

AGE 12+



LEGACY OF THE CRYSTAL SHARD™

ENCOUNTERS AND MONSTER STATISTICS:
D&D® 4TH EDITION



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CREDITS

Design

Greg Bilsland, Jeffrey Ludwig, Matt Sernett, James Wyatt

Development and Editing

Scott Fitzgerald-Gray, Chris Sims

D&D Group Manager

Mike Mearls

D&D Producer

Greg Bilsland

Senior Creative Director

Jon Schindehette

Art Director

Mari Kolkowsky

Graphic Designers

Bree Heiss, Leon Cortez

D&D Brand Team

**Nathan Stewart, Liz Schuh, Laura Tommervik,
Shelly Mazzanoble, Chris Lindsay, Hilary Ross, John Feil**

Prepress Manager

Jefferson Dunlap

Imaging Technician

Carmen Cheung

Production Manager

Donna Woodcock

Organized Play

Chris Tulach

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INTRODUCTION

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

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

D&D® 4TH EDITION

ENCOUNTERS

This section contains the information you need to run the adventure using the 4th Edition D&D rules.

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

Each encounter identifies the encounter level and the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure, but skill checks can replace or modify those checks. For example, an Intelligence check to search is a Perception check to search, while ability checks to open locks or disable traps are Thievery checks. Easy checks are DC 9, moderate checks are DC 13, and hard checks are DC 21.

Abandoned Mining Gear

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

Band of Ruffians

Level 1 / Level 2 Encounter

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

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

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

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

Barbarian Sympathizers

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

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

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

Barracks Goblins

Level 1 Encounter

◆ 6 goblins

Bear Attack

Level 1 Encounter

◆ 1 brown bear

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

Bear Tribe Camp

Level 5 Encounter

◆ 1 human war chief (Wolvig Barrundson)

◆ 6 Bear Tribe warriors

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

Bear Tribe Hero

Level 4 Encounter

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

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

Bear Tribe Raiders

Level 1 Encounter

- ◆ 4 Bear Tribe warriors

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

Beleaguered Allies

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

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

Black Ice Guards

Level 3 Encounter

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

Black Ice Merchant

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

Blinding Snow

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

Chasm Crossing

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

A fall into the chasm deals 3d10 damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Chosen's Call

Level 6 Encounter

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

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessel's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 13 Arcana check or a DC 13 Perception check to search the dusty ground.

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

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

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

Cult Assassins

Level 3 Encounter

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

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

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

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

Displaced Fisher

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

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

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the D&D Compendium or page 73 of *Monster Vault* for the white dragon's statistics.

Dragon and Witch

Level 3 Encounter

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

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

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

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

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

HEDRUN'S SIMULACRA

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

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

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

Dwarf Patrol

Level 1 Encounter

- ◆ 5 dwarf warriors

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

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

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

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

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

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

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

Elk Tribe Hunter

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

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

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

Fight on the Lake

Level 1 / Level 3 Encounter

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

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

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), three of the pirates accompanying Derrick are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). The others wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

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

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

Gant's Offices

Level 4 Encounter

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

The sigil on the door of Gant's office is a deadly magic glyph trap. The glyph can be detected with a DC 13 Arcana check. When detected, the glyph can be disabled with a DC 13 Thievery check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door is subject to an attack: +5 vs. Reflex; Hit: 3d6 lightning damage; Miss: Half damage.

Goblin Ambush

Level 3 Encounter

- ◆ 8 goblins

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

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

Goblin Guards

Level 1 Encounter

- ◆ 6 goblins

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

Green Slime

Level 1 Encounter

- ◆ 1 green slime

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

Hideout Guards

Level 1 Encounter

- ◆ 2 human warriors

Hideout Thugs

Level 3 Encounter

- ◆ 2 wererats
- ◆ 3 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the gap, threatening to crush them. Give the adventurers a

few rounds to come up with a means of escape—perhaps making Athletics checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 5 cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (+5 vs. Reflex), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d10 damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Ice Hunters

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

Ice Witch's Raiders

Level 3 Encounter

- ◆ 2 Bear Tribe warriors
- ◆ 3 orcs

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

Kessell's Trap

Level 3 Encounter

- ◆ 2 giant spiders
- ◆ 4 zombies
- ◆ Akar Kessell (noncombatant)

King Günvald

Level 4 Encounter

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

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character is subject to an attack: +5 vs. Reflex. On a hit, the character falls prone, slides down the slope, and must succeed on a saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Major NPC

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

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

Marauding Yetis

Level 1 Encounter

- ◆ 1 yeti
- ◆ 4 young yetis

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

Marek the Shank

Level 2 Encounter

- ◆ Marek the Shank
- ◆ 3 wolves

Nighttime Break-in

Level 3 Encounter

- ◆ 3 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb (a standard action), creating a zone in a burst 4 within 4 squares of him. The zone is heavily obscured and lasts for 1 minute.

Orc Champion

Level 3 Encounter

- ◆ 1 orc reaver
- ◆ 4 orcs

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

Overwhelming Odds

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

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

Pirate Crew

Level Varies

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 human warrior (Pyrse)
- ◆ Up to 30 thugs and tough thugs (pirates)

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

Except for Derrick and Pyrse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), more of the pirates are outfitted with short swords, crossbows, and better armor (the tough thug statistics block). Use the thug statistics block to balance out the pirates as you see fit.

