

AGE 12+



LEGACY OF THE CRYSTAL SHARD™

ENCOUNTERS AND MONSTER STATISTICS:
D&D® NEXT



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INTRODUCTION

This document provides the encounters and the monster statistics that support the *Legacy of the Crystal Shard™* adventure. The adventure is intended to support a range of low-level characters. As a result, not every encounter is designed to target characters of a specific level. Icewind Dale is a perilous place, and if the adventurers charge into danger, they might end up facing something too tough for them to handle. Here are a few tips for helping your players succeed in the adventure despite these threats.

- ◆ **Talk to your players up front.** Some players assume that a Dungeon Master isn't going to throw a challenge at the characters that they can't handle. If your players operate under this assumption, let them know before getting into the adventure that they'll come across encounters where the best approach might be to run away.
- ◆ **Adjust the timeline.** A sense of urgency is an intentional part of this adventure's design. Players shouldn't feel as if they have time to deal with every problem. The adventure has few restrictions regarding when characters can rest and recuperate. If they're resting more often than is desirable, then use events to spur them along. On the other hand, if they're getting badly beaten up, you can modify the timeline presented in the adventure to give them more opportunity to regain resources.
- ◆ **Allow encounters to change.** A wandering monster encountered on the tundra doesn't necessarily fight to the death. Even a savage bear that's likely to defeat the party might retreat if it's badly hurt. A pack of wolves might tire of chasing after fleeing characters and give up. Even the verbeeg near the front of the verbeeg lair can be circumvented if the adventurers think to look for a back entrance. If the players need it, feel free to nudge them to look for alternatives to all-out combat.
- ◆ **Modify the number of monsters.** If the above suggestions don't work, and characters are consistently dying or falling unconscious, consider modifying the number of monsters. Many encounters will work fine with fewer creatures. Alternatively, if the characters are higher level and the players are getting bored because the encounters are too easy, you can add more monsters.

D&D® NEXT ENCOUNTERS

This section contains the information you need to run the adventure using the D&D Next playtest rules.

Encounters that appear in the *Legacy of the Crystal Shard*™ adventure book or on its accompanying Dungeon Master's Screen are presented here in alphabetical order. Encounters in the adventure book (and in certain places in this section) are marked with bold type and an asterisk. For example, **marauding yetis*** points to the encounter by the same name in this document.

Each encounter identifies the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. The encounters also indicate the total XP award for the monsters. Compare this number to the encounter-building guidelines presented in the DM Guidelines document in the D&D Next playtest packet to estimate the difficulty of each encounter. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure. For D&D Next, easy checks are DC 10, moderate checks are DC 15, and hard checks are DC 20.

Abandoned Mining Gear

Scattered pieces of mining gear can be found throughout the mines: rope, hammers, picks, spikes, candles, flint, chalk, mirrors, waterskins, dry rations, and dwarven liquor. These were left behind by miners fleeing the tunnels because of a zombie attack, and the dwarves of Battlehammer Hold would be grateful for their return.

Band of Ruffians

Combat Encounter (50 XP in Act 1 or 200 XP in Act 2)

◆ 5 thugs (Act 1) or 5 tough thugs (Act 2)

These local hotheads are suspicious of any newcomers to town, and spend their days variously blaming dwarves, foreigners, barbarians, wizards, Du vessa Shane, Sheriff Markham, and anyone else they can think of for their own misfortunes. They hurl accusations and insults at the party, finding fault with whatever course of action the heroes have been pursuing as of late. If other people are nearby, the ruffians vent their spleen and then depart. If few or no bystanders are present (particularly at night), the ruffians back their words up with violence. They are cowards at heart, however, and if half the ruffians are defeated, the others flee. If the ruffians are searched, the characters discover that they wear amulets or rings made of black ice.

By Act 2, the black ice has begun to physically empower the ruffians. Use tough thugs instead of thugs for the encounter.

Following any encounter with the ruffians, it's a good idea to have bystanders or a passing member of the town guard condemn the ruffians' behavior and thank the characters for the good they're doing in Bryn Shander. It's important for the players to know that the townsfolk appreciate the heroes' efforts, so they don't come to resent the community they're meant to be helping.

Barbarian Sympathizers

These two brothers, Hoedin and Braedin Hewer, have come to Bryn Shander to buy food to take back to Caer-Konig in preparation for what promises to be a long winter. The brothers' barbarian ancestry is evident in their physique, and they sympathize with the plight of Hengar and his tribe.

If the brothers are encountered during Act 1, they express their disapproval of the townsfolk's insensibility to the plight of the barbarians and exhort the adventurers to help Hengar and the Tribe of the Elk. They volunteer to help the party break Hengar free if he's still a prisoner (the brothers have the same statistics as a human warrior).

If Hoedin and Braedin are encountered during Act 2, they tell the characters about the trouble the pirates of Lac Dinneshere have been causing. They entreat the adventurers to come back with them to Caer-Konig to put a stop to the pirates' depredations, and are willing to wait a few days if the characters have other business to conclude first.

Barracks Goblins

Combat Encounter (100 XP)

◆ 10 goblins

Bear Attack

Combat Encounter (200 XP)

◆ 1 brown bear

Corrupted by the activities of the Ice Witch, this brown bear is unusually aggressive, attacking travelers and fighting to the death.

Bear Tribe Camp

Combat Encounter (200 XP)

◆ 1 human war chief (Wolvig Barrundson)

◆ 2 Bear Tribe warriors

The Elk Tribe warriors accompanying the adventurers deal with their share of the Bear Tribe encampment. This encounter represents only the Bear Tribe warriors that the adventurers must face themselves, including the Bear Tribe chief. You can adjust the difficulty of the encounter by forcing the characters to deal with additional warriors, or by having allies help them finish off any warriors they can't handle.

Bear Tribe Hero

Combat Encounter (200 XP)

- ◆ 1 human war chief
- ◆ 2 Bear Tribe warriors

A mighty hero of the Bear Tribe and his faithful followers challenge the adventurers as they make their way across the field of battle.

Bear Tribe Raiders

Combat Encounter (120 XP)

- ◆ 3 Bear Tribe warriors

These warriors have been ranging out across the tundra from their new camp at Evermelt to raid the other barbarian tribes. Eager to win treasure and spill blood in the Frostmaiden's name, they attack without hesitation and fight without mercy. Giving themselves over to their battle frenzy, these barbarians fight to the death.

Beleaguered Allies

In the heat of combat, the adventurers come across a group of allied forces fighting a losing battle against a stronger force. Roll to determine the allies and enemies.

1d6	Allies	1d10	Enemies
1-2	Dwarves	1-3	Bear Tribe raiders*
3-4	Elk Tribe warriors	4-5	Wolf attack*
5-6	Human warriors	6-7	Yeti attack*
		8-9	Bear attack*
		10	Dragon and witch*

Black Ice Guards

Combat Encounter (280 XP)

- ◆ Baerick Hammerstone
- ◆ 2 dwarf warriors
- ◆ 1 human rogue (black ice emissary)

Black Ice Merchant

This merchant—a dwarf by the name of Clagg Halfhammer—has come from the dwarven valley to sell black ice trinkets in Bryn Shander's market. He's heard rumors regarding the schism between Stokely and Baerick, and about dwarves going missing in the mines. He is now fearful of the prospect of returning home—a fear that is only exacerbated by his constant exposure to black ice. He suggests that the heroes buy his trinkets if they anticipate going to the valley, since Baerick shows favor to those who wear black ice. This is a falsehood, however—Baerick bestows black ice weapons and armor on his followers, but characters wearing black ice gain no special advantage.

