

Snowy Mountain Summit



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COLD PATH

The adventurers get their hands on an ancient treasure, but still have no clue what its powers are. As they ponder on how to investigate the artifact, a Sending spell reaches them:

Army approaches Panshaw. Adult Red Dragon. Get help from Mount Jamanroliki's summit guardian, or doomed. You're our only hope. Panshaw's Mayor, Edward.

The heroes have a chance to answer the Sending with a message of their own:

Worry not, mr. Mayor, for help is on the way. We'll climb that summit in no time and be back for our well deserved... - and the message ends. Improvising 25 word responses is hard, even for heroes.

As they rush out of the pyramid, the sun sets, and with it, the pyramid goes underground. After a timely escape from a sand burial, the adventurers set off on another time-sensitive mission — they must get help before Panshaw collapses under siege.

The sight of the snowy mountains is awe-inspiring. Knowing there are no trails that lead to the top, our heroes make their own path, fighting both the harsh weather and the aggressive inhabitants. The journey is arduous and dangerous, but through grit and the will to protect Panshaw, they finally reach the summit and start searching for its guardian...

ENCOUNTER GUIDE

There are a plethora of possible encounters using the minis in this bundle. Here are six suggestions of varying levels that would fit the PC's journey to Mount Jamanroliki's summit: 1) Those who came before (4th-level); 2) Caught in the middle (5th-level); 3) Denizens of the deep (7th-level); 4) Mythic cold (8th-level); 5) Remorhaz's snack (11th-level); and 6) Against the divine winter (13th-level).

Those who Came Before

(medium encounter for four 4th-level characters)

Creatures: Skeleton Mage, Sword 'n' Board Skeleton, Barbarian Skeleton.

The PCs aren't the first to challenge Mount Jamanroliki. Whether for riches, fame, or the thrill of it, multiple adventurers have perished on this journey. A necromancer in particular attempted the climb, but he hasn't technically failed yet — in fact, he's still on the mountain, except he's now a skeleton mage, and reanimates those who fail to journey to persevere with him... forever.

Tactics: The skeleton mage might be joined by a couple more regular skeletons or zombies besides the sword 'n' board and the barbarian skeleton, due to his animate dead spell. It has mage armor active before combat. In combat, it favors casting blindness against agile targets, who are likely to be hampered by blindness, and also likely to fail a Constitution saving throw. It can also concentrate on causing fear against a not-so-wise target. Other than that, it can use cantrips to damage the PCs, although this role is better suited for its lesser skeletal minions.

Caught in the Middle

(medium encounter for four 5th-level characters)

Creatures: Sabertooth, Bearguin, Young Bearguin.

A sabertooth has gotten to it, and a young bearguin is easy prey. Getting through its parent is tough, however. When the PCs arrive in the scene, suddenly there's apparently easier prey for both the sabertooth and the bearguin, who attack the PCs jointly.

Tactics: The sabertooth is capable of pouncing and knocking down a character. The bearguin tries to take advantage of this, attacking the prone character with advantage. The bearguin chikub backs away from combat and waits for its parent. If the parent is killed, it tries to run back to its lair.

Denizens of the Deep

(medium encounter for four 7th-level characters)

Creatures: Ice Troll, Frost Duergar, Werebear (friendly).

From one of the many side tunnels of Mount Jamanroliki, an ambush comes. The frost duergar, who dwell deep in the earth, sometimes resurface to ascertain their dominance, scavenge, and do evil deeds. They are frequently accompanied by ice trolls, who revel in those violent, evil schemes. Native werebears are aware of the situation, and frequently help those ambushed by these vile creatures.

Tactics: The frost duergar activates its iceskin right before the encounter, and may use its invisibility to flee or to finish off a wounded PC. The ice troll does not target the werebear, aware that it cannot harm it, as long as there are other targets. If there are no other enemies for him, the frost troll attempts to grapple the werebear, giving the Duergar advantage on attacks. If the Duergar has died the Frost Troll flees back to the tunnels. The werebear, on the other hand, favors targeting the frost duergar, who can damage it while under the effect of iceskin, and who can more easily be slain due to lacking regeneration.

Mythic Cold

(medium encounter for four 8th-level characters)

Creatures: Wendigo, Yeti, Walrusfolk Harpooner (friendly).

The mythic creatures of the freezing mountains are an aggressive bunch. A walrusfolk happens to be walking by, and is attacked by both a yeti and a wendigo. The PCs could secure shelter in the walrusfolk tribe if they are able to save him from this threat!

Tactics: The yeti uses its gaze to paralyze characters who look frail, while the wendigo uses its innate spellcasting to exhaust those stuck in place by the yeti's gaze. While not as deadly when the PCs start with zero levels of exhaustion, the wendigo's sickening radiance can snowball the encounter if someone is stuck in it for a few rounds. Both their melee attacks are extremely dangerous against paralyzed foes. The walrusfolk is outmatched by the powerful enemies, but saving him before he dies in the spell's area of effect should prove an interesting bonus goal for the encounter.

