: 30 minutes

Augmented Location: The Lost Spire of Netheril

This encounter is best suited for use when the characters are traveling along the surface of the ice.

IT'S ONLY A LITTLE BUMP

A small lump of ice and snow is spotted in the near vicinity. Creatures with a passive Perception of 14 or higher see what appears to be the part of a traveling cloak slightly protruding from the ice.

Brushing away the snow reveals that a humanoid has been frozen in the ice here. Part of its cloak-covered head is exposed to the air and has been sun-bleached from exposure. The body is clad in a thick traveling robe and is hunched over in such a way that no other details are visible. Creative characters release the body by chipping it out, melting the ice, or any number of other options.

Creature Information

If the creature is released from the ice, it is revealed to be a **spawn of kyuss**.

When the spawn is reduced to 0 hit points for the first time, or any time that it takes 10 or more points of damage from an attack that does not deal radiant damage, it uses its reaction to create a **swarm of rot grubs**. It can use this reaction up to a number of times equal to its Constitution modifier (+4).

Treasure

If the characters were extremely careful in releasing the spawn of Kyuss from the ice and summarily defeating it, they take possession of the following items: a pouch with 22 gold pieces from ancient Netheril, an *enduring spellbook* containing indecipherable arcane gibberish (the Netherese were known to be bending the laws of magic in ways that simply aren't allowed by Mystra anymore),

and a tiny figure of an owlbear that is enchanted to always point in the direction of the nearest source of potable water (functionally, a trinket). The creature's other materials, including its other spellbooks, have all been irrevocably damaged by the elements and passage of time.

IT'S JUST A COSTUME

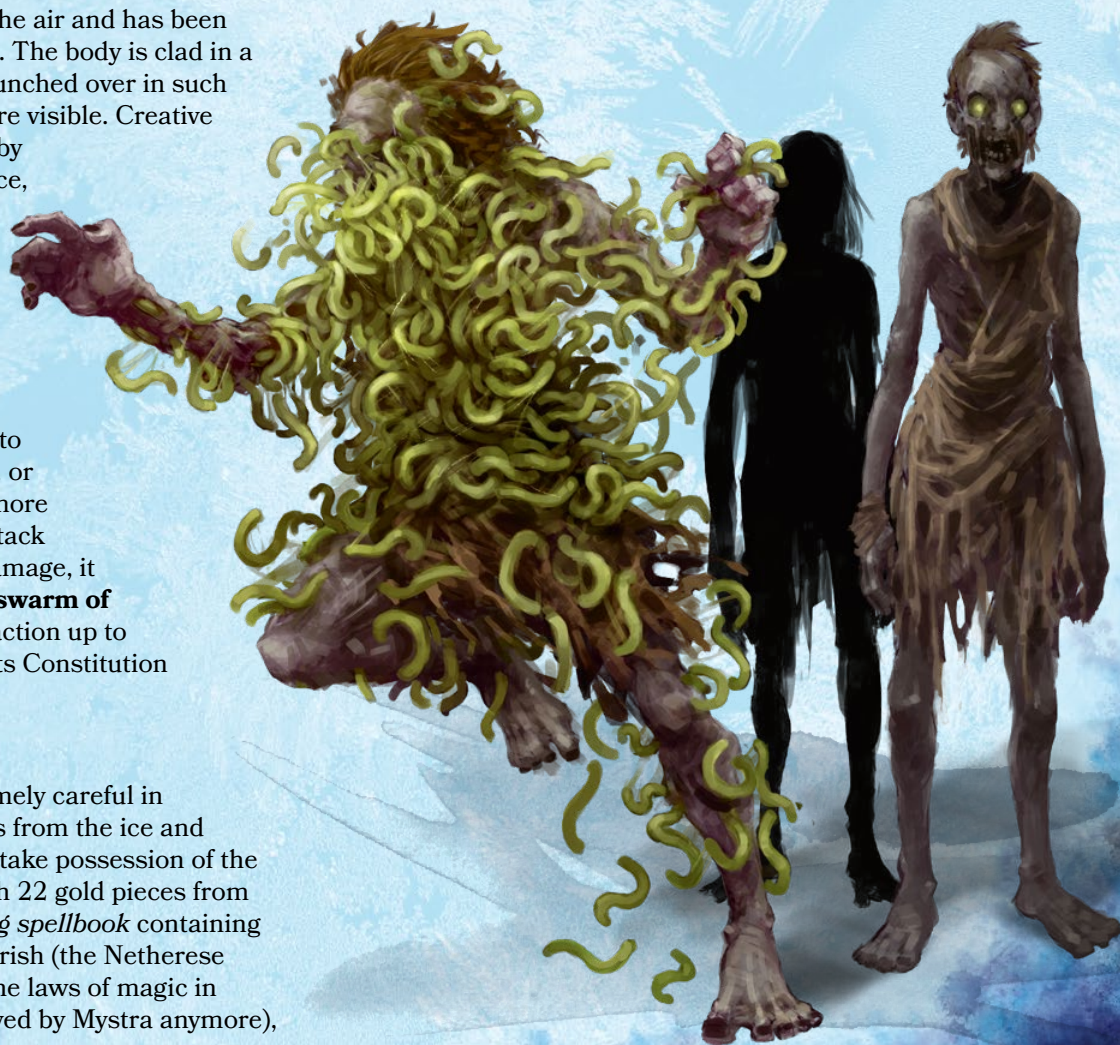
Estimated Duration: 60 minutes

Augmented Location: Ten Towns

This encounter is intended for a late night in one of the Ten Towns.

RUMORS AND WHISPERS

As the characters arrive in the Ten Towns, they hear stories and rumors about the environs of Icewind Dale. One such story posits that a pack of owlbears has been waylaying the fishermen as they bring carts full of knucklehead trout from the lakes back to the settlements. The owlbears reportedly attack, knock the fishermen out, and steal the trout and the carts. They only attack after dark and seem to target groups of four or fewer fishermen. This is not normal behavior for owlbears.



SETTING THE TRAP

The characters may wish to set a trap for the owlbears. The fishermen are all too happy to let the characters drive the carts full of trout back from the lakes if asked, as they fear for their lives.

Creature Information

The “pack of owlbears” is in fact a trio of **bandits** in owlbear costumes. They are led by a **bandit captain**, also in an owlbear costume. They are aggressive and, though not exceptionally intelligent, wise enough to take off their costume masks and beg for their lives if it becomes clear that they are going to lose a battle.

Treasure

The costumes aren't exceptionally well made, but enough pieces can be cobbled together from the multiple sets to create a single wearable owlbear costume. This costume is worth 35 gp, and if worn serves as suitable protection from the cold and wind of Icewind Dale as cold weather gear. It's not well ventilated and has a permanent stench that not even *prestidigitation* is able to get rid of. Also, if the characters bring the bandits back to the Ten Towns to face justice, they collect a 20 gp reward for their deeds from the grateful fishermen.

PALE IDOLS

Estimated Duration: 60 minutes

Augmented Location: Ten Towns or the Lonelywood

Pale Idols is a 1-hour adventure for 5th to 10th-level characters, optimized for 8th-level characters.

CALL TO ACTION

The party is in any of the Ten Towns when they witness hording behavior. Inns are cold. The price of everything has gone up 25%. Firewood is in short supply. People are burning furniture.

The Edik family are loggers that supply a lot of the firewood used in town and the strange weather has only increased the demand. Unfortunately, the family has not made their last two deliveries and the town's storage of fuel has become critical. The townsfolk assume the worst has happened to the Ediks, but the effects of the Rime have them too worried about themselves to head out to the Ediks' home in the woods and lend aid.

Alternative Hook: If you have been using the awakened walrus Mother Tusk, leader of a group of awaken animals as an ally of the party, she sends Ollie the snowy owl to the party. Ollie tells them that Wiskette the snow fox heard strange noises coming from the area, but Wiskette has not returned.

Story Objective

Discovering what has happened to the Ediks and saving them is the **Story Objective**.

A CABIN IN THE WOODS

The Edik family live in a large, one room cabin in the woods and they are still there. Around their cabin they have constructed a circle of thirteen snowmen, the largest is ten feet tall with eyes made of two halves of a chardalyn crystal. Piles of frozen viscera are heaped around the snowmen; signs of animal sacrifice.

Three of the snow idols are creatures but they take no actions, relying on their *false appearance* trait unless characters begin destroying the idols or attack the Ediks.

Area Information

The area has the following features.

Dimensions & Terrain. There are twelve man-sized snowmen arranged around a clearing, all facing out. In the center of the sixty feet clearing is a ten-foot tall **snow idol** and a twenty-foot square cabin with light leaking from shuttered windows.

Lighting. The trees block out what limited light there is. Under the canopy it is dark and heavily obscured.

Cage: There is a live animal trap at the base of the large snow idol. It is empty, unless the characters have come looking for the awakened snow fox, Wiskette, who is then trapped inside.

Discarded Tools. Saws, axes, and other tools have been discarded haphazardly throughout the clearing, and then partially buried in a recent snowfall. Any creature moving more than half their speed has a 1 in 6 chance of stepping on a discarded tool in their haste. Any character that fails a DC 15 Wisdom (Perception) check suffers 2 (1d4) slashing damage as they step on a tool. The Ediks know where they left their tools and have no chance of stepping on one.

Snow Idols. The snow sculptures are primitive, with arms, faces, and other decoration made of wood, bone, and blood. Their visages are frightening. Animal fangs decorate their mouths and their faces smeared in animal blood. The largest has an axe embedded in its head. Piles of dead animals are laid around the snowmen as offerings. The animals include the family's dog, a horse, and several goats.

Those snowmen that are not creatures (see Creature Information below) have 5 hp, AC 11, are immune to poison and psychic damage but vulnerable to fire damage.

Wood Pile. A massive pile of wood is stacked on a sled, some of the logs having tumbled into the snow. The pile is eight feet high; tall enough to hide behind or seek cover. The pile is not stable. A successful DC 12 Strength check is enough to push the pile over. A creature on the other side suffers 7 (2d6) bludgeoning damage and is knocked prone unless they succeed on a DC 12 Dexterity saving throw.

Creature Information

Sved Edik (NE human **cult fanatic**), his wife Tanja (CE human **berserker**), and their sons Erlig and Rolf (CE human **bandits**) have become corrupted by the chardalyn and now worship the snow idols they create.

Sved and his family come out of their cabin when they see the characters approaching. They welcome them to draw them close to the large snow idol to see the “art” that Sved has been working on. They plan to sacrifice the characters as soon as possible and anyone with a Passive Insight of 11 or higher is able to tell that all of the Ediks are unstable and likely harbor violent intent.

The evil of the chardalyn has drawn an **eidolon** into the largest snowman, hardening it to the strength of a sacred statue. In addition, Sved has embedded chips of the chardalyn in two more of the smaller snow idols, allowing them to animate with the statistics of **ice mephits**, except that they are Medium-sized.

SVED EDIK

NE (human) cult fanatic

Sved found a large piece of chardalyn while logging. Thinking it an interesting rock, he took it home. Eventually he began to believe that the predatory Spirit of the Woods was speaking to him through the rock (when really it was a piece of corrupted chardalyn), and commanded him to build idols that the spirit might inhabit.

- **What They Want.** Sved and his family must serve the Spirit of the Woods by building an army of snowmen so it can enter the physical world. All animals, including humanoids, make worthy sacrifices to sanctify more idols.
- **The Strong Survive.** Sved’s religion is summed up as “The Viscously Strong Survive.” He is convinced that the only way to prove himself worthy is to sacrifice all other creatures to the Spirit.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **ice mephits** and replace the **berserker** and **bandits** with **commoners**.
- **Weak:** Remove both **ice mephits**.
- **Strong:** Add one **ice mephit**.
- **Very Strong:** Add four **ice mephits**.

Treasure

Sved has *potion of resistance* (cold) and 127 gp in a sack under his bed in the cabin.

THE RUMBLE FROM DOWN UNDER

Estimated Duration: 30 minutes

Augmented Location: The Caves of Hunger

This encounter is best deployed when the characters are moving quickly on foot (including when mounted) across the icy landscape of the north or in the Caves of Hunger as the characters search for the lost Netherese city.

I’VE GOT A BAD FEELING...

A gentle rumbling is felt in the ice by any character that has a passive Perception of 15 or higher. This rumbling continues for three rounds, with each round lowering the DC of any resultant Perception check by 1. At the beginning of the fourth round, a **snow shark**—a starkly white bulette native to the far north—bursts forth from the ground near the heaviest character or concentration of characters.

If the characters are in the Caves of Hunger and this encounter is witnessed by the vampire gnolls that dwell there, the characters are regarded as worthy challengers and champions should they defeat the snow shark. The **vampire gnolls** extend begrudging respect, but this doesn’t remove or prevent their desire to feed upon the characters—though it likely changes their methods of engagement!

Creature Information

The snow shark is hungry and attacks until driven off. If the characters choose to not engage and attempt to outpace the snow shark, it gives chase if they’re not moving too quickly. These creatures are easily distracted by simpler targets, often deferring to a meal they don’t have to fight for even if that meal is significantly smaller.



CHAPTER 7:

COLD SPELL IN THE FROSTFELL



Cold Spell in Frostfell is an adventure by Shawn Merwin designed for three to seven characters, levels 5 to 10, and is optimized for five characters with an average party level (APL) of 8. Characters outside this level range can't participate in this adventure.

This adventure takes place in the town of Salvation, in the Mournland, and in the Frostfell, the northern polar region of Eberron.

This adventure is legal for use in the D&D Adventurers League Eberron Oracle of War campaign. An Adventure Record (AR) is included to distribute to players who have completed the adventure. DMs who run the adventure can take a copy of the AR and apply it to one of their Oracle of War characters, as is the case with most adventures in the campaign.

BACKGROUND

The frigid plane of Risia is rising, approaching its coterminous status with Eberron in a few weeks. Because of this planar phenomenon, Risia's manifest zones on Eberron are becoming more active and unstable, and the convergence of the cold plane and the unpredictable magic of the Mournland is about to spell doom for a party of scavengers traveling home to Salvation through the Gray.

This unfortunate salvage team was working for the goblin salvage broker, Belaluur. The magic of Risia released evil elemental cold spirits into the Mournland, and those spirits froze the salvage team solid. Other weather-related magic is beginning to seep out from the Gray and affect Salvation.

The impetus behind these problems is an evil being called Doomever, who was banished to the plane of Risia for eternity as punishment for its wickedness. Doomever gained power while trapped in Risia, and bided time until it could escape. Finally, the conjunction of Risia with Eberron allowed Doomever to escape to a manifest zone between the two locations, with its focal point located at an ancient temple to the Overlord known as Levistus atop one of the mountains in the Iceworm Peaks. From there Doomever consolidated and manipulated the power of Risia to wreak havoc across Eberron—including the Mournland and Salvation.

OVERVIEW

The adventure's story is spread over six parts: a prologue, four 1-hour episodes, and a conclusion. Played individually, each episode should be playable in an hour, and the entire adventure should be playable in approximately 4 hours.

Prologue—A Cold Snap. Belaluur asks the characters to accompany her daughter Garundah in finding out what happened to a missing salvage crew that was frozen as solid ice statues in the Mournland.

Ice Statues. When the characters accompany Garundah into the Gray, they see how the frigid weather is affecting the area. As the characters investigate, a group of cold elemental creatures from the plane of Risia descend and attack. At the same time, a magical teleporting effect swoops down upon the characters, sending them to the Frostfell.

Frozen Feathers. The characters arrive at the Frostfell in the Iceworm Peaks—or, more appropriately, several thousand feet above them. Garundah ensures the characters' safety with a well-timed *feather fall* spell, but another threat presents itself. The characters land on the plains at the base of the Iceworm Peaks, and they meet the residents of the area: a clan of goliaths.

Large Folks, Larger Problems. The goliaths ask the characters to go into the mountains and investigate the location where they believe the threats originate. Various obstacles present themselves as the characters attempt to navigate the path up into the mountains.