Blinding Snow

A sudden storm fills the air with driving snow, obscuring vision around the adventurers. The area is lightly obscured. Roll an additional encounter.

Chasm Crossing

As the adventurers cross the ice, they reach a chasm that must be traversed. If they cannot do so, they must turn back and find a new route, adding 1d4 hours to their travel time. The chasm is 1d3 × 10 feet wide, and drops 30 feet into ice-filled water. You can adjudicate the adventurers' attempts to cross the chasm as you see fit.

A fall into the chasm deals 10 (3d6) bludgeoning damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Chosen's Call

Combat Encounter (560 XP)

- ◆ Hedrun the Ice Witch
- ◆ 2 animated black ice statues

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessell's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 15 Intelligence check to search the dusty ground, or with a *detect magic* spell.

The rune can be safely disabled with a DC 13 Thievery check. On a failed check, a blast in the tunnel brings part of the ceiling down. Any creature in a collapsing section of tunnel is subject to an attack: +5 vs. Reflex; Hit: 2d6 damage, and the target falls prone and is buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand up, and the only action it can take on its turn is to make a DC 13 Strength check to escape. This check takes a penalty equal to the number of feet of rubble covering the target. An unburied creature adjacent to the target can attempt to pull the target free as an action by making the same Strength check.

When a tunnel collapses, it is completely blocked off. The rune disappears and the trap is disabled. After a collapse, it takes 5 hours of work to clear a space 10 feet on a side; each additional character reduces this time by 1 hour.

When the characters encounter a collapsing tunnel trap, no more encounters are possible until the tunnel is cleared or the characters double back to explore different tunnels.

Cult Assassins

Combat Encounter (200 XP/260 XP in Act 2)

- ◆ 5 tough thugs
- ◆ 1 dark adept (Act 2 only)

Devotees of Auril are not a major force in Ten-Towns at the start of the adventure, but their influence grows quickly. By fighting off the yeti at the gates of Bryn Shander, freeing Hengar from Auril's wrath, or simply asking too many questions, the adventurers can come to the cultists' attention, with violent results. Cultists might also attack the adventurers simply because they're strangers and will therefore not be missed.

Since the cultists are otherwise normal townsfolk, it's easy for them to gain surprise in this encounter, and the heroes likely have little or no warning before they're attacked. The characters might be drinking in a tavern when they notice the other patrons eying them while the barkeep methodically closes the windows and doors. Alternatively, they might be helping a guard resolve a dispute between two bickering merchants when all three suddenly draw daggers and attack the heroes. The sense of strangeness surrounding these encounters is heightened by the cultists giving no indication of why they're attacking the characters—and by their compulsion to fight to the death. Searching any body reveals an object bearing Auril's mark, frequently carved from black ice.

By Act 2, Auril's power has grown to the point where her faithful are learning to channel that power. The cultists are led by a dark adept.

Displaced Fisher

Bratha Junn is a fisher from caer-Konig who has decided to pack up her few worldly belongings and move to Lonelywood. Hungry for company on the road and afraid of the prospect of beasts or a winter squall, she invites the adventurers to travel with her. Reroll or ignore this encounter if it occurs more than once, or if the adventurers are not on the road to Lonelywood.

Bratha explains that she left caer-Konig because the competition and violence of fishing Lac Dinneshere became too much to handle. Disputes over fishing territory were bad enough, but now that pirates have started sinking ships, she wants nothing more to do with her former life. She counts herself lucky that she had few ties to caer-Konig, and looks forward to the peace and quiet of Lonelywood.

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the D&D Next bestiary, downloadable at dndnext.com, for the white dragon's statistics.

Dragon and Witch

Combat Encounter (400 XP)

- ◆ 1 Ice Witch's simulacrum
- ◆ 1 skeletal white dragon (Icingdeath)

The adventurers face the skeleton of Icingdeath and the simulacrum either in Evermelt or elsewhere.

When the simulacrum is destroyed, the skeletal dragon collapses to a heap of bones.

Dragon's Lair: If the characters face Icingdeath's skeleton in the dragon's lair, they can recover some of the creature's valuable treasure encased in ice. For every minute they spend chipping away at ice, they uncover one of the following (to a maximum of ten treasures).

1d10	Description
1	50 gp and 250 sp
2	Three gems worth 50 gp each
3	A <i>potion of healing</i>
4	A necklace of ivory and gold worth 100 gp
5	400 cp
6	120 gp and 95 cp
7	Six gems worth 10 gp each
8	A +1 <i>battleaxe</i> of dwarven make
9	A silver bracer worth 90 gp
10	50 gp and a gem worth 100 gp



HEDRUN'S SIMULACRA

Simulacrum is a spell that allows the caster to create a partially real, illusory duplicate of a creature, formed from ice and snow. The duplicate looks like the original creature and remains under its creator's absolute control. If reduced to 0 hit points, it reverts to snow and melts or blows away in the wind.

The spell ordinarily creates a zombie-like creature, though additional magic can imbue it with a life force and some portion of the original creature's knowledge and personality. Hedrun's ability to create a simulacrum of herself is unusual, however. In effect, her simulacrum is an extension of herself, allowing her to travel Icelwind Dale without putting herself at risk. The simulacrum can use all of her spells and other abilities, and it speaks and acts with Hedrun's full knowledge. She can have only one simulacrum active at a time.

When the simulacrum is destroyed, Hedrun requires about a day to create a new one, and the simulacrum must then make the journey from her tower to the dale. Thus, after destroying a simulacrum, adventurers will not encounter a new one for at least two days.



Dwarf Patrol

Combat Encounter (120 XP)

- ◆ 3 dwarf warriors

On the road to Kelvin's Cairn: The noise of this patrol carries through the snow before the dwarves come into view, even on the flat tundra. These dwarves are charged with keeping watch on the road, to ensure that travelers seeking their homes in the valley remain safe. However, they are too busy arguing among themselves to perform their duty. Although these dwarves remain loyal to Stokely Silverstream, two members of the patrol (including its leader) wield axes crafted with Baerick Hammerstone's black ice, and it has made them belligerent and overbearing.

The dwarves argue among themselves about the quality of the black ice axes, the route the patrol takes, their pace on the road, the approaching weather, the cause of the harsh winter, and what to do when they spot the adventurers. In fact, it's hard for the characters to get a word in edgewise, so vociferous is the dwarves' debate. If provoked, the dwarves wielding black ice might attack the adventurers while the third dwarf pleads for calm.

In the Dwarf Mines: Two different dwarf patrol encounters might occur in the dwarf mines.

Battlehammer Patrol: This patrol is cautious but not hostile, particularly if the adventurers have already made their presence known in Battlehammer Hold. If the characters haven't yet talked to Stokely, the dwarves urge them to do so.

The dwarves can provide information regarding what's happening in the mines—specifically, the presence of zombies and the conflict with Baerick's dwarves. They blame Baerick, not his black ice, for their troubles, but some of the dwarves have kin among Baerick's dwarves and find their behavior inexplicable.

The dwarves fight to defend themselves, but they would rather bring the adventurers to Stokely as captives than as corpses. They try to flee if the adventurers overpower them.

Halls of Black Ice Patrol: The dwarves of this patrol are belligerent, demanding to know what the adventurers are doing in their mines, accusing them of coming to steal from them, and threatening death if the adventurers don't leave the mines at once. The dwarves appear to be spoiling for a fight—or the chance to loot the characters' corpses.

Elk Tribe Hunter

The young barbarian Wigleff was part of a larger hunting party attacked by a group of Bear Tribe warriors while out on the tundra. Reroll or ignore this encounter if it occurs more than once.