Pirate Raid

Level 2 Encounter

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 3 tough thugs (pirates)
- ◆ 5 thugs (pirates)

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

Poachers

Level 5 Encounter

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

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

Polar Bear Attack

Level 1 Encounter

- ◆ 1 brown bear

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

Portage

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

ARCTIC CATS

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

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

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

Rampaging Bear

Level 1 Encounter

- ◆ 1 brown bear

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

Remorhaz Lair

Level 3 Encounter

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

Rycher's Cats

Level 1 Encounter

- ◆ 2 crag cats

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

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

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

Rycher's Lair

Level 1 Encounter

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

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 13 Perception check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, it makes an attack against the triggering character: +5 versus Reflex; *Hit*: 2d8 damage and the target is restrained until the trap can be opened with a DC 15 Athletics check or a DC 15 Thievery check.

Ship Rethnor Thugs

Level 4 / Level 5 Encounter

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

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

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

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

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

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

Slim's Ambush

Level 3 Encounter

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

Suspicious Merchant

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

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

Temple of the Storm

Level 4 Encounter

- ◆ Akar Kessell
- ◆ 6 air elementals

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she is subject to an attack: +5 vs. Fortitude; *Hit*: The target takes 1d4 cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

Encounter Level Varies; see below

- ◆ 4 human warriors

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

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

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

Vaelish Gant

Level 1 Encounter

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

Level 1 Encounter

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

Level 2 Encounter

- ◆ 1 Bear Tribe shaman
- ◆ 3 Bear Tribe furies

Winter Squall

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

Winter Wolf

Level 2 Encounter

- ◆ 4 wolves
- ◆ 1 winter wolf

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

Wolf Attack

Level 2 / Level 3 Encounter

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

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

ZOMBIE ATTACK!

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

Yeti Attack

Level 1 Encounter

- ◆ 3 yetis

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

Zombie Pack

Level 1 Encounter

- ◆ 5 zombies

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

D&D 4TH EDITION

STATISTICS

Air Elemental		Level 1 Lurker
Small elemental magical beast (air)		XP 100
HP 23; Bloodied 11		Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13		Perception +5
Speed 0, fly 6 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits or misses with an attack.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 3 damage.		
⬇ Grasp of Storms ♦ At-Will		
Attack: Melee 1 (one creature that can't see the elemental); +4 vs. Reflex		
Hit: 2d6 + 4 damage, and the elemental grabs the target (escape DC 12) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.		
Skills Stealth +8		
Str 16 (+3)	Dex 17 (+3)	Wis 11 (+0)
Con 11 (+0)	Int 5 (-3)	Cha 8 (-1)
Alignment unaligned Languages understands Primordial		

Akar Kessell		Level 4 Elite Controller
Medium natural humanoid (undead)		XP 350
HP 108; Bloodied 54		Initiative +4
AC 18, Fortitude 15, Reflex 16, Will 17		Perception +6
Speed 6		Darkvision
Immune disease, poison; Resist 10 necrotic		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⬇ Claw (necrotic) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 6 necrotic damage, and the target is dazed until the start of its next turn and loses a healing surge.		
⌘ Grave Bolt (necrotic) ♦ At-Will		
Attack: Ranged 20 (one or two creatures); +7 vs. Reflex		
Hit: 1d6 + 8 necrotic damage, and the target is immobilized (save ends).		
⚡ Horrific Visage (fear, psychic) ♦ Recharge ⏏ ⏏ ⏏		
Attack: Close blast 5 (creatures in the blast); +7 vs. Will		
Hit: 2d6 + 6 psychic damage, and the target must use a move action as the first action on its next turn to move its speed away from Akar.		
Miss: Half damage.		
Skills Arcana +10, Religion +10		
Str 10 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 14 (+4)	Int 16 (+5)	Cha 18 (+6)
Alignment evil Languages Common		

Animated Black Ice Statue		Level 2 Soldier
Medium elemental animate (construct)		XP 125
HP 42; Bloodied 21		Initiative +1
AC 17, Fortitude 15, Reflex 12, Will 13		Perception +1
Speed 5 (ice walk)		
TRAITS		
Brittle Skin		
Whenever the statue takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target cannot shift until the end of the statue's next turn.		
TRIGGERED ACTIONS		
Overwhelming Ice ♦ Recharge when first bloodied		
Trigger: An enemy adjacent to the statue hits one of the statue's allies with a melee attack.		
Effect (Immediate Reaction): Melee 1 (triggering enemy). The target falls prone.		
Str 17 (+4)	Dex 6 (-1)	Wis 11 (+1)
Con 18 (+5)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned Languages –		

Baerick Hammerstone		Level 5 Soldier
Medium natural humanoid, dwarf		XP 200
HP 64; Bloodied 32		Initiative +4
AC 21, Fortitude 18, Reflex 15, Will 17		Perception +4
Speed 5		Low-light vision
TRAITS		
Stand the Ground		
Baerick can move 1 square fewer than the effect specifies when subjected to a pull, push, or slide.		
Steady-Footed		
Baerick can make a saving throw to avoid falling prone when an attack would knock him prone.		
STANDARD ACTIONS		
⬇ Black Ice Maul (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 7 damage.		
⚔ Throwing Hammer (weapon) ♦ At-Will		
Attack: Ranged 5/10 (one creature); +10 vs. AC		
Hit: 2d6 + 5 damage.		
MINOR ACTIONS		
⬇ Maul Bash (weapon) ♦ Recharge ⏏ ⏏		
Attack: Melee 1 (one creature); +8 vs. Fortitude		
Hit: 2d6 + 5 damage, and Baerick either knocks the target prone or pushes it 1 square.		
TRIGGERED ACTIONS		
⬇ Stubborn ♦ At-Will		
Trigger: An enemy tries to push Baerick or knock him prone.		
Effect (Immediate Interrupt): Baerick makes a melee basic attack against the triggering enemy.		
Str 17 (+5)	Dex 10 (+2)	Wis 14 (+4)
Con 16 (+5)	Int 11 (+2)	Cha 12 (+3)
Alignment evil Languages Common, Dwarven		
Equipment black ice plate armor, 3 throwing hammers, black ice maul		

