

THE SNOW STALKERS

The Snow Stalkers is an adventure for four or five players of 5th-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE

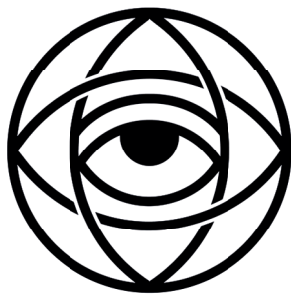


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BACKGROUND

- A famous group of explorers, The Red Drakes, struck out to cross the treacherous Frostfall Pass a week ago. Their task was to deliver a “**special order**” (which can be any item or plot device the Game Master wishes) to a ship captain who is taking the precious cargo to a buyer across the sea.
- The curio dealer who hired The Red Drakes, a halfling named **Nim Bragos**, received a *sending* spell from his ship captain that the cargo was two days overdue.
- With heavy snow storms brewing over the mountains, Nim hires the PCs to find The Red Drakes and recover cargo they carry.
- By the time the group sets out, several members of The Red Drakes have already suffered a cruel fate at the hands of a deranged alchemist, **Karina Tsolka**. She lives in a secret laboratory in the desolate mountain caves where she experiments on the native creatures, trying to breed a “perfect” (and abominable) specimen.

SYNOPSIS

- The adventure begins with Nim gathering the characters to request their services in this urgent matter. He presents several **hooks** to interest them in the job.
- The PCs strike out toward Frostfall Pass amid worsening weather. They contend with icy natural hazards and creatures who harry them on their journey.
- The PCs find the ill-fated **camp site** of The Red Drakes, including a body that has been disfigured in chilling ways. They find clues that lead them to Karina’s secret lab, where they discover the alchemist and her latest snow ape specimens.
- Some members of The Red Drakes are still alive, and the PCs have the chance to **rescue** them, recover Nim’s cargo, and end Karina’s reign of terror over Frostfall Pass.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here’s what you’ll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That’s your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

A COLD WIND BLOWS

The characters begin the adventure sitting on plush cushions around a crackling fire in the tent of a traveling merchant and curio dealer, Nim Brago. Nim has offered each of them yak milk tea with honey. Light snow falls outside.

Ask the characters whether they have any connection to Nim and why they're traveling near the snowy Rimespire Mountains. After that, Nim clears his throat and explains why he's asked the characters to come see him.

MISSING IN ACTION

- Nim tells the characters that he hired a group of adventurers called The Red Drakes to make a rush delivery of a **special order** to a port town beyond the Rimespire Mountains.
- The **Red Drakes** consist of four adventurers: Thalia, a tiefling witch, Garlan, a red dragonborn mystic, Bruga, a half-orc warrior, and Iovus, a human thief. Nim can describe the appearance of each.
- Nim paid The Red Drakes top coin to go through the treacherous-but-speedy **Frostfall Pass** which lies a day's march (eight hours) into the mountains. They're now two days overdue at the port, and Nim worries something terrible has happened.
- A **blizzard** is forming over the mountains and will be at full force by tomorrow night. If The Red Drakes are stuck in Frostfall Pass when it hits, they're as good as dead.

Nim Bragos, LN halfling *scout*

"My client's special order is missing! Well, and the four souls transporting it, too..."

- *Appearance.* Red vest and hat. Long sideburns and a mischievous grin.
- *Does.* Puffs incessantly on his pipe and waves it around while talking.
- *Secret.* Knowingly puts dangerous artifacts in bad hands. Tries not to think about it.

Use the following adventure hooks to introduce the adventure to the characters:

APPEAL TO REWARD

Nim always pays a fair price. He'll compensate the characters each 300 gp for the safe return of the special order. If they bring back any of The Red Drakes, he'll increase it to 500 gp per person. Nim can also provide overland travel via his caravan or arrange a **special order** for the characters if they seek a rare object.