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped

of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

Wigleff's injuries are superficial, and he quickly recovers his strength if offered food and drink. He can help guide the adventurers to the Elk Tribe's camp if they don't have the benefit of Hengar's aid, or can repeat Hengar's plea for help if the characters are involved in other strands of the adventure.

Fight on the Lake

Combat Encounter (170 XP/530 XP if tough thugs)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 12 thugs or tough thugs (pirates); see below

Derrick and a dozen pirates sail the *Howling Fiend*, but at your option, more pirates might sail alongside them in a second boat. Derrick tries to ram the adventurers' vessel, after which he and half his crew board the party's boat to fight hand-to-hand. The rest of the pirates attack from the deck of the *Howling Fiend*.

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), the pirates are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). If not, they wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

Gatha Dureen is a merchant from Bryn Shander driving a small wagon to Targos, where she intends to relocate. Three hours into the journey, the road has split off to Targos and this encounter can't occur. A dwarf patrol encounter occurs instead.

Gatha has operated her family's bakery in Bryn Shander for twenty years, but is now fleeing to escape the vandalism and intimidation of the Ship Rethnor thugs who work for Vaelish Gant. She is a middle-aged human female with coppery-red hair and gray-blue eyes. Soft-spoken and gentle, Gatha has a loud laugh—though it takes a great deal to make her laugh these days. She is deeply upset about having to leave Bryn Shander, and would love to be able to go back and feel safe. The bakery has been in her family for five generations, and she is overwhelmed with guilt for breaking the tradition. Her wagon is loaded with flour, yeast, and various spices.

Gant's Offices

Combat Encounter (210 XP)

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors
- ◆ 1 quasit

The sigil on the door of Gant's office is a deadly magic glyph trap. The glyph can be detected with a *detect magic* spell or a DC 15 Intelligence check. When detected, the glyph can be disabled with a DC 15 Dexterity check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) lightning damage, or half damage on a successful save.

Goblin Ambush

Combat Encounter (100 XP)

◆ 10 goblins

Goblin sentries lurk in the verbeeg lair where Davrick Fain is planning to hatch a remorhaz. Dressed in white furs, they hide in snowbanks waiting for travelers. As the adventurers pass near, the goblins attack with a barrage of arrows.

If the adventurers are not traveling on the Eastway, the goblins are en route to the road and can't set up an effective ambush.

Goblin Guards

Combat Encounter (100 XP)

◆ 10 goblins

If this encounter is being used as part of the back entrance to Rycher's Lair, and if Rycher had reason to suspect the arrival of hostile adventurers, then he dismisses the goblins in favor of traps. See **Rycher's Lair***.

Green Slime

Exploration Encounter (20 XP)

◆ 1 green slime

A patch of green slime drops from the tunnel ceiling onto a passing adventurer.

Hideout Guards

Combat Encounter (80 XP)

◆ 4 human warriors

Hideout Thugs

Combat Encounter (200 XP)

◆ 2 wererats

◆ 3 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the gap, threatening to crush them. Give the adventurers a few rounds to come up with a means of escape—perhaps making Strength checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 4 (1d8) bludgeoning damage and 3 (1d6) cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (DC 10 Dexterity saving throw to avoid), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d6 bludgeoning damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Ice Hunters

The adventurers come across a group of six local hunters dressed in heavy furs and steering kayaks through the treacherous ice. The hunters are in search of seals and beluga whales to provide food in the harsh winter. They are not hostile to the adventurers unless attacked, and can direct them to the Ice Witch's tower. If attacked, the hunters fight as Bear Tribe warriors.

Ice Witch's Raiders

Combat Encounter (330 XP)

◆ 3 Bear Tribe warriors

◆ 3 orcs

The servants of the Ice Witch patrol the Sea of Moving Ice to protect her tower from intruders.

Kessell's Trap

Combat Encounter (120 XP)

◆ 2 giant spiders

◆ 4 zombies

◆ Akar Kessell (noncombatant)

King Günvald

Combat Encounter (570 XP)

- ◆ 1 human war chief (King Günvald)
- ◆ 6 Bear Tribe warriors
- ◆ 3 orcs

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character must make a DC 10 Dexterity saving throw or fall prone, slide down the slope, and make a second DC 10 Dexterity saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Major NPC

The heroes have a chance encounter with one of the major NPCs (nonplayer characters) in Bryn Shander. Duessa Shane, Sheriff Markham, Vaelish Gant, Slim, Marek the Shank, or Helda Silverstream are all candidates for this encounter, as are any NPCs from elsewhere in Ten-Towns who might be in Bryn Shander on business (most likely one of the speakers). If the characters are outside Bryn Shander, use any NPC detailed in the Setting Book.

This is a good chance to point the characters toward new quests, to remind them about old ones they've been ignoring, or to weave connections between disparate parts of the adventure. For example, if the heroes encounter Vaelish Gant while trying to smuggle Hengar out of town, the wizard might offer the barbarian a black ice charm. He ostensibly does so to provide protection against the Ice Witch's magic. However, he secretly hopes that the black ice's corrupting influence will make Hengar an easy target for later manipulation if Gant decides to exploit the barbarian tribes.

Marauding Yetis

Combat Encounter (190 XP)

- ◆ 1 yeti
- ◆ 4 young yetis

This encounter represents the yetis that the player characters must deal with. Additional yetis attack the caravan and the town, but other caravan or town guards kill and drive them off in the same time it takes for the adventurers to dispatch their foes in this encounter. You can adjust the difficulty of the encounter by forcing the characters to deal with additional yetis, or by having guards help them finish off any they can't handle.

Marek the Shank

Combat Encounter (150 XP)

- ◆ Marek the Shank
- ◆ 1 wolf

Nighttime Break-in

Combat Encounter (230 XP)

- ◆ 5 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb as an action, creating a 20-foot-radius cloud centered on a point within 20 feet of him. The cloud's area is heavily obscured and lasts for 1 minute or until dispersed by a wind of 11 mph or greater.

Orc Champion

Combat Encounter (470 XP)

- ◆ 1 orog
- ◆ 5 orcs

A fierce orc leader leads its lesser allies against the adventurers as they cross the battlefield.

Overwhelming Odds

The adventurers find themselves faced with two deadly threats at once. Roll twice on the following table and refer to the indicated encounters.

1d10	Enemies
1-3	Bear Tribe raiders*
4-5	Wolf attack*
6-7	Yeti attack*
8-9	Bear attack*
10	Dragon and witch*

Pirate Crew

Combat Encounter (XP Varies; see below)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 human warrior (Pyrse)
- ◆ Up to 30 thugs or tough thugs (pirates); see below

The full pirate crew consists of thirty pirates, in addition to Derrick and Pyirse. At the hideout, the adventurers find this number minus any pirates the adventurers defeated at Easthaven or any time thereafter.

Except for Derrick and Pyirse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven),

more of the pirates are outfitted with short swords, crossbows, and better armor (the tough thug statistics block). Use the thug statistics block to balance out the pirates as you see fit.

Pirate Raid

Combat Encounter (130 XP)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 8 thugs (pirates)

If the adventurers join the fray, half the pirates break off to fight them while the rest concentrate on looting Rurden's Armory. (If the adventurers position themselves in front of the building, the other pirates circle around to try to find or create another way in). Derrick joins the attack on the party, unable to resist a fight. However, despite his violent temper, Derrick backs off if he's reduced to half his hit points, yelling at his compatriots to harry his attackers. He's not used to sustaining heavy losses, and if the adventurers take down five or more of his pirates, Derrick calls the rest back to their ships to make a hasty getaway.

