

# ARCTIC RANDOM ENCOUNTERS

A TOTAL PARTY FREEZE.

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## WHAT THIS PDF IS ABOUT.

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When I started DMing I had a hard time creating Random Road Encounters, especially in environments like the arctic that doesn't have an abundance of foes like the forest or the grassland environment, and I wasted a lot of time searching in the wrong places. My goal with this project is to provide examples of Random Encounters and help others starting out in that position. Even for the DM that doesn't have a problem creating encounters, this pdf can act as an easy go-to guide with ready to flesh out situations for the appropriate environment. While I do focus on the Arctic, most if not all of these can be reworked to be used in any environment.

## ENCOUNTER LAYOUT

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I severely dislike the 'enemy appears, enemy attacks because he's bad, you kill him it ends' type of encounters. It's not that they're bad, but you can only run the 'bandit appears out of the bushes' scenario that many times before it gets repetitive. What I try to do with my encounters is have them be connected with the world around them a little bit more, so if the party decides to look into it further it's not just a monster on a graph paper, but it could lead them from nothing to a small lair to a huge dungeon. So each encounter is divided in 3 parts:

- The encounter.
- Why it happens.
- How the encounter advances.

You can use it as a whole or you can just take the initial encounter or you can even change it completely, you know what works best for your table!

## ADJUSTING ENCOUNTER DIFFICULTY.

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An encounter can range from trivial to deadly depending on the party level, the party's classes, the party's magic items, the party's ability to think outside the box etc. I can only account for the party's level, therefore my encounters include tables that change the numbers of the encounter depending on the party level. You may notice that higher level encounters are a bit on the tougher side, and that is because I am building these under the broad assumption that by that point adventurers will have magic items in their hands, which typically tilt the scale in their favor. Feel free to adjust them for your party as you see fit.

# LOWER LEVEL ENCOUNTERS

## 1. ENCOUNTERING THE ICE MEPHIT GANG (LEVELS 2-5)

### THE ENCOUNTER

2 **Ice Mephits** (MM 215) named Osdukadon and Lokmion appear at a crossroad. They seem frightened and tell the party about how they were in the left path with their friends and were attacked by a white dragon. They were the only ones to flee safely but are now too scared to travel alone. They proclaim that the right path is safer and leads to their home, and want the adventurers to tag along.

A player succeeding on a DC 14 **Wisdom(Insight)** check will suspect that the Mephits aren't being entirely honest.

If pressured one will admit that the dragon was only a young one and they didn't want to appear like cowards in front of their new friends. This is also a lie.

If the players decide to go to the left path regardless, the **Ice Mephits** attack.

**Tactics:** The Mephits want to take their money and leave. One casts **fog cloud** at the center of the party and the other one tries to take the pouch of the least Perceptive one. If they manage to take one, they run.

If they decide to take the right route but don't allow the mephits to follow them, they do so from a safe distance. Players watching for enemies from the back can spot them by being successful on a DC 18 **Wisdom(Perception)** check.

The right road ends up at a stone bridge over a half frozen lake. The stone bridge appears to have several shards of ice under it. Some of them are motionless **Ice Mephits**.

### BRIDGE ENCOUNTER TABLE

| Level | Ice Mephits under the bridge |
|-------|------------------------------|
| 2     | 1                            |
| 3     | 2                            |
| 4     | 4                            |
| 5     | 6                            |

Once the characters are at the center of the bridge (50ft high), one of them casts **fog cloud** while the rest try to shove one off the bridge. If that is successful, after accounting for falling damage all Mephits go after the falling character. All but one attack him while the last one tries to take his money. When he is successful, they all flee. The Mephits following the party will reach the party on Round 2 while those under the bridge can be in melee range from Round 1.

If the characters take the right path and allow the **Mephits** to follow, assume same tactic but the 2 initial **Mephits** are in melee range from the start of the combat.

### WHY IT HAPPENS

The Mephits are summoned by **Pelanos Frostwalker**, a human **Priest** (MM 348). An outcast driven away by society, he dwells his lair seeking revenge on those who wronged him. He plans on summoning enough creatures to gather an army and take over the nearest town, but summoning spells require expensive material components, so he sends his mephits out to gather money for future rituals.

If the party doesn't deal with the threat, **Pelanos** will amass the needed army in 1d10 tendays and invade the nearest town.

### ADVANCING THE ENCOUNTER

**Pelanos** has established his lair in a cave system in the mountains.

#### FEATURE: SLIPPERY ICE

The cave floor is carpeted with a thin layer of slippery ice. Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 **Dexterity (Acrobatics)** check or fall prone.

This is relevant for rooms 1, 2 and 5.

#### 1. Cave Entrance.

##### Level Guards

- |   |  |
|---|--|
| 2 | 2 Ice Mephits                          |
| 3 | 2 Ice Mephits, 1 Animated Armor (MM19) |
| 4 | 4 Ice Mephits, 1 Animated Armor        |
| 5 | 3 Ice Mephits, 1 Helmed Horror(MM183)  |

The guards attack anyone who enters the cave. The **Ice Mephit** highest in the initiative order runs to alert **Pelanos** in room 3. Mephits use their flying speed to avoid slipping and the armor is instructed to always go for the nearest foe. The party can surprise the guards by succeeding in a DC 13 **Dexterity (Stealth)** group check.

*The further you advance in the cave the colder it gets. Several ice shards hanging from the ceiling combined with the cave's natural impenetrable blackness give the cave a very unwelcoming look. You hear faint chanting in the background.*

#### 2. Ooze Lair.

*Large rocks coated with a thick layer of ice stand in your way. The cavern's floor, though still icy and slippery, has an unnatural cleanliness to it, it is as if someone has swept the rubble and fallen shards away.*



## Level Oozes

- 2 1 Gelatinous Cube
- 3 2 Gelatinous Cubes, one with half health from starvation
- 4 2 Gelatinous Cubes
- 5 3 Gelatinous Cubes

This place is an **Gelatinous Cube** (MM242) lair that the priest and its servants avoid. Once in a while the mephits throw in the occasional human they happen to kill to keep it satisfied. The floor is spotless here because the gelatinous cubes clean it upon passing. If the party doesn't go around the rocks and wander inside, they will see the **Gelatinous Cubes** that will slowly approach to eat them.

### 3. Summoning Chamber

*You enter the only chamber that has light in this freezing cavern. The ice is scraped from the walls that hold lit lanterns and are carpeted with symbols of all sorts. The odor of incense fills the air. Behind a small altar at the center of a carved circle on the floor, a man stands, chanting. On the altar, an armor lies motionless.*

## Level Encounter

- 2 1 Priest, 1 Ice Mephit
- 3 1 Priest, 2 Ice Mephits
- 4 1 Priest, 3 Ice Mephits
- 5 1 Priest, 2 Ice Mephits, 1 Helmed Horror

If the **Ice Mephit** from area 1 manages to fly here, he is added to the list. If so, the creatures cannot be surprised. If he did not make it, the characters can surprise them by succeeding on a DC16 **Dexterity (Stealth)** group check.

The man chanting is **Pelanos Frostwalker**, the human **Priest** (MM348) responsible for all the rampant **Ice Mephits**. The creatures except Pelanos attack on sight and protect him at all costs. Pelanos continues his ritual. If hit, roll a **Constitution Saving Throw** to keep his concentration in the ritual. If he keeps his concentration for 3 turns, he manages to create an **Animated Armor**. If his concentration is broken, he joins the battle. If Pelanos dies at any point during the battle, the **Mephits** flee and the armors deconstruct.

The incense from the room, if collected, can be sold for 20gp. Pelanos has a book on him where he has written down the verbal aspect of his ritual.

### 4. Pelanos's Bedchamber

*You enter what seems to be a bedchamber. The floor is carpeted and covers the slippery ground, except one corner where you can see the remains of a small fire. A makeshift bed sits at the center of the room and a wardrobe stands at the back.*

The wardrobe contains mostly ragged clothing and a locked chest. It can be opened safely with a set of thieves' tools and a successful DC17 **Dexterity** check. On a 12-16, the chest opens but the acid trap guarding it is activated. Acid is ejected from tiny tubes around the chest and everyone within 10 ft must roll a DC13 **Constitution Saving Throw** for 2d10 acid damage or half. Failure also means the character is **blinded** for 1 minute. Rolling a 11 or lower won't open the chest.

A character can notice the small holes on the chest's surface by examining the box with a successful DC10

**\*\*Intelligence (Investigation)** check.

### 5. Mephit Binding Chamber

*The room is cold and the most part empty. The only thing that is in this room is a levitating sphere the size of small creature. It emits a blue glow.*

Mephits are for the most part uncontrollable and would very rarely obey a human, but Pelanos has crafted an item that makes the Mephits obey him. The sphere produces fear in a Mephit's heart, for the sphere and for the man who controls it. They dare not approach this chamber but Pelanos, to be on the safe side has installed a defense.

| Level | Encounter    |
|-------|--------------|
| 2     | 2 Ice Shards |
| 3     | 3 Ice Shards |
| 4     | 4 Ice Shards |
| 5     | 5 Ice Shards |

Treat an Ice Shard as a **flying sword** (MM 20) that looks like a stalagmite. They attack as soon as someone touches the sphere, and only the person that touched it. They are bound to be 30ft from the sphere at most, meaning they won't follow the characters if they try to leave without the sphere. If the shards are activated while Pelanos is alive, he is informed telepathically and creatures in room 3. cannot be surprised.