Bear Tribe Fury	Level 4 Skirmisher
Medium natural humanoid, human	XP 175
HP 55; Bloodied 27	Initiative +8
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +10
Speed 6	
TRAITS	
Adept Charger	
The fury is not limited to taking only free actions immediately after a charge.	
Bear Tribe Flurry	
While bloodied, the fury gains a +2 power bonus to speed and a +4 power bonus to all defenses against opportunity attacks.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 4 damage, or 3d6 + 4 if the attack was part of a charge.	
🎯 Javelin (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
⚡ Furious Strike (weapon) ♦ Recharge if the power misses every target	
Attack: Melee 1 (one or two creatures); +7 vs. Fortitude	
Hit: 1d6 + 5 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Wild Instinct ♦ At-Will	
Trigger: An enemy ends its movement in a square where it flanks the fury.	
Effect (Immediate Reaction): The fury shifts up to 2 squares.	
Skills Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 17 (+5)
Con 15 (+4)	Int 10 (+2) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment 2 short swords, 2 javelins	

Bear Tribe Shaman	Level 5 Controller
Medium natural humanoid, human	XP 200
HP 52; Bloodied 26	Initiative +5
AC 19, Fortitude 15, Reflex 17, Will 19	Perception +11
Speed 6	
STANDARD ACTIONS	
⚔ Longspear (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage, and the target is slowed until the end of its next turn.	
🔮 Phantom Fangs (implement, psychic) ♦ At-Will	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: 2d8 + 4 psychic damage, and the target is immobilized until the end of its next turn.	
Miss: The target is slowed until the end of its next turn.	
MINOR ACTIONS	
🔊 Concussive Roar ♦ Encounter	
Attack: Close blast 3 (enemies in the blast); +8 vs. Will	
Hit: The shaman pushes the target up to 3 squares, and the target is immobilized (save ends).	
Miss: The shaman can push the target 1 square.	
Skills Heal +11, Nature +11, Religion +9	
Str 13 (+3)	Dex 17 (+5) Wis 18 (+6)
Con 12 (+3)	Int 15 (+4) Cha 14 (+4)
Alignment unaligned Languages Common	
Equipment hide armor, longspear, totem	

Bear Tribe Warrior	Level 3 Soldier
Medium natural humanoid, human	XP 150
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 17, Reflex 14, Will 14	Perception +3
Speed 6	
STANDARD ACTIONS	
⚔ Longspear (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
Effect: The target is marked until the end of the warrior's next turn.	
🔪 Bear Tooth Arrow (weapon) ♦ Recharge when first bloodied	
Attack: Ranged 15/30 (one creature); +6 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is immobilized until the end of its next turn.	
Miss: Half damage, and the target is slowed until the end of its next turn.	
TRIGGERED ACTIONS	
⚡ Spear Jab (weapon) ♦ At-Will	
Trigger: An enemy adjacent to the warrior and marked by it shifts.	
Effect (Opportunity Action): The warrior uses <i>longspear</i> against the triggering enemy.	
Skills Athletics +9	
Str 16 (+4)	Dex 14 (+3) Wis 14 (+3)
Con 17 (+4)	Int 8 (+0) Cha 10 (+1)
Alignment unaligned Languages Common	
Equipment hide armor, longspear, shortbow, 20 arrows	

Brown Bear	Level 5 Brute
Large natural beast	XP 200
HP 80; Bloodied 40	Initiative +3
AC 17, Fortitude 19, Reflex 16, Will 16	Perception +3
Speed 8	
TRAITS	
Devour	
Any creature grabbed by the bear at the start of the bear's turn takes 1d8 + 5 damage.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 7 damage.	
🔪 Bear Grab ♦ Recharge when first bloodied	
Effect: The bear uses <i>claw</i> twice against the same target. If either attack hits, the target falls prone, and the bear grabs the target (escape DC 15) if it has fewer than two creatures grabbed.	
Str 20 (+7)	Dex 13 (+3) Wis 13 (+3)
Con 20 (+7)	Int 2 (-2) Cha 12 (+3)
Alignment unaligned Languages —	

Crag Cat	Level 3 Soldier
Large natural beast	XP 150
HP 49; Bloodied 24	Initiative +7
AC 19, Fortitude 17, Reflex 16, Will 15	Perception +8
Speed 8, climb 4	Low-light vision
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC. If the cat is grabbing a creature, it can make this attack only against that creature.	
Hit: 2d6 + 4 damage, and the target is grabbed (escape DC 15).	
⚔ Puncturing Fangs ♦ At-Will	
Effect: Melee 1 (one creature grabbed by the cat). The target takes 2d6 damage, and ongoing 5 damage (save ends).	
Skills Athletics +10, Acrobatics +10, Stealth +10	
Str 18 (+5)	Dex 19 (+5) Wis 15 (+3)
Con 17 (+4)	Int 2 (-3) Cha 11 (+1)
Alignment unaligned Languages –	

Dark Adept	Level 1 Controller (Leader)
Medium natural humanoid, human	XP 100
HP 32; Bloodied 16	Initiative +2
AC 15, Fortitude 12, Reflex 13, Will 14	Perception +1
Speed 6	
STANDARD ACTIONS	
⚔ Mace (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 6 damage, and the adept can slide the target 1 square.	
🔪 Sling (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +6 vs. AC	
Hit: 1d6 + 3 damage.	
🔪 Biting Hex ♦ Recharge ☞ ☞ ☞	
Attack: Ranged 10 (one creature); +4 vs. Will	
Hit: The target takes 2d6 + 6 damage if it moves during its turn (save ends).	
Skills Religion +7	
Str 10 (+0)	Dex 15 (+2) Wis 13 (+1)
Con 14 (+2)	Int 14 (+2) Cha 14 (+2)
Alignment evil Languages Common	
Equipment robes, mace, sling, 20 sling stones	