A Ray of Hope. Having traversed the dangerous path up the mountainside, the characters find an ancient temple housing the gate between this place and Risia. Doomever and its minions guard the temple and the gate, and they refuse to relinquish their new home without a fight.

Conclusion—Getting Warmer. The characters say goodbye to their new friends, using the gate to pass back into the Gray.

ADVENTURE HOOKS

Adventure Hook 1. The characters are in Salvation, already having established themselves as experienced scavengers. Belaluur knows of them and she sends her daughter Garundah to retrieve them when some work needs to be done.



If any of the characters have the legacy event **A Grateful Goblin** from *DDAL-EB-01 The Night Land*, Belaluur and Garundah (if the latter was rescued by the party) treat the characters as trusted friends and heroes.

Adventure Hook 2. The characters are new in Salvation, and they happen to be passing by Belaluur and Garundah when the two goblins need assistance. Belaluur pays well for the party's time.

PROLOGUE—A COLD SNAP

Estimated Duration: 10 minutes

In this introduction, the characters learn of the strange weather that's been plaguing Salvation over the last several days. They hear a plea from Belaluur, a goblin salvage broker, to assist in finding out what happened to one of the salvage teams in her employ.

INTRODUCTION

When you're ready to begin, read:

The clientele of the Gray Beyond tavern, generally best described as rowdy to the point of in danger of erupting into a brawl at the slightest provocation, is subdued and gloomy. This is likely due to the recent spate of odd weather.

The winds blowing in from the Mournland are generally hot, tinged with the acrid tang of roiling magic. For the last week, however, the breeze has been well beyond cold. Chill winds sweep the streets of Salvation clear of the usual dust, replacing it with jagged ice crystals, leaving the town covered in a layer of snow and ice.

The squeak of the door hinges, usually drowned by the din of the crowd in the seedy tavern, pierce the air like a scream. A familiar goblin, accompanied by her iron defender pet, scans the room as she enters. When her eyes lock on you, she smiles and approaches.

Any characters who've played *DDAL-EB-01 The Night Land* recognize the goblin as Garundah, the goblin artificer whom they rescued in that adventure.

Her iron defender, called Errol, is always at her side. If the characters played that adventure but failed to rescue her, this goblin is instead Nughtray [new-TRAE], another of Belaluur's daughters.

"Mother has work for you—well, for all of us really—if you are interested. She's at the Salvage Market. She'll make it worth your while to hear her offer."

BELALUUR'S OFFER

If the characters accompany Garundah to her mother's stall in the Salvage Market, they find the goblin salvage broker busy as usual, inspecting heaps of trash brought in by salvage teams, hoping to find something valuable amid the dross.

Use the following bullet points to guide the conversation with Belaluur:

- Belaluur is a middle-aged goblin missing an ear, giving her an odd, lopsided look to match her lopsided grin. She smiles even when she's talking about sad or terrible things, which can be unsettling.
- Belaluur eschews small talk, getting right to the point. She wants the adventurers to escort Garundah into the Gray to figure out what happened to a salvage team that she sent out a few days ago.
- Other scavengers who recently returned from the Gray claim to have seen the team, comprised of four humans, frozen like statues in the frigid winds now blowing across the Mournland. The scavengers didn't approach, fearing that whatever befell the salvage team would happen to them.
- The statues are just a day's walk into the Gray, due east.
- Belaluur offers the characters 50 gp each if they escort Garundah to the site of the frozen salvage team, help her investigate what happened, and bring the frozen team back if possible. She'll pay 10 gp each now and the rest on their successful return.

CARRY ON

When the characters are ready to proceed, move on to "**Ice Statues.**"

ICE STATUES

Estimated Duration: 50 minutes

In this part, the characters accompany Garundah into the Mournland and learn how the frigid weather is affecting the Gray. As the characters investigate, a group of cold elemental creatures descends and attacks. At the same time, a teleporting effect sweeps over the land, sending the characters to the Frostfell.

The day-long journey into the Mournland is uncomfortable but uneventful. The normal dangers of the Gray are still present, but the frigid cold gives everything a strange new feel.

When they arrive at the site of the frozen team, read:

A flat field of snow and ice stretches before you. Four statue-like forms decorate the field. The human statues are posed in fighting form and their flesh is tinged a frosty white.

If the characters approach and investigate, they see that the humans are dead, frozen solid, as if their flesh has turned to ice. They don't have any noticeable wounds.

A successful DC 15 Intelligence (Arcana) check reveals that these bodies were overwhelmed by forces of elemental cold, until every bit of heat was drained from them. That source of elemental cold still surges through their dead forms. If none of the characters succeed on this check, apprentice artificer Garundah provides that information.

THE COLD TRUTH

After the characters examine the bodies, the threat that killed them blows in on the east wind. Read:

Swirling snow whips toward you from the east, carried on a cold wind. The snow takes the form of three ghostly forms, their faces contorted in rage, making it appear as if the howls of the wind come from their silent mouths.

The three creatures are **Risian spirits** (using modified wraith stats), elemental creatures from the frozen plane of Risia. They have crossed through the thinning veil between Eberon and Risia, and now they seek to drain the warmth out of any creature they encounter. They're the cause of the previous salvage team's demise.

If a creature is killed by the Risian spirits, the elemental creature uses its *freezing curse* ability to turn it into an ice statue. The body is recovered by casting *remove curse*, *greater restoration*, *wish*,



or similar magic. Bodies still need to be raised or resurrected after the *freezing curse* is removed.

Treasure

Characters searching the area after the battle find that the humans frozen by the Risian spirits dropped some equipment before succumbing. Under the snow in the area is the following:

- A sack containing 200 gp worth of salvage goods.
- A belt pouch containing 2 *potions of greater healing*.
- A +2 *longbow*.

ADVENTURERS
LEAGUE

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- Very Weak: Remove one **Risian spirit**.
- Weak: Each **Risian spirit** starts with 52 hit points.
- Strong: Each **Risian spirit** starts with 80 hit points.
- Very Strong: Add one **Risian spirit**.

THE APPROACHING GATE

Immediately after dealing with the Risian spirits, the characters find themselves in a worse predicament. Read:

In a circle around your group, at a distance of 200 feet but closing on you rapidly, swirls a whirlwind of cold and snow. As the phenomenon gets closer, you realize it's comprised of hundreds of the creatures like the ones you just fought.

Give the characters a moment to panic, then continue.

As the situation plays out, a crackling circle of darkness breaks away from the swirling cold. Through the dark circle, you catch glimpses of other landscapes; places definitely not here. The magical portal zigzags across the ground, moving in your direction.

The circle of energy is a magical effect bridging the thin line between Risia and the various manifest zones of that realm within the world of Eberron. A successful DC 10 Intelligence (Arcana or Nature) check reveals that the dark circle is a portal to other places in Eberron where the plane of Risia manifests.

But given the current threat, anywhere else is better than here. If none of the characters succeed on this check, Garundah provides the information.

The Exploding Ice

As the characters move toward the portal (or vice versa), huge pieces of exploding ice rain down around them. The characters must make a Dexterity (Acrobatics) check or Intelligence (Investigation) check to try to avoid the ice chunks, either by dodging or by calculating the arc of their falls. If characters come up with other ways to avoid the ice, use your best judgement.



GARUNDAH AND ERROL

Garundah and Errol play important roles in this adventure. Garundah, as a recurring NPC, can provide information and direction to the characters if they get lost. She can also aid the characters if any of the battles or challenges gets to be too much for them. For example, Garundah has the spell *feather fall* memorized, which will come in handy in the next section if the characters don't have their own means of surviving a free fall of several thousand feet.

Errol, as an **iron defender**, is solely dedicated to protecting Garundah. It gives up its life in place of Garundah if the goblin would be killed by any attacks that the characters can't prevent on their own. Stat blocks are provided for both in Chapter 9.

The following chart shows the results of the ability checks.

Check	Result
10 or lower	The character takes the full force of an exploding ice ball. The character takes three times their character level in piercing damage and two times their level in cold damage.
11–15	The character avoids the full brunt of the damage, taking three times their character level in piercing damage.
16–20	The character avoids the exploding ice ball, taking no damage.
20+	The character avoids the ice ball. In addition, the magic of the area provides a benefit. The character is wrapped in a cocoon of Risian magic providing resistance to cold damage until the end of that character's next long rest.

THE PORTAL (OR NOT)

The rest of this adventure assumes that the characters use the portal to escape the situation and end up in the Frostfell. As Tier 2 characters, however, they may have ways to escape the whirlwind surrounding them without using the portal.

If the character use other means to escape the impending death converging on them, use alternative methods to get the characters into the rest of the adventure. Use whichever makes the most sense for your group's story, or make one of your own:

- Garundah is snapped up by the portal, followed closely by Errol. The characters, tasked by her mother to keep watch of her, might feel obliged to follow.
- Garundah, being overly curious about all things magical, hurls herself into the portal. Like the previous bullet, the characters likely choose to follow since they were tasked to protect the young goblin.
- The portal actively seeks the characters, leaving them no choice but to make the trip to the Frostfell.
- If the characters do escape, Garundah or Belaluur can ask them to go back and inspect the portal, with the theory that whatever is causing the cold weather and strange occurrences is on the other side of the portal.
- The whirlwind threatens the entire town of Salvation, and all signs and portents indicate the answer to the problem is through the portal.

Once the characters make the trip through the portal, continue with “**Frozen Feathers.**”

FROZEN FEATHERS

Estimated Duration: 60 minutes

In this part, the characters arrive at the Frostfell in the Iceworm Peaks—or, more appropriately, several thousand feet above them. Garundah ensures the characters' safety with a well-timed *feather fall* spell, but another threat presents itself as the characters float downward. When the characters land on the plains at the base of the Iceworm Peaks, they meet the residents of the area: a clan of goliaths.

After the characters, along with Garundah and Errol, enter the portal, read:

Entering the portal is like being submerged in a vat of icy water. The sounds of screaming you hear at first seem they might be your own, or the rest of your group's. Instead, you quickly realize that the sound is not screaming at all, but air rushing past you as you fall.

You are several thousand feet above the surface of the earth. A vast expanse of frozen ground rests below, hurtling toward you. To your left, a line of towering, jagged mountains, partially engulfed in glacial ice, rises majestically from the icy plain. It would be more beautiful if a painful landing weren't awaiting you.

The characters hurtle toward the ground from several thousand feet in the air. This gives them time to use magic to slow or stop their fall, assuming they have it.

If they don't, Garundah has them covered. She casts *feather fall* multiple times, and she also carries a *feather token* to break her own fall. The magic unleashed by the convergence between Risia and the Frostfell has many effects, including this one: the duration of a *feather fall* spell becomes one hour instead of one minute while the characters are in the Frostfell.

If for some reason the characters are outside of Garundah's range and have no means to slow or stop their fall, give them options to save their own lives:

- A flock of giant snowy owls flies up to the characters to investigate their sudden arrival. A successful DC 10 Wisdom (Handle Animal) check convinces the owls to assist the characters, giving them mounts for the ride down (and the impending attack).
- Disturbances in the manifest zone with Risia cause violent updrafts to occur at random intervals. These slow the fall of the characters, making the fall survivable if painful. A character proficient in Arcana might even be able to foresee or manipulate these updrafts with a successful DC 15 Intelligence (Arcana) check.

- A character quickly rigs a makeshift parachute from gear on hand while falling. This acts as a makeshift version of the *feather fall* spell.
- The arrival of the characters was foreseen by the goliath shaman Mashlyn. The goliaths prepared some rudimentary flying devices (gliders, hot air balloons, etc.) in case her visions came true. These devices are deployed to keep the characters from hitting the ground at full speed.
- The frost chimeras who come to attack the falling characters might also serve as unwilling mounts if they get close enough for a character to grapple (i.e. cling to for dear life).
- The giant eagles that assist the chimeras can be convinced to forsake their cruel masters and help the characters. (See below for more information on the giant eagles.)

As the characters attempt to deal with their plummeting predicament, some territorial monsters arrive to investigate them... and kill them.

THE FROST CHIMERAS

A mated pair of **frost chimeras** (using modified chimera stats) are nesting in the Iceworm Peaks, near where the portal from the Mourmland dumped the characters. The magical beasts emerge from their lair and fly to deal with the intruding characters. The chimeras are served by four **giant eagles** that act as their scouts and assistants in return for living in the safety of the chimeras' domain.

Aerial Battle

This battle has the potential to be a memorable one, but it's also a tricky one to run. Keep the following in mind as the battle players out:

- There is no set rule for how far a creature descends. A suggestion for this battle would be 240 feet per round. Feel free to adjust this as needed, as the effects of Risian manifest zone magic wreaks havoc with the wind.
- A creature under the effects of a *feather fall* descend at 60 feet per round.
- Chimeras' fly speed is 60 feet, so the beasts keep up with creatures under the effects of *feather fall*, but not with creatures in a free fall.
- The giant eagles are intelligent creatures who serve the chimera out of fear and necessity. If the characters communicate with the eagles and offer a better deal, the birds could be convinced to turn on the chimera and assist the characters, including acting as mounts to prevent the characters' deaths if they hit the ground at terminal velocity. Either Charisma (Persuasion) or Wisdom (Animal Handling) checks are appropriate, with the DC depending the arguments, requests, or offers the characters pose.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **frost chimera**.
- **Weak:** Each **frost chimera** starts with 95 hit points.
- **Strong:** Each **frost chimera** starts with 145 hit points.
- **Very Strong:** Add one **frost chimera**.

Touching Down

The characters fall toward a small settlement at the base of one of the many mountains that form the Iceworm Peaks. If they can touch down gracefully, or even ungracefully yet survive, they are welcomed by the members of the Axyaz clan of goliaths.

MEETING CLAN AXYAZ

If any characters are injured from the fall and the battle with the chimeras, the goliaths of Clan Axyaz help them out. While only their shaman Mashlyn has training in magical healing, the rest of the clan is versed in treating wounds, letting them stabilize any character who is dying.

If the characters fall (or float) straight down, they land at the edge of the goliath settlement. If they fly off course or otherwise alight any distance from the goliaths, the large creatures send a search party to find the characters.

Introductions

When the characters are safe and secure, they're approached by an aged goliath at the head of a group of twenty goliaths. She introduces herself as Grahnyth, the clan elder of the Axyaz family. She wears a strange combination of primitive and advanced clothing and equipment: thick animal furs and pelts compliment multi-lens goggles and clockwork headgear. The rest of the clan is similarly attired with an amalgam of primitive and advanced raiment and gear.

These are the other notable members of Clan Axyaz, but feel free to create your own as needed:

- Grahnyth – She's the clan elder, a magewright trained in assisting mining operations. She wears her long grey hair beneath a strange clockwork hat.
- Mashlyn – The clan's shaman, she's a younger goliath who's plagued by visions. Her deep black hair matches the black mottling on her skin. The dark patches on her skin occasionally move and shift.

- Yurgoth – He’s the main hunter of the clan, tasked with leading the others out on hunting expeditions and training the younger clan members in the martial skills.
- Leerut – Yurgoth’s daughter, she is angry at the death of her mother and blames her father for taking part in the expedition, which she considers foolish.
- The rest of the clan is comprised of fifty laborers and warriors who followed Grahnyth and Mashlyn to the Frostfell.