## 2. THE ICE FANG TRIBE (LEVELS 2-5)

### THE ENCOUNTER

This encounter happens at night. Tell the players that they see the light of a campfire in the woods. If they decide to investigate, please read:

*You slowly approach and you notice a number of repulsive creatures gathered talking around a campfire. Their form is large and bulky looking, from their feet to their ears to their hairless heads. Their voices are loud and crude, spit falling from their mouths as they speak. About 30 ft from the campfire, you can see a poorly makeshift wooden cage made of logs tied together with rope. You can make out 2 elves, a young boy and a middleage man sitting scared inside the cage.*

| Level | Encounter      |
|-------|----------------|
| 2     | 2 Orcs         |
| 3     | 3 Orcs         |
| 4     | 5 Orcs         |
| 5     | 5 Orcs, 1 Orog |

(MM 246, 247)

The heroes can surprise the orc party by succeeding in a DC 10 **Dexterity (Stealth)** group check. Their battle tactic is mostly chaotic, going for whoever hits them. Showcase the aggressive ability to reach to ranged/spellcasting heroes in the back. They fight to the death.

The 2 Elves are Eldkin and Dekobe Econ, father and son, sun elves. They will share that they were attacked and abducted while working at their farm. They had human helpers, who they killed and only abducted them.

The **orcs**, if interrogated, will share that their leader, **Grull**, has ordered them to kidnap elves and bring them back to the tribe. They don't know why. The **Orog**, however, knows and shares that Grull kidnaps elves to be offered as tribute to **Gruumsh One-Eye**, the god of slaughter. If an **orc** slaughters an elf, a race that **Gruumsh** despises, he may grant the orc supernatural powers if he makes the additional sacrifice of plucking out one of his eyes. **Grull** wants to build an army of supernatural **orcs** to wage war on other races. The **Orog** offers that information freely because he wants to overthrow **Grull**. He would even go as far as help the party infiltrate, but the moment **Grull** is dead, he will betray them to kill them and claim his role as new leader of the orc tribe.

### WHY IT HAPPENS

What the **Orog** shares is true. **Grull** wants to create **Orc eye of Gruumsh** (MM 247) to strengthen his combat power. To do that an orc must slay an elf and take out his own eye. Page 244 of the MM explains why that is so.

If the party doesn't deal with the threat, the elf kidnaps will become even more common. If the party has an elf in their ranks, consider the possibility of an orc ambush in the future to kidnap them. **Grull** will do his first village raid in 1d4+1 weeks.

### ADVANCING THE ENCOUNTER

The heroes must infiltrate the orc camp and kill **Grull**. It is **Grull's** idea that killing the elves is the best course of action so by taking him out the **orcs** will remain confused and leaderless for a while. Fully expect your players to want to clear out the whole tribe.

#### ELF CAPTIVES

Upon arrival to the camp, there will be 1d6 elf prisoners. 1 is getting killed every sundown. There is a 50% chance of adding 1d4 more elves each day.

The heroes can find the orc camp either by getting direction through interrogation or succeed in a DC 14 **Wisdom (Survival)** check.

### THE ICE FANG CAMP

The camp is situated in the middle of a valley between 2 hills covered by snow. The hills are steep enough so that weather conditions rarely find their way into the valley, making it unusually warm. The camp is centered around an abandoned temple of **Auril**, the goddess of winter. The temple was active until 20 years ago until a paladin guild wiped the inhabitants of the temple after reports had been made about human sacrifices in the temple. The temple was destroyed and its ruins were left to rot until the orc tribe made it their leader's lair.

*If demons do exist, this valley is their hideaway. The hills around it protect it from weather and sunlight making it unnaturally warm for a location in such frozen lands. After a few hours of walking you start noticing increasing orc tracks going both directions. The ground is muddy making the track easy to follow. Soon you reach what seems to be a camp centered around an old ruin. There are 4 watchtowers and an orc is on each one, scouring the horizon. A large white horn is next to each orc guard. There are 4 large tents around a half collapsed stone building in the middle. A half erased snowflake with 6 points was carved over the front door, but it is half erased. There are vines climbing up the remains of its walls. You can clearly see holes in the places the windows used to stand. The left side of the building is completely collapsed revealing the beginning of a room.*



## WE'VE BEEN CAUGHT!

The orcs in the towers (1a-1d) have strict orders to blow their horn if they see intruders. If that happens, anyone not residing in room 3 exits their tent/watchtower and responds to the threat. Orcs in the temple cannot be surprised once the horn has sounded.



The Ice Fang Camp

## ORC PATROL

At sundown, a patrol of **2 orcs** returns to the camp. There is a 50% chance they have 1d4 more elf captives, otherwise they are empty handed. Players who dont take extra measures are in danger of being spotted by the patrol.

### 1a. -1d: Watchtowers

1 **orc** guard is on each of he watchtowers. The players must succeed in a DC11 **Dexterity (Stealth)** group check to infiltrate without the guards noticing. An **orc** who notices the intruders sounds the alarm on **Initiative count 0**.

The watchtowers are poorly built out of wood, sitting at 60 ft tall, and have a wooden ladder on the side. The other guards dont watch the other watchtowers so unless the heroes make unnecessary noise they can pick them off one by one.

#### 2a. Tent #1

##### Level Encounter

|   |                              |
|---|------------------------------|
| 2 | 2 Orcs                       |
| 3 | 3 Orcs                       |
| 4 | 5 Orcs                       |
| 5 | 5 Orcs, 1 Orc Eye of Gruumsh |

(MM 247)

The orcs in this tent sleep or drink at day, while they change shifts with the watchtower guards at sundown. Since they have their guar lowered, it only takes a DC 6 **Dexterity (Stealth)** group check for the group to surprise them. They fight to the death.

#### 2b. Tent #2

Empty at day, The **orcs** from the orc patrol return here at sundown and go to sleep.

#### 2c. Tent #3

##### Level Encounter

|   |                              |
|---|------------------------------|
| 2 | 1 Orc Eye of Gruumsh         |
| 3 | 1 Orc Eye of Gruumsh, 1 Orc  |
| 4 | 2 Orc Eyes of Gruumsh        |
| 5 | 2 Orcs, 2 Orc Eye of Gruumsh |

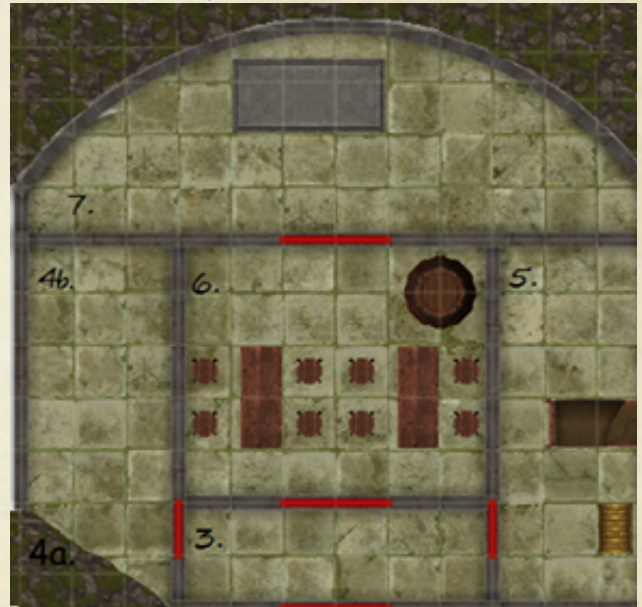
Anyone understanding orcish would know that that the **orcs** inside this tent are praying to Gruumsh.

#### 2d. Tent #4

There are 1d4 **Goblins** (MM 166) inside this tent. They do not have weapons and do not fight the characters. If attacked they just run and alert the orcs of the intruders. They are enslaved by the orcs and are terrified of them, but they havent found how to escape. If the heroes clear the watchtowers, the **goblins** will try to flee at first opportunity. If asked, they offer information about the camp in exchange of their freedom. They know everything you know about **Gruul's** plots and the camp other than the ruin's history.

## RUINED TEMPLE OF AURIL

Upon investigation of the snowflake symbol, a character can deduce that the symbol was scratched rather than worn out by time. A DC15 **Intelligence (Religion)** check will let the character know that is the symbol of **Auril, the goddess of winter**, an evil deity.



#### 3. Entrance

*You walk into what looks like an temple entrance area. There are worn out stone doors on each wall. A laege statue depicting a female figure with an axe commanding an ice storm dominates the room.*

A DC15 **Intelligence (Religion)** check will let the characters know that this is a statue of **Auril**.



#### 4a. Collapsed Walls

The South-East corner of the temple has completely collapsed, leaving nothing but rubble on the floor. The characters can clearly see room 4b. through the hole if they are in close proximity to the building.