Davrick Fain	Level 3 Elite Controller (Leader)
Medium natural humanoid, human	XP 300
HP 92; Bloodied 46	Initiative +2
AC 17, Fortitude 14, Reflex 14, Will 16	Perception +5
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
⚔ Mace (cold, fear, weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 2 damage, ongoing 5 cold damage (save ends), and Davrick slides the target up to 2 squares.	
❄ Icy Tendrils (cold) ♦ At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex	
Hit: 1d6 + 5 cold damage, and the target is dazed until the end of Davrick's next turn.	
MINOR ACTIONS	
🔪 Chilling Words (charm) ♦ Recharge ☞ ☞ ☞	
Attack: Ranged 5 (one creature); +6 vs. Will	
Hit: The target cannot use a standard action during its next turn.	
Dark Imperative (cold) ♦ Recharge when first bloodied	
Effect: Close burst 5 (one ally in the burst). Davrick slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra cold damage.	
Skills Arcana +8, Religion +8	
Str 13 (+2)	Dex 12 (+2) Wis 18 (+5)
Con 14 (+3)	Int 15 (+3) Cha 13 (+2)
Alignment evil Languages Common	
Equipment chainmail, shield, mace	

Dwarf Warrior	Level 1 Soldier
Medium natural humanoid	XP 100
HP 33; Bloodied 16	Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15	Perception +8
Speed 5	Low-light vision
TRAITS	
Stand the Ground	
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
⚔ Battleaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.	
Effect: The dwarf marks the target until the end of the dwarf's next turn.	
🔪 Throwing Hammer (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarf's next turn.	
⚔ Double Hammer Strike (weapon) ♦ Recharge ☞ ☞ ☞ ☞	
Effect: The dwarf uses <i>battleaxe</i> and then uses <i>throwing hammer</i> . The dwarf does not provoke opportunity attacks for this use of <i>throwing hammer</i> .	
Str 16 (+3)	Dex 12 (+1) Wis 17 (+3)
Con 17 (+3)	Int 10 (+0) Cha 10 (+0)
Alignment unaligned Languages Common, Dwarven	
Equipment chainmail, heavy shield, battleaxe, 4 throwing hammers	

Giant Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 175
HP 52; Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
⬇ Bite (poison) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).	
⬇ Death from Above ♦ Recharge ☼ ☼ ☼ ☼	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap ♦ Encounter	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3) Wis 10 (+2)
Con 12 (+3)	Int 1 (-3) Cha 8 (-1)
Alignment unaligned Languages –	

Goblin	Level 1 Skirmisher
Small natural humanoid	XP 100
HP 30; Bloodied 15	Initiative +5
AC 15, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
⬇ Short Sword ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage, or 2d6 + 5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square.	
⚔ Dagger ♦ At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d4 + 5 damage.	
MOVE ACTIONS	
Deft Scurry ♦ At-Will	
Effect: The goblin shifts up to 3 squares.	
TRIGGERED ACTIONS	
Goblin Tactics ♦ At-Will	
Trigger: The goblin is missed by a melee attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
Skills Stealth +8, Thievery +8	
Str 13 (+1)	Dex 17 (+3) Wis 14 (+2)
Con 14 (+2)	Int 8 (-1) Cha 8 (-1)
Alignment evil Languages Common, Goblin	
Equipment leather armor, light shield, short sword, 2 daggers	

Green Slime	Level 4 Lurker
Medium natural beast (blind, ooze)	XP 175
HP 47; Bloodied 23	Initiative +9
AC 18, Fortitude 17, Reflex 17, Will 14	Perception +2
Speed 4, climb 4	Blindsight 10
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
⬇ Slam (acid) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 5 acid damage, and ongoing 5 acid damage (save ends).	
⬇ Engulf (acid) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d6 + 3 acid damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
Skills Stealth +10	
Str 11 (+2)	Dex 16 (+5) Wis 11 (+2)
Con 17 (+5)	Int 1 (-3) Cha 1 (-3)
Alignment unaligned Languages –	

Hedrun the Ice Witch	Level 5 Solo Controller
Medium natural humanoid, human	XP 1,000
HP 252; Bloodied 126	Initiative +4
AC 19, Fortitude 17, Reflex 18, Will 18	Perception +10
Speed 6 (ice walk)	
Immune cold	
Saving Throws +5; Action Points 2	
TRAITS	
❄ Freezing Aura ♦ Aura 3	
Liquid water in the aura instantaneously freezes. Hedrun can traverse bodies of water across such ice, but the ice melts to prevent other creatures from doing the same.	
❄ Blood Ice (cold, necrotic) ♦ Aura 3	
While Hedrun is bloodied or has at least 1 hit point and is unable to take actions, the ground in the aura is difficult terrain and each enemy that starts its turn in the aura takes 10 cold and necrotic damage, or 15 cold and necrotic damage if Hedrun is bloodied and has at least 1 hit point and is unable to take actions.	
Animal Empathy	
Beasts are aggressive toward Hedrun only if she harms them first.	
STANDARD ACTIONS	
⚔ ⚡ Ice Spear (cold) ♦ At-Will	
Attack: Melee 1 or Ranged 10 (one or two creatures); +10 vs. AC	
Hit: 2d8 + 5 cold damage, Hedrun pushes the target up to 2 squares, and the target is slowed (save ends).	
Effect: Hedrun creates an ice spear to replace any she has lost.	
⚡ Snow Blindness (cold, radiant) ♦ At-Will	
Attack: Ranged 5 (one or two creatures); +8 vs. Fortitude	
Hit: 2d6 + 5 cold and radiant damage, and the target can't see anything that is more than 2 squares away from it (save ends).	
Chosen Action ♦ At-Will	
Effect: Hedrun makes two basic attacks.	
❄ Icy Blast (cold, zone) ♦ Recharge ⏏ ⏏	
Attack: Close blast 5 (creatures in the blast); +8 vs. Fortitude	
Hit: 2d12 + 5 cold damage, and the target falls prone.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Hedrun's next turn. The ground in zone is difficult terrain for creatures without ice walk.	
Sustain Minor: The zone persists until the end of Hedrun's next turn.	
Skills Arcana +10, Bluff +8, Diplomacy +8, Nature +10	
Str 14 (+4)	Dex 15 (+4) Wis 16 (+5)
Con 15 (+4)	Int 17 (+5) Cha 12 (+3)
Alignment evil Languages Common	
Equipment ice armor	