Poachers

Combat Encounter (200 XP)

- ◆ 24 human commoners (miners; noncombatants)
- ◆ 8 human warriors
- ◆ 1 tough thug

This group of townsfolk and sellswords, under the leadership of a member of Ship Rethnor, carries out Vaelish Gant's will beyond Ten-Towns. Though the miners stand fast behind the better-armed warriors, they immediately flee if a fight breaks out.

Polar Bear Attack

Combat Encounter (200 XP)

- ◆ 1 brown bear

Even more aggressive than the brown bears of the tundra thanks to the actions of the Ice Witch, this polar bear attacks the adventurers' boats. The polar bear's statistics are identical to those of the brown bear, except that it has a swim speed of 30 feet.

Portage

Two icebergs have collided ahead of the adventurers, closing off the channel they hoped to use. They can backtrack, adding 1d4 + 1 hours to their journey, or they can carry their boats across the ice to the next stretch of water, adding only 1 hour.

ARCTIC CATS

Icwind Dale is home to two varieties of white-furred great cats, both of which pose a threat to travelers on the northern roads.

The fabled crag cat, also called the Hunter-of-Men, is a sure-footed predator that favors rock ledges and cliffs in the highlands. It is a great cat with long, sharp teeth, possessing certain magical abilities that make it particularly fearsome. Its cry sounds like a sudden, human scream of terror. It can't be detected or traced by magic, though some folk say they can "feel" when one is near or watching. And it has a natural resistance to magic that can sometimes turn a spell back on its caster.

Tundra cats are related to crag cats, but lack their magical characteristics. They are more or less identical to white-furred tigers, though they have the same screaming cry as their mountain-dwelling cousins.

Rampaging Bear

Combat Encounter (200 XP)

- ◆ 1 brown bear

A bear rampages across the battlefield, undaunted by the attacks of nearby allied soldiers.

Remorhaz Lair

Combat Encounter (370 XP)

- ◆ Davrick Fain
- ◆ 1 human warrior (Rycher)
- ◆ 1 young remorhaz

Rycher's Cats

Combat Encounter (240 XP)

- ◆ 2 crag cats

These white-furred, long-fanged beasts are at least nominally tamed by the "wild man" Rycher, but they hunt freely on the western slopes of Kelvin's Cairn and down to Maer Dualdon. They ambush travelers but flee quickly from prey that fights back.

One of the cats leaps out to ambush passersby, hoping to fell its target quickly. The other remains hidden, waiting for characters to flee or become separated from the group before striking. If the adventurers stand their ground after

the initial ambush, the cats retreat. If the beasts are pursued, they race back to Rycher's cave.

Rycher's Lair

Combat Encounter (260 XP)

- ◆ 1 human warrior (Rycher)
- ◆ 2 crag cats

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 15 Wisdom check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, the character who triggered it must succeed on a DC 20 Dexterity saving throw. On a failed save, that character takes 9 (2d8) piercing damage and is restrained until the trap can be opened with a DC 20 Strength check or disabled with a DC 15 Intelligence check.

Ship Rethnor Thugs

Combat Encounter (Act 1, 140 XP if no wererat or 190 XP if a wererat is present; Act 2, 490 XP)

- ◆ 7 human warriors, with one possibly a wererat (Act 1)
- ◆ 7 wererats (Act 2)

Random Encounter: These thugs are going about their daily business of bullying and terrorizing the local populace. If the heroes haven't yet had any run-ins with Slim or Marek the Shank, the thugs try to bully them into paying "traveler's dues" to guarantee safe passage while going about their business in Bryn Shander. If the characters refuse to pay, the thugs pretend to back off, then tail the adventurers and ambush them as soon as the opportunity presents itself.

If the characters have already encountered either Slim or Marek, the thugs know who they are and attack them on sight. They taunt the adventurers as they fight: "Slim said to give you his regards . . ." If the characters have already taken Slim and Marek down, the thugs vow vengeance for their leaders' demise: "Nobody crosses Ship Rethnor and lives to brag about it!"

In Act 1, there is a 50 percent chance that one of the thugs is a wererat. By Act 2, all the thugs have been infected with lycanthropy and have become wererats.

In the Council Hall: A similar group of thugs awaits the adventurers in the council hall if they answer the forged note ostensibly from Duessa Shane. In this case, one of the thugs is automatically a wererat.

In Caer-Konig: Another group of thugs carries out Vaelish Gant's schemes around Lac Dinneshere. These thugs do not include a wererat.

Slim's Ambush

Combat Encounter (190 XP)

- ◆ 1 wererat (Slim)
- ◆ 6 human warriors

Suspicious Merchant

Faedrith Guldan is a merchant from Bremen, traveling home with a wagon from a trip to Bryn Shander. Reroll this encounter if it occurs more than once or if the adventurers are not on the road to Bremen.

Guldan draws a sword at the adventurers' approach and challenges them, believing they might mean him harm. If they manage to convince him that they don't intend to hurt or rob him, he explains the reason for his suspicion. While in Bryn Shander, he heard tales of merchants going missing throughout Ten-Towns and along the roads.

Temple of the Storm

Combat Encounter (750 XP)

- ◆ Akar Kessell
- ◆ 1 air elemental

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she must succeed on a DC 10 Constitution saving throw. On a failed save, the character takes 2 (1d4) cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

Combat Encounter (140-240 XP)

- ◆ 5 human warriors

These guards patrol the streets of Bryn Shander. They spend their time keeping cart traffic moving along the town's crowded thoroughfares, helping locals with minor building repairs, breaking up brawls, and escorting drunkards home so they don't pass out and freeze to death in the street. They also keep an eye out for newcomers to town, both to help them become properly acclimated and to make sure they don't cause trouble.

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been

seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

The adventurers come across a group of ordinary townsfolk huddling behind flimsy shelter, trying to avoid the fray. When the townsfolk spot the heroes, they call out for help, asking the adventurers to escort them safely back to the nearest settlement.

Vaelish Gant

Combat Encounter (250 XP)

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

Combat Encounter (200 XP)

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

Combat Encounter (200 XP)

- ◆ 1 Bear Tribe shaman
- ◆ 2 Bear Tribe furies

Winter Squall

A sudden, violent storm blows down off the Reghed Glacier. The adventurers can't make any progress across the tundra for 1 hour. There is a 20 percent chance that a combat encounter occurs while the party is stopped during the storm. If this encounter occurs while the party is resting, each character takes a -2 penalty to Constitution saving throws to withstand the effect of the cold.

Winter Wolf

Combat Encounter (170 XP)

- ◆ 2 wolves
- ◆ 1 winter wolf

A winter wolf and its hunting companions catch the heroes' scent and decide to take them down.

Wolf Attack

Combat Encounter (100 XP or 230 XP if the winter wolf is present)

- ◆ 5 wolves
- ◆ 1 winter wolf (25 percent chance)

ZOMBIE ATTACK!

When the adventurers encounter zombies in the mines, be sure to play up the claustrophobic atmosphere, and use the terrain to the monsters' advantage. Have the zombies attack from around blind corners, come at the party from behind, or lurch out from behind support beams to attack characters who think they're safely in the middle of the party. After one or two such attacks, even innocuous encounters will put the characters on edge. Is the strange, bent shadow hanging from the tunnel ceiling really a broken beam? Or is a zombie's claw ready to catch unwary passersby?

The Ice Witch spurs the beasts of the tundra to attack any humans who dare to brave the winter, making this pack of wolves unusually aggressive. There is a 25 percent chance that the pack is led by a winter wolf.