The important story points that need to be relayed to the characters are as follows:

- Clan Axyaz came to the Frostfell almost twenty years ago, migrating from the continent of Khorvaire. The goliaths were happily integrated into life in the Five Nations, but they became moved by the visions of Mashlyn, who told them they needed to go back to the land of their ancestors if they wanted to survive a coming trouble.
- The goliaths came together and planned the move to the Frostfell. Through many hardships, they arrived at this location and established a settlement as their permanent residence. They hunt and fish for sustenance, they mine gold from the mountains to gain wealth, and they trade with others who come through here in return for the materials and goods they need to survive. Gold merchants send representatives regularly to pick up gold ore in return for food and goods.
- A group of feral goliaths called the Garguns were already in the area when the Axyaz clan arrived. After some initial hostilities, the two groups of goliaths made peace. The Garguns are unpredictable but manageable.
- That is, they were until recently. Within the last few weeks, something has caused the Garguns to become aggressive and hostile. They’ve refused to trade with the Axyaz clan anymore, and there’ve even been some attacks. Abynyl, Yurgoth’s wife and Leerut’s mother, died in one of those attacks.
- Whatever has changed the Garguns has also caused other trouble. Creatures, both native to the Iceworm Peaks and brand new to the area, have come down out of the mountains to attack with frightening frequency. The weather in the area, unpleasant at the best of times, has only gotten colder and more severe over the last few months as well.
- Grahnyth believes that something has happened at the summit of one of the mountains that is affecting everything in the area. All attempts by the goliaths to climb the peak and investigate have been rebuffed by hostile conditions and monster attacks.



- Mashlyn's visions also foresaw the arrival of heroes from afar away, who came to save the Axyaz clan from the threats brought by the wayward magic and creatures assaulting the area.

If the characters ask further questions or continue the discussion, here are some additional points:

- Grahnyth knows little of manifest zones and planar convergence, but those phenomena would fit into the overall picture of what has happened here in the last few weeks.
- Grahnyth believes that the answer to their problems lies at the top of a nearby peak. Just before the troubles started, a cold blue light started shining from a point near the top of one of the mountains. Mashlyn's visions turned dark at the same time, and she began describing a terrible force within an ancient temple that resides nearby. Grahnyth believes that temple is on the mountaintop.
- Any characters turned into ice statues by the Risian spirits can be returned to normal (although still dead) by Mashlynn's healing powers.

Relationships

The Axyaz clan offers their hospitality to the characters, Garundah, and Errol. The group can take a long rest as they're served a meal and offered shelter in one of the many tents dotting the landscape here.

While the characters are taking this rest, they can interact with any of the Axyaz goliaths to gain further insights, information, and in some cases, boons that might come in handy later. Below are some potential interactions and what can be gained from them:

Grahnyth. Grahnyth portrays herself as a level-headed and competent leader when in front of other members of her clan. If the characters get her alone, however, they see that these recent circumstances are weighing on her heavily. She's led them this far, overcoming many obstacles, but this new threat is something beyond her expertise.

If the characters volunteer to help the Axyaz clan with their problems without requiring any payment, Grahnyth gladly accepts their offer. She also offers the characters each an *everbright lantern*, which the goliaths use in their mining, as thanks for their help.

Mashlynn. Mashlynn has had visions since she was born, and she was only about six years old when Grahnyth brought her to the Frostfell. Rather than being a misty-eyed dreamer, Mashlynn is frank and capable. She insists on performing the same chores and duties as the rest of the clan, even as they act quite protective of her.

If the characters speak to her, Mashlynn proves to be pleasant and engaging, asking them about their experiences. When Mashlynn has visions, she loses consciousness but speaks of what she sees in her stupor. She sometimes remembers images, but often her words must be recorded and interpreted.

If the characters treat her with kindness, offering to help her with a medical or arcane examination of her symptoms, they don't learn anything of use. But Mashlynn appreciates the gesture, and she provides that character with a token of her gratitude. This token acts as inspiration, but only holds its power until the end of this adventure.

Yurgoth. Yurgoth is a hulking and stern-looking, and he hides his grief and pain behind a hard mask. He is polite but standoffish toward the characters, sitting down and talking only if they seek his opinion and expertise in the matters at hand.

If the characters talk tactics with Yurgoth and impress him with their martial knowledge by succeeding on a DC 10 Intelligence (History) check, he provides some tips for fighting the Garguns if they are encountered. This translates into a +2 bonus on initiative checks in the upcoming fight with the Garguns.

Leerut. Leerut is in her early teens, and she was a fun-loving and free spirit until the death of her mother a few weeks ago. Now she broods and avoids contact as much as possible, and she only wants to leave this place where she lost the person she loved most in the world.

The characters might notice her with a successful DC 10 Wisdom (Insight) check lurking on the edges of their settlement, watching the proceedings but not actively taking part.

If the characters strike up a conversation with her, a successful DC 10 Charisma (Persuasion) check is needed to get her to emerge from her cocoon of grief and anger to interact. Once that happens, though, she readily talks about her pain.

She asks a friendly character to take her back to their home with them when they leave. If they promise to do that (whether the promise is true or not), she offers them two useful things:

- She tells them that she would sneak away sometimes and spend time with the Garguns. They were primitive for sure, but they could communicate through speaking halting Giant, and she helped heal one of their children, which indebted the Garguns to her. They gave her a carved representation of a yeti in thanks, which is some sort of religious symbol to them. She gives the yeti totem to a character if she bonds with them. (This totem might be useful in the next part.)

- She continued to talk to a couple of the Gargun warriors even after the change took place and they became more violent. She's not exactly sure what happened, but she got the impression that the leaders of the Garguns went to the mountaintop to investigate the light, and something up there changed the leaders: culturally and possibly physically. One of her Gargun friends mentioned something about growing large and losing an eye.

The characters may try to get her to provide more information, or they ask her to introduce them to the Garguns. She refuses, however, as she dares not approach the Garguns anymore, since one of them killed her mother during an altercation.

PARTING

One way or another, the characters must leave the company of the Axyaz clan at some point. If they agreed to help the goliaths, they clan provides directions to a path up the mountainside toward the top of the mountain where the cold blue light shines.

Grahnyth and her followers make sure the characters leave their settlement with full stomachs, rested minds, and good health. For what is to come, they need all the help they can get.

LARGE FOLKS, LARGER PROBLEMS

Estimated Duration: 60 minutes

In this part, the goliaths ask the characters to go into the mountains and investigate the location where they believe the threats originate. Various obstacles present themselves as the characters attempt to navigate the path up into the mountains.

At this point, the characters should have had the chance to take a long rest, get healed by Mashlyn, talk with other members of the Axyaz clan, and learn about the current situation at the settlement. When they are ready to tackle the climb to the ancient temple, read:

The goliaths of the Axyaz wish you luck in your upcoming mission and they send you on your way with full stomachs. They've given you directions to the base of the mountain and all that's left is a long frigid climb up a glacier-covered slope to a mysterious point of light at the top of the world.

GARGUN ATTACK

It's a short walk from the goliath settlement to the base of the mountain that holds the ancient temple. When the characters arrive, they find an unwelcome group of Gargun goliaths waiting for them.

TAKING THE FAST ROUTE

Higher level characters might have magical or mundane means of flying or teleporting to the top of the mountain, or at least closer to the top, without facing some of the hazards of the trip. That's OK. If they can find a shortcut, let them take it. The hazards might have a way to reach them, or new hazards might present themselves. Even if they find a way to bypass all obstacles and arrive at the site of the ancient temple, there are no shortcuts in dealing with the threats there.

Ambush

A **mutated goliath** (using modified cyclops stat block) and eight **feral goliath warriors** (using modified bugbear stat block) wait in ambush on the mountain path leading up toward the peak. Characters must succeed on a DC 16 Wisdom (Perception) check to notice the hiding goliaths. Those failing the check are surprised when combat begins.

Ice Boulders. Large boulders of ice, six-feet tall each, provide cover for anyone behind them.

Ice Patches. Slick patches of ice cover the ground. A creature starting its turn on, stand up from prone on, or entering an area with an ice patch must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone and end its movement there.

The Yeti Totem. If the characters earned the yeti totem from Leerut, they can show it to a goliath (other than the mutated leader) as an action. Doing this and succeeding on a DC 10 Charisma (Persuasion) check with advantage, gets that goliath to stop attacking for the duration of the combat. Attacking or harming a peaceful goliath again forces it to resume attacking.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove six **feral goliath warriors**.
- **Weak:** Remove four **feral goliath warriors**.
- **Strong:** Add four **feral goliath warriors**.
- **Very Strong:** Use two **mutated goliaths** and four **feral goliath warriors**.

Aftermath

Characters who make friends with goliaths using the yeti totem can strike up a dialog at the end of the combat. If the characters take prisoners, they



also learn the following with a successful DC 10 Charisma (Intimidation or Persuasion) check. Note that these goliaths only speak Giant and only haltingly:

- Some of the Gargun leaders went to the top of the mountain when a bright light started shining from there. When the leaders came back, they had changed into the one-eyed, massive creatures like the one the characters fought.
- The newly mutated leaders became more hostile and aggressive, insisting that the Garguns should not trade with the civilized goliaths anymore. They also insisted on taking gifts of food and treasure up the mountain as a sacrifice to “the new god of the mountain.”
- Any of the Gargun who even questioned this new tactic was killed by the mutated leaders. The rest of the goliaths quickly fell into line.

Treasure

The mutated goliath leader carries precious gemstones worth 200 gp, as well as a *potion of invulnerability*.

AVALANCHE!

As the characters continue along the path up the mountain toward the ancient temple, they must contend with adverse weather conditions, as well as an avalanche that threatens to bury them.

This part of the journey to the top of the mountain takes place in two phases: the climb and the avalanche. After the characters succeed in getting through (or just surviving) those phases, they move on to the final part of the adventure “**A Ray of Hope.**”

The Climb

The first phase of the trip to the top of the mountain involves getting past multiple patches of treacherous terrain during the ascent. This part of the ascent

is modeled by requiring the party to pass a group ability check.

The characters can use whatever abilities and skills they decide, if they describe how they are being used in a way that makes sense. The base DC for a success is 15, which is adjusted based on circumstances and character choices. Below is a list of potential checks:

- A Strength (Athletics) check allows a character to use pure climbing ability to bypass dangerous parts of the trail.
- A Dexterity (Acrobatics) check allows a character to leap and balance across treacherous stretches of the path.
- An Intelligence (Nature) or Wisdom (Survival) check allows a character to locate the difference between safe and unsafe terrain along the path up the mountainside.
- Using resources like limited use abilities or spell slots could either count as an automatic success or could provide bonuses or advantage on other checks.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Lower the DCs to 13.
- **Weak:** Lower the DCs to 14.
- **Strong:** Raise the DCs to 16.
- **Very Strong:** Raise the DCs to 17.

If all the checks are successful, the characters traverse the first part of the climb without any damage or problems. If the group check succeeds but at least one check fails, the characters take three points of bludgeoning damage per character level from various bumps and bruises along the way.

If the group check fails, the characters each take 5 bludgeoning damage per character level and suffer one level of exhaustion.

The Avalanche

The denizens of the ancient temple have set up an avalanche trap to keep intruders from accessing their location.

The character in the lead is the only one who spots the trap-triggering area before stepping on it.



AVALANCHE TRAP

Simple trap (level 5-10, dangerous threat)

This trap uses the power of the ice, snow, and gravity of steep mountainous terrain to crush those attempting to move through the area.

Trigger. When the trapped area is walked over, the trap activates.

Effect. Each creature on the side of the mountain must succeed on a DC 15 Strength saving throw or be crushed by falling ice and snow, taking 21 (6d6) bludgeoning damage and is restrained on a failed save, or half as much on a successful one.

Restrained Effect. A creature restrained by the avalanche trap takes 7 (2d6) cold damage at the start of each turn it's restrained. It can use an action to attempt to escape by succeeding on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

Countermeasures. A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check reveals the triggering area. The area can be avoided and bypassed if noticed.

Once the characters bypass or endure the *avalanche trap*, the rest of the trip to the top of the mountain is clear. Continue to “A Ray of Hope.”



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Lower the DCs to 13. Decrease the trap's damage to 14 (4d6) bludgeoning.
- **Weak:** Lower the DCs to 14. Decrease the trap's damage to 17 (5d6) bludgeoning.
- **Strong:** Raise the DCs to 16. Increase the trap's damage to 24 (7d6) bludgeoning.
- **Very Strong:** Raise the DCs to 17. Increase the trap's damage to 28 (8d6) bludgeoning.

A RAY OF HOPE

Estimated Duration: 60 minutes

Having traversed the dangerous path up the mountainside, the characters find an ancient temple housing the gate between this place and Risia. Doomever and its minions guard the temple and the gate, and they refuse to relinquish their new home without a fight.

The characters reach the top of the mountain, finding themselves on an icy ledge, where they see the entrance to the ancient temple.

Characters who've had a rough time getting to the top of the mountain might be tempted to take a short (or long) rest here. However, their presence has been noted by Doomever and his minions. If they try to rest on the ledge, an **invisible stalker** arrives (two for Strong or Very Strong parties) to pester the characters. These appear each time the characters attempt to rest.

COLD OPEN

The entrance to the ancient temple is frozen over by a sheet of ice. The ice is removed or bypassed in a variety of ways: some methods offer boons to the characters, while others are potentially hazardous.

The 20-foot-square ledge at the end of the path near the top of the mountain provides access to an archway carved into the side of the cliff face. Runes glowing with a cold blue light decorate the entirety of the archway, but the opening itself is blocked by a sheet of opaque ice. Frigid waves of cold emanate from the ice sheet, noticeable even in the freezing temperatures of the air around you. This ancient temple was dedicated to Levistus, where sacrifices made to that dread Overlord were frozen upon an altar of ice.

A successful DC 10 Intelligence (Arcana) check reveals that the ice is unnatural and that it is fed by air and ice that is sustained with energy from the plane of Risia. If none of the characters succeed on this check, Garundah provides that information.

The ice blocks a portal that leads to a realm neither in Eberron or in Risia, but somewhere between. Hence teleportation magic does not work unless it also bridges planes.

The following methods can be used to deal with the ice and provide an entrance to the temple:

- The ice has 100 hp, and an AC of 15. It makes all saves for spells cast on it.
- The ice is immune to slashing and piercing damage, as well as cold, lightning, necrotic, and psychic damage.

- The wall can also be damaged for 11 (2d10) damage with a successful DC 15 Intelligence (Arcana) or Dexterity (thieves' tools) check to chip at the runes.
- When a character damages the ice wall, the character must succeed on a DC 10 Charisma saving throw or take 3 (1d6) damage. Each time the wall is damaged, the saving throw DC increases by 1, and the damage done increases by 1d6. Attacks doing magical fire damage do not trigger the counterattack by the ice wall.
- Anyone making a successful an Intelligence (Arcana) check learn that the wall is infused with cold energy. They gain immunity to cold damage until the end of this adventure.

Once the wall is reduced to 0 hp, the wall shatters, giving the characters access to the ancient temple.

PIERCING THE VEIL

When the characters enter the temple, read:

Stepping through the portal, you emerge into a roughly hewn chamber, its walls covered with ice and floor made of a cold, slick, ice marble. The place is shrouded in an icy mist.

Four statues decorate the chamber, their cold marble facades chipped and worn. The two smaller statues near the entryway depict armored guards wielding jagged longswords, while the larger two statues on the north and south walls represent an imposing humanoid creature staring down at the room.

On the east wall opposite the entryway, an altar made of the same icy white marble is carved with images and flourishes representing ice creatures freezing fearful humanoids.

Throughout the room, which reeks with the dampness of the ages, shadowy figures in the form of snakes writhe about, but when they move again, they disappear.

The characters currently inhabit the temple in this reality, and the monsters (see below) inhabit a reality connected to Risia, but those two realities are about to converge.

The characters have 1 minute before the conjunction takes place. In that time, they might be able to learn a little about the statues and the altar, which are valuable during the battle.

Statues. The smaller statues represent servants of Levistus, while the larger represent the Overlord of Cold itself. A successful DC 20 Intelligence (Arcana or Religion) check reveals that they are suffused with elemental cold energy, and that power is growing by the second. The statues cannot be

moved or damaged, but they can be severed from their connection to the plane of elemental cold with a successful DC 20 Intelligence (Arcana or Religion) check.

Altar. Like the statues, the altar represents the unholy cold power of Levistus. Those who revered that power would sacrifice living creatures here, draining their warmth. Also like the statues, a successful DC 20 Intelligence (Arcana or Religion) check reveals that they are suffused with elemental cold energy, and that power is growing by the second—and can sever the connection.

