

HILDA (SHIELDMAIDEN)

Medium humanoid (any), any alignment

Armor Class 16 (ringmail, round shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Strength +4, Constitution +4

Skills Athletics +4, Intimidation +2

Senses Passive Perception 10

Languages Austris, Mithal

Challenge 3 (700 XP)

Brave. The shieldmaiden has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The shieldmaiden makes three attacks; two with its battle axe and one with its shield.

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

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or is knocked prone.

REACTIONS

Battlecry (Recharge 5-6). The shieldmaiden bangs its weapon against its shield while shouting a battlecry to a hostile creature. The creature must succeed on a DC 13 Wisdom saving throw or becomes frightened until the end of its next turn.

Shield Ally. The shieldmaiden pulls up its shield in front of an ally that near it, and who is being attacked by a hostile creature. The ally gains the shieldmaidens' shield bonus as AC (+2 AC) while the shieldmaiden loses its shield bonus of +2 AC for that round.

Shield Wall. If two or more shieldmaidens are within 5 feet of each other, they form a shield wall, and creatures that attack them have disadvantage.

WEREVARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14 (+2)	16 (+3)	10 (0)	11 (0)	10(0)

Saving Throws Strength +5, Constitution +5

Skills Athletic +5, Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Shapechanger. The werevargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form.

Any equipment it is wearing or carrying isn't transformed.

It reverts to its true form if it dies.

Keen Hearing and Smell. The werevargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The werevargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the werevargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

Multiattack. The werevargr makes two attacks with its Svillander javelin. Or it makes two attacks, one with its bite and one with its claws. .

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

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

Svillander Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

LYCANTHROPIC VARGR

Medium humanoid (shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 50 ft.

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

Saving Throws Strength +5, Constitution +4

Skills Athletic +5, Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 12

Languages Austris (common) and Mithal, but it can't speak in Lycanthropic vargr form

Challenge 3 (700 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form.

Any equipment it is wearing or carrying isn't transformed.

It reverts to its true form if it dies.

Keen Hearing and Smell. The lycanthropic vargr has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. The lycanthropic vargr regains 1 hit points at the start of each one of its turns if it is not attacked by a spell, or by a weapon that is magical or silvered.

Howl (2/day). As a bonus action or reaction, the lycanthropic vargr howls and provides its allies within 5 feet of it a 2 (1d4) bonus on their next saving throw.

ACTIONS

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

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

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

RAIDER

Medium humanoid (Vestri), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/8 (25 XP)

ACTIONS

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

Javelin. Ranged Weapon Attack: +3 to hit, thrown range 20 ft./60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6(-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Shapechanger. The lycanthropic vargr can use its action to polymorph into a were vargr, or back into its true form, which is humanoid.

Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

GUDRICK'S GUTTER

Medium humanoid (Mithal), chaotic evil

Armor Class 14 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Strength +4, Constitution +5

Skills Acrobatics +3, Athletics +4, Perception +2

Senses passive Perception 13

Languages Austris (common) and Mithal

Challenge 3 (700 XP)

Blood Feud. Gudrick's gutter can make an attack to a creature it took a critical hit from as a reaction. Additionally, if Gudrick's gutter is below 20 hit points, it adds 2 (1d4) to the damage of its attacks.

Discouraging Shout (2/day). When Gudrick's gutter makes a successful attack to a creature, it can make a discouraging shout as a bonus action and the creatures within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened until the end of their next turn.

Invigorate (1/day). Gudrick's gutter can use its bonus action to regain 13 (1d10 + 8) hit points.

ACTIONS

Multiattack. Gudrick's gutter makes three attacks with its dual-wielded gutting cleavers.

Gutting Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

If Gudrick's gutter makes both of its attacks on the same target and succeeds, or if it makes a critical hit on a creature, that creature must succeed on a DC 13 Constitution saving throw or shiver in intense pain resulting from the wounds taken from this serrated, rusty cleaver. The creature can't take reactions until the start of its next turn.