#### 4b. Elf Prison

##### Level Encounter

|   |                              |
|---|------------------------------|
| 2 | 2 Orcs                       |
| 3 | 1 Orc, 1 Orc Eye of Gruumsh  |
| 4 | 2 Orc Eyes of Gruumsh        |
| 5 | 2 Orcs, 2 Orc Eye of Gruumsh |

*This half collapsed room seems barely standing and would be of no use if it weren't for that large iron cage in the back containing 1d6 elves with pure terror expressed on their face. The orcs that are guarding the cage seem rather alert.*

They can surprise them with a DC 13 **Dexterity (Stealth)** group check. Upon battle, the orc with the highest initiative tries to leave the room, risking opportunity attacks if need be, to go to room 7 and alert **Gruul**. The rest fight to the death. One of them has the keys to the cage. If the **orc** manages to reach room 7, the monsters there cannot be surprised, and **Gruul** orders the orc to start the ceremony (see Room 7).

The elves are **commoners** and are in no position to fight. If they force them to fight, have them roll their attack rolls with disadvantage.

#### 5. Gruul's Bedchamber

*A room that looks like a decent bedchamber if it weren't for that hideous orc smell. There are 2 Goblins with maid outfits currently making the bed in the middle of the room. Upon noticing you, the first goblin lets out a shriek and they both start running around in panic. A wooden chest lies next to the bed.*

The **Goblins** are unarmed and pose no threat to the heroes. They have the same fate as the goblins in Tent 2d and are happy to just flee if the coast is clear.

The wooden chest is locked. It takes a DC15 **Dexterity** check with **thieves' tools** to unlock it without the proper key, hanging in **Gruul's** chest. It contains **100 gp**, 4 pieces of jewelry (A golden ring, an opal gemstone necklace and 2 platinum bracelets) and a **potion of fire breath** (DMG 187). The necklace and the bracelets will each fetch 20 gp. The ring is actually a **Ring of protection** (DMG 191) that **Gruul** has failed to recognize. If the players try to sell it, the buyer will try to buy it for 20 gp and even go as high as 50 gp, realizing its full value being higher.

#### 6. Dining Room

*A dining room unfolds before your eyes. 2 wooden tables with stacks chairs around them cover a big portion of the room that is otherwise empty. A large wooden barrel sits in the North-West corner. There is a door on the North wall that holds carvings of the female figure from the entrance statue riding a snowstorm while humanoid figures run away.*

This room has nothing of significant interest. A hero that attempts to lift the barrel must succeed in a DC15 **Strength (Athletics)** check. If so, he discovers a leather pouch with a red gemstone worth **50 gp**. An orc found it in the valley and wanted to keep it for himself so he hid it beneath the barrel hoping no one would find it.

#### 7. Ritual Room

##### Level Encounter

|   |  |
|---|--|
| 2 | 1 Orog (Gruul), 1 Orc                                |
| 3 | 1 Orog (Gruul), 2 Orcs                               |
| 4 | 1 Orc War Chief (Gruul), 1 Orc                       |
| 5 | 1 Orc War Chief (Gruul), 1 Orc Eye of Gruumsh, 1 Orc |

(MM 247)

- If the orc from Room 4b managed to flee to this room, add it to the encounter.

*A rectangular stone altar lies in the center of the room, erased carvings covering the entirety of its surface. On top of the altar, a tied down elf looks around in agony. Standing at 7ft tall behind the altar, an orc with chain mail (Orc war chief)/ Plate (Orog) and a greataxe in hand gives you a rather arrogant look. There are also x(see table) orcs in the room, their hands already grabbing the hilts of their weapons. The Orc behind the altar starts speaking in broken common: "To reach me requires great strength, a value I respect. However, your act of infiltration stops here. If you leave my camp at once and never return, I will spare the life of this fool (points the elf on the altar). If not, I'm afraid your heroic act will be in vain, because your life ends here."*

**Gruul** never plans on releasing the elf, and a DC 11 **Wisdom (Insight)** check will tell the player that he is trying to suppress a smile. If they leave, the elf is slayed and the tribe migrates to a different place in case the heroes come back. If battle ensues, **Gruul** orders one of the **Orcs** to sacrifice the elf to **Gruumsh**. The Orc reaches the altar on his first turn and says a small prayer to **Gruumsh**, with his Greataxe lift over the elf. On his 2nd turn, he slays the elf and takes out his eye, turning him into an **Orc Eye of Gruumsh**. Describe the orc being overwhelmed by pain while a dark aura surrounds him, coming out of it with an evil grin at the start of Round 3. Everyone fights to the death.

### 3. REIDOTH'S TOWER (LEVELS 3-6)

#### THE ENCOUNTER

This encounter can occur any time the players are off the main road somewhere in the wilderness, far from civilization. Once there, please read:

*In the distance, you see the outline of a tower made of ice, at a location where no known towns or villages are known to exist.*

If the players decide to approach:

*The tower's outer walls are made of ice and are shaped like an opaque ice spike. There seem to be no windows, and the door is covered with frost.*

A **Detect Magic** spell would reveal strong evocation magic radiating from the tower.

#### WHY IT HAPPENS

This tower used to belong to **Reidoth Asmunder**, a duergar wizard. Having been banished from the Underdark, and far from welcome in the surface, he chose an isolated place to build his tower and live his days. Being an outcast, he grew very wary of humanoid races and barricaded himself with various defenses. He has since died long ago, and his tower along with its treasures remain unclaimed. But the tower's defenses never stopped working.

The tower's walls are made entirely out of ice and it is why they emit evocation magic. Since the wizard's death, however, the walls have become thicker due to natural weather conditions. The windows that did exist are also now covered with natural ice.

If the heroes decide not to enter the tower, nothing significant happens as a consequence. If they choose to ask around the next time they are in a town, no one knows what this tower is but they have heard of bands of adventurers who go there, never to return again. The tower is absent from any map they may get their hands on, since no one really visits such unwelcoming regions.

#### ADVANCING THE ENCOUNTER

It takes 10 minutes to scrape the naturally formed ice off the door. You cannot scrape magical ice with non-magical means.

*Scraping your way through, you reach a point where the ice doesn't seem to be able to be removed. Removing the ice around the spot you end up uncovering what looks like to be a smooth ice double door that your tools can't get through. Each door's handle is shaped like the body of an octopus, with its tentacles reaching outwards.*

The door is unlocked.

#### GENERAL FEATURES

**Dimensions:** Every room except the 3 lab rooms is a circular (40ft radius) and about 40ft high.

**Light:** Unless stated otherwise, the room is illuminated by magically lit lanterns. Treat such rooms as dim light.

**Structure:** Every wall and the stairs except the lab is made of ice. Consider AC 12, 50 Hit Points, Damage Threshold 10 per 10ft section.

#### 1. Entrance Chamber

*The room is magically lit by lanterns on the walls emitting a faint emerald hue. The walls are made of ice even from the inside, decorated with paintings of spiders feasting on prey. The floor is covered with a large carpet depicting various monstrosities. A circular flight of stairs goes upwards in the center of the room. A suit of armor stands tall inside the room, and the moment you walk inside, it animates and starts talking in a loud, booming voice:*

"Intruders, this is the tower of the mighty wizard Reidoth, creator of monstrosities and channeler of evocation. Turn back now or meet your doom."

| Level | Encounter                    |
|-------|------------------------------|
| 3     | 1 Animated Armor             |
| 4     | 1 Animated Armor             |
| 5     | 1 Helmed Horror with half HP |
| 6     | 1 Helmed Horror              |

(MM 19, 183)

The Armor has a single use of the spell **Ice Knife**. If someone tries to walk up the stairs, it uses **Ice Knife** on that person. Otherwise, it only attacks if someone touches/attacks it. It focuses on the person who touched it.

The carpet weighs 65lbs and is worth 30gp if it isn't damaged.

#### 2. Library

*Bookcases dominating every wall of this room indicates that this is the tower's library. Your focus is quickly shifted on 4 skeletons lying on the room's crimson carpet. Each skeleton wears a backpack and holds weapons. Their bones seem crushed.*

The skeletons belong to a previous band of adventurers that died to the **Rug of Smothering** that they are lying onto.



## Level Encounter

|   |                                  |
|---|----------------------------------|
| 3 | 4 Skeletons                      |
| 4 | 3 Skeletons 1 Minotaur Skeleton  |
| 5 | 2 Skeletons 2 Minotaur Skeletons |
| 6 | 1 Skeleton 3 Minotaur Skeletons  |

(MM 272, 273, Rug of Smothering 20)

The **skeletons** attack if they or the bookcases are approached. The **Rug of Smothering** attacks as soon as the **skeletons** fall.

Their backpacks contain standar adventuring gear and a total of **80gp**. The books are mostly in Undercommon and some Dwarvish and Common, most of which discuss ways to magically enhance a creature's capabilities by mutating it.

### 3. Bedchamber

*A large wooden bed dominates the room dressed with fine leather carpets and wardrobes on the wall. 2 pots of strange looking plants stand over one wardrobe. One has purple vines extending from its stem while the other one has bright yellow flowers.*

A successful DC 15 **Intelligence (Arcana)** check would reveal that the plants' growth is abnormal and suggests magical means rather than a natural form.