APPEAL TO HEROISM

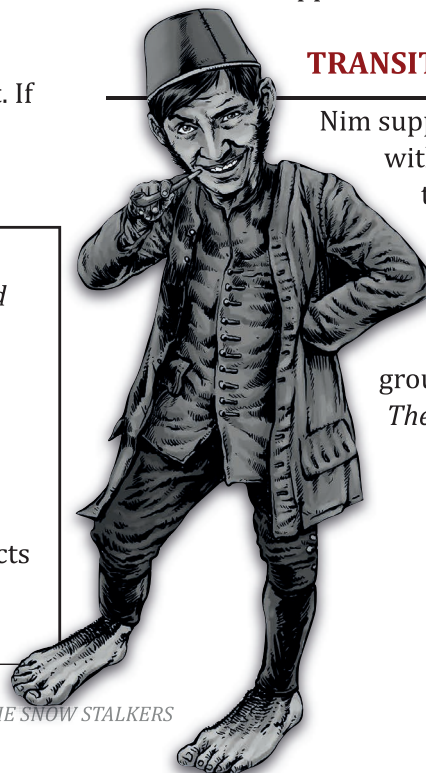
The artifact Nim sent with The Red Drakes is a dangerous **item** the characters have been pursuing. Now, the item's fate is uncertain, and it's up to characters to make sure it doesn't fall into the wrong hands. With the coming blizzard, time is short to recover The Red Drakes and the special order they carried.

APPEAL TO DISCOVERY

The Red Drakes are an experienced adventuring team — they wouldn't succumb easily to a mundane threat. Whatever has happened, it has to be outside the ordinary. And if something **dangerous** is lurking in Frostfall Pass, it has to be uncovered and stopped.

TRANSITION

Nim supplies the characters with any mundane gear they need out of his own supplies. He begs them to act before the coming blizzard. When the group is ready, go to *Into The Storm*.



INTO THE STORM

Sidebar: The Creeping Cold

- Creatures without cold weather gear or cold resistance/immunity must pass a DC 15 Constitution save each hour they are without shelter or suffer one level of **exhaustion**.
- The **blizzard** arrives 24 hours after the PCs speak with Nim. During it, visibility is reduced to 15 feet. Creatures exposed to the open air take 1d6 bludgeoning damage each round from violent wind and hail. Whipping gales threaten even the sturdiest tents.

AREA 1: FROZEN RIVER

- Five hours into the hike toward Frostfall Pass, the group encounters a wide **river** to the east covered in frozen chunks of fast-moving ice.
- A 60-foot tall **waterfall** feeds the river. A second waterfall sends the ice flow careening over the mountainside.
- Snow collects in scattered trees and bushes.



DEVELOPMENT

- Eight white-haired snow **apes** cling to the rocks on the cliffs. The PCs spot them with a successful DC 18 Wisdom (Perception) check.
- PCs can **climb** the icy cliffs with a successful DC 15 Strength (Athletics) check.
- A blind **owlbear** hides in the bushes beside the river. PCs detect it with a successful DC 15 Wisdom (Perception) check. Karina knocked it out and removed its eyes for a hideous experiment. The owlbear has no **memories** of the event besides fear and pain.
- One round after the PCs enter the area, the apes begin throwing **rocks**. Go to combat.
- Creatures leaping across the ice flows on the **river** must pass a DC 15 Dexterity (Acrobatics) check or fall into the water. A creature in the water must pass a DC 15 Constitution save each round or suffer one level of **exhaustion** from hypothermia. Creatures in the water move 15 feet toward the second **waterfall** each round. The waterfall plummets to a 60-foot drop (6d6 bludgeoning damage).

DRAMATIC QUESTION

Can the characters safely cross the river?

COMBAT

- The eight snow **apes** harry the PCs and the **owlbear** by throwing rocks at them. They won't climb down from the cliffs.
- The owlbear rushes out of hiding and uses its keen smell to charge at creatures who get within 20 feet of it. It moves at half speed.
- PCs can **calm** the owlbear with a successful DC 18 Wisdom (Animal Handling) check. The apes continue to throw rocks at it, and it becomes enraged again if injured.
- The apes and owlbear don't pursue creatures out of this area.

TRANSITION

When the group moves past the area, go to *Icy Jaws*.

ICY JAWS

TRAPPED CLOAK

- After two hours of trekking along a narrow ledge on the mountain face, the path widens into **switchbacks** up to Frostfall Pass.
- The snow and wind are beginning to blast sideways as the blizzard grows stronger.
- A **body** in a red cloak dangles from a rope tied to tree 50 feet up the path. It spins slowly in the wind.

DEVELOPMENT

- The **body** is actually a skinned, legless deer carcass with one of The Red Drake's cloaks tied tightly around it. The PCs spot the ruse with a successful DC 16 Wisdom (Perception) check or by untying the cloak.
- The false body is the lure for a "specimen collector" Karina placed. PCs who step in a square adjacent to the body must pass a DC 16 Dexterity save or be caught in a rusty **bear trap** hidden under the snow, taking 4d10 slashing damage and becoming restrained. PCs can pry the trap open with a successful DC 19 Strength check.
- If the PCs activate the trap, the sharp **sound** of it clanging shut echoes in the mountains. One round later, they hear a distant, guttural howl (from the snow mutant in Area 2). The snow mutant in Area 2 begins at a 30% chance to find the PCs instead of 10%.