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

SEA HARPY

Medium monstrosity, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 45 (7d8 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15 (+2)	10 (0)	8 (-1)	10 (0)	15(+2)

Skills Stealth +8 (underwater)

Senses passive Perception 10

Languages Austris (common)

Challenge 2 (450 XP)

ACTIONS

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

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

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

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

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

Into the Depths. The harpy can use its move action to dive into the sea. While underwater, it gains a +4 bonus to stealth checks.

HARRFORAÐ'S TENTACLE

Large limb of monstrosity, unaligned

Armor Class 13

Hit Points 32 (5d10 + 5)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	12 (+1)	3 (-4)	10 (0)	5(-3)

Skills Stealth +5

Damage Vulnerabilities Lightning

Damage Resistances Fire

Damage Immunities Psychic, Necrotic, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses passive perception 10

Languages --

Challenge 1 (200 XP)

Flee. If four of the Harrforað's tentacles are cut from its body (slain), the Harrforað will disengage from the ship and swim away.

Harrforað's Tentacles. Harrforað's is a magical and mysterious creature with each of its tentacles able to develop their own traits, and attacks of each are magical. A Harrforað's tentacle belongs to one of the following types:

Acidic: This tentacle has acid leaking from its palps. It deals an additional 2 (1d4) acid damage on a successful attack, and 2 (1d4) acid damage again at the end of the target creature's next turn.

Icy: This tentacle has ice spikes on it and looks slightly frozen, it deals an additional 3 (1d6) cold damage on a successful attack, which reduces the target creature's speed by 10 ft until the start of the tentacle's next turn.

Poisonous: This tentacle slightly resembles the arm of a jellyfish, it deals an additional 4 (1d8) poison damage on a successful attack if the target fails a DC 13 Constitution saving throw.

Rotten: This tentacle smells like rot and seems rotten, it deals an additional 3 (1d6) necrotic damage on a successful attack.

Underwater Camouflage. The Harrforað's tentacle has advantage on Dexterity (Stealth) checks made to hide while underwater.

ACTIONS

Tentacle Bash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and an additional damage or effect according to the tentacle's type given above.

Constrain. The Harrforað's tentacle can grapple a target using one of its tentacles (escape DC 16). Constrained target is considered restrained and take 8 (1d6 + 5) bludgeoning damage and an additional damage or effect according to the tentacle's type at the start of each one of the tentacle's turns. The tentacle cannot attack or grapple another creature until it lets the target go.

DRAUGR OF DEPTHS

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14 (+2)	11 (0)	6 (-2)	10 (0)	5(-3)

Damage Immunities Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses darkvision 60ft., passive Perception 10

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

Challenge 1 (200 XP)

Chant of Vikingr. While idle, the draugr of depths chants songs of vikingr that is audible within the sea (Perception check DC 10) in an area of 200 feet and sounds like a grumbling (Perception check DC 13) on the surface in an area of 100 feet. Any creature that hears the chant must succeed on a DC 15 Wisdom saving throw or start moving towards the source of the chant.

Mossy Bones. The draugr of depths has advantage on Dexterity (Stealth) checks made while underwater, and any creature that tries to grapple it has disadvantage on its grapple checks.

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

ACTIONS

Multiattack. The draugr of depths makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage

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

Shriek of the Depths (Recharge 5-6). The draugr of depths puts out an unbearable shriek of pain and denial left from its memories of being drowned in the vast blackness. It chooses a creature within 10 feet of it as an action. Target creature must succeed on a DC 13 Wisdom saving throw. On a failed save, it becomes stunned until the end of its next turn by the dread of the depths and drowning, taking 11 (2d10) psychic damage. On a successful save, a creature takes half as much damage and is not stunned.