As soon as one opens the wardrobe underneath the plants, the plant with the yellow flowers turns a flower onto the hero and shoots a thorn (**Dexterity Saving Throw** DC13, 1 **piercing** plus 1d10 **poison** damage or nothing). The wardrobe contains a pair of fine robes and a locked wooden chest ( DC 20 with thieves' tools). Inside the chest there is a leather pouch containing 60 gp, 3 days of rations, a waterskin and a pair of **Boots of Elvenkind**. This chest is the **Reidoth's** runaway kit in case he had to abandon the tower.

If the heroes pick up the purple vine plant pot, they will see that underneath it the phrase "**The password is Gauld**". Anyone knowing Dwarvish knows that "Gauld" is the word for "alchemy". This is relevant for the Teleportation chamber (Room 5.)

### 4. Monstrosity Cages

This room does not have lanterns on the walls and is therefore dark.

*A suffocating, putrid odor pervades the air. Large, slightly rusted iron cages left and right cover the entire surface of this room. Inside the cages you can see glimmering lights watching your every movement. Monstrosities of every kind are gathered and locked up, most of which you dont identify. One cage seems to be holding a bony, ragged looking human female, her eyes widening as soon as she sees you.*

"Quick! Before the wizard comes back, set me free!"

The human female form is actually a **Doppelganger**.

Seeing the characters, she assumed human form so that she can be set free. The story it will tell is that every monstrosity in the cages was a human but the wizard does weird experiments on them and they are transformed to its own personal army. A DC14 **Wisdom (Insight)** check will reveal that the woman is lying. As soon as it is set free, the **doppelganger** attacks.

The rest of the cages hold various monstrosities. What exactly is that is up to you. Cockatrices (MM 42), Darkmantles (MM 46), Gricks (MM 173), do your worst! Each cage can be opened with a DC15 **Dexterity check** with **thieves' tools**.

### 5. Teleportation chamber

*The stairs end to the top floor, and are surrounded by a lava pit! Hot blazing lava rises the temprature of this otherwise empty room. Only solid ground is a block of ice next to the walls of the room. It seems to have a circle engraved on it.*

A DC10 **Intelligence (Arcana)** check will tell the characters that this is likely a teleportation circle. Rolling a 15 or higher would tell the players that these type of teleportation circles usually have a verbal command to activate.

The lava is a sensory illusion. It is a defense mechanism installed by the wizard to secure the teleportation circle. The lava cannot hurt them in any form or way and they can walk through it. The illusion is in a 10ft pit however so a player just stepping into it will fall and take 1d6 **bludgeoning** damage from the fall.

The teleportation circle is activated by saying the word "Gauld" outloud. A dark glow will surround the characters in the circle and teleport them to **Reidoth's** lab, deep into the ground underneath the tower.

### Reidoth's Lab

#### GENERAL FEATURES

Rooms have stone walls, an are 40ft long, 30ft wide.

Ceilings are 30 ft high. The rooms **6a** and **6b** have no source of light.

#### 6a. Reidoth's Study

*Two large wooden tables with a single chair filled with papers lie in the room. The stone walls of this chamber are infested with erratic writing in Undercommon.*

There is a paper on the tables in common that would tell the players that the author was trying to find a formula to further enhance the abilities of monstrosities. They can also find text written on the table in common with the following:

*"I have to secure my lab, therefore I hid it in light. Xianthar will keep me safe while I work uninterrupted. "*

A player speaking Undercommon can find a paper that seems to be some sort of ritual summoning spell. A DC15 **Intelligence (Arcana)** check can tell the player that this is a summoning ritual for a **Spectator** (MM 30)

## 6b. Xianthar's Lair

### Level Encounter

- 3 1 **Spectator** with double HP
- 4 1 **Gauth** without **Stunning Gaze**
- 5 1 **Gauth** with +20 HP and an AC of 16
- 6 1 **Gauth** with +30 HP and an AC of 16 plus a **Disintegration Ray**

(Gauth Volo's 125)

**Disintegration Ray:** If the target is a creature, it must succeed on a DC 14 **Dexterity Saving Throw** or take 22 (4d10) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

*This large chamber is quite impressive; the walls and ceiling are covered with intricate carvings depicting beholders eating humanoids, and vast fields of mushrooms with writhing tendrils. On the ceiling above, the image of a single immense beholder watches everything. Throughout the floor, several well-made statues of powerful-looking adventurers and fearsome monsters stand tall. In the center of the room sit numerous desks, each of which is covered with mounds of papers and books. A **Spectator** is hovering over them, its gaze fixed upon you.*

"Who are you and why did you take the time to come down here? Do you wish to become decoration to my chamber like the previous visitors?"

**Xianthar** has long lost its sanity after its summoner died. It still lives here and feeds the monstrosities in the tower, trying to advance **Reidoth's** experiments, to no avail.

**Xianthar** will attack the adventurers after it toys with them for a while. It will use its first turn to hover to the ceiling, risking opportunity attacks, and stay there, using its ray attacks.

Upon death, **Xianthar** realizes it had lost its mind and see things clearly, at which point it will tell the heroes "I can see the reality now. Thank you.." before it draws its final breath.

Nothing of value is in this room.

## 6c Illusion Room

This room is illuminated by lanterns on the walls like the rooms in the tower. It serves as a magical portal to **Reidoth's** lab.

*Dim Light is emitted from the lanterns on the walls. On the North wall, a glass window stands, inside of which you can see a dark hallway. Shadowy beings wander inside it. Other than that, the room is unnaturally empty.*

In room **6a**, a paper said that **Reidoth** hid its lab in light. What the players need to do to access the lab is put out all the lanterns and their sources of light, creating complete darkness, then pass through the window.

The window is a portal and one can walk through it without breaking it. If they walk into it without putting out the lights, they will be lead to an identical room with the window being on the south wall. The shadowy beings are **specters** (MM279) They dont interact with the heroes if they enter the hallway. If they break the glass window, the 2 **specters** attack. You can have more or upgrade them to **poltergeists** (MM279), but this should be an easy fight. If the glass window breaks, the lab becomes inaccessible.

### HAVING TROUBLE WITH THE PUZZLE?

If you feel like your players will have difficulty solving this, consider the following:

- 1: The number of lanterns is identical to the number of specters. Putting out one lantern makes 1 specter vanish.
- 2: Every time they put out 1 lantern, the hallway becomes a tad darker.
- 3: The specters can be interacted with. If asked they scream in agony of how they cant see because its too bright.

## 6d. Reidoth's Lab

*Various vials filled with unidentified liquids stand on a table in the center of the room. Multiple sacks containing a multitude of magical components are turned over, their contents spilled on the ground. A terrifying crimson red creature moves slowly towards you in the room. It has 6 eyes and 3 mouths, its teeth endless and sharp as it opens its mouth to babble incoherently.*

The creature is a single **Gibbering Moulder** (MM 157). This used to be **Reidoth** but an experiment went horribly wrong and transformed him into a moulder. He then consumed the 2 monstrosities it was experimenting on at the time, but remained trapped in the lab. Once killed the heroes can find a key inside its body, which unlocks the chest from **Reidoth's** bedroom.

Treasure: Among the various vials, the players can find a **Potion of Climbing**, a **Potion of Diminution**, a **Potion of Gaseous form**, a **Potion of Hill Giant Strength**, a **Potion of Mind Reading** and a **Potion of Poison** (DMG 187-188)



## 4. HOWLS IN THE ICY WIND (LEVELS 3-6)

### THE ENCOUNTER

Occurs at night, ideally at a mountain region. When they are done with their daily march and they set up camp for the night describe the following:

*A single source of light appears not too far from you. Approaching it, you soon realize from the crackling that it is a small campfire. A lone human male is blowing slowly into the red ashes, his attention fully into starting up the campfire. You thought you were unnoticed but then the man says:*

*"It's a rather cold night, why don't you come by the fire and get warm?"*

The man's name is **Magus Esvelle**. He is a human hunter of the arctic region, one of the best, which is why he heard them despite them approaching carefully. He shares the story of him and his son hunting and they split up but he never came back so he is searching for him. His son's name is **Pashar**. He exclaims that his son is an experienced hunter so he is not particularly worried for him, he can survive the wilderness. He gives a description of his son (other than his physical characteristics he shares that he only has 4 fingers on his right hand, the fifth was taken by a polar bear) and asks the heroes to keep an eye out for him.

After he shares all of the above, if they let him out of their sight during the night, he disappears. If they are wary of him, **Magus** makes up an excuse (has to go to the toilet/has to continue searching etc) and leaves. He is gone by the time the morning comes.

### WHY IT HAPPENS

**Magus** is a **ghost**. His son did get lost in the arctic (killed by a **Yeti**), and he went on endless searches for him, until he lost his own life to exhaustion. He now appears at nights and asks for adventurers to help him find his son, which is the real reason he knew the heroes were approaching. Nothing harmful happens if they don't decide to approach the fire/not look into it. **Magus** will continue wandering in the Arctic, looking for someone to help him find his son.