DRAMATIC QUESTION

Can the characters survive the bear trap?

Treasure

PCs who search the ground around the trap find a red *gem of seeing* beneath the snow.

TRANSITION

When the PCs move past the trap, go to *Frostfall Pass*.



FROSTFALL PASS

ABANDONED CAMPSITE

- The switchback path takes an hour to climb. At the top, it opens up into **Frostfall Pass**, a snowy valley set between two looming peaks.
- Biting gusts of ice howl through the pass.
- A dark **tent** stands behind a low shelf of rocks. Its door flaps open in the wind.
- Beside the tent, partially covered by snow, is the **body** of a human man dressed in black leathers.

DEVELOPMENT

- The body is **Iovus** the rogue from The Red Drakes. His only injury is that his tongue and teeth are gone (this prevents him from communicating via the *Speak with Dead* spell). PCs who pass a DC 18 Wisdom (Medicine) check find he died from the cold.
- The **tent** belonged to The Red Drakes. Bedrolls and travel bags are tossed around inside, but there isn't any blood or damage. The Red Drakes' gear is still in the tent, but Nim's "special order" is missing.
- A shallow **divot** in the snow leads toward the valley's cliffs. PCs who pass a DC 15 Wisdom (Survival) check notice the divot is a mix of drag marks and pole-like indentations.

Sidebar: Alchemist's Attack

- Three nights ago, Karina Tsolka brought her snow mutant to **attack** The Red Drakes while they camped near her secret lab.
- Karina captured Iovus, who was on watch. She tied him up and left him to die in the frigid temperatures. Then, she used **essence of ether** poison on the rest of The Red Drakes. The mutant dragged them to her lab.
- Karina came back the next morning to claim Iovus's "gift of gab" for her experiments after he had succumbed to the cold.

DRAMATIC QUESTION

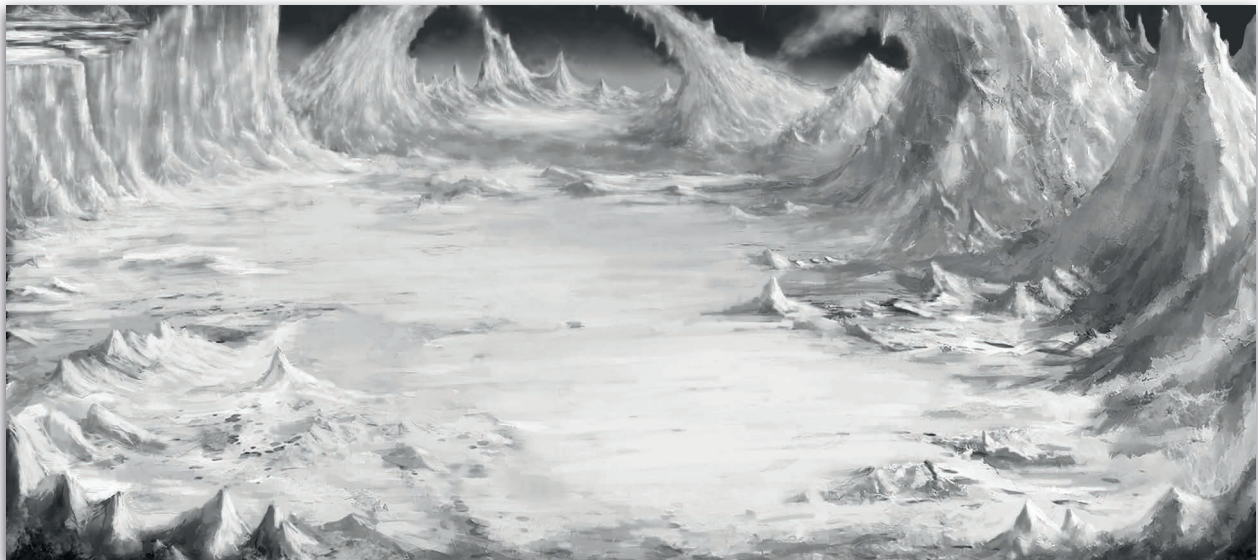
Can the PCs gather any useful information about what happened to The Red Drakes?

Treasure

Karina had no interest in any of The Red Drakes' material goods besides the curious special order they were transporting. She left behind 500 gp, a *potion of animal friendship*, and Bruga's *+1 maul* that houses the spirit of an irritable dwarven shield maiden named Verna (Verna slept through the attack).