Human Commoner	Level 2 Minion Soldier
Medium natural humanoid, human	XP 31
HP 1; a missed attack never damages a minion.	Initiative +3
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +2
Speed 6	
TRAITS	
Mob Rule	
While at least two other human commoners are within 5 squares of the commoner, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
⚔ Club (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
Str 14 (+3)	Dex 11 (+1) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 13 (+2)
Alignment unaligned Languages Common	
Equipment club	

Human Rogue	Level 5 Lurker
Medium natural humanoid	XP 200
HP 49; Bloodied 24	Initiative +11
AC 19, Fortitude 16, Reflex 19, Will 16	Perception +9
Speed 6	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
⚔ Garrote (weapon) ♦ At-Will	
Requirement: The rogue must not be grabbing a creature.	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: The target is grabbed (escape DC 22) until the end of the rogue's next turn. Until the grab ends, the rogue has superior cover, and neither it nor the target can be pulled, pushed, or slid.	
⚔ Arterial Cut (weapon) ♦ At-Will	
Effect: Melee 1 (one creature grabbed by the rogue). The target takes 2d10 + 5 damage, and ongoing 10 damage (save ends). The grab then ends.	
TRIGGERED ACTIONS	
⚔ Quick Cut ♦ At-Will	
Trigger: An enemy escapes the rogue's grab.	
Effect (Immediate Interrupt): The rogue uses short sword against the triggering enemy.	
Skills Athletics +9, Stealth +12	
Str 14 (+4)	Dex 20 (+7) Wis 14 (+4)
Con 13 (+3)	Int 10 (+2) Cha 6 (+0)
Alignment evil Languages Common	
Equipment leather armor, short sword, garrote	

Human War Chief	Level 5 Brute
Medium natural humanoid	XP 200
HP 77; Bloodied 38	Initiative +5
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 7 damage.	
⚔ Javelin (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 3d6 + 6 damage.	
⚔ Daring Strike (weapon) ♦ Recharge ⏏ ⏏	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 3d12 + 5 damage, and the target falls prone. If the war chief scores a critical hit, the target also takes ongoing 5 damage (save ends).	
Skills Athletics +11	
Str 18 (+6)	Dex 16 (+5) Wis 14 (+4)
Con 17 (+5)	Int 8 (+1) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment hide armor, longsword, 3 javelins	

Human Warrior	Level 3 Soldier
Medium natural humanoid,	XP 150
HP 47; Bloodied 23	Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +6
Speed 5	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and the warrior marks the target until the end of the warrior's next turn.	
⚡ Powerful Strike (weapon) ♦ Recharge ☒ ☒	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d10 + 5 damage, and the target falls prone.	
TRIGGERED ACTIONS	
⚡ Interceding Strike (weapon) ♦ At-Will	
Trigger: An enemy adjacent to the warrior makes an attack that doesn't include the warrior as a target.	
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +8 vs. AC	
Hit: 1d10 + 5 damage.	
Str 16 (+4)	Dex 14 (+3)
Con 15 (+3)	Int 10 (+1)
	Wis 11 (+1)
	Cha 12 (+2)
Alignment unaligned Languages Common	
Equipment hide armor, longsword	

Ice Witch's Simulacrum	Level 5 Elite Controller
Medium natural animate	XP 400
HP 126; Bloodied 63	Initiative +4
AC 19, Fortitude 17, Reflex 18, Will 18	Perception +5
Speed 6 (ice walk)	
Immune cold	
Saving Throws +2; Action Points 1	
TRAITS	
❄ Freezing Aura ♦ Aura 3	
Liquid water in the aura instantaneously freezes. Hedrun can traverse bodies of water across such ice, but the ice melts to prevent other creatures from doing the same.	
Animal Empathy	
Beasts are aggressive toward Hedrun only if she harms them first.	
STANDARD ACTIONS	
⚔ ☑ Ice Spear (cold) ♦ At-Will	
Attack: Melee 1 or Ranged 10 (one or two creatures); +10 vs. AC	
Hit: 2d8 + 5 cold damage, Hedrun pushes the target up to 2 squares, and the target is slowed (save ends).	
Effect: Hedrun creates an ice spear to replace any she has lost.	
❄ Icy Blast (cold, zone) ♦ Recharge ☒ ☒	
Attack: Close blast 3 (creatures in the blast); +8 vs. Fortitude	
Hit: 2d12 + 5 cold damage, and the target falls prone.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Hedrun's next turn. The ground in zone is difficult terrain for creatures without ice walk.	
Sustain Minor: The zone persists until the end of Hedrun's next turn.	
Skills Arcana +10, Nature +10	
Str 14 (+4)	Dex 15 (+4)
Con 15 (+4)	Int 17 (+5)
	Wis 16 (+5)
	Cha 12 (+3)
Alignment evil Languages Common	
Equipment ice armor	