### ADVANCING THE ENCOUNTER

At a time you see fit, while at a mountain area, have the heroes be hit by an avalanche.

*Suddenly, an icy wind sweeps down the mountain slopes. You can hear a faint howl on the wind, quickly interrupted by a crunching sound coming from high ground. You look to the noise to see a huge amount of white coming rapidly towards you. It's an avalanche!*

Have everyone roll initiative. The avalanche reaches the heroes on Round 2 on Initiative count 20. Players with flying speed can fly up and escape the threat. Players hit by the avalanche must roll a DC20 **Dexterity Saving Throw** for 4d10 **bludgeoning** damage or half. Success also means they can escape the snow easier.

### AVALANCHE MECHANICS

The damage is deadly for lower level characters so consider your party's HP before determining the damage dealt. The damage must be severe however, because an avalanche shouldn't be taken lightly.

Once buried, at the start of each of their turns, a player is dealt 1d4 **bludgeoning** and must roll a DC13 **Constitution Saving Throw** for an additional 1d4 **cold** damage.

To escape, a player must use their action to succeed on a DC15 **Strength (Athletics)** check. Players succeeding on the **Dexterity Saving Throw** have advantage on this check.

A player who has escaped/was never buried can also use an action to roll the **Athletics** check. Success means he manages to find a character still buried in the snow and pull him out. Who he finds is determined randomly unless they take extra measure (Buried player is shouting so that the player above can pinpoint their location. Grant advantage to the check if you feel like they did a good job finding each other)

An unconscious player takes 1 failed **Death Saving Throw** per round.

The avalanche has drawn the attention of carnivore monstrosities who are always looking for weak prey to feast on. If they decide to stay in the area for at least 1 hour, **Perytons** reach the site and attack. If they decide to short rest, let them finish the short rest before having this encounter occur.

| Level | Encounter                    |
|-------|------------------------------|
| 3     | 1 <b>Peryton</b> with +20 HP |
| 4     | 2 <b>Perytons</b>            |
| 5     | 3 <b>Perytons</b>            |
| 6     | 4 <b>Perytons</b>            |

(MM 251)

If a **Peryton** kills someone, showcase the **Unnatural Hunger** segment on the MM by eating their heart as the **Peryton's** shadow changing.

The avalanche has revealed a chasm leading to a cave.

#### 1. Chasm

The chasm is 40ft deep and a character can easily climb down with a rope. If they decide to climb down without the aid of a rope have them roll a DC15 **Dexterity (Acrobatics)** or a **Strength (Athletics)** (their choice) check. Failure means they slip and take normal falling damage (1d6 **bludgeoning** for every 10ft)

## 2. Cave Room #2

This cave room is empty. The floor is solid granite, that is covered by ice close to the chasm.

### COOKIE TASTINESS

| Tastiness | Cookie Type                    |
|-----------|--------------------------------|
| 3         | 1 Cave Fisher                  |
| 4         | 1 Cave Fisher with an AC of 17 |
| 5         | 2 Cave Fishers                 |
| 6         | 3 Cave Fishers with -10 HP     |

(Volo's 130)

The **Cave Fishers** lurk on the ceiling of the cavern waiting for prey. Unless the heroes succeed on a DC16 **Wisdom (Perception)** check, the **Cave Fishers** have surprise.

If the players try to figure out what this creature is, have them roll a DC15 **Wisdom (Nature)** check. On a success, read them the **Valuable Innards** segment from page 130 on **Volo's Guide to Monsters**.

## 3. Pashar's body

*A skeleton lies in one corner of this granite shaped room. It appears to be a skeleton of a humanoid male with 4 fingers on his right arm. A quiver made of Yeti fur lies next to the body.*

This is the body of **Pashar**, son of **Magus**. He followed a trail to a **Yeti** cave, only to meet his doom to the monster. A DC10 **Wisdom (Medicine)** check would reveal that this skeleton has been dead for months if not years.

The quiver contains 10 +1 **Arrows of Hunting**. They act as normal +1 Arrows unless the target is a beast, where they act as +2 Arrows.

## 4. Cave Entrance

Its where the **Yeti** enters the cave. It is well hidden from the outside world due to a natural rock formation blocking sight of the entrance.

## 5. Yeti's Lair

*Bones and skulls are scattered throughout the granite floor of this room. Large branches decoract the center of the room, covered with white strands of hair. They are long and rough to touch.*

DC10 **Wisdom (Nature)/(Survival)** check to recognize it as **Yeti** hair. At a time you deem fit, describe an intimidating growl from their back and have the **Yeti** return to its nest and attack the heroes.

### Level Encounter

|   |                       |
|---|-----------------------|
| 3 | 1 Yeti with double HP |
| 4 | 2 Yetis               |
| 5 | 1 Abominable Yeti     |
| 6 | 1 Abominable Yeti     |

(MM 305, 306)

**Yeti** fights to the death. If a character speaks Yeti it will recognize the Yeti shouting "Leave me alone!" in its language. If they decide to leave, the **Yeti** follows them and keeps attacking until they are out of the cave.

A couple of days after they find **Pashar's** skeleton, have the heroes find a tombstone. The tombstone has this passage written on it:

*Here lies **Magus Esvelle**, great hunter of the North. He was killed by the wilderness while he pushed himself to extremes trying to find his lost son. May he will always be remembered for the good friend and father that he was.*



## 5. SLEEPING HELLFIRE (LEVELS 3-6)

### THE ENCOUNTER

*You reach what seems to be a wrecked campsite. 2 Dwarf bodies are lying around a put out campfire. A third body lies inside a tent. There are visible bite and burn wounds on all of the bodies.*

Searching through the campfire the heroes can find standard adventuring gear and 30gp. The campfire is still warm.

A DC10 **Wisdom (Survival)** check will reveal snake like tracks on the snowy terrain that appear to have made the snow slightly melt.

Following the track will lead them to the killers in 1 hour if they follow it at a normal pace.

#### Level Encounter

|   |                             |
|---|-----------------------------|
| 3 | 2 Fire Snakes               |
| 4 | 3 Fire Snakes               |
| 5 | 5 Fire Snakes               |
| 6 | 1 Salamander, 2 Fire Snakes |

(MM265, 266)

They can surprise them by succeeding on a **Dexterity (Stealth)** group check contested by their active **Wisdom (Perception)** check (Roll once for all). They can attack them or they can follow them. They are heading towards **The Exploding Peaks**, a series of mountains that used to be active volcanoes but haven't erupted in centuries.

If they just kill them and dont get the hook or miss the trail, have an NPC in the next town be worried because the snow seems to be melting around **The Exploding Peaks**. A volcano eruption would be catastrophic for the locals but the Peaks were supposed to be inactive.

### WHY IT HAPPENS

A devil named **Aisamur** has taken refuge inside the mountains. He has been sent by **Levistus**, former ruler of **Stygia**, the fifth layer of the **Nine Hells**. **Levistus** is trapped in an iceberg in **Stygia** for all eternity and has sent the devil to create a construct strong enough to free him from his prison. But to do such a task, he needs a forge and skilled forgers, as well as an unlimited amount of heat. Therefore he called upon **Azers** (MM 22) from the **Elemental Plane of Fire** and created a forge inside the until recently inactive volcano, that is waking up through powerful rituals to fuel the forge's fire. Magma wasnt the only thing that sprouted from the volcano but also terrible creatures of fire that took residence in the volcano and the surrounding area, hence the fire snakes. You can also have encounters with **Magmins** and **Magma Mephits** (MM 212, 216) leading to the volcano.

If the players dont deal with the threat, it is a matter of weeks until **Aisamur** builds its construct. Then it will let the volcano erupt and vanish life in a 10mile radius. The construct will be unsuccessful in freeing **Levistus**.

### ADVANCING THE ENCOUNTER

The heroes must head to **The Exploding Peaks** and stop the ritual. The Peaks were home to a tribe of **Firenewts** (Volo's 142, 143). **Aisamur** promised gold to the tribe if they make sure noone will disrupt the task.

#### 1a. Entrance

| Level | Encounter        |
|-------|------------------|
| 3     | 2 Giant Striders |
| 4     | 3 Giant Striders |
| 5     | 5 Giant Striders |
| 6     | 6 Giant Striders |

At any time, **Giant Striders** are guarding the entrance. Noone really ever visits the mountains so they arent actively looking for intruders. The heroes can surprise the guards with a DC12 **Dexterity (Stealth)** group check. If the battle lasts 2 rounds (outside the surprise round), the **Firenewt Warriors** on room 1b are alerted by the sounds of battle on Round 2 Initiative Count: 0 and attack on Round 3.

There is an iron ladder leading down to room 2.

#### 1b. Backup guards

| Level | Encounter           |
|-------|---------------------|
| 3     | 2 Firenewt Warriors |
| 4     | 3 Firenewt Warriors |
| 5     | 5 Firenewt Warriors |
| 6     | 6 Firenewt Warriors |

The guards here change shifts with the entrance guards every 4 hours. They come here to rest when they dont have a shift. If not alerted by a battle in area 1a, they are resting and can be surprised with a DC 7 **Dexterity (Stealth)** group check.