Yeti Attack

Combat Encounter (220 XP)

- ◆ 2 yetis

Spurred by the Ice Witch to indulge their appetite for human flesh, this band of tundra yetis does not shy from attacking even well-armed bands of travelers. The yetis attempt to use the inclement weather and natural terrain to their advantage, setting an ambush for unwary adventurers.

Zombie Pack

Combat Encounter (100 XP)

- ◆ 10 zombies

Groups of zombie dwarves wander the mines with no real purpose, attacking any living beings they come across. Some carry mining picks or shovels they use as weapons, dealing piercing or slashing damage instead of the bludgeoning damage of the zombie's slam attack.

D&D NEXT STATISTICS

AIR ELEMENTAL

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft.; fly 100 ft. (hover)

Senses darkvision 50 ft.

Str 14 (+2) Dex 17 (+3) Con 13 (+1)

Int 6 (-2) Wis 10 (+0) Cha 10 (+0)

Alignment neutral

Languages Auran

TRAITS

Body of Air: Unless it has a creature restrained, the elemental can move through any gap wide enough to permit airflow. Other creatures can enter the elemental's space. A creature that does so provokes an opportunity attack from the elemental, which has advantage on the attack roll.

Damage Resistance: The elemental is resistant to lightning, thunder, and nonmagical weapons.

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, petrified, polymorphed against its will, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and if the elemental has no creature restrained and the target is Large or smaller, the target must make a DC 11 Strength saving throw. *Failed Save:* The target is pulled into the elemental's space and restrained. When the elemental moves, it pulls the target with it, and the target remains restrained in the elemental's space. Each time it ends its turn restrained in this way, the target takes 9 (2d6 + 2) bludgeoning damage. The target can make one DC 11 Strength or Dexterity check on its turn as part of its movement. On a success, the target is longer restrained and can complete its movement.

A creature within 5 feet of the elemental can take an action to attempt to free a creature restrained by the elemental. Doing so requires a successful DC 11 Strength check, and the creature making the attempt provokes an opportunity attack from the elemental.

ENCOUNTER BUILDING

Level 5 XP 350

AKAR KESSELL

Medium Undead

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) Dex 14 (+2)

Con 16 (+3)

Int 17 (+3) Wis 9 (-1)

Cha 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

Immunities: Akar is immune to disease, necrotic, and poison. He cannot be put to sleep or paralyzed, and does not need to sleep, eat, or breathe.

Spellcasting: Akar is a 4th-level spellcaster mage who uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*minor illusion, ray of frost*

1st Level (4/day)—*cause fear, inflict wounds, magic missile, sleep*

2nd Level (3/day)—*hold person, invisibility, mirror image*

ACTIONS

Melee Attack—Shocking Life Drain: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage plus 4 (1d8) lightning damage, and the target cannot take reactions until its next turn. A living target must make a DC 11 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by the amount of necrotic damage dealt. A creature dies if its hit point maximum is reduced to 0. This reduction lasts until the target completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 5 XP 400

ANIMATED BLACK ICE STATUE

Medium Construct

Armor Class 18

Hit Points 18 (4d8)

Speed 25 ft.

Senses blindsight 25 ft.

Str 14 (+2) Dex 11 (+0)

Con 10 (+0)

Int 1 (-5) Wis 3 (-4)

Cha 1 (-5)

Alignment unaligned

Languages —

TRAITS

Immunities: The statue is immune to cold, disease, poison, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The statue makes two slam attacks.

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 3 XP 80

BAERICK HAMMERSTONE

Medium Humanoid (Dwarf)

Armor Class 17 (splint armor)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 17 (+3) Dex 10 (+1) Con 15 (+2)

Int 10 (+0) Wis 9 (-1) Cha 13 (+1)

Alignment neutral evil

Languages Common, Dwarvish

TRAITS

Action Surge: Baerick can take an additional action on his turn. He cannot use this trait again until completes a short rest or a long rest.

Dwarven Resilience: Baerick has advantage on saving throws against poison and resistance to poison damage.

Improved Critical: Baerick scores a critical if he rolls a natural attack roll of 19-20.

ACTIONS

Melee Attack—Black Ice Maul: +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) bludgeoning damage and 1 cold damage.

Melee or Ranged Attack—Light Hammer: +6 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage.

Second Wind: Baerick regains 11 hit points. He cannot use this action again until he completes a long rest.

ENCOUNTER BUILDING

Level 4 XP 150

BEAR TRIBE FURY

Medium Humanoid (Human)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

Str 11 (+0) Dex 14 (+2) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

ACTIONS

Multiattack: The fury makes two short sword attacks.

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage, or 3 (1d6) slashing damage with the second attack.

Ranged Attack—Javelin: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BEAR TRIBE SHAMAN

Medium Humanoid (Human)

Armor Class 12 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 12 (+1)

Alignment chaotic neutral

Languages Common

TRAITS

Spellcasting: The shaman is a 4th-level spellcaster who uses Wisdom as his magic ability (spell save DC 12). He has the following spells prepared:

Cantrips—*resistance, ray of frost*

1st Level (3/day)—*cure wounds, healing word, inflict wounds*

2nd Level (2/day)—*silence, spiritual weapon*

ACTIONS

Melee Attack—Longspear: +5 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

BEAR TRIBE WARRIOR

Medium Humanoid (Human)

Armor Class 13 (hide armor)

Hit Points 15 (2d10 + 4)

Speed 40 ft.

Str 14 (+2) Dex 13 (+1) Con 14 (+2)

Int 9 (-1) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

TRAITS

Reckless Attack: Whenever the warrior takes an action to make a melee attack, it can do so with advantage on the attack roll. Doing so grants attackers advantage on their attack rolls against the warrior until the start of its next turn.

ACTIONS

Melee Attack—Greatsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +1 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BROWN BEAR

Large Beast

Armor Class 10

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 19 (+4) Dex 10 (+0)

Con 14 (+2)

Int 3 (-4) Wis 13 (+1)

Cha 7 (-2)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The bear gains a +5 bonus to all checks to detect hidden creatures.

ACTIONS

Multiattack: The bear makes one bite attack and one claws attack.

Melee Attack–Bite: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d6 + 4) piercing damage.

Melee Attack–Claws: +5 to hit (reach 5 ft.; one creature). Hit: 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 4 XP 200

CRAG CAT

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) Dex 15 (+2)

Con 14 (+2)

Int 4 (-3) Wis 12 (+1)

Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The cat gains a +5 bonus to all ability checks to detect hidden creatures.

Snow Stealth: The cat can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

ACTIONS

Melee Attack–Bite: +3 to hit (reach 5 ft.; one creature). Hit: 10 (2d6 + 3) piercing damage.

Melee Attack–Claw: +3 to hit (reach 5 ft.; one creature). Hit: 6 (1d6 + 3) slashing damage.

Pounce: If the cat moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone and the cat can make a bite attack against it.

ENCOUNTER BUILDING

Level 3 XP 120

DARK ADEPT

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 12 (+1)

Dex 11 (+0)

Con 13 (+1)

Int 10 (+0)

Wis 15 (+2)

Cha 10 (+0)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The adept is a 2nd-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spells prepared:

1st Level (2/day)—*cure wounds*, *inflict wounds*

ACTIONS

Melee Attack–Mace: +4 to hit (reach 5 ft.; one creature). Hit: 4 (1d6 + 1) bludgeoning damage.