SKIPAN CAPTAIN*Medium humanoid (Mithal), any alignment***Armor Class** 16 (Light Hide and Shield)**Hit Points** 52 (8d8 + 16)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	14 (+2)	10 (0)	12 (+1)	10(0)

Skills Acrobatics +4, Athletics +6, Perception +3**Senses** passive Perception 13**Languages** Austris (common), Mithal**Challenge** 3 (700 XP)

Skipan Tactics. The skipan captain deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan captain makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

SORCERER OF LAUGR*Medium humanoid (Mithal), any alignment***Armor Class** 12 (15 with mage armor)**Hit Points** 32 (5d8 + 10)**Speed** 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15 (+2)	14 (+2)	10 (0)	12 (+1)	16(+3)

Skills Arcana +3, Acrobatics +4**Senses** passive Perception 11**Languages** Austris (common), Mithal**Challenge** 3 (700 XP)

Spellcasting. The sorcerer is a 5th-level spellcaster. Its spell-

SKIPAN*Medium humanoid (Mithal), any alignment***Armor Class** 14 (Studded Leather)**Hit Points** 27 (5d8 + 5)**Speed** 30 ft.

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

Skills Acrobatics +5, Athletics +4**Senses** passive Perception 11**Languages** Austris (common), Mithal**Challenge** 1 (200 XP)

Skipan Tactics. The skipan deals an additional 2 (1d4) of its weapon's damage against a creature if at least one of the skipan's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

Multiattack. The skipan makes two attacks with its spear.

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

Svilland Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., range 30/120, one target. *Hit:* 7 (1d10 + 2) piercing damage.

casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, fire bolt, light, ray of frost, shocking grasp*

1st level (3 slots*): *mage armor, thunderwave*

2nd level (3 slots): *gust of wind, scorching ray*

3rd level (2 slots): *counterspell, mass healing word*

* The sorcerer starts the encounter with mage armor cast.

ACTIONS

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

ALSVARTR CAPTAIN

Medium humanoid (Mithal), any alignment

Armor Class 16 (chain hauberk)

Hit Points 52 (8d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12 (+1)	16 (+3)	11(0)	14 (+2)	12(+1)

Saving Throws Strength +5, Dexterity +3

Skills Athletics +4

Senses passive perception 12

Languages Austris (common), Mithal

Challenge 2 (450 XP)

Furious Swings. If the Alsvatr captain makes two successful melee weapon attacks to a creature, it adds 2 (1d4) to its second attack's damage.

ACTIONS

Multiattack. The Alsvatr captain makes two melee attacks with its Svillander axe. Or the Alsvatr captain makes two ranged attacks with its longbow.

Svillander Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage and the Alsvatr captain can choose to attack recklessly before making its attack roll, subtracting 2 (1d4) from its attack roll and adding 2 (1d4) to its weapon's damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ALSVARTR SOLDIER

Medium humanoid (Mithal), any alignment

Armor Class 14 (Studded Leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Strength +3, Dexterity +4

Skills Athletics +3

Senses passive perception 10

Languages Austris (common), Mithal

Challenge 1 (200 XP)

Troop Tactics. The Alsvatr soldier adds 1 to its AC if at least one of the allies is within 5 feet of the soldier and the ally isn't incapacitated.

ACTIONS

Multiattack. The Alsvatr soldier makes two melee attacks with its Svillander javelin.

Svillander Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Björn

Medium humanoid, chaotic neutral

Armor Class 15 (heavy hide)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12 (+1)	18 (+4)	9(-1)	11 (0)	9(-1)

Saving Throws Strength +7, Constitution +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Reckless. At the start of his turn, Björn can choose to gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Björn makes two melee attacks with his great-axe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Constrict. Björn attempts to grapple a creature by making a Strength (Athletics) check. If successful, the creature is restrained and takes 23 (4d8 + 5) bludgeoning damage at the start of each one of Björn's turns it remains grappled. While constricting someone, Björn cannot attack another creature.

Slaver Harald

Medium humanoid, chaotic evil

Armor Class 16 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	18 (+4)	14 (+2)	10(0)	14 (+2)	12(+1)

Saving Throws Dexterity +6, Wisdom +4

Skills Deception +3, Perception +4, Stealth +6

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

Improved Initiative. Harald relies on his wits and element of surprise. He adds 4 to its initiative rolls.

Surprise Attacks. Harald is quick to act once he has the initiative. At the first round of combat on his turn, Harald makes a weapon attack to up to 4 creatures within 30 feet of him who haven't yet played their turns. He has advantage on these attacks.