#### 2. Levistus Worship Chamber

*A large iron statue dominates the center of the room the ladder leads to. The walls are decorated with a symbol of a black sword stuck in an ice cube. There are 2 iron ladders leading down.*

A DC 15 **Intelligence (Religion)/(History)** will let a character recognize the symbol on the wall as the symbol of **Levistus**, former lord of the 5th. A player succeeding on a DC20 **Wisdom (Perception)** check will notice a small crack on the wall hidden by a natural fold. A medium creature can barely squeeze into it.

The statue of **Levistus** is magically trapped so any non follower who touches the statue feels an unnatural cold piercing through their skin. The character must roll a DC15 **Constitution Saving Throw** for 2d8 cold damage or half.

### 3a. Firenewt Bedchambers

| Level | Encounter           |
|-------|---------------------|
| 3     | 4 Firenewt Warriors |
| 4     | 5 Firenewt Warriors |
| 5     | 6 Firenewt Warriors |
| 6     | 7 Firenewt Warriors |

*A dozen carved stone beds cover the room's floor. On them, Firenewt Warriors seem to be fast asleep. The room is significantly hotter than the areas above it. 2 tunnels seem to be going downwards, deeper into the volcano. You can see flashes of crimson red light coming from one (The one leading to the forge).*

The Firenewts do not wake up unless the heroes are particularly noisy or are alerted by someone. (See Room 5.) There are tied ropes that leads to both tunnels that the **Firenewts** use to climb up and down. **Azers** dont come here so there is no need for iron ladders.

Searching through all of the beds, the heroes will find a total of 100gp.

### 3b. Volcanic crack

The players can attempt to climb down the small crack from area 2, assuming they found it. Large characters cannot fit, while all medium ones are **Squeezed** (disadvantage on attack rolls and Dexterity Saving Throws, attackers have advantage, speed is halved)

2 **Magmins** (MM 212) lurk in the tunnel. They attack on sight when the characters are at least 25ft deep. A player falling unconscious in this area falls to area 4. and takes falling damage unless someone is in the way.

### 3c. Azer Bedchambers

*The room's walls is decorated by carvings of a world in flames. Hammers and metal armors are scattered throughout the room. A few iron beds stand in a corner that are currently unoccupied. The room is significantly hotter than the areas above it. An iron ladder goes down to the only tunnel, inside of which you can see flashes of crimson red light coming through.*

This where the **Azers** go to rest. The room is currently empty. The **Azers** have no treasure, but their hammers and armor may fetch a decent price at a merchant.

### 4. Forge

| Level | Encounter                |
|-------|--------------------------|
| 3     | 1 Bearded Devil, 1 Azer  |
| 4     | 1 Bearded Devil, 1 Azer  |
| 5     | 1 Bearded Devil, 3 Azers |
| 6     | 1 Barbed Devil, 2 Azers  |

(MM 22, 70)

*The room is unbearably hot from the lava that surrounds the granite island the tunnel leads to. At the center of the granite floor, there lies a huge metal forge and a strange looking forger is working on. Most of his physical characteri resemble those of a human's but his hair and beard are made of flames, just like his forging tools. Next to it, a fiend with pure evil in its eyes diverts its attention to you. It lets out an intimidating roar and attacks.*

The **Azer** will continue forging until he or the devil is hit with at least 1 attack. He will join the fight no sooner than Round 2. If **Aisimur** drops to half of his HP, he recognizes the heroes' strength and offers gold or favors in exchange of them leaving. If the heroes decline, he fights to the death.

### UPPING THE DIFFICULTY

If your campaigns are death heavy and you want to make this boss fight lethal, you can have the **Azer** grapple a character and try to throw him in the hot lava.

The construct on the forge is half finished, and the players can deduct its an excavation construct of some sort.

### 5. Ritual Room

*A firenewt with robes is chanting something while touching the volcaning walls with his hands, which seem to be responding by glowing red veins spreading through out the entire room. a couple of Firenewt Warriors seem to be protecting the Warlock from harm.*

### Level Encounter

|   |  |
|---|--|
| 3 | 1 Firenewt Warlock of Imix, 2 Firenewt Warriors  |
| 4 | 1 Firenewt Warlock of Imix, 3 Firenewt Warriors  |
| 5 | 2 Firenewt Warlocks of Imix, 4 Firenewt Warriors |
| 6 | 3 Firenewt Warlocks of Imix, 4 Firenewt Warriors |

The guards are alert therefore surprise would be determined by a **Dexterity (Stealth)** group check contested by the Warriors' **Wisdom(Perception)** (Roll once for all). At the start of the battle, choose 1 **Firenewt Warrior**. He has the task of alerting the Firenewts in Room 3a. It takes 1 round to climb up with the Dash action, 1 round to wake everyone up, and 1 Round for them to start climbing down with the Dash action.

The Warlock has a total of 140 gp on him.



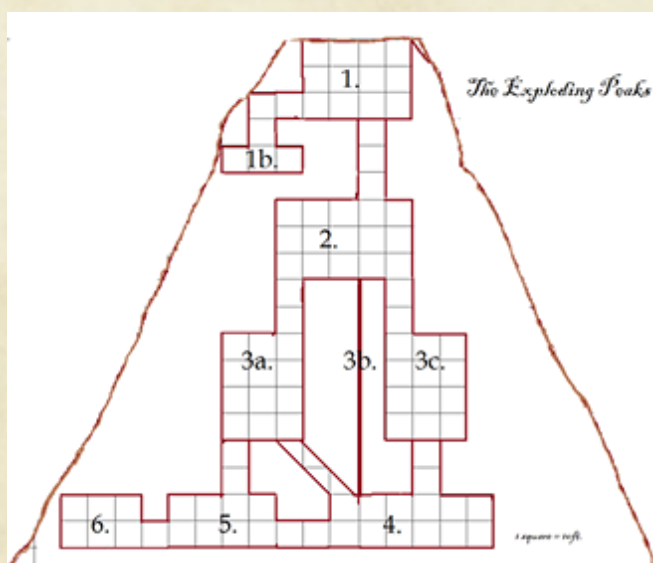
## 6. Devil's Room

The room contains a bed, a table with some papers that explain **Aisimur's** plot. The walls are decorated with symbols of **Levistus**. Under the bed there is a large backpack with the devil's material belongings, which consist of 200 gp and a +1 Medium/Heavy armor of your choice, forged by the **Azers**.

### DEVELOPMENT

If the devil dies, the **Firenewts** have no reason to keep guarding the area. If shown proof that the devil is dead, they stop attacking. They will still demand the heroes leave their home. The **Firenewts** alone won't make the volcano explode.

The summoned **Azers** may or may not be sent to their native Plane once the devil dies. Be wary as this can turn a hard encounter into a relatively easy one.



# HIGHER LEVEL ENCOUNTERS

## 6. AYNIELTH THE FROZEN-HEARTED (LEVELS 6-10)

### THE ENCOUNTER

This encounter must happen at night due to kobold's sunlight sensitivity. During the time they finish their march by sundown, describe this:

*The narrow, icy path is blocked by Kobolds! They hold spears and metal shields shaped like dragon scales, except one who wears wizardry robes. The kobold speaks in broken common:*

"Adventurers! This road is closed by Aynielth, the frozen Hearted! To pass, you must pay a toll of 50gp per person!"

#### Level Encounter

|    |  |
|----|--|
| 6  | 4 Kobold Dragonshields, 1 Kobold Scale Sorcerer  |
| 7  | 5 Kobold Dragonshields, 1 Kobold Scale Sorcerer  |
| 8  | 6 Kobold Dragonshields, 1 Kobold Scale Sorcerers |
| 9  | 6 Kobold Dragonshields, 2 Kobold Scale Sorcerers |
| 10 | 7 Kobold Dragonshields, 2 Kobold Scale Sorcerers |

(Volo's 165, 167)

If asked, the kobold explains that Aynielth is an female **Adult White Dragon**. She gained the nickname "Frozen-Hearted" because after she devours her fallen enemies, she collects their skeletons and keeps them in her lair as trophies. The **Kobolds** will only attack if they are being insulted or as self defense. They will not allow the characters to go on without paying.

A player succeeding on a DC18 **Wisdom (Perception)** check will notice activity inside the bushes around them. 2 **Kobold Inventors** (Volo's 166) are hiding on each side of the road. The road is ambushed so that if someone decides to attack the toll guards they can gain an advantage. The **Dragonshields** do their best to not allow players to reach the **Scale Sorcerer** in melee range.

The **kobolds** have a total of 300 gp on them.

### WHY THE ENCOUNTER HAPPENS

What the **Kobolds** shared is true. They work for **Aynielth** to amass gold for her hoard. The dragon doesn't have a specific purpose for the gold, she just has love for gold. If the players don't deal with the threat, nothing world-shattering will come out of this, but the region will get poorer and poorer. Eventually, the lords of the nearby towns will offer money to adventurers willing to slay the dragon and rid the area of her tyranny.