Ranged Attack–Sling: +3 to hit (range 30 ft./120 ft.; one creature). Hit: 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 60

DAVRICK FAIN

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Str 15 (+2)

Dex 11 (+0)

Con 14 (+2)

Int 10 (+0)

Wis 16 (+3)

Cha 13 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: Davrick is a 5th-level spellcaster who uses Wisdom as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*chill touch*, *resistance*

1st Level (4/day): *cure wounds*, *healing word*, *inflict wounds*, *sanctuary*

2nd Level (3/day): *darkness*, *hold person*, *silence*

3rd Level (1/day): *dispel magic*

ACTIONS

Melee Attack–Mace: +5 to hit (reach 5 ft.; one creature). Hit: 9 (2d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 200

DWARF WARRIOR

Medium Humanoid (Dwarf)

Armor Class 18 (chain mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) Dex 11 (+0) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: The dwarf has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Melee Attack—Battleaxe: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) slashing damage.

Melee or Ranged Attack—Light Hammer: +3 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

REACTIONS

Defender: If a creature attacks the dwarf or a creature within 5 feet of the dwarf while it is wielding a shield, the dwarf can use a reaction to give the attacking creature disadvantage on the attack roll. The dwarf cannot use this reaction again until it completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 2 XP 40

GIANT SPIDER

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., spider climb

Senses darkvision 30 ft.

Str 14 (+2) Dex 15 (+2) Con 10 (+0)

Int 2 (-4) Wis 10 (+0) Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Spider Climb: The spider can climb at its full speed, including on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a web spell.

Stealthy +5: The spider gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage.

Ranged Attack—Web (Recharge 5-6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2 XP 40

GOBLIN

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1) Dex 11 (+0) Con 10 (+0)

Int 10 (+0) Wis 9 (-1) Cha 8 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Stealthy +5: The goblin gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 - 1) bludgeoning damage (minimum 1 damage).

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

GREEN SLIME

Medium Ooze (Hazard)

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: It takes a DC 10 Wisdom check to notice the green slime under normal conditions and a DC 12 Intelligence check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

HEDRUN THE ICE WITCH

Medium Humanoid (Human)

Armor Class 14 (ice armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str 9 (-1) Dex 14 (+2) Con 14 (+2)

Int 15 (+2) Wis 16 (+3) Cha 12 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Animal Empathy: Beasts are aggressive toward Hedrun only if she harms them first.

Auril's Footing: Hedrun ignores difficult terrain created by ice, snow, and similar wintry conditions, magical or natural. She is immune to the effect of her own *spike growth* spell.

Freezing Aura: Liquid water that comes within 5 feet of Hedrun instantly freezes. She can traverse bodies of water across the ice created by this trait, but the ice melts quickly enough to prevent other creatures from doing the same.

Ice Armor: Hedrun's ice armor makes her immune to cold damage. Additionally, whenever Hedrun takes damage, she can apply half to her ice armor. Her ice armor can absorb no more than 16 hit points per day.

Spellcasting: Hedrun is a 5th-level spellcaster that uses Wisdom as her magic ability (spell save DC 13). She has the following spells prepared:

Cantrips—*chill touch*, *ray of frost*

1st Level (4/day)—*animal friendship*, *fog cloud*, *gust of wind*, *ice darts*¹

2nd Level (3/day)—*hold person*, *ice spear*², *spike growth*

3rd Level (2/day)—*dispel magic*, *sleet storm*

1. Ice Darts: Hedrun launches three darts of magic ice at up to two creatures that she can see within 50 feet of her, making an attack roll against each target. On a hit, the target takes 5 (1d4 + 3) cold damage and its speed is reduced by 15 feet until Hedrun's next turn.

At Higher Levels: When Hedrun casts this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

2. Ice Spear: Hedrun launches a spear of ice at one creature that she can see within 50 feet of her, making an attack roll against the target. On a hit, the target takes 17 (5d6) cold damage and is restrained. The target must succeed on a DC 15 Strength or Dexterity check to end the restrained condition. On a miss, the spear explodes near the target for half as much damage.

At Higher Levels: When Hedrun casts this spell using a 3rd-level spell slot, it deals 24 (7d6) cold damage on a hit.

ENCOUNTER BUILDING

Level 5 XP 400

HUMAN COMMONER

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0) Dex 10 (+0) Con 10 (+0)

Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Alignment any

Languages Common

TRAITS

Pack Tactics: The commoner gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Club: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +1 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

HUMAN ROGUE

Medium Humanoid

Armor Class 14 (leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 13 (+1) Dex 16 (+3) Con 12 (+1)

Int 11 (+0) Wis 10 (+0) Cha 13 (+1)

Alignment neutral evil

Languages Common

TRAITS

Assassinate: The rogue has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Sneak Attack: Once per turn, if the rogue attacks and hits a creature that has another creature able to take actions and hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The rogue also deals this extra damage if the rogue has advantage on the attack roll.

ACTIONS

Melee Attack—Short Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 50

HUMAN WAR CHIEF

Medium Humanoid (Human)

Armor Class 17 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 14 (+2) Dex 14 (+2) Con 12 (+1)

Int 11 (+0) Wis 11 (+0) Cha 12 (+1)

Alignment any

Languages Common

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the war chief and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

ACTIONS

Multiattack: The war chief makes two long sword attacks.

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Javelin: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

HUMAN WARRIOR

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1 XP 20

ICE WITCH'S SIMULACRUM

The simulacrum uses the same statistics block as Hedrun the Ice Witch, with the adjustments noted here.

Hit Points 19 (3d8 + 6)

ENCOUNTER BUILDING

Level 4 **XP** 200

MAREK THE SHANK

Medium Humanoid (Goblinoid, Hobgoblin)

Armor Class 16 (studded leather, shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 12 (+1) **Wis** 10 (+0) **Cha** 16 (+3)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear Marek and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast: Marek cannot be frightened while he can see a friendly creature within 30 feet of him that also has this trait.

ACTIONS

Multiattack: Marek makes two attacks.

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 4 **XP** 130

ORC

Medium Humanoid (Orc)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3 **XP** 70

OROG

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 **XP** 120

QUASIT

Tiny Fiend (Demon, Shapechanger)

Armor Class 13

Hit Points 7 (3d4); see Traits below

Speed 20 ft.

Senses darkvision 100 ft.

Str 5 (-3) Dex 17 (+3)

Con 10 (+0)

Int 10 (+0) Wis 10 (+0)

Cha 7 (-2)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Magic Resistance: The quasit has advantage on saving throws against magical effects.

Damage Resistance: The quasit is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage, and the target has disadvantage on all Dexterity checks and saving throws, and on all attack rolls made using Dexterity, for 1 minute. This is a poison effect.

Cause Fear (1/day): The quasit chooses any number of creatures within 20 feet of it. Each target must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the quasit. As an action, the frightened target can make a DC 8 Wisdom check to end this effect.

Change Shape: The quasit polymorphs into a Medium wolf or a Tiny bat, centipede, or toad and can remain in this form indefinitely. The quasit gains a fly speed of 40 feet in bat form; otherwise, its statistics do not change (except for its size). The quasit reverts to its natural form when killed.

Invisibility: The quasit turns invisible until it attacks, uses cause fear, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 2 XP 60

SKELETAL WHITE DRAGON

Huge Undead

Armor Class 14

Hit Points 51 (6d12 + 12)

Speed 50 ft.

Senses darkvision 100 ft.

Str 17 (+3) Dex 12 (+1)

Con 14 (+2)

Int 2 (-4) Wis 7 (-2)

Cha 2 (-4)

Alignment chaotic evil

Languages —

TRAITS

Ice Walk: The dragon takes no penalty to speed while traversing ice or snow.