Sneak Attack. Once per turn, Harald can deal an extra 10 (3d6) damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

ACTIONS

Multiattack. Harald makes three attacks in any combination with its saex and handaxe.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Handaxe. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

CUTTHROAT ASTRID

Medium humanoid (Kuning), neutral evil

Armor Class 13 (16 With Barkskin)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16 (+3)	16 (+3)	12(+1)	18 (+4)	12(+1)

Saving Throws Constitution +5, Wisdom +6

Skills Nature +3, Perception +6, Survival +6, Sleight of Hand +5

Senses passive Perception 16

Languages Austris (common), Kun, Mithal

Challenge 3 (700 XP)

Spellcasting. Astrid is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following seidr spells prepared:

Cantrips (at will): *animal friendship, guidance, poison spray*

1st level (4 slots): *charm person, cure wounds, entangle, faerie fire*

2nd level (3 slots): *scorching ray, moonbeam, owner of the spirits*

3rd level (2 slots): *gaseous form, word of Surtr*

ACTIONS

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage

SIGVID

Medium humanoid (Vestri), lawful neutral

Armor Class 14 (ringmail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11 (0)	14 (+2)	11(0)	11(0)	15(+2)

Saving Throws Wisdom +2, Constitution +4

Skills Athletics +5, Intimidation +4

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 3 (700 XP)

Brave. Sigvid has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Sigvid makes two melee attacks with his greatsword.

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

Armor Spikes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. On a successful attack, Sigvid can also try to grapple the target creature by making a Strength (Athletics) check. While a creature is grappled, it takes 5 (1d4 + 3) piercing damage at the start of each one of Sigvid's turns.

REACTIONS

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

CLAW OF FENRIR

Medium humanoid, chaotic evil

Armor Class 13 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12 (+1)	16 (+3)	11(0)	11(0)	10(0)

Skills Athletics +4, Religion +2

Senses passive Perception 10

Languages Austris (common), Mithal

Challenge 1/2 (100 XP)

Dark Devotion. The claw of Fenrir has advantage on saving throws against being charmed or frightened.

ACTIONS

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

BEAST OF FENRIR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14 (+2)	16 (+3)	6(-2)	12 (+1)	5(-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

Keen Hearing and Smell. The beast of Fenrir has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite (Magical +1). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) fire damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HALFDAN

Medium humanoid (*dvergr, shapechanger*), chaotic evil

Armor Class 12 (15 in werevargr form)

Hit Points 45 (6d8 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	17 (+3)	8(-1)	11(0)	14(+2)

Saving Throws Strength +4, Dexterity +4

Senses passive Perception 10

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Dvergmer, Mithal

Challenge 3 (700 XP)

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

Fenrir Spawn. Halfdan's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Halfdan has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Halfdan regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Halfdan 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 15 Strength saving throw or be knocked prone.

Shapechanger. Halfdan can use its action to polymorph into a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Halfdan makes two melee attacks with his greatsword of Fangs. Or he makes two attacks, one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage plus an additional 3 (1d6) necrotic damage.

Greatsword of Fangs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus an additional 2 (1d4) necrotic damage as the sides of the sword are strengthened by the ancient fang.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.

RANDOLF

Medium humanoid (Austri, shapechanger), chaotic evil

Armor Class 14 (17 in werevargr form)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	16 (+3)	12(+1)	14(+2)	17(+3)

Saving Throws Strength +6, Dexterity +6

Senses passive Perception 12

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal

Challenge 4 (1,100 XP)

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

Fenrir Spawn. Randolph's bite and claw attacks deal an additional 1d6 necrotic damage (included in the attacks).

Keen Hearing and Smell. Randolph has an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Regeneration. Randolph regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Pounce. If Randolph 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 15 Strength saving throw or be knocked prone.

Shapechanger. Randolph can use its action to polymorph into

a werevargr (which is currently his form), or back into his true form, which is humanoid.

His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

ACTIONS

Multiattack. Randolph makes three melee attacks, two with his saex of Fangs and one with his saex. Or he makes two melee attacks, one with his bite and one with his claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 4) slashing damage plus an additional 3 (1d6) necrotic damage.