TRANSITION

If the PCs follow the trail, go to *Live Bait*.



LIVE BAIT

Sidebar: The Snow Mutant

- Once the PCs are in Areas 2-6, a **snow mutant** prowling near the caves begins stalking them. It has a cumulative 10% chance every 10 minutes of finding and attacking the PCs (it begins at a 30% chance if the PCs activated the bear trap in *Icy Jaws*).
- If the PCs make a **loud noise** or draw attention to themselves, add 10% and roll for the encounter with the snow mutant.
- Each time the snow mutant fails to appear, the PCs sense something is stalking them. They also hear nearby, inhuman noises.

AREA 2: FALSE OWLBEAR CAVE

- The trail in the snow leads to a small **cave** tucked inside the rocky cliffs.
- Cracked bones and large, brown feathers litter the floor. The smell of wet fur and sulfur chokes the damp air.
- At the back of the cave, a **body** lies prone beneath a tattered, red cloak.

DEVELOPMENT

- **Thalia**, the tiefling mage of The Red Drakes, lies unconscious at the back of the cave. She is currently at zero hit points but is stable. Karina left her here as bait for rescuers or scavenging wildlife.
- A **trapped vial** of red liquid is rigged to the inside of Thalia's cloak. If she moves, the vial opens, causing an explosion. Creatures within 15 feet of Thalia must pass a DC 15 Dexterity save or take 6d6 fire damage (half on a success). The sound triggers a roll for the **snow mutant** attack (see sidebar).
- PCs who inspect the cave and pass a DC 15 Intelligence (Investigation) check determine the cave has been **staged** to look like an owlbear nest, but no creatures live here.
- There's a **secret door** in the back wall of the cave. The PCs find it with a successful DC 18 Wisdom (Perception) check.

WHAT THALIA KNOWS

- Thalia remembers waking up while being dragged through the snow. Her wrists and feet were bound, and a hideous **monstrosity** with four thin legs and a bulbous body pulled her, Garlan, and Bruga along.
- She knows about the **secret door** at the back of the cave. There are several rooms behind it, but she was in and out of consciousness while inside. She also remembers hearing the echoes of animalistic screams and snarls.

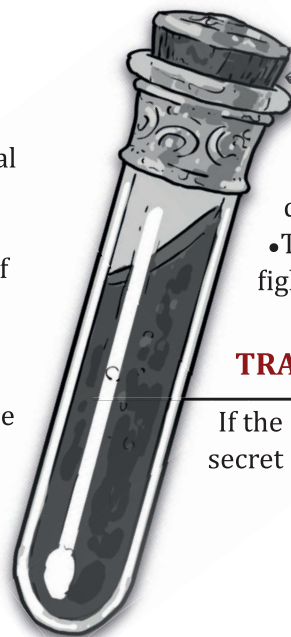
Thalia Skelt, CG tiefling **mage**

"This whole place is a trap. That monstrosity is hunting us!"

- **Appearance.** Bruised and cut. Dusky red skin covered in spell sigil tattoos.
- **Does.** Won't speak above a whisper. Reflexively reaches for her missing staff.
- **Secret.** Her family thinks she's attending a magical academy, but she was expelled for arguing with high-ranking staff.

DRAMATIC QUESTION

Can the PCs rescue Thalia and survive the trap?



COMBAT

- If the **snow mutant** attacks the group in Area 2, it rushes in and targets the creature closest to the secret door.
- Thalia is poisoned and unable to fight.

TRANSITION

If the characters pass through the secret door, go to *Karina's Lab*.

KARINA'S LAB

Sidebar: Imminent Attack

- Each time the characters enter a new area or make noise, add 10% and roll for the **snow mutant** attack as in *Live Bait*.

AREA 3: OPERATING THEATER

- Two steel gurneys with chain restraints sit near a blood-encrusted drain in the floor.
- Scissors, gauze, small knives, and hooked needles are placed in neat rows on a table.

Treasure

There is enough medical equipment here to grant advantage on up to three Wisdom (Medicine) checks to stabilize a dying creature.

AREA 4: MEAT HOOKS

- Hooks hang from long chains hammered into the ceiling. An elk leg and a twisted nest of intestines dangle from two of them.

AREA 5: STORAGE

- Dusty barrels and crates are stacked in the corner. They bear stamps from a variety of regional merchants and caravans.

DEVELOPMENT

- The containers hold salted meats, wheels of cheese, and jars of pickled produce.