Marek the Shank	Level 3 Elite Controller (Leader)
Medium natural humanoid, hobgoblin	XP 300
HP 94; Bloodied 47	Initiative +3
AC 17, Fortitude 17, Reflex 15, Will 15	Perception +1
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Beast Master's Exhortation	
When an allied beast or magical beast that is adjacent to Marek hits with an attack, that beast gains 5 temporary hit points.	
Elite Action	
On each of his turns, Marek can choose two standard actions and take each of them.	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and Marek can shift 1 square, and an ally adjacent to him can shift 1 square into the space Marek just left. If Marek triggers an attack due to this movement, he can designate his ally as the attack's target instead of him.	
🏹 Shortbow (weapon) ♦ At-Will	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 3 damage, and the target grants combat advantage until the start of Marek's next turn.	
⚡ War Whip (weapon) ♦ At-Will	
Attack: Melee 3 (one creature); +8 vs. AC	
Hit: 2d4 + 5 damage, and the target falls prone.	
Effect: Marek can slide the target 1 square.	
Attack Command ♦ At-Will	
Effect: Melee 1 (one ally that is a beast or magical beast). The target can make a basic attack as a free action.	
Str 19 (+5)	Dex 14 (+3)
Con 15 (+3)	Int 10 (+1)
	Wis 10 (+1)
	Cha 15 (+3)
Alignment evil Languages Common, Goblin	
Equipment leather armor, longsword, whip, shortbow, 20 arrows	

Orc	Level 3 Soldier
Medium natural humanoid	XP 150
HP 50; Bloodied 25	Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 13	Perception +1
Speed 6 (8 when charging)	Low-light vision
STANDARD ACTIONS	
⚔ Greataxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d12 + 4 damage, or 1d12 + 9 with a charge attack.	
🏹 Shortbow (weapon) ♦ At-Will	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 4 damage.	
⚡ Hacking Frenzy (weapon) ♦ Recharge ☒ ☒	
Attack: Close burst 1 (enemies in the burst); +6 vs. AC	
Hit: 1d12 + 4 damage, and the orc marks the target until the end of the orc's next turn.	
Effect: The orc grants combat advantage until the start of its next turn.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+5)	Dex 14 (+3)
Con 18 (+5)	Int 8 (+0)
	Wis 10 (+1)
	Cha 9 (+0)
Alignment chaotic evil Languages Common, Giant	
Equipment studded leather, greataxe, shortbow, 20 arrows	

Orc Reaver	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6 (8 when charging)	Low-light vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
⬇ Battleaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
Effect: After the attack, the orc can shift 1 square.	
✈ Javelin (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
⬇ Blood-Crazed Charge ♦ Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy.	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+6)	Dex 17 (+5) Wis 13 (+3)
Con 15 (+4)	Int 8 (+1) Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, battleaxe, 4 javelins	

Quasit	Level 3 Lurker
Tiny elemental humanoid (demon)	XP 150
HP 40; Bloodied 20	Initiative +8
AC 17, Fortitude 13, Reflex 17, Will 15	Perception +8
Speed 4, fly 6	Darkvision
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage, or 1d6 + 10 damage if the quasit was invisible when it attacked.	
Vanish (illusion) ♦ At-Will	
Effect: The quasit becomes invisible until the end of its next turn or until it hits or misses with an attack.	
Skills Arcana +9, Bluff +9, Stealth +9	
Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)
Con 16 (+4)	Int 16 (+4) Cha 16 (+4)
Alignment evil Languages Common, Primordial	

Skeletal White Dragon	Level 5 Elite Brute
Large natural magical beast (dragon, undead)	XP 400
HP 160; Bloodied 80	Initiative +2
AC 17, Fortitude 17, Reflex 12, Will 11	Perception +6
Speed 4 (ice walk)	Darkvision
Immune cold, disease, poison; Resist 10 cold, 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Instinctive Rampage	
On an initiative of 10 + the dragon's initiative check, the dragon can move up to its speed as a free action. The dragon can move through enemies' spaces and gains resist 5 to all damage during the move. Each time the dragon enters an enemy's space for the first time during the move, it can use <i>claw</i> against that enemy. If the attack hits, the target also falls prone.	
If the dragon cannot use a free action to make this move due to a dominating or stunning effect, then that effect ends instead of the dragon making this move.	
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 3d10 + 6 damage.	
⬇ Claw ♦ At-Will	
Attack: Melee 1 (one or two creatures); +8 vs. AC	
Hit: 2d6 + 6 damage.	
Str 18 (+6)	Dex 11 (+2) Wis 9 (+1)
Con 20 (+7)	Int 1 (-3) Cha 1 (-3)
Alignment chaotic evil Languages Common, Draconic	

Thug	Level 2 Minion Brute
Medium natural humanoid, human	XP 31
HP 1; a missed attack never damages a minion.	Initiative +1
AC 14, Fortitude 14, Reflex 13, Will 14	Perception +2
Speed 6	
STANDARD ACTIONS	
⬇/⚔ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 or ranged 5/10 (one creature); +7 vs. AC	
Hit: 6 damage.	
Str 11 (+1)	Dex 10 (+1) Wis 12 (+2)
Con 12 (+2)	Int 10 (+1) Cha 10 (+1)
Alignment unaligned Languages Common	
Equipment dagger	

Tough Thug	Level 2 Brute
Medium natural humanoid, human	XP 125
HP 42; Bloodied 21	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +2
Speed 6	
TRAITS	
Thug Tactics	
While the thug is within 5 squares of another tough thug, it gains a +4 power bonus to damage rolls.	
STANDARD ACTIONS	
⬇ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
⚔ Crossbow (weapon) ♦ At-Will	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 2d8 + 1 damage.	
Str 14 (+3)	Dex 11 (+1) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 13 (+2)
Alignment unaligned Languages Common	
Equipment short sword, crossbow, 20 bolts	

Vaelish Gant		Level 4 Controller	
Medium natural humanoid, human		XP 175	
HP 52; Bloodied 26		Initiative +4	
AC 17, Fortitude 13, Reflex 14, Will 15		Perception +5	
Speed 6			
STANDARD ACTIONS			
⚔ Quarterstaff (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d8 + 4 damage, and Vaelish can slide the target 1 square.			
☞ Magic Missile (force, implement) ♦ At-Will			
Effect: Ranged 20 (one creature). The target takes 5 force damage.			
⚡ Brilliant Chains (implement, lightning) ♦ Encounter			
Primary Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: 2d8 + 3 lightning damage, and Vaelish makes the following secondary attack.			
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +7 vs. Reflex			
Hit: 3 lightning damage, and the target is slowed (save ends). Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed, it takes 5 lightning damage and falls prone.			
✱ Cacophonous Burst (implement, thunder) ♦ Encounter			
Attack: Area burst 1 within 10 (creatures in the burst); +7 vs. Fortitude			
Hit: 2d6 + 5 thunder damage, Vaelish can push the target 1 square from the center of the burst, and the target is dazed (save ends).			
MOVE ACTIONS			
🌀 Dimension Door (teleportation) ♦ Encounter			
Effect: Vaelish teleports up to 20 squares. He needs no line of sight to his destination if it is a space that he has seen in the past 24 hours.			
TRIGGERED ACTIONS			
🛡 Deflecting Shield ♦ Encounter			
Trigger: Vaelish is the target of a melee or ranged attack.			
Effect (Immediate Interrupt): Vaelish gains a +4 bonus to the defense targeted by the triggering attack until the end of his next turn.			
Skills Arcana +11			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Alignment evil		Languages Common	
Equipment robes, quarterstaff, orb			

Verbeeg		Level 6 Elite Skirmisher	
Large fey humanoid (giant)		XP 500	
HP 150; Bloodied 75		Initiative +8	
AC 20, Fortitude 18, Reflex 17, Will 15		Perception +3	
Speed 8		Low-light vision	
Saving Throws +2; Action Points 1			
TRAITS			
Verbeeg Stealth			
The verbeeg can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from.			
STANDARD ACTIONS			
⚔ Spear (weapon) ♦ At-Will			
Attack: Melee 2 (one creature); +11 vs. AC			
Hit: 2d8 + 5 damage.			
🏹 Bounding Assault ♦ At-Will			
Effect: The verbeeg ends any marked condition affecting it, makes a <i>spear</i> attack, shifts up to half its speed, and makes another <i>spear</i> attack. The verbeeg can move through enemies' spaces during the shift.			
MINOR ACTIONS			
⚡ Cunning Trick ♦ Recharge ☞ ☞			
Attack: Melee 3 (one creature); +9 vs. Will			
Hit: The verbeeg knocks the target prone or slides it up to 3 squares.			
Skills Bluff +10, Stealth +10, Thievery +10			
Str 24 (+10)	Dex 16 (+6)	Wis 11 (+3)	
Con 19 (+7)	Int 13 (+4)	Cha 14 (+5)	
Alignment evil		Languages Common, Elven, Giant	
Equipment hide armor, light shield, spear			

Wererat	Level 3 Skirmisher
Medium natural humanoid (shapechanger), human	XP 150
HP 37; Bloodied 18	Initiative +7
AC 17, Fortitude 16, Reflex 14, Will 13	Perception +7
Speed 6 , climb 4 (rat or hybrid form only)	Low-light vision
TRAITS	
Regeneration	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
⬇ Dagger (weapon) ♦ At-Will	
Requirement: The wererat must be in human or hybrid form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage, or 2d6 + 6 if the wererat has combat advantage against the target.	
⬇ Bite (disease) ♦ At-Will	
Requirement: The wererat must be in rat or hybrid form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d4 + 4 damage. If the target is granting combat advantage to the wererat, it also takes ongoing 5 damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
MOVE ACTIONS	
⬇ Rat Scurry ♦ At-Will	
Requirement: The wererat must be in rat form.	
Effect: The wererat shifts up to its speed.	
MINOR ACTIONS	
Change Shape (polymorph) ♦ At-Will	
Effect: The wererat alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid.	
Skills Bluff +6, Stealth +10	
Str 10 (+1)	Dex 18 (+5) Wis 12 (+2)
Con 15 (+3)	Int 13 (+2) Cha 11 (+1)
Alignment evil Languages Common	
Equipment dagger	

Wererat Filth Fever	Level 3 Disease
Those infected by this disease waste away as they alternately suffer chills and hot flashes.	
Stage 0: The target recovers from the disease.	
Stage 1: While affected by stage 1, the target loses a healing surge.	
Stage 2: While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
8 or Lower: The stage of the disease increases by 1.	
9-12: No change.	
13 or Higher: The stage of the disease decreases by 1.	

Winter Wolf	Level 5 Skirmisher
Large natural beast (mount)	XP 200
HP 67; Bloodied 33	Initiative +7
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8	Low-light vision
TRAITS	
⚙ Freezing Aura ♦ Aura 1	
Any creature that ends its turn in the aura takes 5 cold damage.	
Pack Harrier	
The wolf has combat advantage against any enemy that is adjacent to two or more of the wolf's allies.	
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage, or 3d6 + 4 against a prone target. If the wolf has combat advantage against the target, the target falls prone.	
Str 19 (+6)	Dex 16 (+5) Wis 14 (+4)
Con 19 (+6)	Int 5 (-1) Cha 11 (+2)
Alignment unaligned Languages –	

Wolf	Level 2 Skirmisher
Medium natural beast	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +7
Speed 8	Low-light vision
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the wolf has combat advantage against the target, the target falls prone.	
Str 13 (+2)	Dex 16 (+4) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned Languages –	

Yeti	Level 4 Controller
Large natural beast	XP 175
HP 58; Bloodied 29	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 16	Perception +11
Speed 6 (ice walk), climb 6	Low-light vision
Resist 5 cold	
TRAITS	
⚙ Chilling Wail ♦ Aura 3	
Any enemy that ends its turn in the aura takes 5 psychic damage and takes a -2 penalty to all defenses until the end of its next turn.	
STANDARD ACTIONS	
⬇ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 5 damage.	
⚡ Fearsome Howl (fear, thunder) ♦ Encounter	
Attack: Close blast 4 (enemies in the blast); +7 vs. Will	
Hit: 1d8 + 4 thunder damage, and the yeti pushes the target up to 3 squares.	
⚡ Piercing Shriek (thunder) ♦ Encounter	
Attack: Close burst 3 (enemies in the burst); +7 vs. Will	
Hit: 1d10 + 5 damage, and if the target ends its next turn within 5 squares of the yeti, it takes 5 thunder damage.	
Skills Intimidate +9	
Str 18 (+6)	Dex 16 (+5) Wis 18 (+6)
Con 18 (+6)	Int 10 (+2) Cha 15 (+4)
Alignment unaligned Languages –	

Young Remorhaz		Level 4 Elite Brute	
Medium elemental beast		XP 350	
HP 128; Bloodied 64		Initiative +5	
AC 16, Fortitude 15, Reflex 16, Will 13		Perception +9	
Speed 6, burrow 4 (tunneling)		Low-light vision	
Resist 10 cold, 10 fire			
Saving Throws +2; Action Points 1			
TRAITS			
☀ Blistering Heat (fire) ♦ Aura 1			
Any creature that starts its turn in the aura takes 5 fire damage.			
STANDARD ACTIONS			
⬇ Bite ♦ At-Will			
Attack: Melee 2 (one creature); +9 vs. AC			
Hit: 2d8 + 7 damage, and the remorhaz grabs the target (escape DC 14). While grabbing a target, the remorhaz can bite only that target. If a Medium or smaller creature grabbed by the remorhaz fewer than 1 hit point, the remorhaz can swallow the creature as a free action. The creature then dies.			
⬅ Immolating Carapace (fire) ♦ Recharge ☼ ☼ or when the remorhaz starts its turn while grabbing a creature			
Attack: Close burst 1 (creatures in the burst); +7 vs. Reflex			
Hit: 1d8 + 3 fire damage, and ongoing 5 fire damage until the target ends its turn in a space that is not adjacent to the remorhaz.			
Str 17 (+5)	Dex 16 (+5)	Wis 15 (+4)	
Con 14 (+4)	Int 5 (-1)	Cha 10 (+2)	
Alignment unaligned		Languages –	

Young Yeti		Level 1 Soldier
Medium natural beast		XP 100
HP 28; Bloodied 14		Initiative +3
AC 17, Fortitude 14, Reflex 13, Will 11		Perception +5
Speed 6 (ice walk), climb 6		Low-light vision
Resist 5 cold		
STANDARD ACTIONS		
⬇ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 1 damage.		
⬇ Twin Claw Grab ♦ At-Will		
Effect: The yeti uses claw twice. If both attacks hit the same target, the yeti grabs the target (escape DC 12).		
↔ Challenging Howl (thunder) ♦ Recharge when no creature is marked by the yeti		
Attack: Close blast 3 (enemies in the blast); +4 vs. Fortitude		
Hit: 1d8 + 4 thunder damage, and the target is marked (save ends).		
Str 14 (+2)	Dex 13 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)
Alignment unaligned Languages –		

Zombie		Level 1 Brute
Medium natural animate (undead)		XP 100
HP 33; Bloodied 16	Initiative -1	
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1	
Speed 4	Darkvision	
Immune disease, poison		
TRAITS		
Zombie Weakness		
If the zombie takes a critical hit, it drops to 0 hit points, and it takes a -5 penalty on the d20 roll for <i>zombie fortitude</i> .		
STANDARD ACTIONS		
Ⓢ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d12 + 3 damage, and the zombie grabs the target (escape DC 12). While grabbing a creature, the zombie can slam only that creature, but gains a +4 bonus to damage rolls against that creature.		
TRIGGERED ACTIONS		
Zombie Fortitude ♦ Encounter		
Trigger: The zombie drops to 0 hit points.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 16 (+3)	Dex 8 (-1)	Wis 8 (-1)
Con 13 (+1)	Int 1 (-5)	Cha 3 (-4)
Alignment unaligned Languages –		

MORE ABOUT THE TRIBES

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

Tribe of the Bear

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

Günvald Barrundson

King of the Bear Tribe

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

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

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

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

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

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

Bjami Tengervaald

Shaman of the Bear Tribe

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

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

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

Wolvig Barrundson

War Chief of the Bear Tribe

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

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

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

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

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

The Lesser Tribes

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

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

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

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

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

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

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