### ADVANCING THE ENCOUNTER

For this to stop, the adventurers must visit **Aynielth's Lair** and kill or drive her away. The adventurers can be led here by:

1. Interrogating the kobold toll guards
2. Following the kobold toll guards
3. A DC15 **Wisdom (Survival)** check to find kobold tracks on the snow.

Everything leads back to the dragon's lair, deep within a mountain.

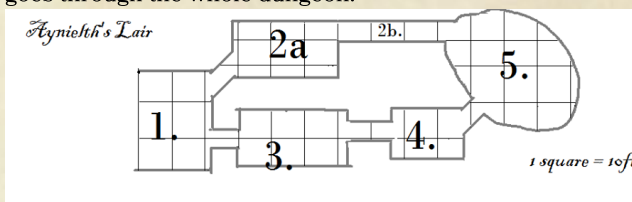
#### 1. Entrance

##### Level Encounter

|    |  |
|----|--|
| 6  | 5 Kobold Dragonshields, 1 Kobold Scale Sorcerer  |
| 7  | 5 Kobold Dragonshields, 2 Kobold Scale Sorcerers |
| 8  | 6 Kobold Dragonshields, 2 Kobold Scale Sorcerers |
| 9  | 6 Kobold Dragonshields, 3 Kobold Scale Sorcerers |
| 10 | 7 Kobold Dragonshields, 3 Kobold Scale Sorcerers |

Assuming your characters are equipped with magic items this would be a rather easy encounter. You can have a **Scale Sorcerer** use scorching ray on the mountain side instead of the players to cause rocks to fall and creatures within 10ft of the mountain wall must roll a DC15 **Dexterity Saving Throw** for 4d10 or nothing.

2 routes lead into the cave, one goes straight to the dragon's lair but is trapped, the other one is untrapped but goes through the whole dungeon.





## 2a. Yellow Mold.

*The floor and walls of this room are covered with patches of yellow mold. It seems impossible to pass through this room without stepping on some.*

(Yellow Mold DMG 105)

A player succeeding in a DC10 **Wisdom (Nature)** check can remember what yellow mold does upon touch.

If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

The **Kobolds** know about the mold and cultivate it as a defense mechanism. They either fly above it with **Winged Kobolds** (MM 195) or go through the trapped area 2b.

## 2b. Trapped tunnel

As soon as they approach, before they enter, describe the following:

*A dense white fog fills the tunnel, making it hard to see through. You can vaguely make out that the tunnel is divided in 2 about 50ft in.*

A player with **Detect Magic** or someone succeeding in a DC15 **Intelligence (Arcana)** check will realize there is an evocation aura being emitted from the fog. A player with a successful DC20 **Intelligence (History)** check knows this is the type of magic a White Dragon can manifest in their lair.

A **Dispel Magic** spell can end the fog's effect in the area.

A creature that ends its turn inside the fog takes 3d6 **cold** damage.

If the players enter the fog, the dragon in area 5. cannot be surprised.

## 3. Kobold Headquarters

*Thin beds made of wood, covered with badly cured furs are scattered across the room. Food scraps and mundane items are littering the floor.*

## Level Encounter

- |    |   |
|----|---|
| 6  | 4 Kobold Dragonshields, 4 Winged Kobolds                          |
| 7  | 4 Kobold Dragonshields, 4 Winged Kobolds, 1 Kobold Scale Sorcerer |
| 8  | 5 Kobold Dragonshields, 4 Winged Kobolds, 1 Kobold Scale Sorcerer |
| 9  | 5 Kobold Dragonshields, 5 Winged Kobolds, 1 Kobold Scale Sorcerer |
| 10 | 5 Kobold Dragonshields, 6 Winged Kobolds, 1 Kobold Scale Sorcerer |

They can be surprised with a DC 11 **Dexterity (Stealth)** group check. Decide on the mundane items (e.g. chairs, a cupboard, an iron bucket etc) so that the **Winged Kobolds** can use them as part of their **dropped rock** attack. When the battle starts, choose 1 **Winged Kobold**. He uses Dash on his first turn trying to get to the dragon (Area 5). The dragon is insanely hard to surprise. If the Kobold reached area 5, it is impossible because it alerts the dragon.

The area contains 10gp per kobold in the room.

## Area 4. Trophy Room

*The room's walls look like they have been artificially enlarged. The inside of the room is filled with full skeletons of various creatures from small to huge. Other than humanoid skeletons you can clearly make out a couple of giants and an adult dragon skeleton.*

Here is where **Aynielth** keeps her fallen enemies. A closer inspection of the bones would show the players that the bones have huge bite marks on them.

Nothing of value is in this room.

## 5. Aynielth's Lair

*A carpet of gold coins welcomes you as you enter the largest room in this cave. In the back, gnawing on an orc, a huge white dragon watches you as you enter the room.*

"I don't see you carrying gold, nor do I see you carrying food, therefore you must be the food!"

**Aynielth** is an **Adult White Dragon** (MM 101). The dragon is willing to let them go if they offer her a significant amount of gold and leave at once. If not, she attacks.

The Encounter is deadly and should be treated as such because dragons are no pushovers. Use the Lair Actions (MM 102) for parties at level 9 and above. If the party has melee fighters, the dragon tries to end her turns in the air to avoid getting hit. She fights until she reaches 40 hit points or lower, at which point she tries to escape.

Treasure: **Aynielth's** hoard contains:

- 2d6x 1000gp
- a leather pouch containing 5 100gp gemstones
- 10lbs of gold trade bars (500gp)
- bloodstone ceremonial dagger with large gemstone pommel (750gp)
- satin necklace with a gemstone pendant (250gp)
- velvet embroidered mantle set with moonstones (300gp)
- Roll 1d4 Magic items from Table B (DMG 144)
- Roll once on Magic Item Table G (DMG 147)

## 7. DISRUPTION IN FROSTBURY (LEVELS 5 AND ABOVE)

### THE ENCOUNTER

The encounter occurs at any village/town in the arctic region. For the purposes of this encounter, we will create a village named **Frostbury**.

- Population: 150 people, mostly humans and dwarves.
- Despite the severe weather conditions, this village has found the means to be agricultural rather than a village depending on hunting.
- Authority: Grandmother Rimewillow is the mayor of this town. She is actually a **Bheur Hag** (Volo's 160).

The **Hag** wants to see people suffer and goes out of her way to do so. Every day she makes up a new ridiculous order for the villagers to follow that is announced on the main square. For each day, roll from the d10 table below and apply accordingly:

#### HAG DAILY ORDER d10 Order

- 1 All farmers must go to work carrying their animals instead of riding them.
- 2 Everyone must shave their eyebrows.
- 3 All women must crawl instead of walking.
- 4 Noone is allowed to bathe for a month.
- 5 Every person must throw away at least 1lb of food onto the main square.
- 6 Everyone must donate 20 gp towards the well being of the village.
- 7 All humans must treat badgers as living gods.
- 8 If you have a shadow, you must beat it to death.
- 9 All dwarves must pour all of their water supplies.
- 10 Roll twice ignoring 10s.

When the characteres enter the village, have the order be visible to them (e.g. they see farmers carrying donkeys).

The **Bheur Hag** also controls the weather to destroy the village's crops. Have them be hit by extreme weather conditions when they approach the village, and have every tavern serve outrageously expensive food due to 'lack of food since the weather destroyed the crops'. Everything from inns to stores to blacksmiths are also very expensive for what they offer because they need more money to put food on the table.

A DC15 **Intelligence (Arcana)** or **Wisdom(Nature)** check would reveal that the abrupt changes in the weather would suggest a magical means rather than it occurring naturally.

The players witness suffering and outrageous orders from the **Bheur Hag** for as long as they stay in the village.

### HOW THE ENCOUNTER ADVANCES

The party should be wary of the events that occur in Frostbury. 2 ways through which the players can reveal the truth:

- Talking to the Hag. She will of course deny any relation to the weather conditions and act offended, but a DC 15 **Wisdom (Insight)** would reveal that she hides more than she lets on. If she is asked about the orders she will lie that those are the traditions of the village's ancestors and they must be continued to honor them.
- Talking to the Tavern owner, a male halfling named **Finnan Snowfoot**. He knows about the **Hag** but keeps quiet because he profits financially off the situation. He can be intimidated or bribed to tell the truth.

If the players dont deal with the threat, the village will starve. Next time they go through the area when at least a month has passed, describe a ghost village with corpses left and right. The villagers turned on each other out of necessity and wiped themselves out. The **Bheur Hag** left the village once her task was complete.

They can stop it from occurring by driving away or killing the **Bheur Hag**. During the day she sits at her living room where she gives out orders. The living room contains a bookcase which is a **secret door** to her workshop. She is in her workshop during the night, plotting and making potions.

To access the workshop, the characters must find a book on the bookcase titled 'Opening the gateway to magic'. The 1st page of the book has a poem ' *Ashes of bone, tears of fear, the door to the workshop will now be clear*'. Saying that outloud makes the bookcase move to the right and reveal a hallway. Breaking the bookcase will result in the player who destroyed it get hit with the **Lightning Bolt** spell. The hallway is revealed normally.