Severing Connections. If a character severs the connection of the statues or the altar to Risia, they can maintain that blocking for up to 10 minutes. However, doing so takes concentration. Only one of the blockings can be maintained per character, and if that character takes damage, they must make a concentration saving throw to maintain the severed status.

RESTORING HOPE

After the characters spend 1 minute in the temple, the veil between the two realities drops, and the characters gain access to the interdimensional space where Doomever and its minions carry out their wicked plans.

With a cracking sound like the breaking of thin ice on a thawing lake, the scene around you changes. The temple's appearance shift. The mist evaporates and everything comes into clearer focus. The statues and altar are now clean and whole, with no signs of wear or age. Shining pearls gleam at the edges of the altar.

More importantly, the shadowy creatures that you witnessed made in and out of existence are now terribly real. Snakes formed from ice and frost slither toward you, and a winged creature of a fiendish mien rises from the altar.

"Warm bodies to feed me as I pass fully into this world," hisses the monster. "Delicious!"

Doomever (use eater of hope stats) is served by eight **ice snakes** (use modified fire snake stats) that do its bidding. They all fight to the death.

Statues. Unless the characters have severed the connection of the statues to Risia, a field of cold energy passes between each set. A creature that enters or starts its turn in the fields takes 14 (4d6) cold damage.

If even one of the pair has been severed, that field is gone unless the severer loses concentration.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove six **ice snakes**.
- **Weak:** Remove three **ice snakes**.
- **Strong:** Add five **ice snakes**.
- **Very Strong:** When Doomever takes damage for the first time, an exact copy of him is formed and attacks. Also add two **ice snakes**.

Altar. Unless the characters have severed the connection of the altar to Risia, any creature on or adjacent to the statue at the start of their turn must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute.

Treasure

The pearls can be removed from the edges of the altar, fetching 500 gp total back in Salvation. One of the pearls, however, is a *pearl of power*.

CONCLUSION—GETTING WARMER

Estimated Duration: 10 minutes

In the conclusion, the characters say goodbye to their new friends, using a portal in the altar to pass back into the Gray.

After the characters defeat Doomever, it's shunted back into its Risian prison, and the power of temple is muted. The altar sparks to life, and the same circular portal that brought the characters to the Frostfell appears. Through the portal, the characters see the Gray again, giving them a means to return to Salvation.

If the characters want to use it immediately, they can. Outside, however, the weather lightens as the magic of Risia weakens. This gives them an easier trip down the mountain if they want to speak to anyone in the Axyaz clan. The magic that mutated the Gargun leaders also fades, bringing the goliaths there to a more peaceful frame of mind.

AXYAZ GOODBYES

If the characters travel back down the mountain to say goodbye to their new goliath friends, they are treated to a hero's welcome. The clan doesn't have many resources to give but they share food and drink.

Leerut, if the characters promised to take her with them, expects that promised to be fulfilled. Her father denies her wishes, but she is technically old enough in goliath culture to make her own choices. If the characters do take her with them, they need to make sure she stays safe in Salvation while she learns to make her own way in the world. This is reflected in the **Supporting Leerut** legacy event.

REWARDS

At the end of the adventure, each player fills out an Adventure Record. Print out one copy of the Adventure Record for every player in the group. Cross out those rewards they did not earn. Consult Chapter 1 for more on giving out rewards.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

BELALUUR (*BELL-LAH-LUHR*)

Belaluur is an odd-looking goblin who worked hard to become a respected salvage broker in Salvation. She is kind and jovial, and her deals are ironclad. In business, she is shrewd and efficient.

What They Want. To find out what happened to her salvage team.

Let's Make a Deal. Belaluur operates a fair but efficient business. She keeps deals, and she expects the same of others.

GARUNDAH (*GAH-RUNE-DUH*)

Belaluur's daughter Garundah is enthralled with magic. She wants to become an artificer and she's started to learn the basics of magic. Her iron defender Errol is always at her side.

What They Want. Learn more magic and prove herself to her mother.

Curious to a Fault. Garundah has more ambition and curiosity than common sense and Errol has saved her skin more than once.

DOOMEVER (*DOOM-EH-VER*)

Once a powerful fiend roaming Eberron, Doomever was banished to the cold plane of Risia. Now that it's found a way to escape, it plans to use its newfound powers and its connection to Risia to bring all of Eberron under its heel.

What They Want. To slowly consolidate power and minions to bring woe to the world.

Bent on Revenge. For its imprisonment, Doomever wants revenge. It plans to devour all hope and warmth in the world.

GRAHNYTH (*GRAN-ITH*)

Grahnyth wants to be a good leader for her people, using her skills to mine gold while using the guidance of Mashlynn's prophecies to prepare for a coming apocalypse.

What They Want. Lead her people well.

Hanging onto Hope. Her job is tiring and seeing the success of her clan is the only thing keeping her going.

MASHLYNN (*MASH-LIN*)

Mashlynn is both gifted and haunted by prophetic visions of a looming disaster. The Axyaz clan has followed those visions here, even as Mashlynn has no idea what they mean.

What They Want. To be more than a seer and to help her clan survive.

I Want to Be Normal. Mashlynn's tribe treats her with respect and deference which makes the goliath uncomfortable.

YURGOTH (*YER-GOTH*)

The goliath warrior is tasked with protecting the clan and teaching others how to do the same. The death of his wife at the hands of feral goliaths in the area taxes his peace of mind.

What They Want. To protect his tribe but also to take revenge on those who killed his wife.

Honor Over Self. His role as protector overrides his desires for revenge and seeing his daughter Leerut suffer breaks his heart.

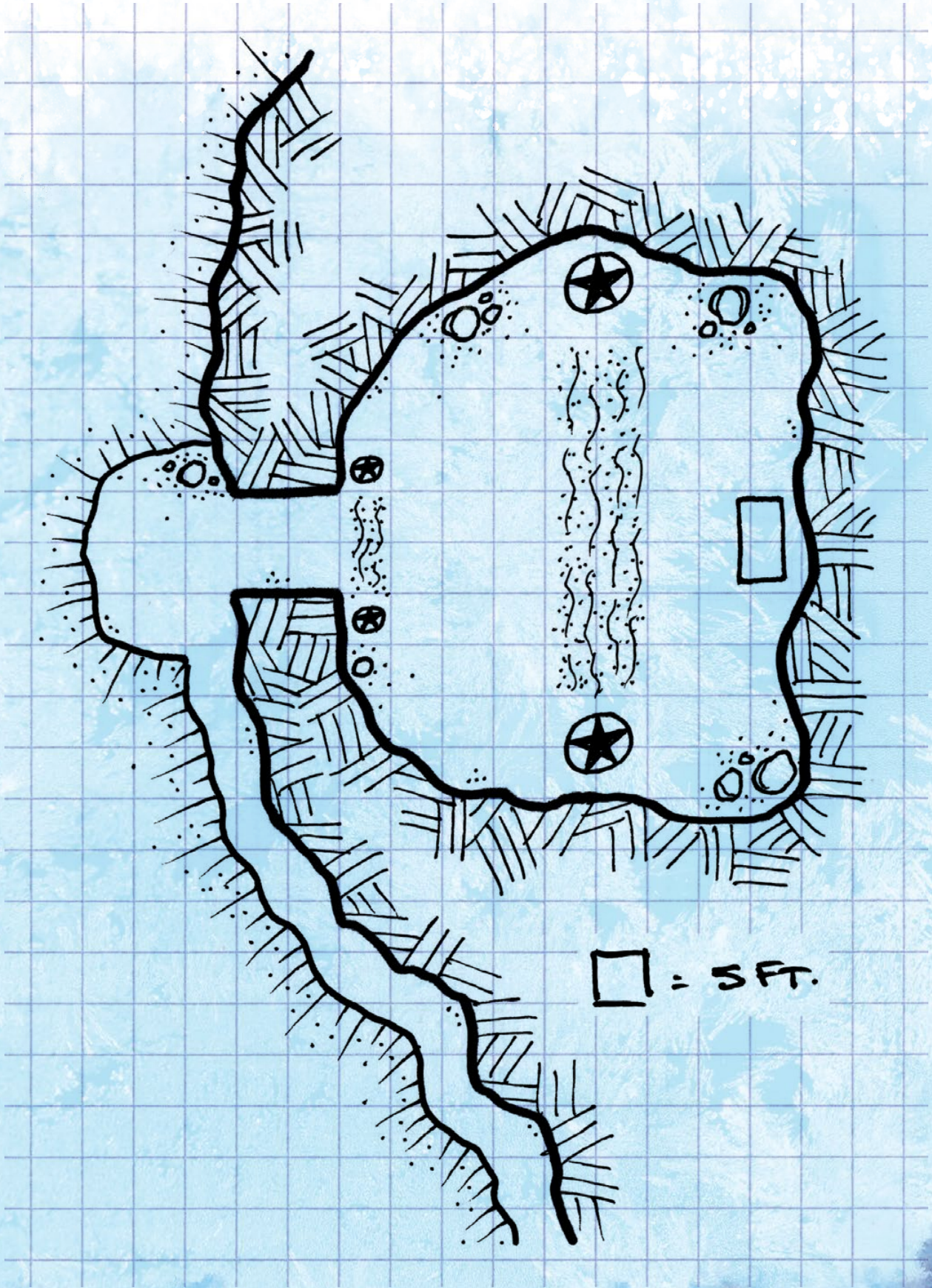
LEERUT (*LEER-UHT*)

The young goliath is on the verge of adulthood, and the loss of her mother stings terribly. She doesn't understand why the clan is here, and she wants to get away from all of it.

What They Want. Leave the Frostfell as soon as possible.

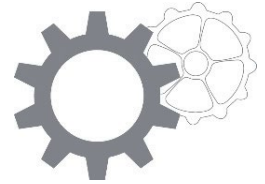
Skilled but Inexperienced. Her father has taught her well the ways of combat, but the young goliath has known nothing but the hardships of the Frostfell.

MAP OF THE ANCIENT TEMPLE





EBERRON: ORACLE OF WAR



ADVENTURE RECORD: COLD SPELL IN FROSTFELL

CHARACTER NAME		CLASS/LEVEL	
PLAYER NAME		DM	
EVENT		DATE	

ADVENTURE NOTES

You traveled via magical portal to the arctic region of Eberron called the Frostfell. You assisted the Axyaz clan of goliaths in dealing with attacks and magical assault from an ancient temple atop one of the glacial mountains of the Iceworm Peaks. At the top of the mountain within the temple, you traveled to an interdimensional space connecting Eberron to the cold plane of Risia. There, you defeated a creature called Doomever and returned it to Risia, severing its connection to your world.

ADVANCEMENT

You gain one level for completing this adventure.

If you decline this level, you still record the legacy events and claim any rewards or legacy event benefits for this adventure.

REWARDS

You gain the following rewards:

- 50 gp from Belaluur for escorting Garundah to investigate the happenings in the Mournland.
- An *everbright lantern* as a gift from the Axyaz clan.

Choose one bonus reward:

- A +2 *longbow* after defeating the Risian spirits.
- A *pearl of power* (Lamannian flint) for defeating Doomever.
- A *potion of invulnerability* and 200 gp.

CHARACTER WEALTH

STARTING GOLD	
GOLD SPENT (-)	
GOLD EARNED (+)	
ENDING GOLD	

LEGACY EVENTS

Tick any that apply:

Supporting Leerut. You've brought back to Salvation with you a young goliath warrior named Leerut of Clan Axyaz. While she is strong and capable, her inexperience with the world outside of the Frostfell leaves her vulnerable. You must decide how you are going to help her. Each character must choose for themselves:

No Help. You have brought her back from the Frostfell, but you leave her to her own devices.

Provide Gold. You give her 25 gp at the end of this adventure, and that helps her get a place to live and the opportunity to make her own way in Salvation.

Extended Help. At the end of the next 5 adventures, you give Leerut 10 gp, which gives her the best possible chance of making her way successfully into the tough world of Salvation and the Gray.



CHAPTER 8: FEROCIOUS LOVE



Ferocious Love is an adventure designed for three to seven characters, levels 5 to 10, and is optimized for five characters with an average party level (APL) of 8. Characters outside this level range can't participate in this adventure.

This adventure occurs in Icewind Dale, north of the Spine of the World, and is legal for use in the D&D Adventurers League Forgotten Realms campaign.

BACKGROUND

Icewind Dale has been subsumed in permanent darkness. The residents of that beleaguered land struggle to survive against all hope. And three mothers, vastly different but in similarly desperate situations, persevere in the face of hopeless odds, needing the help of selfless heroes... and each other.

Aniteela Sungaard is a pilgrim traveling with her family and other worshipers, hoping to behold the majesty of Lathander as that deity shines his face down upon the frozen north. A sudden attack by marauders turns Aniteela's dream of a miraculous journey into a nightmare of death.

Mother Tusk, who first appeared in *DDAL10-00 Ice Road Trackers*, is walrus magically awakened by a goliath druid. When that druid became corrupted, Mother Tusk fled with a group of awakened animals, fearing that the druid would turn those creatures into an evil army. She now leads her "family" throughout Icewind Dale, looking for ways to survive the hazards there.

Shaktal is a lieutenant in the Wolf Tribe of Reghed nomads. Two factions within that tribe are at odds with each other, and Shaktal's chieftain, Aluka, wages righteous war against the brutal and psychotic Isarr Kronenstrom, who believes that the Wolf Tribe can only be strong through murder and savagery.

Aniteela, Shaktal, and Mother Tusk are all mothers, and their children are sources of inspiration and goodness in their lives. And the stories of those lives are about to be interwoven.

OVERVIEW

The adventure's story is spread over six parts: a prologue, four episodes, and a conclusion. Each episode should be playable in approximately one hour, and the entire adventure should be playable in approximately 4 hours.

Prologue—Horrors of Carnage. While traveling through Icewind Dale, the characters come upon a band of pilgrims that were slaughtered. A lone survivor asks the characters to track down the murderers.

Spark of Life. The characters track the wolves and humanoids that slaughtered the pilgrims, but a blizzard sets them off course. They arrive instead at a meeting between an awakened otter named Spritzel and the Wolf Tribe goblin, Muzzil. The pair are attacked by evil Wolf Tribe warriors responsible for the attack on the pilgrims. The characters learn about an impending attack on both Mother Tusk's family and the group of Wolf Tribe rebels led by Shaktal.

Saving Mother Tusk. Mother Tusk's and Shaktal's groups are both in danger, and the characters must decide how to handle it. They can help one, then hurry to help the other, or they can try to figure a way to help both. If they choose to save Mother Tusk and her family, they find the animals under attack in the forest, but they can save most of her family from destruction. If they do this part after "**Saving Shaktal**," many of Mother Tusk's family have been either killed or captured. At the end of this part, they learn the location of Isarr's secret lair.

Saving Shaktal. Mother Tusk's and Shaktal's groups are both in danger and the characters must decide how to handle it. They can help one, then hurry to help the other, or they can try to figure a way to help both. If they choose to save Shaktal and her family, they find them under attack in their ice-cave hideout, but they can save most of her tribe from destruction. If they do this part after "**Saving Mother Tusk**," many of Shaktal's tribe have been either killed or captured. At the end of this part, they learn the location of Isarr's secret lair.

Heart of Slaughter. The characters, knowing the location of Isarr's secret lair, can infiltrate it—and then face off against the self-proclaimed King of the Wolf Tribe. He has taken several prisoners who can be rescued as well, including Aniteela's baby.

Conclusion—Bond of Love. Mother Tusk and Shaktal finally meet and agree to join forces to fight against their enemies together.

CONTENT WARNING

This adventure features a villain and his followers who revel in slaughter. The language and imagery used to convey the horror of these people and beasts might make some players uncomfortable. The adventure also includes instances where the characters are called on to rescue young children in peril. If such things are objectionable to you or your players, you should tone down the descriptions of violence and alter the story so that only adults are in danger.