AREA 6: HOLDING CELLS

- The door is barred from the outside. When the bar is lifted, the metal door creaks open, revealing a room full of large cages.
- The room smells of dead animals and offal. A mangled hippogriff carcass rots in the largest cage.
- A red **dragonborn** sits in one of the smaller cages with his legs crossed and eyes shut. He chants softly and holds his fingers in an intricate pose.

DEVELOPMENT

- The dragonborn is **Garlan** of The Red Drakes. He's poisoned and unable to fight.
- The **cells** are locked, and Karina in Area 7 holds the keys. PCs can force them open with a successful DC 20 Dexterity check (quietly) or DC 17 Strength check (loudly).

Garlan Hido, NG druid

"There isn't much time. You must rescue Bruga!"

- *Appearance.* Crimson scales. Tan robes. Cloth wrappings on arms and legs.
- *Does.* Weaves his fingers in sacred patterns.
- *Secret.* Planned to destroy Nim's special order after realizing the danger it posed.

WHAT GARLAN KNOWS

- There is a madwoman here who has been capturing and mutilating creatures. She came in a few hours ago with a hulking, four-legged monstrosity and dragged **Bruga** away.

DRAMATIC QUESTION

Can the characters free Garlan and avoid or defeat the snow mutant?



TRANSITION

If the PCs enter Area 7, go to *Monstrosity Vats*. The door to the chamber is unlocked.

MONSTROSITY VATS

AREA 7: ALCHEMY CHAMBER

- This cavern is dominated by five tall, glowing **vats**. Multi-limbed, pale creatures with exposed organs and backwards anatomy float behind the glass.
- A **human woman** in a cowl untangles a nest of tubes connected to one of the vats. She wears pouches bristling with potions and tinkering implements.
- A female **half-orc** lies unconscious on the floor of a metal cage.
- A table full of bottles and tinctures sits opposite a rumpled bed.

DEVELOPMENT

- The human woman is **Karina Tsolka**. She's preparing to connect **Bruga**, who is in the cage, to feeding tubes that will nourish the imperfect specimens she has created. Bruga is under the effects of **essence of ether**.
- PCs can surprise Karina by beating her passive Wisdom (Perception) of 11. The **imperfect specimens** have tremorsense and detect creatures moving on the ground.
- The **vats** have an AC of 14 and 10 HP each. Breaking one releases the imperfect specimen inside. It survives 1d4 rounds.
- PCs can open the **cage** with a successful DC 17 Strength check or DC 20 Dexterity check.

DRAMATIC QUESTION

Can the PCs save Bruga and defeat Karina?

Karina Tsolka, NE

"Nature will never achieve perfection on its own. We have the tools to do so ourselves."

- *Appearance.* A dark cowl and alchemist's mask. Wears dozens of potions and vials.
- *Does.* Hums to herself while working.
- *Secret.* Plans to modify herself into a mutant as soon as she perfects her design.



COMBAT

- Karina stays behind the vats, using them as **half cover** while she attacks with her explosives and toxic vials. She releases a new **imperfect specimen** each round.
- Bruga is poisoned and unable to fight.

Bruga Thornspire, CG veteran

"This feels worse than the time the giant scorpion got me..."

- *Appearance.* Shaved head. Gold earrings.
- *Does.* Snorts when she laughs. Cracks her knuckles often.
- *Secret.* Overcame an addiction to thessal root, a powerful opiate.

Treasure

Karina's shelves contain two vials of antitoxin and two vials of essence of ether poison. Karina has Nim's **special order**, *goggles of night*, and the key to the all the cages throughout her lab.

TRANSITION

Once the confrontation with Karina is decided, go to *Aftermath*.

AFTERMATH

THE BLIZZARD

- The characters can safely take **shelter** from the blizzard in Karina's Lab. The storm abates after 12 hours. If the group decides to travel through it, they face a brutal journey as outlined in *The Creeping Cold*.

THE MUTANTS

- If the characters managed to avoid the **snow mutant** hunting them in Areas 2-6, it flees into the wilds at Karina's defeat.
- The snow mutant may return to stalk the PCs on their return trip or if they take shelter from the blizzard in Karina's Lab. It could also become a threat to others traversing Frostfall Pass.
- Any remaining **imperfect specimens** perish after 1d4 days of not receiving any nutrients.

THE RED DRAKES

- If any of The Red Drakes survive, they hold a funeral for Iovus. They decide to **retire** from the adventuring life for the time being. Bruga returns to her hometown, Garlan to his monastery, and Thalia to the college of magic to make another attempt at studying there.
- Bruga gifts her **+1 maul** to the group, saying Verna deserves the adventuring life. Verna forevermore makes comparisons between her new wielder's abilities and Bruga's.