Remorhaz's Snack

(medium encounter for four 11th-level characters)

Creatures: Remorhaz.

The remorhaz is a notorious tunneller, and his large (and deadly) stomach can digest creatures in no time. The PCs happen to pass by it, and the flaming centipede happens to be hungry.

Tactics: The remorhaz is a simple creature. It swallows enemies that aren't too capable to damage its insides, and it may employ its burrowing speed for hit and run tactics, swallowing one enemy at a time and leaving to digest.

Against the Divine Winter

(deadly encounter for four 13th-level characters)

Creatures: Werebeast, Ice Golem.

The werebeast is the chosen of the moon goddess, the hunter in the night. Along with its sidekick created by the winter god, the ice golem, no adventuring party is safe!

Tactics: The werebeast is a full spellcaster with 8th-level spells available. Many tactics are available to it, so be creative! The ice golem is mainly concerned with hitting single targets with its slam

LEVISTEUS CANIATUS



TIEFLING SORCERER - MEDIUM

Levisteus is part of a noble lineage of tieflings deeply linked to the frozen wastes, the Caniatus. When he was born, his mother's lips turned blue, as all heat was drained from her. "Levisteus", she ushered - and that was his name. Praised by his sorcerous power, but despised by his involuntary display of it at birth, there was always a distance when it came to social bonds and Levisteus, who had no real connection with anyone. Not only were people afraid of being chilled to death, he was also afraid to make a friend only to lose it, shattered in uncountable frozen shards.

Eventually, though, a small step was taken, and Levisteus was able to befriend an otter. As their friendship flourished, the sorcerer's heart was embraced in warmth, and he could confidently manipulate his powerful gift - as long as he had his friend by his side. Not really fitting in with his society, Levisteus Caniatus left his home looking for others who could bring heat to his cold life.

RHAL BEARSLAYER

HUMAN BARBARIAN - MEDIUM

Rhal was born in a matriarchal barbarian tribe, and was the heir to the chieftainship. She was raised hearing the stories of the mighty creatures her mother bested — even while carrying Rhal in her womb! Inspired by them, Rhal decided to leave on an adventure to prove herself as a woman, and slayed a large polar bear on her 11th birthday. When she came back home, the whole tribe rejoiced, for she would bring much prosperity in the future. Rhal "Bearslayer", they called her!

As Rhal's hangover subsided on the next day's afternoon, a legion of giants struck the tribe, slaying nearly all barbarians, for Rhal had butchered the giant's mascot, Cool-a Bear. Rhal's fate was different, though. She was captured by the giants, and would be punished for many years to come. After coming of age, though, she was able to prove herself to the giants, besting their chieftain, and securing freedom. From that day forward, Rhal ventured far and wide, aiming to establish a new tribe with new companions.



TAES OF THE FROZEN TUNDRA



HUMAN FROST DRUID - MEDIUM

Taes was born in the wilderness, raised by both animals and men. As her predecessors before her, Taes was taught the way of the protectors of the arctic, the druidic Circle of Frost. As part of her training, she bonded with her plant side - the pine-bush - her animal side - the wisdom of owls - and her human side - the use of sickles.

As a full-fledged frost druid, she went on multiple excursions against poachers and so-called "adventurers", defilers of the wilds. After a while, though, she came to realize that nature is so much more than the arctic, and decided to widen her mission. Taes of the Frozen Tundra journeyed on, fighting against destruction of all the wilds!

BARBARIAN SKELETON

BARBARIAN SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Greatsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage.

While the cold theoretically would preserve the flesh of the dead — favoring zombies over skeletons — the denizens of those harsh places seldomly are picky eaters. With that, most humanoid adventurers who face the final embrace in a frozen dungeon leave only their gear and their bones behind. Whether animated by the negative energy surrounding their deaths or by necromancers — even skeletal necromancers! — these skeletons are abundant and varied.



BEARGUIN

In heat or in cold, in the south or the north, one thing never changes: wizards gonna wiz... Or something. One might wonder: what does an owl have to do with a bear? Why would a mad mage experiment uniting the two? Alas, great minds think alike, and another mad mage based in Mount Jamanroliki thought: what if a bear and a penguin were combined? At least his combining order was original, resulting in a bearguin (not to be confused with a penguear, that's another mage's experiment).

BEARGUIN

Large monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	3 (-4)	11 (+0)	9 (-1)

Skills Perception +2

Damage Resistances cold

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

Keen Smell. The bearguin has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bearguin makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.