Immunities: The dragon is immune to cold, disease, and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The dragon makes one claw attack and one bite attack or tail attack.

Melee Attack—Bite: +3 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

Melee Attack—Tail: +3 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Large or smaller, the dragon also either pushes the target up to 10 feet away or knocks it prone.

ENCOUNTER BUILDING

Level 4 XP 200

THUG

Medium Humanoid (Human)

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1)

Con 11 (+0)

Int 10 (+0) Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee or Ranged Attack—Dagger: +2 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

TOUGH THUG

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2) Dex 12 (+1) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment neutral

Languages Common

TRAITS

Thug Tactics: The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Light Crossbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

VAELISH GANT

Medium Humanoid (Human)

Armor Class 11

Hit Points 27 (5d6 + 10)

Speed 30 ft.

Str 9 (-1) Dex 13 (+1) Con 14 (+2)

Int 17 (+3) Wis 10 (+0) Cha 15 (+2)

Alignment lawful evil

Languages Common, Draconic, Infernal, Orcish

TRAITS

Abjurer's Armor: Whenever Vaelish takes damage, he can apply half to his *mage armor*. His *mage armor* effect can absorb no more than 13 hit points per day.

Spellcasting: Vaelish is a 5th-level spellcaster that uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*light*, *prestidigitation*, *shocking grasp*

1st Level (4/day)—*charm person*, *magic missile*, *shield*

2nd Level (3/day)—*invisibility*, *scorching ray*

3rd Level (2/day)—*fireball*

ACTIONS

Melee Attack—Sapphire Staff: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sapphire Staff Magic: Vaelish uses his staff to cast one of the following spells stored within it (save DC 13).

Cantrip—*ray of frost*

1st Level (2/day)—*detect magic*

4th Level (1/day)—*dimension door*

REACTIONS

Shield [1st-Level Spell]: When he is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Vaelish can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of his next turn.

ENCOUNTER BUILDING

Level 4 XP 250

VERBEEG

Large Giant

Armor Class 16 (studded leather, shield)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Str 19 (+4) Dex 12 (+1) Con 14 (+2)

Int 11 (+0) Wis 12 (+1) Cha 10 (+0)

Alignment neutral evil

Languages Common, Giant

ACTIONS

Melee Attack—Spear: +6 to hit (reach 10 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

Ranged Attack—Javelin: +6 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 200

WERERAT

Medium Humanoid (Shapechanger)

Armor Class 13

Hit Points 16 (3d8 + 3); see Traits below

Speed 35 ft.

Senses low-light vision

Str 10 (+0) Dex 16 (+3) Con 12 (+1)

Int 12 (+1) Wis 11 (+0) Cha 11 (+0)

Alignment neutral evil

Languages Common (cannot speak in rat form)

TRAITS

Cunning: The wererat has advantage on ability checks to bluff, listen, sneak, and spot.

Damage Resistance: The wererat is resistant to nonmagical weapons except those made of silver.

Opportunist: If the wererat has advantage on an attack roll, it can give up the advantage to make two attacks.

Rat Scurry: While in rat form, when the wererat moves on its turn, its movement does not provoke opportunity attacks.

ACTIONS

Melee Attack—Bite (rat and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 3) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

Melee or Ranged Attack—Dagger (humanoid and hybrid forms only): +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape: The wererat polymorphs into a Medium rat-humanoid hybrid or a Small rat and can remain in this form for up to 24 hours.

While in hybrid form, it can make bite and claw attacks only. While in rat form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the wererat gains low-light vision.

The wererat reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 3 XP 70

WINTER WOLF

Large Beast

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 50 ft.

Senses low-light vision

Str 16 (+3) Dex 15 (+2) Con 14 (+2)

Int 8 (-1) Wis 12 (+1) Cha 7 (-2)

Alignment neutral evil

Languages —

TRAITS

Immunity: The wolf is immune to cold.

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each creature friendly to the wolf that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage, or 11 (1d10 + 6) piercing damage against a prone creature. If the attack deals 9 or more damage, the wolf also knocks the target prone.

Cold Breath: The wolf breathes an icy blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw. *Failed Save:* 15 (4d6 + 2) cold damage. *Successful Save:* Half damage. The wolf must complete a short rest or a long rest to use this breath weapon again.

ENCOUNTER BUILDING

Level 4 XP 130

WOLF

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1) Dex 15 (+2) Con 13 (+1)

Int 2 (-4) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 XP 20

YETI

Large Monstrosity

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 35 ft., climb

Senses low-light vision

Str 16 (+3) Dex 15 (+2)

Con 14 (+2)

Int 8 (-1) Wis 13 (+1)

Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Chilling Surprise: Any creature surprised by a yeti must succeed on a DC 10 Wisdom saving throw or become frightened and paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending both conditions on a success.

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Multiattack: The yeti makes two claw attacks. If the yeti hits one Medium or smaller target with both claw attacks, the target is grappled and is restrained while grappled. While it has a creature grappled, the yeti can use its claw attack against only that creature. Whenever a creature ends its turn grappled in this way, it takes 5 (2d4) cold damage. A yeti can grapple only one creature at a time.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 110

YOUNG REMORHAZ

Medium Monstrosity

Armor Class 16

Hit Points 30 (4d10 + 8)

Speed 30 ft., burrow

Senses blindsight 25 ft., darkvision 50 ft., low-light vision

Str 18 (+4) Dex 14 (+2)

Con 15 (+2)

Int 2 (-4) Wis 13 (+1)

Cha 7 (-2)

Alignment unaligned

Languages –

TRAITS

Burrow: The remorhaz can burrow through ice and snow at its speed, and through earth at one-third its speed. When burrowing through earth, ice, or packed snow, the remorhaz leaves behind a 5-foot-wide tunnel.

Heat: Any creature or object that touches the remorhaz takes 5 (2d4) fire damage.

Immunities: The remorhaz is immune to fire and cold.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) piercing damage, and a Medium or smaller target must make a DC 12 Strength or Dexterity saving throw. *Failed Save:* The target is grappled and is restrained while grappled. While it has a creature grappled in this way, the remorhaz can use its bite attack against only that creature. In addition, whenever a creature ends its turn grappled in this way, it takes 5 (2d4) fire damage. A remorhaz can grapple only one creature at a time.

ENCOUNTER BUILDING

Level 4 XP 150

YOUNG YETI

Medium Monstrosity

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 35 ft., climb

Senses low-light vision

Str 15 (+2) Dex 15 (+2)

Con 13 (+1)

Int 8 (-1) Wis 13 (+1)

Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Grapple: The yeti uses the grapple action against a creature. Whenever a creature ends its turn grappled by the yeti, the creature takes 2 (1d4) cold damage. If it has a creature grappled, the yeti can use its claw attack only against that creature. The yeti can grapple only one creature at a time.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1 XP 20

ZOMBIE

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2) Dex 6 (-2)

Con 10 (+0)

Int 5 (-3) Wis 7 (-2)

Cha 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie is immune to disease and poison, and it cannot be frightened or put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage was dealt by a critical hit. *Successful Save:* The zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

MORE ABOUT THE TRIBES

The following material supplements the discussion of the Reghed tribes in the *Campaign Guide*.

Tribe of the Bear

The other great tribe of the Reghed is the Tribe of the Bear. Driven to desperation by Auril's fierce winter, the Tribe of the Bear has broken peace with the other tribes and with the Ten-Towners, launching raids to steal supplies. Worse, the tribe has turned to the worship of the Frostmaiden and joined forces with Hedrun, the Ice Witch.