#### Workshop.

*Dozens of vials lie on shelves on the walls. A dim blue light comes from a crystal ball standing on a table at the center of the room. Next to the table, a small fire is going, with a large cauldron over it. Next to the cauldron, a vile looking hag stands, stirring the insides of the cauldron.*

If attacked, she fights to the death. To make the fight harder, consider giving this as a bonus action to the **Bheur Hag**, 1/day: Human-sized blocks of ice appear, containing frozen corpses. These corpses might break free and attack as zombies, or their spirits might attack as specters. (Volo's 61). Adjust the encounter according to your party level.



## 8. THE ICE WALKING CENTIPEDE (LEVELS 6 TO 10)

### THE ENCOUNTER

*As you walk towards the frosty terrain, you feel the ground shaking slightly. Suddenly the snow bursts and a large monstrosity appears! It is blue to the color and its form resembles that of a centipede with winglike fins flaring from the back of its head, its wide mouth adorned with jagged teeth. The creature attacks!*

#### Level Encounter

|    |                                     |
|----|-------------------------------------|
| 6  | 2 Young Remorhazes                  |
| 7  | 2 Young Remorhazes                  |
| 8  | 2 Young Remorhazes with +20 HP each |
| 9  | 2 Young Remorhazes with +40 HP each |
| 10 | 3 Young Remorhazes                  |

(MM 258)

They fight to the death. Have this encounter or variations of it occur frequently throughout their stay in the arctic region so that they realize it is not a random event.

### WHY THE ENCOUNTER HAPPENS

A **Duergar** (MM 122) community has recently expanded the tunnels of their mine, activating a fault resulting in the **Remorhaz** nest to be disturbed (The **Remorhaz** are very sensitive to vibrations). They now freely crawl at the surface, feasting on travelers and wild animals. The heroes should feel very frequent earthquakes to the point where they should realize it isn't natural.

If the heroes don't deal with the threat, nothing world shaking happens. It may result in some nearby villages to be abandoned due to the threat. The **Duergar** don't care about the surface world and don't bother visiting it.

### ADVANCING THE ENCOUNTER

The threat can be dealt with in 3 ways.

- Clearing the **Remorhaz** Nest
- Clearing the **Duergar** community, resulting in them stopping the expansion, which in turn means that the vibrations will stop.
- Making a deal with the **Duergar** community.

#### Remorhaz Nest

To find the nest, the adventurers must spend 1h looking for tracks around the area of the encounter. A DC15 **Wisdom (Survival)** check would give them tracks leading to a chasm on the nearby hill. If they fail to do so, a travelling group they encounter would freely share the information that 'the hill is infested with Remorhazes!', should they talk and be friendly to them.

#### NEST FEATURES

**Tunnels.** The tunnels are 10ft wide, 20ft tall. The **Remorhaz** has to squeeze to get through.

**Light.** No source of light.

A sticky blue liquid covers the tunnel walls. This is Remorhaz saliva to ensure that the **Remorhaz** can squeeze through. It has no positive or negative effect on the adventurers or the monstrosities.

#### 1. First cave

##### Level Encounter

|    |                                     |
|----|-------------------------------------|
| 6  | 2 Young Remorhazes                  |
| 7  | 2 Young Remorhazes                  |
| 8  | 2 Young Remorhazes with +20 HP each |
| 9  | 2 Young Remorhazes with +40 HP each |
| 10 | 3 Young Remorhazes                  |

At any time the Young Remorhazes are here feasting on the remains of a polar bear. They can be surprised by succeeding on a **Dexterity (Stealth)** group check contested by their **Passive Perception** (10). Remorhazes are a monstrosity of low intellect acting on instinct so they fight to the death.

The first time they enter either room 2. or 3., an earthquake occurs. If they were on room 2., the 1 **Young Remorhaz** there gets annoyed by the vibration, starts squeaking and dashes outside. It attacks the characters if they are not hidden. If they are on room 3, the earthquake demolishes some large portions of the wall, which fall onto the characters. Have everyone roll a DC17 **Dexterity Saving Throw** for 3d10 bludgeoning damage or half.

#### 4. Remorhaz Lair

*Hundreds of eggs lie on this large cavern's floor. They are blue and very warm to the touch. A Remorhaz, the largest you've ever seen, crawls onto the walls of the cavern, its dozens of feet constantly moving making a rattling sound as it crawls through the eggs.*

##### Level Encounter

|    |                              |
|----|------------------------------|
| 6  | 1 Remorhaz                   |
| 7  | 1 Remorhaz                   |
| 8  | 1 Remorhaz, 1 Young Remorhaz |
| 9  | 1 Remorhaz, 1 Young Remorhaz |
| 10 | 1 Remorhaz, 1 Young Remorhaz |

(MM 258)

If the players break the eggs small centipede looking creatures crawl out and try to climb their legs but die in seconds.

## KHOGH GAROM

Khogh Garom is the duergar community responsible for the earthquakes. They have been brainwashed by a **Mind Flayer** named **Aurangaul** and do her bidding.

### HOW TO FIND OUT ABOUT KHOGH GAROM

Outside of spells the characters may or may not have, the characters can learn about the duergar community lurking beneath the surface in any town there is a merchant. He strikes deals with the duergar since he is interested in the gemstones they mine. He knows a way that leads to the mines but only reveals that for a price you deem appropriate.

Other than that, the heroes can deduct with a DC13 **Wisdom(Insight)** or **Intelligence (History)** check that the earthquakes like that are likely to be triggered by unnatural subterranean activities. They can find a cave leading to the **Underdark** and **Khogh Garom** if they spend at least 4 hours around the hill looking for a way to investigate the subterranean effect that is causing this.

The journey is uneventful and it leads them to the Mining Tunnels. At any time, 30 Duergar miners work in the tunnels, 3 of which are the supervisors. They do not attack unless attacked and don't address the characters unless they are addressed. If they get into a conversation, they are told this is Duergar property and are asked to leave. A DC10 **Wisdom (Insight)** check would reveal that the Duergar's look is blank and its speech seems stilted rather than natural.

The mining tunnels lead to **Khogh Garom**, a small town established next to the mine. The town is inside a glass dome which protects it from scrying magic. In addition, divination magic do not work as long as you are inside the dome. At any time, the town contains 40 **Duergars**, tending to the city's needs. Every single of the Duergars is a servant of **Aurangaul**. If the players ask about the leader of the town, the duergar would ask them to leave and never come back. If they press on, the duergar will stay silent for a minute then say 'Follow me. He will lead them to the former Mayor's house, where the Mind Flayer currently resides.

#### Mayor's office.

The Mayor's name is Murghol Axehand. He is expecting them in his living room, adorned with a library and portraits of himself. The library has a small silver statue of a brain which is the key to **Aurangaul's Lair**. The Mind Flayer communicates with the mayor telepathically and asks the adventurers about their business. If the party asks the mayor to stop the excavations since it disturbs the natural order, the mayor will ask for a price you deem is appropriate. It should be steep but possible for the characters to afford. If they accept and pay the price, the excavations stop. If they refuse, the mayor will send them on a quest to retrieve a magical artifact of your choice. If they accept and return with the artifact, the excavation stops. If they refuse again, the mayor will ask them to leave town at once. If they refuse, he attacks. (MM 122)

#### Entering the Lair.

The brain statue seems to be stuck on the library. Pouring blood over the brain will activate the secret door to open. Anyone attempting to attack the library should roll an **Intelligence Saving Throw** or be hit with a **Mind Blast** (MM 222) The library has 100 HP, AC 14 and a damage threshold of 5.

*The library gently slides to the right, revealing a passage leading to a lit room in the back. As you walk through the passage, you see showcases displayed left and right containing various organs, some of them you recognize as humanoid, some not. A lot of them seem to be dissected and some of them seem to have gone through horrific experiments.*

*The passage leads to a large circular room made of stone. In its center, there is a pool filled with a dark blue liquid. You can clearly see brains of all sizes carefully tied but floating in the liquid. The back of the room looks like a very luxurious chamber with silk garments hanging from the ceiling, decorating the few furniture the resident has along with the shelves on the walls.*

#### Level Encounter

|    |                           |
|----|---------------------------|
| 6  | 1 Mind Flayer, 2 Duergars |
| 7  | 1 Mind Flayer, 3 Duergars |
| 8  | 1 Mind Flayer, 4 Duergars |
| 9  | 1 Mind Flayer, 6 Duergars |
| 10 | 1 Mind Flayer, 8 Duergars |

(MM 122, 222)

You can use an **Alchoon's** stats (Volo's 172) instead of the classic **Mind Flayer** if your players have faced **Mind Flayers** in the past to switch it up. The **Mind Flayer** will try to bring about discussion, but not so much to negotiate but to see if it can gain information from them. At a time it feels opportune, it orders its servants to attack while it stays in the back at all times and uses its Mind Blast as well as its spells. Every 3 turns, 2 more **Duergars** enter the battle as long as the **Mind Flayer** is alive. An outcast and utterly paranoid of enemies, **Aurangaul** fights to the death.

If the **Mind Flayer** falls, the **Duergar** community are free from its grip and stop the excavations at once.



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