FROST DUERGAR

FROST DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate)

Hit Points 60 (8d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The duergar makes two attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, or 9 (1d12 + 3) slashing damage plus 6 (1d12) cold damage while under the effect of Iceskin.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage plus 3 (1d6) while under the effect of Iceskin.

Iceskin (Recharges after a Short or Long Rest). For 1 minute, the duergar magically turns into ice, along with anything it is wearing or carrying. While turned into ice, the duergar is resistant to cold, fire, and nonmagical bludgeoning, piercing, and slashing damage, and doubles its damage dice on weapon attacks by adding cold damage (included in the attacks).

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Iceskin, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

“Most dwarves are deeply enamored with their environment; they call themselves “mountain” dwarves, or “hill” dwarves, and so on. Not only are they proud of their origins, they are also deeply molded by them, adapted to the core.”

While most dwarves are in tune with earth, rock, and so on, those living in the cold of Mount Jamanroliki mix and match the earthen metals present in the mountain’s ore with the water present in the snow and ice, forming a distinct subset of dwarves. Not only that, the evil duergar who live deep in Jamanroliki’s caves take on the same affinity with frost, and manifest specific supernatural abilities attuned to it.



ICE GOLEM

“Despite being more abundant in the cold, ice golems do not naturally melt in hot environments. Their bodies are made of everice, which is found near the summit of Mount Jamanroliki, explaining why they’re not seen elsewhere. Much like other golems, they are nearly impervious to spells and regular weapons.”

ICE GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can’t speak

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem’s weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 3 (1d6) cold damage.

Ice Barrage (Recharge 6). The golem shoots ice spikes in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 17 (5d6) piercing damage plus 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.



ICE TROLL

Trolls are terrifying enemies, who refuse to stay down unless slain by those in possession of the proper knowledge. Their relentless regeneration results in the assimilation of foreign matter when a deep wound is closed. That is the origin of ice trolls, who were the victims of falling stalactites that attached permanently to their backs and heads. The constant exposure to the icy cold crystals in their body serves as a buffer against fire, and has turned their hearts cold, supernaturally so. Maybe the frozen heart of a freshly slain ice troll is just what an adventurer needs to forge a Frostbrand blade.

ICE TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid damage, or 15 fire damage in a single round, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its maul.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 3 (1d6) cold damage.



REMORHAZ

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

While some creatures merely get by in the frozen tundra, and would fare better in a less extreme environment, there are some wild varieties that thrive in it. One such creature is the remorhaz, a monstrosity that would overheat and die in a temperate environment. The freezing cold of the north happens to let a remorhaz function at peak performance, maintaining a stable body temperature that is hot enough to burn other creatures, while not overheating.



SABERTOOTH

SABERTOOTH

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Damage Resistances cold

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The sabertooth has advantage on Wisdom (Perception) checks that rely on smell.

Known by many names, the sabertooth is an ancient feline adapted to the cold Mount Jamanroliki. This predator wastes no energy and no time — if prey is located, there's no deliberation, only a precise pounce to capture it. If there's no prey, then energy and warmth are conserved inside the mountain caves. Such is the way of life required for this enormous beast to survive with the available resources, way less glamorous than that of a "king of the jungle".

Pounce. If the sabertooth moves at least 20 ft. 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 sabertooth can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



SKELETON MAGE

SKELETON MAGE

Medium undead, lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	16 (+3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages all languages it spoke in life

Challenge 3 (700 XP)

Spellcasting. The skeleton is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The skeleton has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *ray of frost*
1st level (4 slots): *cause fear*, *mage armor*, *magic missile*
2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*
3rd level (2 slots): *animate dead*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

“While the cold theoretically would preserve the flesh of the dead — favoring zombies over skeletons — the denizens of those harsh places seldomly are picky eaters. With that, most humanoid adventurers who face the final embrace in a frozen dungeon leave only their gear and their bones behind. Whether animated by the negative energy surrounding their deaths or by necromancers — even skeletal necromancers! — these skeletons are abundant and varied.”



SWORD 'N' BOARD SKELETON

While the cold theoretically would preserve the flesh of the dead — favoring zombies over skeletons — the denizens of those harsh places seldomly are picky eaters. With that, most humanoid adventurers who face the final embrace in a frozen dungeon leave only their gear and their bones behind.

Whether animated by the negative energy surrounding their deaths or by necromancers — even skeletal necromancers! — these skeletons are abundant and varied.

SWORD 'N' BOARD SKELETON

Medium undead, lawful evil

Armor Class 15 (damaged chain and shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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



WALRUSFOLK

WALRUSFOLK

Medium humanoid, any alignment

Armor Class 13 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Nature +2, Perception +3, Survival +3

Damage Resistances cold

Senses passive Perception 13

Languages Common, Walrusfolk

Challenge 1 (200 XP)

Hold Breath. The walrusfolk can hold its breath for 10 minutes.