Günvald Barrundson

King of the Bear Tribe

King Günvald Barrundson, true to the name of his tribe, is a bear of a man. Approaching seven feet tall, he has a mane of white hair and a bushy, yellow-white beard, though he is only 35 years old. His eyes are pale blue, and his skin is pale and chapped.

King Günvald is said to have wrestled a polar bear and come out the victor, though he himself never makes that claim. Some say the bear he defeated is now his companion, Hündel. In any event, the legend reveals much about his nature and his rule. Günvald is a strong man who loves strength. He covets power, he is willing to wrest it from the grip of those he feels are unworthy of holding it, and he keeps a tight grip on his own authority in order to dissuade anyone who might try to seize power from him. His rule of the Tribe of the Bear has been marked by violence—he has killed several would-be claimants to his title, has broken longstanding alliances and gone to war with the Elk and Tiger tribes, has set Hündel against warriors who failed in important tasks, and now, in Auril's deadly winter, has offered human sacrifices to the Frostmaiden.

The Bear Tribe suffered badly when the harsh winter began. It lost many members to beast attacks and was in danger of running out of food as the beasts and the storms claimed more and more reindeer. From the start, the tribe's shaman proclaimed Auril's wrath and urged his fellows and his king to appease her, and Grünvald was soon forced to acquiesce. When a yeti took the life of his wife, Affya, his patience broke and he personally led the tribe in a terrible ritual slaughter of the warriors whose injuries prevented them from fighting. Since then, the fortunes of the tribe have improved, and now Grünvald has sworn allegiance to the Ice Witch—a bitter pill for the power-hungry man to swallow, but a necessary concession in his mind.

For all his aggressive nature and the bloody history of his reign, Grünvald is an honorable warrior—or was, until the black ice of Hedrun's tower worked its influence on him. He never ordered his warriors into a fight he wouldn't join in himself, and he knew enough to pull his warriors back when he led them into a battle they couldn't

win. Though he was fond of raiding Ten-Towns and the other tribes, ambushes were not his style. He enjoyed the thrill of the fight, even when his opponents' efforts to defend themselves were futile.

The black ice has exacerbated his worst qualities and all but obliterated his redeeming features. He longs for battle, looks for any pretense to start a fight, and now refuses to back down from any conflict, no matter the losses that he or his warriors might suffer. He has also grown desperately afraid of losing what power he has left after allowing his tribe to come under the Ice Witch's thrall. He suspects his underlings—his own younger brother, Wolvig, and the tribal shaman Bjami Tengervaald—of plotting against him.

Bjami Tengervaald

Shaman of the Bear Tribe

For all of Günvald's lust for power, and his fear of being usurped, it has been a long time since he actually steered the activity of the Bear tribe. For years, Bjami Tengervaald, the tribe's shaman, has manipulated the king, the war chief, and every influential tribe warrior to see that his own will was carried out—all while making Günvald believe that all the best ideas were his own.

Bjami is a small, withered man who has endured over sixty winters in Icewind Dale—an accomplishment few can claim. His size and gaunt frame hide a hardy strength that can be attributed to long years spent in communion with wintry spirits, bear totems, and the Frostmaiden herself. Winter seems to have taken root in his very bones and blood, making him something slightly more than human. He believes that his actions are the will of Auril—and he's right.

When Auril made the Ice Witch her Chosen, Bjami realized it immediately, and he was filled with an apocalyptic religious fervor. He believes that Auril's choice of a woman from the Elk tribe is a sign that all the tribes will come under her dominion, united again as they were in Wulfgar's day. He imagines himself and the Ice Witch, side by side, ruling together over a conquered Icewind Dale that is locked in eternal winter.

Wolvig Barrundson

War Chief of the Bear Tribe

King Günvald's younger brother is Wolvig Barrundson, who holds the title of war chief while Günvald coordinates the tribe's efforts from the Ice Witch's palace. Though he believes the position is a great honor that recognizes his skill in battle, in truth he holds the position because Bjami desires it—and because Bjami knows Wolvig to be extremely pliable to his will.

Wolvig is tall and fair like most of his people, with long, blond hair and no beard. An angry red battle scar runs across his neck, and he displays it proudly as a sign of his

strength. "I survived this," he is fond of saying, pointing at the scar, "and I think I'll survive you too." Few people take him as seriously as he takes himself.

Although the Tribe of the Bear, under Bjami's command, is sworn to the service of Auril and the Ice Witch, Wolvig still prays to Tempus—though silently—in battle. Sacrificing people to Auril by leaving them exposed to the cold is not how warriors should behave, he believes, and he secretly resents the path that Bjami has led the tribe down. But his fear of the shaman, and of his older brother's wrath, keeps him in line.

Wolvig is a simple man with simple tastes. He enjoys battle, good food, and good company. He often finds himself wishing that life were less complicated, and he believes that acting as Bjami and Günvald desire is the simplest course of action, even if it doesn't match his own sense of a warrior's ethics.

The Lesser Tribes

After the united Reghed tribes attacked Ten-Towns under the leadership of King Heafstaag of the Elk Tribe, the tribes were sorely depleted. It is said that only fifty warriors survived the ill-fated assault, and the harsh winter that followed took the lives of many of the women and children who had not participated in the attack. Though they clung to their traditional names, the smaller tribes were absorbed into the Tribe of the Elk and the Tribe of the Bear, living and hunting alongside the "true" members of the two strongest tribes.

After the war with Akar Kessell, the people of the tribes abandoned their nomadic ways for a time and settled in Ten-Towns, particularly Bremen and Caer-Konig. Over the succeeding decades, though, they slowly returned to their old traditions, and the tribes took on their old identities. Aside from the Tribe of the Elk and the Tribe of the Bear, the Tiger and Wolf tribes retain a significant presence on the tundra. The Tribe of the Seal and the Tribe of the Caribou emerged for a time and then were reabsorbed into the Tribe of the Elk.

With the coming of Auril's deadly winter, the smaller Tiger and Wolf tribes are struggling to survive. The Tribe of the Tiger tried to find shelter in Bremen, but the group was rebuffed by the suspicious townsfolk and set up a camp instead on the northwestern shores of Maer Dualdon. Its numbers have been whittled away by persistent beast attacks—the people of Bremen and Lonelywood have no idea of the extent to which this tribe has served as a buffer between them and the Ice Witch's fury.

The chieftain of the Tribe of the Tiger is a woman—which would have been unthinkable before Wulfgar's time. Queen Fritha Craegmar is a wise and fair leader and a mighty warrior, though she has no love of violence. While some in the tribe wanted to attack the "weak folk" of Bremen and take the town by force, Fritha relied on a diplomatic envoy, and she withdrew the tribe peacefully

when Bremen's speaker rebuffed her. Perhaps fortunately for both peoples, Speaker Dorbulgruf shares Fritha's calm head. Many members of the tribe grumble against their leader now, however, saying she should have led them to war for the sake of preserving the tribe. It is possible she might not hold her position much longer.

The Tribe of the Wolf, meanwhile, has moved as far to the south and west as possible without leaving Icewind Dale, sheltering in the foothills of the Spine of the World near Ironmaster. Its people have suffered greatly from beast attacks, though they have erected makeshift fortifications that protect them from the worst of the assaults. They grow hungry and desperate, though, as the Ice Witch's beasts drive reindeer and other game away, out of their reach.

The Tribe of the Wolf is currently without a king. The former chieftain, Halpstaag Kaerigson, died during the tribe's migration to the south, and no one has sought to claim his place in this dire time. The tribe's shaman, Jütti Merliss, leads the tribe by default.