ADVENTURE HOOKS

Adventure Hook 1. Characters who've played *DDAL10-00 Ice Road Trackers* have met Mother Tusk and Shaktal already. They're likely on friendly terms with the awakened walrus and the Wolf Tribe lieutenant. They also brokered a tenuous treaty between Mother Tusk's family and the Wolf Tribe under Shaktal. These characters are recognized by Spritzel in part 1 of the adventure.

Adventure Hook 2. Characters who played *DDEP10-00 Great Knucklehead Rally* have met Spritzel and have met Mother Tusk or Shaktal, assisting them and then fighting alongside them at the great Battle of the Knucklehead Rally. These characters are recognized by Spritzel in part 1 of the adventure.

Adventure Hook 3. Characters who've played neither adventure meet Spritzel and Muzzil in part 1 of this adventure but are not known by them. The two likely become friends quickly, however, when the savage members of the Wolf Tribe attack.

PROLOGUE – HORRORS OF CARNAGE

Estimated Duration: 10 minutes

While traveling through Icewind Dale, the characters come upon a band of pilgrims that were slaughtered by Wolf Tribe savages who revere Malar in its aspect of bestial savagery. A survivor of the attack asks the characters to track the beasts that did it.

When you're ready to begin, read:

Slaughter like this is not something one encounters every day, even in the particularly savage frontier of Icewind Dale. Whatever killed these pilgrims didn't do so for food. The men, women, and children didn't stand a chance against whatever reeled in their destruction.

The following ability checks determine what the characters learn from investigation the scene:

- Anyone proficient in Intelligence (History or Religion) determines that the pilgrims were worshipers of Lathander. They sometimes make a pilgrimage to Icewind Dale during the summer months, when the sun is visible for days at a time without setting. It is considered a blessing that lasts the rest of your life. Unfortunately, the curse known as the Everlasting Rime has stolen the sun from the sky, and these pilgrims were not blessed for their very short lives.
- A successful DC 10 Intelligence (Investigation) check reveals footprints and other clues that show a combination of wolves (some of incredible size) and booted humanoids perpetrated the slaughter.
- A successful DC 10 Wisdom (Survival) check confirms that the savages who carried out this attack moved off to the north about 24 hours ago.

While the search of the area is taking place, the characters notice that one of the bodies is twitching and moaning.

The survivor is a human woman named Aniteela Sungaard (use **commoner** stats). She is at 1 hit point and is suffering from five levels of exhaustion. The mental and physical trauma of the attack has left her unable to talk. Until she is healed to full hit points and at least one level of exhaustion removed, the characters cannot communicate with her.

A successful DC 15 Intelligence (Investigation) check reveals that she still wears a leather backpack consisting of small blankets and swaddling clothes, wooden toys, and other equipment that suggests she was carrying a young infant. However, none of the bodies littering the ground match that description.

THE PLEA FOR HELP

Whether it happens now or later, when Aniteela becomes capable of speech and action, she frantically searches for her child. When she cannot find him, she falls to the ground and just repeats the same word over and over again, "Please..."

If the characters get through her panic and grief, she relays her story:

- Her wife is a priest of Lathander, who was leading a group of devout worshipers on a pilgrimage to bask in Lathander's endless glory. Auril's terrible curse trapped them in Icewind Dale, and they were trying to get to the safety of one of the Ten-Towns when the attack occurred.
- Aniteela recently gave birth to a son while on the pilgrimage. He's only a couple months old, too young yet to walk or talk. He doesn't have a name yet, as he must be named in a ceremony that requires the sun to be shining upon him.



- The caravan was attacked by wolves, who seemed to be led by humans and other humanoids wearing wolf pelts and helmets made of wolf skulls. The attack happened so suddenly that she can't remember what happened during or after the attack.
- It looks like all of the pilgrims were killed, but her son is nowhere to be found. She fears the attackers have taken him, and she hopes that if they did, he might yet be alive.
- She has nothing of value to give the characters in return for their help, but she begs them to find the savages who did this and rescue her son if he's still alive. All the wealth the pilgrims had was taken by the attackers.

CONTINUING THE ADVENTURE

The nearest town (Caer-Konig) is several day's travel away and time is of the essence. Even if the characters suggest or demand that Aniteela not accompany them, she refuses to let them leave without her, whether they agree to rescue her son or not. Before they leave, however, she insists that they burn the bodies of the Lathander worshipers, including her wife. This is the only way to send their souls to rest in Lathander's realm.

If the characters accept the mission, perform the rites on the dead, and find a way to bring Aniteela with them despite her exhaustion, give everyone inspiration and continue to the next episode, **"Spark of Life."**

ADVENTURERS
LEAGUE

TOUCHED BY LATHANDER

Lathander has taken notice of Aniteela's ferocious love. Until the end of this adventure, she carries some of that god's power with her. A number of times equal to the number of characters in the party, she can do one of the following things to assist them, if she is within 60 feet of the character:

- Provide a character the benefits of *healing word* (1d4 + 3).
- Give the character a d6, as per bardic inspiration.
- Allow the character to succeed on a death saving throw without rolling.
- Allow a character to spend a hit die as if they'd taken a short rest.

SPARK OF LIFE

Estimated Duration: 60 minutes

The characters track the wolves and humanoids that slaughtered the pilgrims, but a blizzard sets them off course. They arrive instead at a secret meeting between Spritzel and the Wolf Tribe goblin Muzzil. The pair are attacked by evil Wolf Tribe warriors responsible for the attack on the pilgrims. The characters learn about an impending attack on both Mother Tusk's family and the group of Wolf Tribe rebels led by Shaktal.

TRACKING THE SAVAGE WOLVES

The characters, likely with Aniteela in tow, must successfully track the savage killers. At first the trail is easy to follow, as bloody and obvious as it is, but soon tracking becomes more challenging. Splinter groups break off from the main force in different directions, snow drifts cover tracks, and the night darkens.

The characters must succeed on a group ability check to determine their level of success in tracking their prey. At least two characters must attempt Wisdom (Survival) checks, and at least one character must attempt a Wisdom (Perception) check. The rest of the characters can attempt other ability checks, assuming they can justify how it helps with the tracking of their quarry.

On the chart below, find the highest DC that at least half or more of the group achieved. That results applies to all of the characters. (For example, if there are six characters and their checks are 22, 19, 14, 13, 10, and 8, they would have succeeded at a DC 14 group check.)

Remember that this check represents hours of game time, so no bonuses or features that help with just a single check or a few minutes of game time should apply to this check.

Tracking Success

Highest DC for Group Success	Result
DC 20 or more	The characters expertly track their quarry. A divine force notices and rewards them for their skill and dedication, giving characters 10 temporary hit points.
DC 15 - 19	The tracking went well. The characters have advantage on their next initiative checks.
DC 10 - 14	The tracking was adequate. The characters get no bonus or penalties.
DC 5 - 9	The tracking went poorly. The characters have disadvantage on next initiative checks.
DC 4 or less	The tracking went terribly. The characters gain a level of exhaustion.

When the tracking checks are complete, record the results and move on to the next scene, "Blizzard."

BLIZZARD

As the characters close in on the villains of the Wolf Tribe, a blizzard sweeps across the region. Read:

Your progress is halted by a blizzard that blows in without warning on the north wind. Visibility becomes no further than an arm's length away, and within minutes the snow and ice are up to your ankles, with no sign of the storm relenting.

Anyone caught in the storm must succeed on a DC 15 Constitution saving throw. On a failed check, the creatures take 22 (4d10) cold and piercing damage. Characters avoid having to attempt the saving throw if they find a way to get out of the blizzard. For example, a spell like *rope trick* or *tiny hut* would suffice, as long as the duration is for more than an hour. Attempts to put up shelters before the effects of the cold, wind, and ice are unlikely to succeed without some magically enhanced skills.

Note that Aniteela is unlikely to survive the blizzard on her own. If a character assists her in surviving the storm, they do so successfully without needing to make a check, meaning she automatically succeeds on the saving throw and takes no damage. However, the character who assists her makes their own saving throw with disadvantage if they leave themselves open to the storm to help her. A character that helps her in this way does gain inspiration, however.

ADVENTURERS
LEAGUE

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Change the DC 10 and the damage to 11 (2d10).
- **Weak:** Change the DC 12 and the damage to 16 (3d10).
- **Strong:** Change the DC 16 and the damage to 33 (6d10).
- **Very Strong:** Change the DC 17 and the damage to 44 (8d10).

When the blizzard passes after an hour, continue to the next scene, “**Interrupted Tea Party.**”

INTERRUPTED TEA PARTY

After the blizzard passes, all signs of the marauding party have been erased. However, there are some friendly faces nearby. Read:

The wind and snow ebb until the sky is again clear. All signs of passage—your own and your quarry’s—have been obliterated by the storm.

In the distance, however, a small campfire glows with a faint light.

If the character approach the campfire, continue:

Warming themselves next to a campfire are two strange creatures: a snowy white otter and a goblin dressed in wolf pelts. A large wolf snores noisily next to the goblin, who wears a monocle and carefully drinks tea from a delicate cup, pinkie extended. The otter, who sports a pearl earring, laps the tea from a saucer sitting on the ground.

The otter is Spritzel, an awakened beast who scouts and delivers messages on behalf of Mother Tusk, the awakened walrus who leads a band of animals in the frozen north.

The goblin is Muzzil, who has been adopted into the more peaceful branch of the Wolf Tribe. His group is led by Shaktal, a lieutenant in the faction of the Wolf Tribe that opposes the savagery of Isarr and his murder-loving followers.

MET BEFORE?

If any of the characters have dealt either with Mother Tusk’s family or with Shaktal’s Wolf Tribe in previous adventures, Spritzel and Muzzil recognize them, acting happy to see them as they approach. Spritzel’s excitement plays out as rapid, high-pitched chatter, while Muzzil’s happiness is jovial but more reserved.

The explanation for why the two are meeting is discussed in the “**Not Met Before**” section below.

NOT MET BEFORE?

If the characters have had no interaction with either Mother Tusk’s family or Shaktal’s Wolf Tribe faction before, Spritzel and Muzzil greet the characters with a friendly demeanor but a wary eye.

If the characters are about to foolishly attack or harm the pair without provocation, have the savage Wolf Tribe attack force appear and attack before the characters act. That should help focus their aggression on the proper direction.

Use the bullet points to inform a roleplaying scene between the characters and Spritzel and Muzzil:

- Spritzel represents a group of awakened (and also some mundane) animals led by an awakened walrus called Mother Tusk. She leads her menagerie from place to place in Icewind Dale, seeking food and shelter while avoiding the many dangers that face them.
- Muzzil represents a group of Wolf Tribe nomads led by a warrior named Shaktal. Shaktal is the lieutenant of Aluka, a Wolf Tribe chieftain who fights a war with another chief, a brutal savage named Isarr Kronenstrom. Isarr is intent on becoming the anointed King of the Wolf Tribe. The dire wolf is Muzzil’s mount and friend, Grullit.
- A month or so ago, kind adventurers brokered a peace treaty between Shaktal and Mother Tusk, and Spritzel and Muzzil are meeting to coordinate the terms and location of an official meeting between the two groups’ leaders for the first time.
- The meeting is especially urgent, for both Mother Tusk’s family and Shaktal’s camp are under imminent and growing threats. An evil druid’s army relentlessly hunts Mother Tusk, and Isarr’s larger and more powerful Wolf Tribe forces are trying to destroy any opposition by other Wolf Tribe factions once and for all. The leaders of both groups fear that without each other’s support, neither group can survive much longer.



- Spritzel and Muzzil were sent ahead by their leaders to decide on the safest place for the groups to meet, and then return to lead them to that spot for an official meeting.
- If asked about the blizzard, the pair explain that they were on the edge of the storm, so they escaped the brunt of it. They offer the characters refreshing tea, a special blend which Muzzil calls “Spark of Life,” if anyone needs a quick pick-me-up.
- If asked about seeing any marauders pass nearby, the pair say that they’ve not seen anyone except the characters.
- Aniteela asks if they have seen anyone carrying a human baby recently, but the pair have not.
- With the blizzard passed and the characters here, the pair decide that this spot would be a good one for the meeting between the two groups.

At some point during this discussion, a raiding party that has broken off from the main forces of Isarr’s Wolf Tribe marauders arrives, hoping to kill the characters, Aniteela, Spritzel, Muzzil, and Grullit.

MARAUDER ATTACK

A small marauding party of Isarr’s Wolf Tribe nomads has found Spritzel and Muzzil’s meeting place, and they launch an attack as the characters talk with the pair.

The marauding party is led by Hectola, a brutal **gladiator** who is one of Isarr’s favored. She leads six **tribal warriors** and three **winter wolves** on the hunt. Hectola wields a *vicious spear* that does an extra 7 points piercing damage on a critical hit.

Battlefield. The area around the campsite is covered in deep snow, which acts as difficult terrain. The enemies attempt to approach the camp using stealth, but they are too full of bloodlust to maintain their discipline. They encircle the camp, but the characters notice them at a distance of 120 feet from the campfire.

Allies. Aniteela, Spritzel, and Muzzil are not suited for combat, and Grullit is trained to defend his master rather than attack. The allies can, however, intercede to help the characters if the situation is looking grim. The enemies do not target these allies unless the characters fail to protect them or actively put them in harm’s way.

During the battle, Aniteela begs the characters to leave one of their foes alive for questioning, to see if they know where her child might be.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **tribal warriors** and two **winter wolves**.
- **Weak:** Remove three **tribal warriors** and one **winter wolf**.
- **Strong:** Add two **tribal warriors**.
- **Very Strong:** Add four **tribal warriors** and two **winter wolves**.

AFTERMATH

If the characters take prisoners, they can question them. The marauders, especially Hectola, are not subtle or shy. They happily explain the following:

- A talking wolf approached Isarr a few days ago, telling him the location of many of the rebel Wolf Tribe camps in the area.
- The talking wolf also explained that Shaktal's camp was planning to join forces with the followers of a talking walrus.
- The wolf asked that in return for that information, Isarr's people go on a killing spree, and specifically hunt down and destroy the forces of both Shaktal and Mother Tusk.
- Large marauder forces are even now bearing down on both groups, intent to slaughter them.
- If asked about Aniteela's baby, the prisoner says that a fast rider was dispatched to return the child directly to Isarr, who had special plans for the child.
- The prisoner does not know where Isarr's secret camp is. It was recently moved so that it could be closer to the Ten-Towns and not be known to their enemies.

Treasure

Hectola wielded a *vicious spear*, a weapon made from a polished narwhal tusk and carved with symbols of slaughter and bloodshed. The group also carried four *potions of greater healing*, as well as coins, gems, and plunder from their many raids.

A DIFFICULT CHOICE

Assuming the characters heeded the warnings of Aniteela and kept one of the enemies alive to question at the end of combat, they learn that two different sets of enemy forces are threatening Mother Tusk's family in one direction and Shaktal's camp in another direction.

If they discuss options with Spritzel and Muzzil, they learn the following:

- Mother Tusk's family is camped out among the trees of a small pine forest to the south, awaiting Spritzel's return. Shaktal's group awaits Muzzil's return in a set of ice caves to the north. Both groups are about 90 minutes travel away, moving at normal walking speed over the tundra.
- Aniteela insists that the characters immediately search for her son. Unfortunately, there's no way to find him without first learning the location of Isarr's secret lair. Perhaps defeating more of Isarr's troops yields a prisoner who has that information.
- The characters might try to rationalize which group might be best at defending itself. Spritzel and Muzzil agree that both groups are quite similar in terms of skill in battle. Both also agree

that neither group is likely to survive a battle against a large force of Isarr's brutal followers.

- Short of dividing the party and sending people in different directions, there's little the characters can do other than find a way to send a warning to one of the groups while moving out quickly in the hope of saving the other group. For example, using magic to teleport Spritzel or magically speed his movement so that he can warn one group about the impending attack gives the characters the time needed to fight one battle, then quickly get to the other location in time.