Keen Smell. The walrusfolk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Harpoon. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature, it must succeed on a Strength contest against the walrusfolk or be pulled up to 20 feet toward the walrusfolk.

“Walrusfolk are gifted fishermen who use both fish hooks, nets, and sometimes harpoons for a particularly large catch. Despite their rugged look, walrusfolk are fond of many trinkets and carvings, which they value highly — they have special carvings on their ivory tusks, which tell stories of their past. A meeting with walrusfolk can be friendly if gifts are traded, or it can turn violent if their customs are disregarded.”



WENDIGO

The wendigo is perhaps the most ironic creature in the frozen wastes: it feeds on hunger. Watching while others starve to death energizes it like nothing else, and so the wendigo consumes food not for nourishment, but to refrain others from eating it. When its prey is on the verge of death, committing heinous acts of cannibalism, that is when the wendigo strikes.

WENDIGO

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	9 (-1)	11 (+0)	16 (+3)

Skills Perception +3, Stealth +6, Survival +3

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

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Forest Camouflage. The wendigo has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Innate Spellcasting (1/Day). The wendigo can innately cast *sickening radiance* (spell save DC 14), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The wendigo makes three attacks: two with its claws and one with its horns.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.



WEREBEAR

WEREBEAR

Medium humanoid (human), neutral good

Armor Class 14 (scale mail)

Hit Points 142 (19d8 + 57)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +7, Perception +7

Damage Resistances cold

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

Senses passive Perception 17

Languages Common

Challenge 6 (2,300 XP)

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The werebear makes three attacks: one with its bite, and two of its choice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the experiment can't constrict another target or use the greataxe action.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

“Werewolves have it easy; they live in places with plenty of soft weaklings, and wreaking havoc with impunity is child's play for them. In the frozen Mount Jamanrolik, however, there are only hardened brutes alive, and they would butcher a werewolf if it tried anything funny. Werebears, while afflicted with lycanthropy, are good-natured creatures, which lets them mingle with regular folks and work in society, leading to enough prosperity to endure the earthen giant that is the mountain.”



YETI

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Most folks have met a mage, or a cleric, or heard of dragons, and know these to be real. Yetis, on the other hand, make people skeptical. "So it's got the body of a gorilla, a lion's mane, and the horns of a longhorn heifer, but it lives in the utmost cold? Nah, man." What these comments fail to take into account is that the yeti is not a mundane amalgam of animals, but also carries the magic essence of cold. Due to this, many adventurers are taken by surprise when this physical powerhouse resorts to paralyzing magic when first encountering it.



YOUNG BEARGUIN

In heat or in cold, in the south or the north, one thing never changes: wizards gonna wiz... Or something. One might wonder: what does an owl have to do with a bear? Why would a mad mage experiment uniting the two? Alas, great minds think alike, and another mad mage based in Mount Jamanroliki thought: what if a bear and a penguin were combined? At least his combining order was original, resulting in a bearguin (not to be confused with a penguear, that's another mage's experiment).

YOUNG BEARGUIN

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	9 (-1)	14 (+2)

Skills Perception +1

Damage Resistances cold

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The bearguin has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bearguin makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.



WEREBEAST

BOSS

“

Lycanthropy is a curse that keeps on spreading... What if one lycanthrope bites another, then? This resulting beast is the accumulation of many different werecreatures — part wolf, part stag, part bear, part owl. There are so many different natures clashing inside of it, that its original self is no more. It is a fickle creature, following different instincts at different times. The only constant is the moon goddess' blessing, which takes the form of the staff of lycanthropy, a special artifact attuned to the werebeast that grants powerful and versatile supernatural abilities over the animals and elements.

”

WEREBEAST

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Perception +6, Survival +6

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

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 11 (7,200 XP)

Keen Sight and Smell. The werebeast has advantage on Wisdom (Perception) checks that rely on sight or smell.

Magic Weapons. The werebeast's weapon attacks are magical.

Staff of Lycanthropy. While holding the staff of lycanthropy, the werebeast is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The werebeast has the following druid spells prepared:

Cantrips (at will): *druidcraft, frostbite, gust, produce flame*
1st level (4 slots): *absorb elements, faerie fire, goodberry*

2nd level (3 slots): *moonbeam, skywrite*

3rd level (3 slots): *call lightning, conjure animals, dispel magic*

4th level (3 slots): *dominate beast, ice storm*

5th level (2 slots): *cone of cold, control winds*

6th level (1 slot): *investiture of ice, investiture of wind*

7th level (1 slot): *regenerate*

8th level (1 slot): *animal shapes*

ACTIONS

Multiattack. The werebeast makes three attacks: one with its antler, one with its claw, and one with its staff of lycanthropy.

Antler. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 19 (3d8 + 6) slashing damage.

Staff of Lycanthropy. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 10 (3d6) poison damage.