Saex of Fangs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus an additional 2 (1d4) necrotic damage as the pointy end of the saex is strengthened by the ancient fang.

Saex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Howl of the Wolf (1/Day). Randolph howls like a wolf, healing half of the damage he has taken by an attack (maximum 20). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 14 Wisdom saving throw or be frightened for 1d6 rounds.

STIGR

Medium humanoid (Vestri, shapechanger), chaotic evil

Armor Class 13 (16 with barkskin)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	16(+3)	14 (+2)	14(+2)	19(+4)	11(0)

Saving Throws Dexterity +5, Wisdom +6

Senses passive Perception 14

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Languages Austris (common), Mithal, Vestri

Challenge 2 (450 XP)

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

Fenrir Spawn. Stigr's bite and claw attacks deal an additional 1d6 necrotic damage (already calculated in the attacks).

Pounce (Hybrid Form Only). If Stigr 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 15 Strength saving throw or be knocked prone.

Lycanthropic Regeneration. Randolf regains 1 hit points at the start of each one of his turns if he is not attacked by a spell, or by a weapon that is magical or silvered.

Spellcasting. Stigr is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell

attacks). Stigr has the following seidr spells prepared:

Cantrips (at will): *acid splash, light, poison spray*

1st level (4 slots): *crippling spirits, cure wounds, enlarge/reduce, entangle*

2nd level (2 slots): *hold person, barkskin, blindness deafness, ray of enfeeblement*

3rd level (2 slots): *dispel magic*

* Stigr has barkskin spell already cast before the encounter.

ACTIONS

Multiattack. Stigr can make two ranged spell attacks with *Wolf's Fury*.

Wolf's Fury. Ranged Spell Attack: +6 to hit, range 90 ft., one target. Hit: 8 (2d4 + 4) necrotic damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) piercing damage plus an additional 3 (1d6) necrotic damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) slashing damage plus an additional 3 (1d6) necrotic damage.

REACTIONS

Howl of the Wolf (1/Day). Halfdan howls like a wolf, healing half of the damage he has taken by an attack (maximum 15). Also, the creatures that heard the Howl of the Wolf should succeed on a DC 13 Wisdom saving throw or be frightened for 1d6 rounds.

ALPHA VARGR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 59

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	16 (+3)	5(-3)	12 (+1)	7(-2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages --

Challenge 2 (450 XP)

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

Keen Hearing and Smell. The alpha vargr has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the alpha vargr moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the alpha vargr can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

THE PHANTOM QUEEN

Medium undead, true neutral

Armor Class 14

Hit Points 90 (20d8)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10(0)	18(+4)	10 (0)	15(+2)	20(+5)	19(+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 15

Languages Austris (common), Mithal, Vanaris

Challenge 7 (2,900 XP)

Ethereal Sight. The Phantom Queen can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Phantom Queen 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.

Refreshing Possession. For each turn the Phantom Queen is inside the vessel she possessed, she is healed for 2 (1d4) hit points. This damage also heals the body she has possessed.

Spellcasting. The Phantom Queen is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Phantom Queen has the following *seidr* spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*

1st level (4 slots): *crippling spirits*, *sleep*, *enlarge/reduce*, *silent image*

2nd level (3 slots): *hold person*, *reveal the dreams*, *weeping spirit*, *soul scream*

3rd level (3 slots): *fear*, *major image*

4th level (1 slot): *ice storm*, *spirit storm*

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one

creature. *Hit:* 26 (6d6 + 5) necrotic damage. The target must succeed on a DC 16 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.

Etherealness. The Phantom Queen enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriifying Visage. Each non-undead creature within 60 feet of the Phantom Queen that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Phantom Queen's Horriifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the Phantom Queen can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the Phantom Queen; she then disappears, and the target is incapacitated and loses control of its body. The Phantom Queen now controls the body but doesn't deprive the target of awareness. The Phantom Queen can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the Phantom Queen ends it as a bonus action, or the Phantom Queen is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, the Phantom Queen reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.