SPLITTING THE PARTY

If the characters refuse to make the hard choice and decide to split the party, they're going to find the battles they are about to face very deadly. But one of the joys of D&D is letting the characters make their own choices, deal with the consequences, and sometimes pull off miraculous victories.

If some of the characters attempt to save Mother Tusk while the others attempt to save Shaktal, consider some of the tips below.

- If you are running this adventure in one-hour increments, you might be able to run one of the battles in an hour, then during another session run the other battle. This allows you to run the battles separately without having players sitting and watching with nothing to do.
- If you are running this adventure in one sitting, you can run the battles at the same time. This keeps all the players involved, and you have two hours to get through both battles, which should be manageable. It adds to the number of creatures you must track at the same time during combat, and dealing with two separate maps, but it is not an impossible task.
- If you think the characters are likely to split up, bring in a co-DM for this part of the adventure. That way, the co-DM can either run one of the battles separately, or they can assist you in running both battles at the same time.
- If the party splits to fight both battles at once, it's likely they'll be overwhelmed. Instead of killing the characters, have the Wolf Tribe warriors capture them and take them to Isarr's lair. From there, the characters might have a chance to escape or, if incredibly lucky, even to defeat their foes.
- If the party splits and both teams defeat the enemies, they should be congratulated! However, Aniteela's child remains a prisoner of Isarr, and Aniteela begs the characters to rescue her son.

- Spritzel and Muzzil assist the characters by following whatever plan the characters formulate, but neither the otter nor the goblin are into suicide missions. For example, they might act as scouts for the characters at the site that the characters don't go to first. They are there for support, but the characters need to play the role of heroes.

Although they don't know this, if the characters fight one battle then move normally to the other, they save one group, but they won't arrive at the other until the battle is over and only a few prisoners have been spared. Either way, they learn the location of Isarr's secret lair and face him down in the final part of this adventure.

CONTINUING THE ADVENTURE

If the characters choose to go to Mother Tusk first, continue with "**Saving Mother Tusk.**" If the characters choose to go to Shaktal and her Wolf Tribe followers first, continue with "**Saving Shaktal.**"

SAVING MOTHER TUSK

Estimated Duration: 60 minutes

Mother Tusk's and Shaktal's groups are both in danger, and the characters must decide how to handle it. They can help one, then hurry to help the other, or they can try to figure a way to help both. If they choose to save Mother Tusk and her family, they find them under attack in the forest, but they can save most of her family from destruction. If they do this part after "**Saving Shaktal,**" many of Mother Tusk's family have been either killed or captured. At the end of this part, they should know the location of Isarr's secret lair.

SAVING MOTHER TUSK

Regardless of whether the characters come here immediately or after saving Shaktal and her group, the enemies the characters face is the same—only the situation is different. If the characters come here immediately after the meeting with Spritzel and Muzzil, continue running this section. If they come only after saving Shaktal, use the instructions under the section, "**Saving Survivors.**"

THE ATTACK

When the characters arrive at the forest where Mother Tusk was waiting for Spritzel's return, they find the attack is already under way. (Use map 1.)

The path you travel leads directly into the forest. Shouts, growls, squeals, shrieks, and other sounds of battle erupt from the thick pine woods. A partially ruined outpost sits just off the side of the path.

Through the broken stones of the building, you notice creatures moving within.

Enemies. Isarr's forces at this location include a **wereboar** named Yughgut, an **ogre** named Bhрут, and five Wolf Tribe rangers (use **spy** stats). The rest of the attack force is in the woods, driving Mother Tusk's family up this path, where they can be slaughtered by the enemies waiting here.

Yughgut and Bhрут wait in and around the shelter for their chance to wallop their foes, while the spies hide along the tree line, preparing to attack from their stealthy positions.

Characters who succeed on a DC 14 Wisdom (Perception) check spot the hidden spies, who attack when they're noticed, or who attack as the characters attempt to approach either the building or the forest.

The enemies fight to the death, and if the characters act in a reasonable speedy manner, the enemy forces inside the forest do not have the chance to emerge until the battle's over.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **ogre** and one **spy**.
- **Weak:** Remove the **ogre** and add one **spy**.
- **Strong:** Add two **spies**.
- **Very Strong:** Add an **ogre** and add three **spies**.

Treasure

If the characters search the collapsing shelter, they find a small amount of coin, three *potions of greater healing*, and a map with orders from Isarr. The map shows the location of Isarr's new hideout, and it explains to bring any of the high-value prisoners back to the hideout as soon as they are captured, and to slaughter the rest.

The characters can use the map to get to Isarr's hideout, described in the part entitled "**Heart of Slaughter**."

Aftermath

If the characters defeat this group, these bad guys cannot harm Mother Tusk's family one by one as they flee the forest. The characters can then lead them away from the area to safety. Make it clear that the main force of Isarr's army is too much for a single group to defeat. They learn this from Mother Tusk, by scouting it out on their own, or by you just explaining it outside of the game if time is a factor.

SAVING SURVIVORS

If the characters come here after having saved Shaktal (see "**Saving Shaktal**"), the situation is different when they arrive:

The path you travel leads directly into the forest. The edge of the forest is littered with the bodies of animals. You recognize many of them as members of Mother Tusk's family. Light of campfires pours from between the stones of a partially ruined outpost at the edge of the forest. Gruff voices emanate from the building.

The same enemies are here and they're in the same positions: a **wereboar** named Yughgut, an **ogre** named Bhрут, and five Wolf Tribe rangers (use **spy** stats). Yughgut and Bhрут torment some of Mother Tusk's family, including two awakened animals: Wiskette the fox and Ollie the snowy owl.

The rest of Isarr's forces have moved on to their next target, and Mother Tusk and her calf have been sent to Isarr's new lair.

AFTERMATH

If the characters defeat this group, they rescue those few members of Mother Tusk's family who were kept alive. Wiskette and Ollie relay news of the slaughter and the fact that Mother Tusk and her calf were taken away. The same treasure is also here, allowing the characters to learn the location of that lair.

CONTINUING THE ADVENTURE

If the characters came here first, they can still attempt to get to the location of Shaktal's group and hope to save them (see "**Saving Shaktal**"). If they've already dealt with Shaktal's problem, they instead go directly to Isarr's new hideout and deal with him directly (see "**Heart of Slaughter**"). Aniteela pleads for the characters to go there and attempt to rescue her child.

In terms of resting, the characters can take a short rest and still get to the other locations in time. However, if they take a long rest, any prisoners at the other sites have been killed.

SAVING SHAKTAL

Estimated Duration: 60 minutes

Mother Tusk's and Shaktal's groups are both in danger, and the characters must decide how to handle it. They can help one, then hurry to help the other, or they can try to figure a way to help both. If they choose to save Shaktal and her family, they find them under attack in their ice-cave hideout, but they can save most of her tribe from destruction. If they do this part after "**Saving Mother Tusk**," many of Shaktal's tribe have been either killed or captured. At the end of this part, they should know the location of Isarr's secret lair.

SAVING SHAKTAL

Regardless of whether the characters come here immediately or after saving Mother Tusk and her group, the enemies the characters face is the same—only the situation is different. If the characters come here immediately after the meeting with Spritzel and Muzzil, continue running this section. If they come only after saving Mother Tusk, use the instructions under the section, "**Saving Survivors**."

THE ATTACK

When the characters arrive at the cave complex where Mother Tusk was waiting for Muzzil's return, they find the attack is already under way. (Use map 2).

The cave entrance where Shaktal's group was hiding is unguarded but sounds of fighting echo within. Light of torches and lanterns plays out from the cave mouth. Once inside, you can tell that the sounds of fighting are coming from deep inside. Tall ice shelves and slick patches are scattered throughout the cave.

Just ahead of you, you hear voices talking, although the echoing makes it hard to tell what is being said.

Enemies. Isarr's forces here include a **half-white dragon veteran** named Uffrab, two **berserkers**, and two **crag cats**. The rest of the attack party is deeper within the cave system, driving Shaktal's outnumbered forces out of the caves to this point, where they can be slaughtered one at a time.

The characters enter the caves at the northeast corner of the map, and their foes wait at the center of the map. Characters who succeed on a DC 17 Wisdom (Perception) check spot the crag cats, who sit atop icy shelves (marked in black on the map), hiding and waiting to pounce. Alternatively, a successful DC 14 group Dexterity (Stealth) check gets the characters into the cave without being seen or heard.

The enemies fight to the death, and as long as the characters act in a reasonable speedy manner, the enemy forces deeper inside the caves do not get the chance to emerge.

Ice Patches. Creatures that enter or start their turn in an area covered with ice must succeed on a DC 10 Dexterity (Acrobatics) check. On a failed check, the creature falls prone and cannot use any more movement that round, although if they can move using actions or bonus actions, they can do so.

Treasure

If the characters search the bodies of the enemies, they find a small amount of coin, a *necklace of prayer beads* (with three beads of bless and two beads of curing), and a map with orders from Isarr. The map shows the location of Isarr's new hideout, and it explains to bring any of the high-value prisoners back to the hideout as soon as they are captured, and to slaughter the rest.

ADVENTURERS
LEAGUE

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **berserkers**.
- **Weak:** Remove one **berserker**.
- **Strong:** Add one **crag cat**.
- **Very Strong:** Add three **crag cats**.

The characters can use the map to get to Isarr's hideout, described in the part entitled "**Heart of Slaughter**."

AFTERMATH

If the characters defeat this group, the bad guys cannot pick off Shaktal's group one by one as they attempt to escape the caves they were hiding in. The characters can then lead the survivors away from the area to safety. Make it clear that the main force of Isarr's army is too much for a single group to take on, either by having Shaktal tell them, by scouting it out on their own, or by just explaining it outside of the game if time is a factor.

Shaktal is a proud and capable warrior, but even she knows that she and her tribe are in no condition to take on Isarr's troops. The best they can do is help the characters with any infiltration plan.

SAVING SURVIVORS

If the characters come here after having saved Mother Tusk (see "**Saving Mother Tusk**"), the situation is different when they arrive:



The cave entrance where Shaktal's group was hiding is unguarded but sounds of shouting echo from within. Light of torches and lanterns plays out from the cave mouth. The sounds of shouting emanate from a white-scaled humanoid in plate armor. It mocks Wolf Tribe prisoners bound on the floor, occasionally poking one with a longsword.

The same enemies are here, and they are in the same positions: a **half-white dragon veteran** named Uffrab, two **berserkers**, and two **crag cats**. However, Uffrab is tormenting prisoners as she prepares to kill them.

The rest of Isarr's forces have moved on to their next target, and Shaktal and her daughter Ainslee have been sent to Isarr's new lair as prisoners.

AFTERMATH

If the characters defeat this group, they rescue those few members of Shaktal's group who were kept alive. The leader among the remaining survivors, a human named Priander, describes what happened and explains that Shaktal and her daughter were taken away. The same treasure is also here, allowing the characters to learn the location of that lair.

CONTINUING THE ADVENTURE

If the characters came here first, they can still attempt to get to the location of Mother Tusk's family and hope to save them (see "**Saving Shaktal**"). If they've already dealt with Mother Tusk's problem, they instead go directly to Isarr's new hideout and deal with him directly (see "**Heart of Slaughter**").

In terms of resting, the characters can take a short rest and still get to the other locations in time. However, if they take a long rest, any prisoners at the other sites have been killed.

HEART OF SLAUGHTER

Estimated Duration: 60 minutes

The characters, knowing the location of Isarr's secret lair, infiltrate it—and then face off against the self-proclaimed King of the Wolf Tribe. He has taken several prisoners who need to be rescued as well, including Aniteela's baby.

WHO'S WITH US?!

Depending on the choices the characters made in previous encounters, the situation could be drastically different. Keep the following points in mind:

- Even if the characters rescued both Mother Tusk's family and Shaktal's splinter Wolf Tribe group with few casualties, their combined forces still would not be enough to defeat Isarr's forces without countless deaths.
- Just having one of the groups with them would certainly not be enough for the characters to take on Isarr's forces head on. The best hope they have is to locate and infiltrate his hideout, then deal with Isarr individually. Without their charismatic and fanatical leader, the Wolf Tribe murder-cultists would likely disband, thus giving way for a more reasonable leader who doesn't call for the slaughter of every living thing in his path.
- The characters might have also been captured. If this is the case, they are already in Isarr's inner lair. They are bound like the other prisoners, but Spritzel sneaks into the lair and frees them, allowing them a chance to fight their way to freedom.

The key to running the opening of this part is to adjust the story based on the choices and desires of the players. If they insist on bringing all the forces they can muster, then change the situation to play out so that these forces can engage Isarr's forces in battle, allowing the characters a chance to slide into the cave-lair of the homicidal Wolf Tribe chief.

If the characters come alone, however, change the situation so that the characters find Isarr's main forces are elsewhere. The characters still need to infiltrate the caves to the inner lair, but they don't have to deal with hundreds of Wolf Tribe warriors and their allies outside the cave.

INFILTRATION

The characters arrive at the location on the maps that they found with the Wolf Tribe teams. At the location, there's a single cave opening, but once inside the caves become a tangle of interwoven passages and chambers. The task ahead of the characters is to sneak into the caves and navigate them without alerting the entirety of Isarr's nearby forces.

This infiltration is handled as a series of ability checks. The characters must succeed on a group ability check to determine their level of success in infiltrating the area. At least two characters must attempt Dexterity (Stealth) checks, and at least one character must attempt an Intelligence (Investigation) check. The rest of the characters can attempt other ability checks, as long as they justify how it helps with the tracking of their quarry. Magic is used to adjust, or even automatically succeed, on certain checks. For example, an invisible character might be given advantage or a significant bonus on their Dexterity (Stealth) check.

PLAYING OUT THE INFILTRATION

If you have no time limits on your game, and you want to play out the infiltration in a less abbreviated manner, you may do so. Keep the following tips in mind, however:

- Infiltration scenarios can be difficult to run, especially when a couple of failed ability checks threaten to bring the whole of a lair down on the characters.
- Keep any combats the characters face inside the lair easy. A spy or a gladiator leading a few tribal warriors or wolves is as difficult as you want to make it.
- Keep ability checks easy as well. Use group checks to let the occasional poor roll be outweighed by the average yet still successful ones.
- Let magic carry a lot of weight. Reward the characters for using spells and other resources in unusual ways.
- As the DM, remember that you're helping the players tell a great story. Let memorable and exciting things happen, even if it means the rules might get a bit bent in the process.

On the chart below, find the highest DC that at least half or more of the group achieved. That result applies to all the characters.

Tracking Success

Highest DC for Group Success	Result
DC 20 or more	The infiltration is so easy that the characters gain a benefit of a short rest and have advantage on their next initiative check.
DC 15 - 19	The infiltration went well. The characters take no damage during the process, and they have advantage on their next initiative check.
DC 10 - 14	The infiltration was adequate. The characters get no bonus or penalties.
DC 5 - 9	The infiltration went poorly. Several guards were alerted. The characters take 3 points damage per character level.
DC 4 or less	The infiltration went terribly. The characters take 5 points damage per character level, and they have disadvantage on their next initiative check.

FACING THE SLAUGHTER

After the characters have infiltrated the cave system, they finally arrive at Isarr's inner lair. (Use map 3) The characters arrive at the opening in the north side of the map, to the right. The prisoners are in the two chambers in the northwest corner, with iron bars blocking the openings.

Enemies. Isarr's and his personal guards inhabit this area, and the prisoners are kept nearby, as their lacerations and suffering are pleasing to Isarr's ears. In addition to **Isarr Kronenstrom**, there is also a Wolf Tribe lieutenant named Raghorik (use **reckoner** stats) and six **wolves**.