THE SPECIAL ORDER

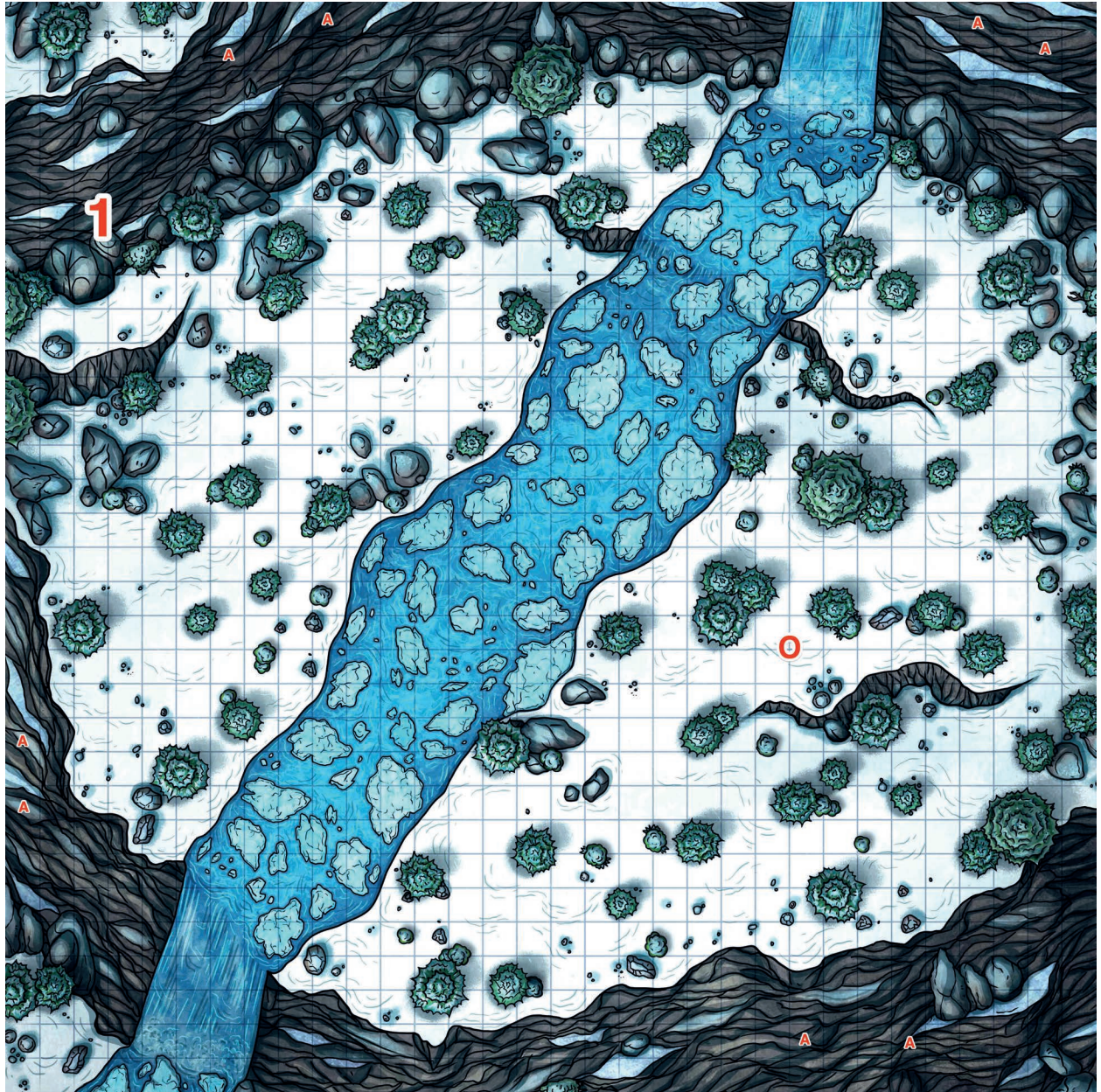
- If the group returns Nim's special order, he makes good on his promise of payment.
- If **Garlan** survived the adventure, he may try to steal or destroy the special order if it could be used as an instrument of evil. He sees it as his last heroic act and atonement for allowing Iovus to perish.

FUTURE ADVENTURE HOOKS

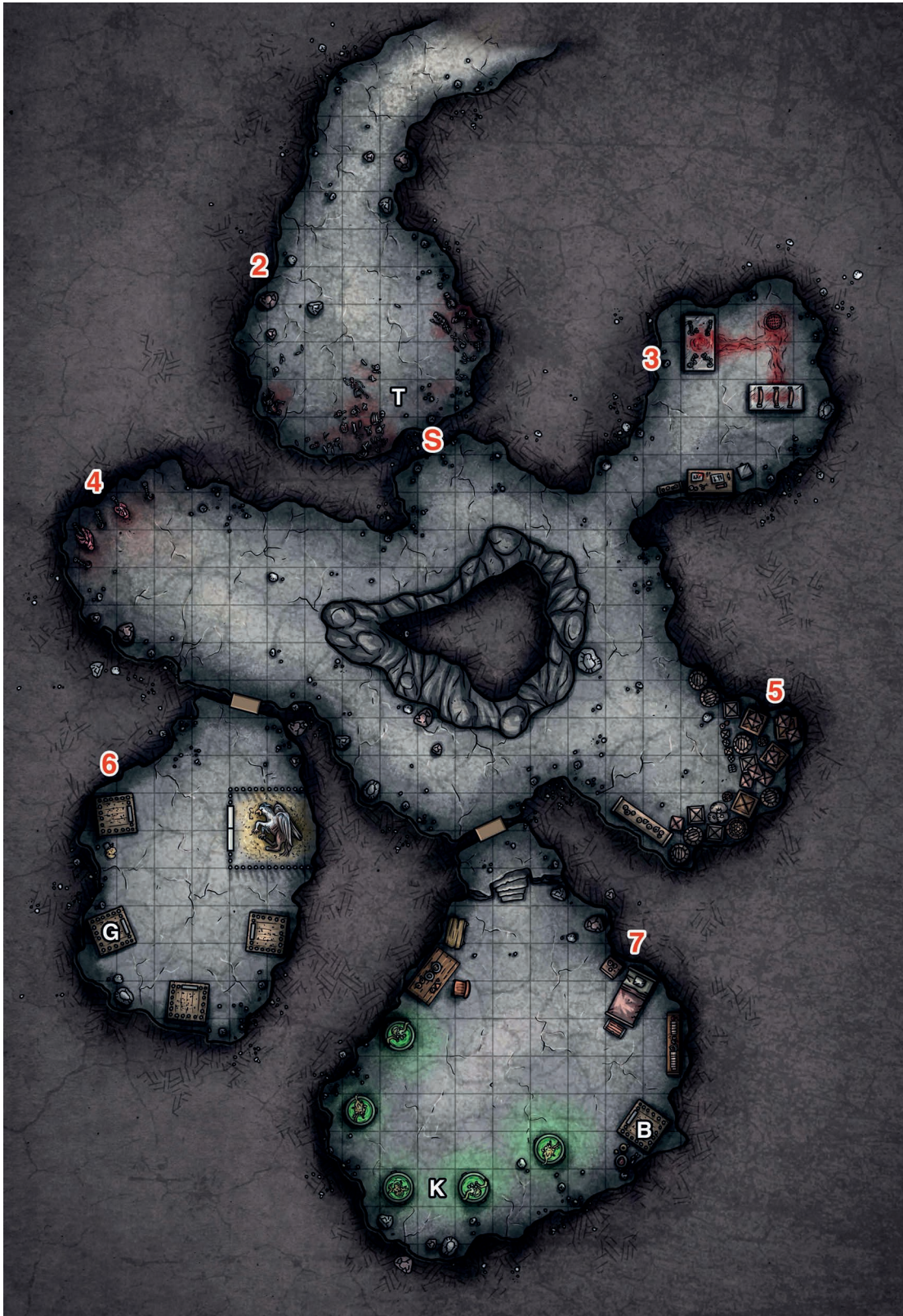
- If the **snow mutant** escaped, it will surely come back to haunt the group or other travelers...
- Nim might hire the characters to deliver the **special order** to a waiting ship in a nearby port town since they've proven themselves. If they accept the job, will they return to Frostfall Pass, or find another route?
- Garlan, Thalia, or Bruga may ask the characters to **accompany** them back to their intended destinations. Upon arrival, the group finds something terribly amiss.
- How did Karina come to possess such forbidden knowledge? A few alchemy experts know rumors of **deep beings** who are willing to teach abhorrent rituals and experiments to those who can withstand their maddening presence. Perhaps Karina was one of their pupils, and perhaps she was not the only one...

APPENDIX A: MAPS

ICY RIVER



KARINA'S LAB



APPENDIX B: NEW MONSTERS

Snow Mutant

Rusty plates and bolts hold together a bulbous body balanced atop four multi-jointed, spindly legs. Bulging owlbear eyes roll in its head, seeking prey to tear apart.

Nasty Combination. A snow mutant has been magically patched, fused, and sewn together out of the most effective anatomy harvested from snow-adapted creatures. It has the speed of an elk, the eyesight of an owlbear, and the strength of an arctic gorilla.

SNOW MUTANT

Large aberration, neutral

Armor Class 15 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	4 (-3)
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Saving Throws Dex +3

Skills Athletics +8

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The snow mutant makes three leg stab attacks.

Leg Stab. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Imperfect Specimen

A writhing mass of joints and exposed organs floats inside a glass tank. At the slightest vibration, it screams and turns its blind eyes toward the source, throwing itself against the shuddering glass.

Failed Experiments. Imperfect specimen are creatures that could have become snow mutants, but they had a fatal flaw in their design. They can't survive long outside their growth vats. They serve as scientific lessons and continued experiments for the twisted alchemists who sustain their lives.

Desperately Hungry. Imperfect specimens need constant fuel for their pain-wracked existences. Without regular infusions of blood and nutrients, they become enraged and may break free of their vats in desperate search of food.

IMPERFECT SPECIMEN

Medium aberration, neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	4 (-3)
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Damage Immunities cold, poison

Condition Immunities poisoned

Senses tremorsense 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 1 (200 XP)

Desperate Violence. While the imperfect specimen has 10 HP or less, it has advantage on attack rolls. In addition, it deals an extra 3 (1d6) damage to any target it hits with a melee attack.

Fumes. Any creature that starts its turn within 5 feet of the imperfect specimen must pass a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to all imperfect specimens' fumes for 24 hours.

ACTIONS

Multiattack. The imperfect specimen makes two claw attacks.

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

Karina Tsolka, Mad Alchemist

From beneath a black cowl, mad eyes glare at your unwelcome intrusion. Karina takes a hissing breath through her respirator and laughs, lifting a glowing bottle of volatile chemicals.

Alchemy Prodigy. Karina, a talented alchemist, ostracized herself after seeking forbidden knowledge and rituals from taboo sources. She fled to the remote mountains so she could conduct her experiments in secret.

Creeping Madness. The fell secrets Karina came to possess were not of the surface world. She delved deep into the twisted caves and caverns underground and found intelligent aberrations who were willing to teach her abominable rituals. In exchange, she sacrificed most of her sanity to her teachers. When they released her back to the surface world, they did so knowingly...

KARINA TSOLKA

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 90 (20d8)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 16 (+3) 10 (+0) 18 (+4) 12 (+1) 13 (+1)

Saving Throws Dex +6

Skills Arcana +7, Medicine +4, Stealth +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

ACTIONS

Explosives. *Ranged Weapon Attack:* +6 to hit, reach/range 20 ft./60 ft., one target. *Hit:* 21 (6d6) fire damage. The target must succeed on a DC 15 Dexterity saving throw or it ignites. Until someone takes an action to douse the fire, it takes 5 (1d10) fire damage at the start of each of its turns.

Toxic Vial. *Ranged Weapon Attack:* +6 to hit, range 20 ft./60 ft., one target. *Hit:* 22 (5d8) poison damage. The target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Release Specimen. Karina releases an imperfect specimen from a vat within 5 feet of her.

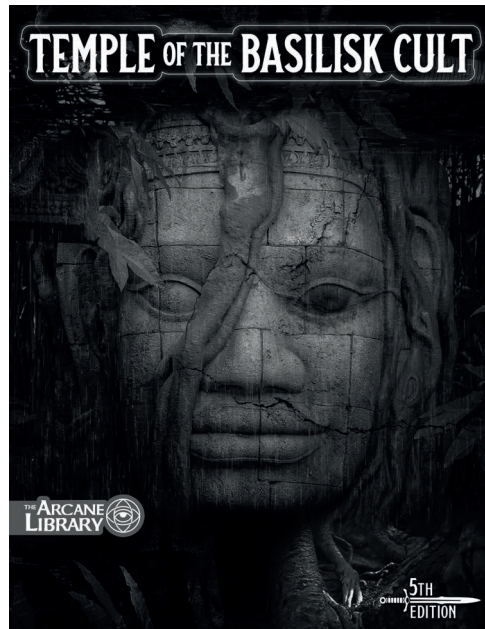
Duck And Weave. Karina takes the Disengage action. She may then move up to 15 feet.

Bombs Away (Costs 2 Actions). Karina takes the Attack action.



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Acknowledgements

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