Isarr rests in the interior building, preparing to sacrifice the prisoners to Malar, whom he hopes will look on him favorably. His lieutenant Raghorik waits outside the structure standing guard. The wolves prowl the rest of the area, ever vigilant for a tasty meal that wanders by. Characters must succeed on a group DC 17 Dexterity (Stealth) check to get from their starting position on the map to the interior structure where Isarr waits.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Halve the hit points of all enemies.
- **Weak:** Remove three **wolves**.
- **Strong:** Add three **wolves**.
- **Very Strong:** Add one **reckoner** named Korrifell.

Prisoners. The prisoners include several random citizens of Ten-Towns, as well as anyone the characters failed to rescue in previous parts of this adventure. A captured orc holds Aniteela's son in her arms, trying to keep him from crying. Other prisoners include Mother Tusk and her calf, Shaktal and her young daughter, or other NPCs you want to introduce. Even if they could be freed, all the prisoners are injured and exhausted, so they are of little use in a fight.

Malar's Blessing. As the slaughter takes place around him, Isarr becomes more and more gleeful. The power of Malar courses through him with each wound, regardless of who is doing the damage. By the end of the battle, Isarr has received Malar's blessing, even if he is killed. When this happens, read:

The life of the Wolf Nomad chieftain ebbs away, but each blow, each wound, increases his fanatical laughter. When the final blow is struck, Isarr gives one last maniacal howl. "Yes, my lord has blessed me. Now I am free to slaughter in a new form." He dissolves into a puddle of blood, which oozes away through cracks in the snow and ice. Even though he is gone, Isarr's laughter echoes through the cavern.

AFTERMATH

When Isarr and his bodyguards and wolves are dead, the Wolf Tribe savages in the area begin to drop to the ground, convulsing in pain. Blood seeps from their ears and eyes, and it drains away through the snow like Isarr's did.

A successful DC 15 Intelligence (Arcana) check suggests that whatever Isarr has become is draining away his followers' lives to feed his new form. He might not be an immediate threat, but he might return later.

Treasure

The treasure of many raids is held in a chest here. In addition to coins, gems, and valuable art, a *+2 shortsword*, and a *winter wolf cloak*.

CONCLUSION— BONDS OF LOVE

Estimated Duration: 10 minutes

Assuming the characters were able to defeat Isarr and rescue his prisoners, the characters lead them out of the secret lair. A tearful and joyous reunion takes place.

If Mother Tusk and Shaktal are meeting for the first time, they agree to a mutual pact of defense and cooperation. This is particularly important if either side lost many members in the previous encounters.

Both leaders offer to take Aniteela and her son into their group. The three children—Ainslee, Mother Tusk's calf, and Aniteela's son—take an immediate liking to one another.

Shaktal is pleased that Isarr is gone. She believes that now, with some hard work and luck, Aluka can become the rightful leader of the entire Wolf Tribe. They may yet survive... unless Isarr is not really dead but has just taken on a new form.

REWARDS

At the end of the adventure, each player receives rewards based on their accomplishments. Consult Chapter 1 for more on giving out rewards.

Magic Items

If found during the adventure, the characters can keep the following magic items:

- **Vicious spear:** This spear is made from a polished narwhal tusk, and it has been carved with symbols of slaughter and bloodshed. By wielding it publicly, you may get strange looks. It may also mark you as someone involved in the killing of one of the evil Wolf Tribe marauders. What that means is up to the DM!
- **Necklace of prayer beads:** This necklace has three beads of blessing and two beads of curing.
- **+2 shortsword:** The shortsword is made from the claw of a polar bear, with a white blade and a black tip. The wielder, when happy, growls.
- **Winter wolf cloak (Hell Hound Cloak):** This dark cloak is made of cured winter wolf hide. As an action, you can command the cloak to transform you into a winter wolf for up to 1 hour. It is all other ways the same as a *hell hound cloak*.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

ANITEELA SUNGAARD (AH-NEE-TEE-LA SUN-GARD)

Aniteela is a devout worshiper of Lathander whose wife was a priest of that deity. While leading a pilgrimage to Icewind Dale with her wife, she gave birth to a son.

What They Want. During the adventure, Aniteela wants only to get her son back and keep him safe. During the adventure, she is touched by Lathander, making her want to end the curse on Icewind Dale and see his shining face again.

Clinging to Hope. Aniteela lost her wife and friends to slaughter, and the only thing keeping her from falling apart is the hope that her son is alive.

SPRITZEL (SPRIT-ZELL)

The awakened otter likes to wear jewelry and generally make a spectacle of himself.

What They Want. To brave danger and find shiny things.

Irrepressible. As an awakened animal, Spritzel knows he's going to die. He doesn't want to die any time soon, but he wants to die spectacularly and for a good cause.

SHAKTAL (SHACK-TALL)

The leader of a band of Reghed Wolf Tribe nomads, she serves the upstart chief Aluka.

What They Want. Aluka asked Shaktal to find safe havens for her people and to recruit members to fight against Isarr. She's been fighting a losing battle, however, and is now just trying to survive.

Friendly and Wise. Shaktal has seen her fill of war. She now wants to help Aluka build a new life for the Wolf Tribe nomads.

WISKETTE (WHISS-KET)

The awakened snow fox is one of the cagiest creatures in Mother Tusk's family. She's getting weary of the world and just wants life to go back to the way it was before the curse befell Icewind Dale.

What They Want. To drive the dangerous creatures away so she can return to her den and get warm.

Angry as a Fox. She's angry and flies into an expletive-laced rant at the slightest provocation.

MUZZIL (MAR-VIL DUE-COOT)

Muzzil was recruited into the Wolf Tribe of Shaktal after being kicked out of his goblin community for not fitting in.

What They Want. To experience some civilization and learn the habits of others.

Friend of Wolves. Muzzil has an affinity for wolves, making him a valued new member of the Wolf Tribe.

OLLIE (AHL-EE)

The awakened snowy owl acts as a scout and guide for Mother Tusk. She tries to find the humor in this life that's been given to her.

What They Want. To protect Mother Tusk and her family.

Says Who? Getting others to laugh is what keeps Ollie going. She's a constant source of puns, especially on the words "who" and "owl." For example, she'll tell the knock-knock jokes to get the characters to say, "Who who?" She replies, "Now you're speaking my language."

ISARR (EE-SARR)

Isarr had visions of slaughter and murder from his earliest days. He believes he is a chosen of Malar, god of slaughter and the hunt. He has succeeded in turning a majority of the Wolf Tribe to his cause.

What They Want. Isarr believes that if he and his followers murder enough people, Malar will gift him with extraordinary powers.

Violent and Unpredictable. While Isarr's first inclination is always slaughter, he has bouts of calm that he feels reflects his manifestation of the growing power that Malar is offering him.

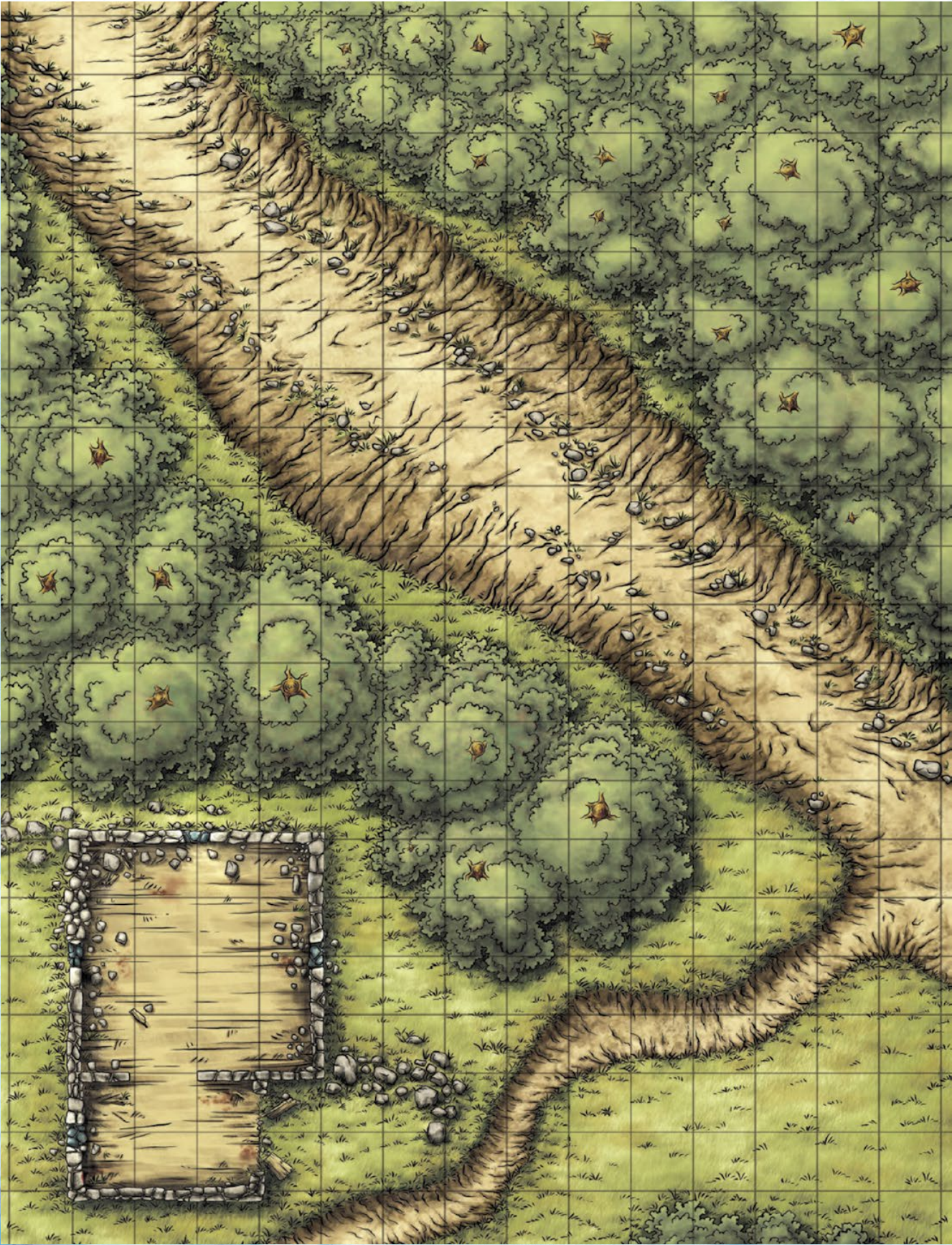
MOTHER TUSK

Mother Tusk was a normal walrus until she was awakened by a goliath druid. She tells people the druid died, but in truth he was corrupted and turned his eye to the slaughter of civilized folk. She escaped with some of the animals the druid planned to turn loose on the Ten-Towns.

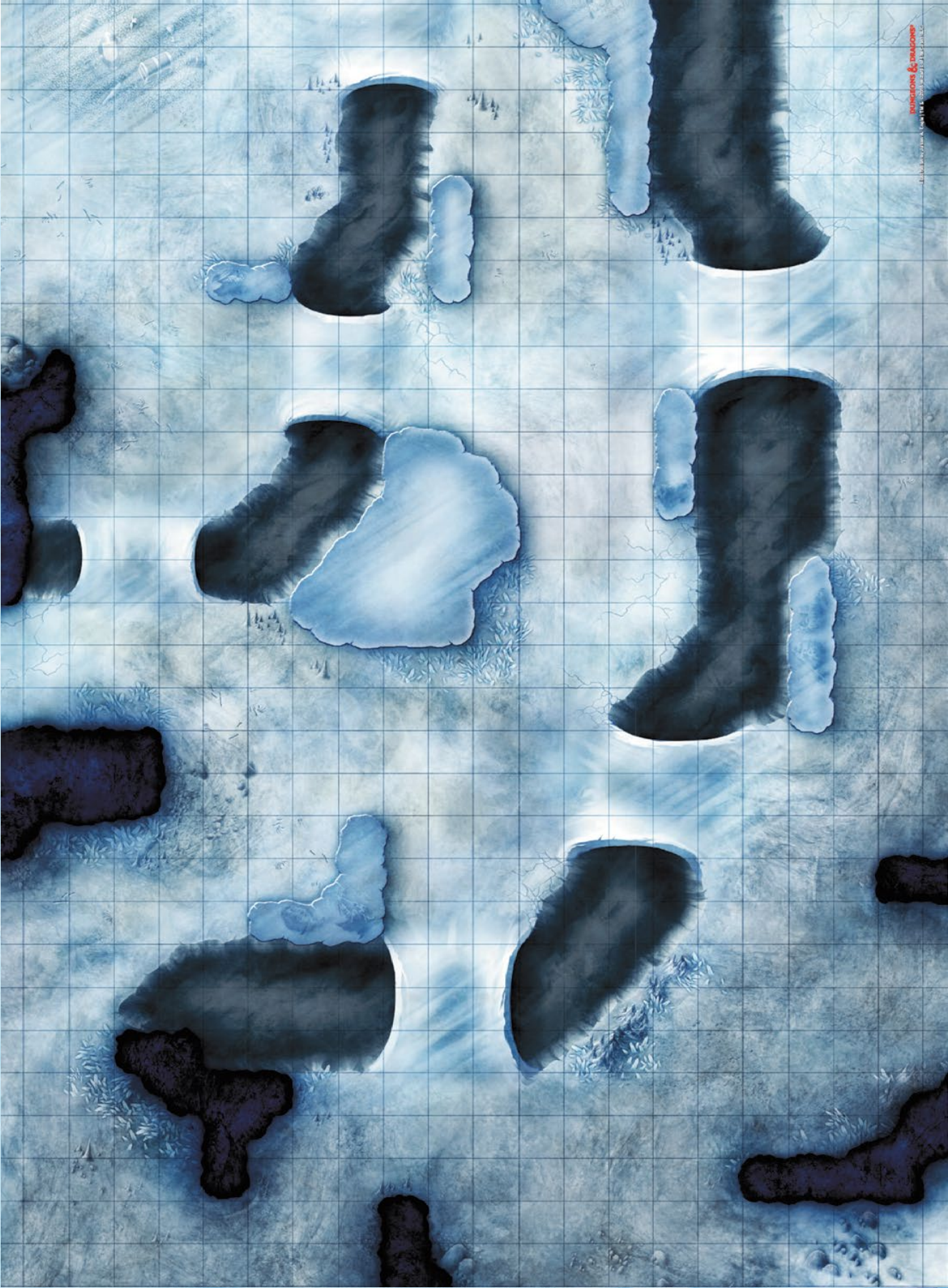
What They Want. Mother Tusk wants to keep her family safe, away from the many dangers that threaten creatures like her and her family in this wretched land.

Survival at All Costs. Mother Tusk has been forced into treaties and compromises with the humanoids, but she has no love for them. Yet she holds up her end of bargains unless she believes her family's survival is in peril.

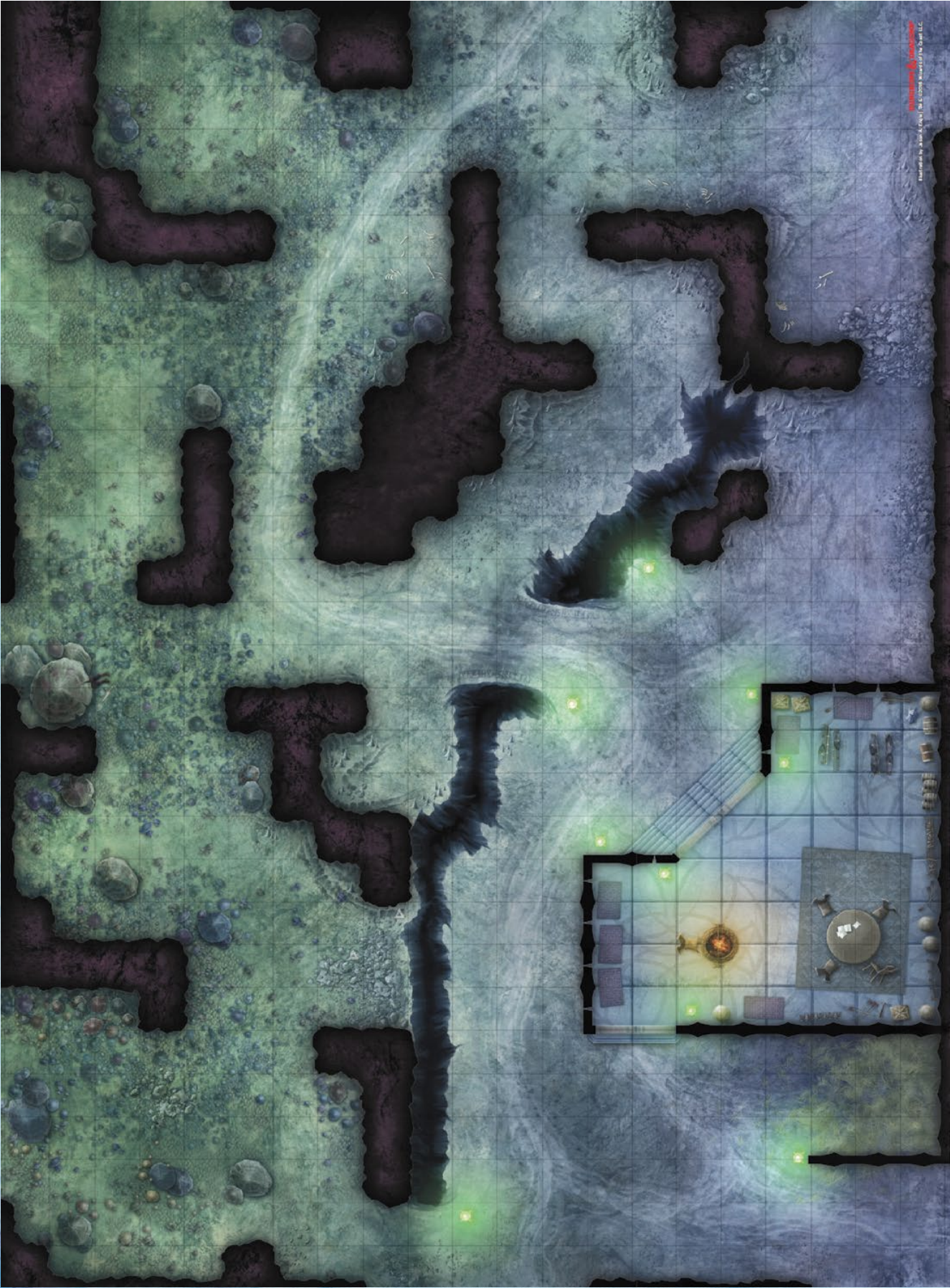
MAP 1. SAVING MOTHER TUSK



MAP 2. SAVING SHAKTAL



MAP 3. HEART OF SLAUGHTER



CHAPTER 9: MONSTERS AND NPCs



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 14

Languages --

Challenge 1 (200 XP)

Nondetection. The cat can't 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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the 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.

DOOMEVER (EATER OF HOPE)

Large fiend, lawful evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Deception +6, Intimidation +6, Persuasion +6

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common, Infernal

Challenge 6 (2,300 XP)

Insatiable Greed. The eater of hope can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The eater of hope has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The eater of hope makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

Breath of Hopelessness (Recharge 5-6). The eater of hope exhales a miasma of Underworld winds in a 30-foot cone. Each creature in that area must make a DC 14 Charisma saving throw. On a failed save, the target takes 26 (4d12) necrotic damage and is cursed for 1 minute. While cursed in this way, the target takes an extra 6 (1d12) necrotic damage whenever the eater of hope hits it with an attack. On a successful save, the target takes half as much damage and isn't cursed.

ERROL — IRON DEFENDER

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 13

Languages understands Goblin but can't speak

Challenge 1 (200 XP)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

Telepathic Bond. While the defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 13). The defender can have only one creature grappled in this way at a time.

FERAL GOLIATH WARRIOR

(BUGBEAR)

Medium humanoid (goliath), neutral

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Giant

Challenge 1 (200 XP)

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

Surprise Attack. If the goliath warrior surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

FROST CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

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

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak it

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frost Breath (Recharge 5–6). The dragon head exhales frost in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

FROST GIANTS

In the farthest reaches of the north, the harsh environment allows some frost giants to rise to new heights, developing additional skills.

FROST GIANT FROZEN BERSERKER

Some frost giants are filled with anger at interloping humanoids, predatory white dragons, and frustration with being forced to the edges of the world. These giants offer their prayers to Auril, the merciless goddess of cold and winter. If they are worthy the Frostmaiden grants them a shard of red ice filled with her cold anger. Upon swallowing the shard, the frost giants manifest their rage as plates of icy spike armor festooned with jagged icicles that erupt from under their skin. Embracing their inner rage, the frost giant frozen berserker vents their fury on anyone that crosses their path.

FROST GIANT FROZEN BERSERKER

Huge giant, neutral evil

Armor Class 14 (winter's armament)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

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

Saving Throws Str +9, Con +8, Wis +3

Skills Athletics +12, Intimidation +4, Perception +3

Damage Resistances bludgeoning, piercing, and slashing damage

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 11 (7,200 XP)

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

Winter's Armament. The frost giant frozen berserker's rage encases it magical ice, granting it magical armor and weapons. If its armor or weapons are destroyed, the frost giant frozen berserker can regrow them by using a bonus action.

ACTIONS

Multiattack. The giant makes three spiked gauntlet attacks.

Spiked Gauntlet. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 9) slashing damage.

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

REACTIONS

Strength from Pain (Recharges 6). As a reaction to taking damage, the frost giant frozen berserker regains 20 hit points.

FROST GIANT STORM SINGER

Skalds of the frost giant jarls, frost giant storm singers are part entertainer, part warrior. They sing rousing songs that rally their allies, direct warriors to the weakest part of a foes' lines, and sing the blessings of the Thrym, the frost giant deity, upon the brave.

FROST GIANT STORM SINGER

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	19 (+4)	9 (-1)	10 (+0)	16 (+3)

Saving Throws Con +7, Wis +3, Cha +6

Skills Athletics +9, Deception +6, Perform +6, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Common, Giant

Challenge 7 (2,900 XP)

Spellcasting. The frost giant storm singer is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *dancing lights, minor illusion, prestidigitation, thunderclap*

1st level (4 slots): *cure wounds, heroism, ice knife, speak with animals*

2nd level (3 slots): *animal messenger, shatter, warding wind*

3rd level (3 slots): *bestow curse, hypnotic pattern*

4th level (3 slots): *freedom of movement, hallucinatory terrain*

5th level (2 slots): *cone of cold, scrying*

6th level (1 slot): *true seeing*

Rally. As a bonus action, the frost giant storm singer can magically end the charmed and frightened conditions on itself and each creature of its choice that it sees within 30 feet of it.

Warrior's Song (2/day). As a bonus action, the frost giant storm singer can give an ally that it sees advantage on their next attack roll.

ACTIONS

Multiattack. The giant makes two longspear attacks.

Longspear. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

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

FROST OOZES

These oozes are typically found in caverns and ruins beneath the ice.



FROST OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 85 (10d10 + 30)

Speed 10 ft., climb 10 ft.

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

Damage Immunities cold, lightning, slashing, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

Freezing Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) cold damage.

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

Unusual Nature. The ooze doesn't require sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) bludgeoning damage plus 16 (3d10) cold damage and if the target is a creature, it's grappled (escape DC 13). Until this grapple ends, the target is restrained and the ooze can't constrict another target.

Freeze Solid. A creature that the ooze has grappled must succeed on a DC 13 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much on a successful one. If this the creature is reduced to 0 hit points, it's petrified—frozen solid.

REACTIONS

Split. When the ooze is subjected to cold or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original pudding's rounded down. New oozes are one size smaller than the original ooze.

GARUNDAH

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 21 (6d6)
Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Spellcasting. Garundah is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*

1st level (2 slots): *burning hands, feather fall, shield*

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., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ICE SNAKE (FIRE SNAKE)

Medium elemental, neutral evil

Armor Class 14 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) cold damage.

HALF-WHITE DRAGON VETERAN

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Athletics +5, Perception +2

Damage Resistances cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1,800 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.

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.

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

ISARR KRONENSTROM

Medium humanoid (human), chaotic evil

Armor Class 15 (hide armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Skills Athletics +6, Intimidation +6, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

Multiattack. Isarr makes three melee attacks.

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

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

MUTATED GOLIATH (CYCLOPS)

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+0)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

RECKONER

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Arcana +4, Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

First Strike. The reckoner has advantage on initiative rolls.

Spellcasting. The reckoner is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The reckoner has the following wizard spells prepared:

Cantrips (at will): *blade ward, light, message, shocking grasp*

1st level (4 slots): *guiding bolt, shield, thunderwave, witch bolt*

2nd level (3 slots): *blur, levitate*

3rd level (2 slots): *lightning bolt*

ACTIONS

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.

REACTIONS

Lightning Backlash (Recharge 5-6). When a creature hits the reckoner with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.

RISIAN SPIRIT

Medium elemental, neutral

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Incorporeal Movement. The Risian spirit 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 Risian spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Freezing Curse. The Risian spirit targets a creature within 10 feet of it that has been dead for no longer than 1 minute. The target's body is frozen solid. Before it can be raised from the dead, the freezing curse must be removed by *remove curse*, *greater restoration*, *wish*, or similar magic.

SNOW GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 20 ft.

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

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Senses darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

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

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

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

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

Meltable Form. If subjected to fire damage, the golem creates a pool of frigid water in a 10-foot radius around it. Creatures other than the golem that enter this pool or start their turn within it must succeed on a DC 16 Dexterity saving throw or fall prone.

ACTIONS

Multiattack. The golem makes two melee attacks or one melee attack and a Frosty Breath attack.

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

Frosty Breath. The golem exhales a blast of icy shards in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. In addition, the water surrounding the golem freezes solid; any creature standing in the water that fails a DC 16 Strength saving throw is restrained (escape DC 16).

SNOW GOLEMS

These unusual golems are typically created by accident, rather than on purpose.

Garments Bring Life. A snowman dressed in a few articles of clothing are nothing special. But when dressed in magical clothing, these snowmen are occasionally instilled with the vestiges of sentience.

Golems Bring Servitude. A creature that wears the garment that brought the golem to life is able to control it.



SNOW SHARK

(NORTHERN BULETTE)

Like their more common cousins, the snow shark is a massive predator that hunts anything regardless of size. It has no fear and consumes anything it can catch and kill. They are bright white and slightly furry.

Adapted to the Cold. The snow shark has adapted to the frozen wilds, able to move on and through snow and ice without difficulty at the expense of its ability to burrow deeper into earth.

SNOW SHARK

(NORTHERN BULETTE)

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft. (snow and ice only)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Damage Resistances cold

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages –

Challenge 5 (1,800 XP)

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

Standing Leap. The snow shark's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 30 (4d12 + 4 piercing damage).

Deadly Leap. If the snow shark jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the snow shark's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the snow shark's space.

UN-SEE-LEES

These loathsome fey creatures are spiteful creatures who pluck out the eyes of their quarry. Un-see-lees look like miniscule, slender elves with hollow sockets where their eyes once were.

Cursed into Darkness. Once beautiful, a long-forgotten archfey, having been insulted by the vain un-see-lees cursed the vain creatures of their eyes. Denying them ability to look upon themselves in the mirror was cruel and the un-see-lees exist to make the lives of others as miserable as theirs are.

Macabre Trophy Collectors. Un-see-lees are viciously jealous of sighted creatures and aim to inflict upon them the same curse that has befallen them. To that end, they pluck out the eyes of their prey and wear them like strands of gooey pearls.

UN-SEE-LEE

Tiny fey, neutral evil

Armor Class 13 (leather armor)

Hit Points 45 (10d4 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Acrobatics +6, Perception +3, Stealth +6

Condition Immunities blinded

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP)

Blind Senses. The un-see-lee can't use its blindsight while deafened and unable to smell.

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

Keen Hearing and Smell. The un-see-lee has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Snow Camouflage. The un-see-lee has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The un-see-lee uses its Vomit and then makes a melee weapon attack.

Eye Poke. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. A creature can attempt another saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Eye Poke's blinding effect for the next 24 hours.

Vomit. The un-see-lee belches forth a sticky, smelly goo at a creature within 30 feet who must succeed on a DC 12 Strength saving throw or be restrained (escape DC 12).

WASTELING

Wastelings relish in causing despair and pain in the desperate and greedy. Wastelings look like vaguely human-shaped piles of trash, junk, and flotsam.

Ambush Predators. Wastelings are opportunists and hide among the wreckage of crashed or grounded ships, lost caravans, or ruins. Their favorite prey are creatures that investigate the area they've hidden in for much-needed supplies or treasure to be salvaged.

WASTELING

Large fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Sylvan

Challenge 4 (1,100 XP)

False Appearance. While the wasteling remains motionless, it is indistinguishable from a pile of refuse or wreckage.

Mimicry. The wasteling can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The wasteling makes two melee attacks.

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

Wave of Junk (Recharge 5, 6). The wasteling dumps junk and debris in a 15-foot cone. Creatures in the area must succeed on a DC 14 Strength saving throw or be knocked prone and restrained (escape DC 14).

WEIRDS

Weirds are elementals bound to specific locations—usually to act as guardians against interlopers.

Good and Evil Weirds. Weirds have no inherent concept of good and evil. However, a weird bound to a hallowed or profane source of their element takes on the nature of the site, becoming neutral good or neutral evil.

A neutral good weird prefers to frighten trespassers away rather than kill them, while a neutral evil weird delights in tormenting their victims with their associated element: a fire weird burns their prey while an earth weird crushes them or buries them alive. An area protected by a neutral evil-aligned weird can be targeted with a bless spell, which causes the weird to lose its evil alignment.

Weird Limitations. Weirds are unable to move outside of the locations to which they're bound. Air weirds typically safeguard secrets held at the top of tall towers, earth weirds guard the richest chambers of prosperous mines, and fire weirds mighty forges owned by rich lords.

AIR WEIRD

Medium elemental, neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

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

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

Damage Resistances lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 3 (700 XP)

Air Form. The weird can move through a space as narrow as 1 inch wide without squeezing. In addition, the weird can enter a hostile creature's space and stop there.

Invisibility. The weird is invisible.

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

Weird Limitations. The weird can't move outside of the confines of the area to which it's bound.

ACTIONS

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

Suffocating Vortex. The weird whips and swirls around a Medium or smaller creature whose space it occupies. The creature must succeed on a DC 12 Strength saving throw or be grappled (escape DC 12). Until this grapple ends, the target is restrained six inches off the ground and the weird can't grapple another target. At the start of each of its turns, the grappled creature begins to suffocate and can't hold its breath.

EARTH WEIRD

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Terran

Challenge 3 (700 XP)

Earth Glide. The weird can burrow through nonmagical, unworked earth and stone. While doing so, the weird doesn't disturb the material it moves through.

Uneven Terrain. The ground in a 10-foot radius around the weird is difficult terrain to all creatures except earth weirds.

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

Weird Limitations. The weird can't move outside of the confines of the area to which it's bound.

ACTIONS

Multiattack. The weird uses its Localized Earthquake and makes an attack.

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

Localized Earthquake. The weird slams into the ground, causing a small localized quake in a 10-foot radius around it. Creatures in the area must succeed on a DC 13 Strength saving throw or be knocked prone.

FIRE WEIRD

Medium elemental, neutral

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 3 (700 XP)

Fire Form. The weird can move through a space as narrow as 1 inch wide without squeezing. In addition, the weird can enter a hostile creature's space and stop there. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Weird Limitations. The weird can't move outside of the confines of the area to which it's bound.

ACTIONS

Multiattack. The weird uses its Fiery Dash and makes an attack.

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

Fiery Dash. The weird moves half its speed without provoking opportunity attacks. Each 5-foot area that the weird leaves is filled with fire with that lasts until the end of the end of the weird's next turn. A creature that enters a space or starts its turn there catches fire; until a creature takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns.