

6TH LEVEL



THE DM TOOL CHEST

LAIR OF THE ICE WRAITH

FIFTH EDITION ADVENTURE

A mist shrouded island in the frozen north hides an ancient and malevolent secret

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ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure set in the Northreach area of the Freelands campaign setting. It can be adapted to any campaign setting that includes a deserted island off the coast of a small town. It is designed to be as plug and play as possible so feel free to use it as is or adapt it to your setting of choice!



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CREDITS

This adventure module was created with the help of all of these talented people:

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RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



ADVENTURE PRIMER

Lair of the Ice Wraith is a Fifth Edition adventure intended for **three to six characters of 5th to 7th level** and is **optimized for a party of four characters with an average party level (APL) of 6**. Characters who complete this adventure should earn enough experience to reach a quarter of the way to level 7. A mist shrouded island off the coast of Northreach has been cursed for over a hundred years. Now, an undead threat is emerging and threatens all of the northern clans. This adventure is set in the Freelands campaign setting but can be adapted to fit any campaign that has a ice covered island. This adventure is best suited for parties that can handle life draining undead and the adventurers should be prepared for tough battles.

BACKGROUND

Maelifell Isle sits just off the coast of the town of Beruvik, in the frozen north of Northreach. It is a barren place and avoided by all because of the long history of the curse that haunts it. Shipwrecks line the frozen cliffs and the few who have survived tell tales of the dead guarding something hidden in the mists that shroud the isle.

A small army of undead soldiers have been slowly accumulating on the island, slaves to an ancient relic that was accidentally uncovered over a hundred years ago. An ice wraith is pushing the undead soldiers to leave the island in order to grow his power and build a larger army. They are attempting to lure longships to Maelifell's shores in order to reach the mainland.

ABOUT MAELIFELL ISLE

Haghor Doomwhisper was a necromancer who built a secret underground lair on Maelifell Isle over three hundred years

ago. Using the power of his staff to raise undead minions, he terrorized the coast of Northreach for decades until a group of adventurers were able to defeat him and bury his lair forever.

One hundred years ago, a detachment from the Holy Ignis Empire built an outpost on the island to conduct raids against the northern clans. While building their tower, the soldiers stumbled upon the ancient crypt that was buried on this long-forgotten chunk of rock. They discovered Doomwhisper's soul orb, still infused with some of his malevolent soul. The relic turned the Ignisian Commander into an ice wraith and his men into wights who now stand in thrall to its power. Soon after, the island became shrouded in an eternal mist and those who dared step foot on her shores were killed, only to rise again as undead in service to the wraith.

ADVENTURE HOOKS

Here are a few ways you can hook your adventurers into this story:

Legend of the Mists. Ingvarr Longbeard has always been known to tell long tales but his story about the frozen horrors of Maelifell Isle sends shivers down the spine of even the most stoic of Drengers. "I've seen the dead walk the island," he whispers by the light of the tavern fire, "They are guarding something. Something powerful and terrible. Something that tugged at me very soul 'til I escaped those cursed shores."

Bury the Dead While sailing the northern coast of Northreach on the dwarven longship *Skylark*, the adventurers are caught in a sudden winter storm. While attempting to make it back to land, the gale-force winds push the longship into the rocks of a small island, cracking its hull like an eggshell. Although mostly battered and bruised, Captain Gawyn Highwater has the crew working feverishly to repair the ship to escape the island as fast as possible.

Protect the Living. A makeshift raft carrying the sole survivor of a ship that recently wrecked upon Maelifell's shore during a storm has made its way to the town of Beruvik. The Vikingr aboard it was half-frozen and barely alive long enough to whisper the warning "Maelifell stirs..." before succumbing to his injuries and falling dead. Jarl Brand Einarsson is offering a reward for any who are brave enough to reach the Isle and rid the town of this threat.

GENERAL FEATURES

These features are common to all of the areas and rooms on the island and in the crypt unless otherwise noted:

Recommended Ambiance: [Michael Ghelfi - Dungeon of the Undead](#)

Ceilings. The ceilings in the crypt are made of rough stone and are 10 ft. high unless otherwise noted.

Floors and Walls. The walls and floor of the crypt are made from mortared stone covered in a thin layer of frost. The island is made of hard packed frozen dirt and rock.

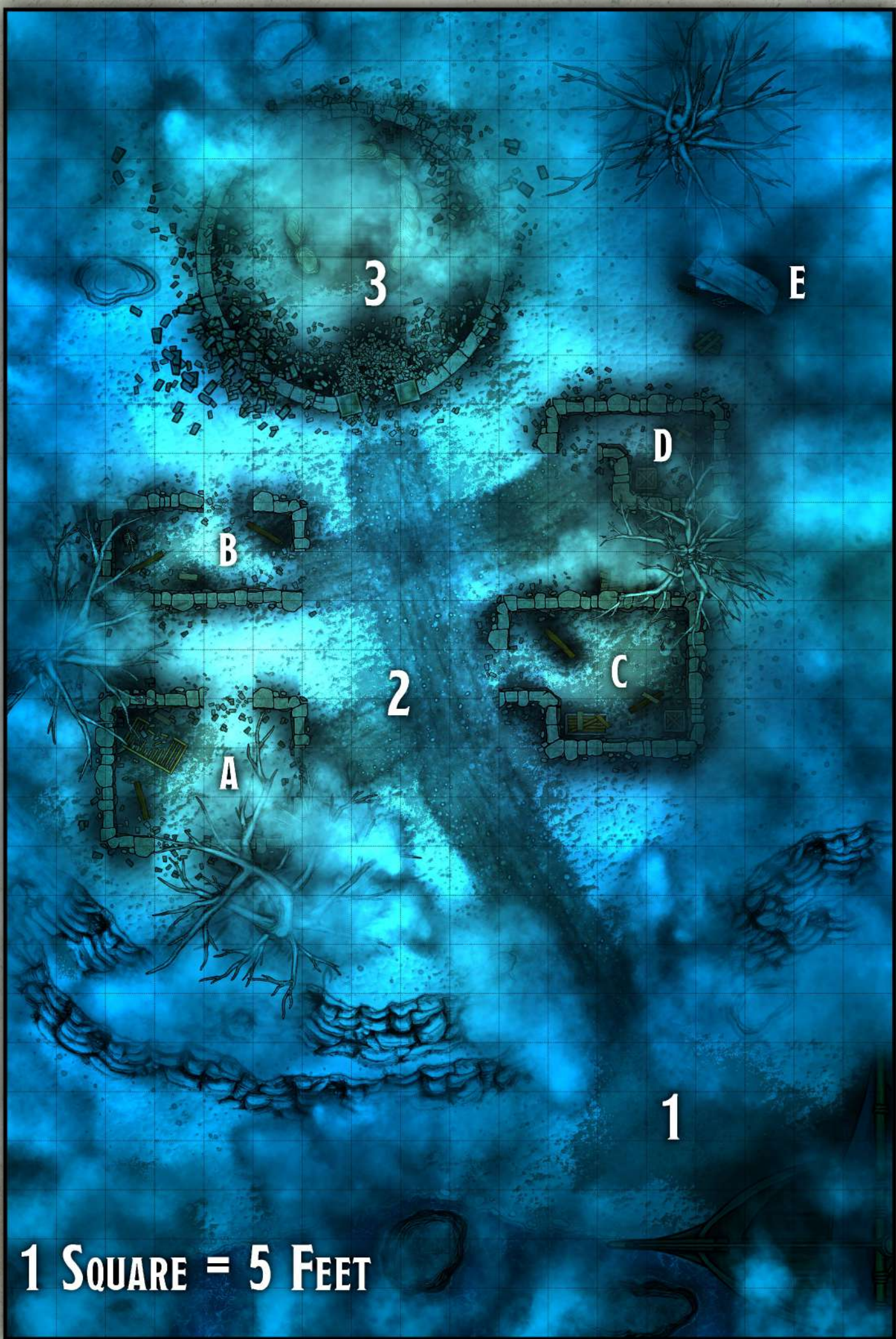
Doors. The doors in the crypt are made from solid slabs of stone with hinges inset into the stone frames. They have an AC of 17 and have 30 hp. Locked doors will require a successful DC 15 Dexterity check by someone proficient with thieves' tools to open unless otherwise noted. A stuck door can be opened with a successful DC 15 Strength check.

Climate. Both the island and crypt are under the effects of extreme cold weather. Any character exposed to cold weather must succeed a DC 10 Constitution saving throw at the end of each hour or gain 1 level of exhaustion. Characters who are immune or resistant to cold damage, wearing cold-weather gear, or are naturally adapted to cold weather automatically succeed.

Illumination. The island is shrouded in mist and halves the distance of all natural sight and the effectiveness of all light sources. All creatures in the mist gain advantage on stealth checks and disadvantage on ability checks that rely on sight. There are no natural sources of light in the crypt.

The Undead. The Ignisian soldiers building an outpost on Maelifell Isle one hundred years ago were all turned into wights. Their studded leather armor is all the same uniform dyed in the white and red of the Holy Ignis Empire and their long swords all bear the Empire's Phoenix emblem on the pommel. The rest of the undead consist of the sailors and Vikings who died on this island and were turned into zombies, ghouls, and ghouls.





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1 SQUARE = 5 FEET

LAIR OF THE ICE WRAITH

KEYED LOCATIONS

The following descriptions relate to the keyed locations on the provided map:

1 - BEACHHEAD

Read the following aloud as the players land on Maerifell Island:

Steep and icy cliffs surround Maelifell Isle and dangerous rocks jut out from the surrounding seawater, creating a dangerous passage for any ship wishing to make a landing. A small portion of snowy beachhead on which the longship is now pulled up is the only entrance to the island. The beach itself is strewn with debris from the ships that have previously crashed onto these rocks and their splintered carcasses can be seen just below the surface of the water.

Captain Gawyn Highwater has his dwarven sailors frantically working to repair the damage that was done to the *Skylark* and express how amazed he is that they did not join the sunken hulls below. The night sky can barely be seen through the thick mist that encompasses the entire Isle. A path leads up and further towards the center of the small island and just off into the distance a light can be seen drifting in and out of the mist.

The sailors and Vikingr aboard the longship are too frightened by the curse to join the party in going further into the island. They will provide cold weather gear for a reasonable price if asked.

2 - OUTPOST RUINS

The half-finished and partially collapsed shells of four stone buildings and a tower make up all that remains of the old Ignisian outpost. Gnarled and dead trees reach through the mists as if reaching out to grasp the light. Other than the sound of the ocean surrounding the island, there is not a sound to be heard nor wind to be felt; it's as if the island is holding its breath.

Encounter: The Light of the Dead There are two **zombies**, two **ghouls**, and a **will-o'-wisp** in this area. The will-o'-wisp is the light that can be seen from Area 1 and will turn invisible once the party enters the ruins before ambushing with the other undead. The zombies and ghouls will exit the buildings and attempt to ambush the party. All four of them are undead Vikings still in tattered fur and hide armor with beards and emaciated leathered flesh frosted over from the ice and snow.

2A - RUINED BARRACKS

The remains of broken bed frames and shattered furniture in this building suggest it was once a domicile of some kind. The stone walls are collapsing and the roof beams have fallen a long time ago.

Treasure: Soldier's Journal An old leather-bound journal can be found under a pile of rubble with a successful DC 15 Intelligence (Investigation) check. It belonged to a soldier named Kaeso Canidius and the dates on the entries are from over 100 years past. Most of the journal is destroyed from the snow with a few legible passages.

Read the following aloud once the journal is found:

"It has been a month now since we have landed on this lady-forsaken rock. I can never seem to get the feeling in my hands to come back completely. The barracks are small and the work on the tower is starting. Oh, Naevia, how I miss thee..."

The pages are destroyed from water damage but one more passage can be discerned.

"We've found something while digging the tower foundation! It's a crypt of some sort buried long ago. Commander Titus Bucculeius has determined we must enter and determine the safety of the island. Naevia, my love, how I wish I could be in your loving embrace instead of this frozen rock..."

The rest of the journal is completely illegible.

2B - COLLAPSED BUILDING

Trap: Collapsing Ceiling The wooden beams on the roof of this mostly collapsed building are tentatively held in place. Any searching in the building will result in the beams shifting and falling. Anyone inside the building must make a DC 15 Dexterity saving throw and take 5 (1d8) bludgeoning damage on a failure, or take half the damage on a success. The loose beams can be determined to appear unsafe with a successful DC 20 Wisdom (Perception) check.



1 SQUARE = 5 FEET



2C & 2D - INTACT STRUCTURES

The stone walls of these structures are mostly intact. The roof, door, and other wooden parts of the buildings are long gone and scattered everywhere. There are a few crates in each building that are intact and a faint symbol can be seen burned into them. A successful DC 15 Intelligence (History) check will determine the symbol to be from the Holy Ignis Empire, one of the largest empires on the continent of Astaria and to the far south of Northreach.

2E - CAMPSITE

A pile of tools and a rumpled and collapsed canvas tent can be found under an old dead tree. The gear can be determined to be far newer than anything else in the outpost and only about 20 years old with a successful DC 12 Wisdom (Perception) check. Stitched into the canvas is the symbol of a set of golden scales, the holy symbol of Cerlion (LG, god of Justice).

3 - RUINED TOWER

The walls of the outpost's main tower stand unfinished and mostly collapsed. The remains of pickaxes, shovels, and other digging equipment litter the interior which is centered on a hole dug roughly 5 ft. down. A set of ancient stone steps leads down to a stone door standing slightly ajar and carved with symbols of an ancient language. A successful DC 20 Intelligence (Arcane) check will determine some of the symbols to be ancient forms of runes used in necromancy.

Hazard: Choking Mist. The mist inside the tower has become permeated from the evil emanating from the crypt below, taking on a sinister greenish tinge. Anyone stepping into an area covered in mist must succeed a DC 12 Constitution saving throw or take 4 (1d6) necrotic damage. A 5 ft. by 5 ft. section of mist can be burned away using magical fire. The damaging nature of the mist can be noticed with a successful DC 20 Wisdom (Perception) check as the characters skin begins to slightly itch the closer they get.

4 - CRYPT ENTRANCE

The stones of the entrance to the crypt are covered in splashes of old and dried blood. Footsteps lead in and out of the blood, tracking up and down the stairs and down the hallways. Bits and pieces of broken and rusted armor and weapons lie scattered in the corners of this room. The sounds of wet crunching can be heard coming through the door to Area 5.

5 - COLD STORAGE

Empty stone shelves line the walls of this room. In the center of the room are a group of undead devouring a fresh corpse while another looks on.

Encounter: Friends & Food. There are three **ghouls** and a **wight** in this room. The ghouls are eating the corpse of a bearded Northreach sailor who washed ashore and the wight is watching in bored fascination.

Treasure: Not Just a Pretty Corpse. The sailor has a pouch containing 25 gp, 30 sp, 60 cp, and a Pearl (120 gp).

6 - SHATTERED CRYPT

The shattered remains of empty sarcophagi litter the floor of this room, scattered amongst blood stains both old and fresh.

Tombstones line the walls and broken bricks lie beneath them as if pushed outwards from inside the graves. The hooded statue of Haghor Doomwhisper looms in a niche in one wall, looking down at the carnage from the darkness of its stone hood.

Encounter: The Waking Dead. There are two **zombies** and two **wights** in this room. One wight will stand near the doorway to Area 8 and use its bow at range while the rest will attack with melee. If the wight at melee range is killed first, the one at range will attempt to flee into Area 8 to warn the room and gain higher ground to continue attacking with its bow once the characters enter that area.

Treasure: Necklace of Adaptation. The *Necklace of Adaptation* (see Appendix) can be found buried in the rubble of one of the sarcophagi with a successful DC 15 Intelligence (Investigation) check. It is a thick chain necklace with each link made of alternating precious metals.

Secret Door. The secret door to Area 7 can be discovered with a successful DC 20 Intelligence (Investigation) check. It is hidden behind the torn tapestry hanging behind the statue of the necromancer Haghor Doomwhisper. The door can be opened by twisting the hand of the statue, swinging open the false wall.

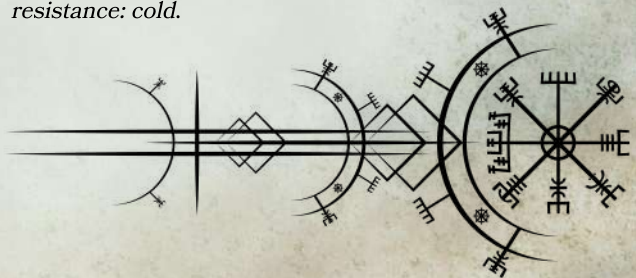
7 - SECRET LABORATORY

Haghor Doomwhisper's secret laboratory was never found by the adventurers who ended his life. An old necromantic ritual is set up in the center of the small room and the dust of centuries lies thick on the furniture. The air is full of the stale musty scent of a room that hasn't had fresh air in hundreds of years. There are small levers in the walls that will swing open the secret doors leading to Area 6 and Area 11.

Trap: Old Magics. The necromantic ritual in the center of the room was never completed but still has some lingering power even after centuries. Anyone stepping onto the ritual will release all of the dormant energy and must make a DC 15 Constitution saving throw and take 13 (3d8) necrotic damage on a failed save, or half as much damage on a success. The ritual can be disarmed with a *dispel magic* spell or by throwing holy water onto it.

Treasure: Journal & Potion Drawer. Most of the books and spell components in the room have not survived the ravages of time but a book wrapped in an oiled leather sheath sits on the desk, mostly undamaged. This is the journal of Haghor Doomwhisper and amidst the ramblings of the madman's raging against the world for some unknown slight, he writes about his quest for power. The journal details how he was working to become a lich and was slowly siphoning his life force into a crystal orb to become his phylactery. The journal's last entry ends before he says if he was successful or not.

A successful DC 15 Intelligence (Investigation) check will result in the adventurers finding a secret compartment in the desk. Inside they will find a rack of potions holding two *potions of healing*, a *potion of poison*, and a *potion of resistance: cold*.



8 - CAVERN

Unlike the rest of the crypt, this room is mostly a natural cavern of rough, ice-covered rock walls. Snow drifts down through cracks past large icicles in the ceiling. A covered terrace sits atop one side of the cavern and stone steps leading up to heavy stone doors at the opposing ends.

The rock wall face leading to the terrace is approximately 20 ft. high and covered in thick frost. It can be climbed with a successful DC 15 Dexterity check with a failure resulting in taking 9 (2d8) bludgeoning damage from the fall. The use of climbing gear will result in an automatic success.

Hazard: Giant Icicles. Two giant icicles are above the central path of the cavern, as shown on the accompanying map. They each have an AC of 13 and 10 hp. Once they reach 0 hp, the icicles will crack and fall into the cavern, shattering on impact. A creature standing under the icicle must make a DC 15 Dexterity saving throw and take 9 (2d8) piercing damage on a failure or 5 (2d4) cold damage on a success. Any creature in a 5 ft. radius from the point of impact takes 5 (2d4) cold damage.

Encounter: The Old Guard. There is a **frostskull** (uses **flameskull** stat block and replaces Fire Ray with Frost Ray which deals cold damage) roaming the central cavern and a **wight** standing guard on the terrace. If the **wight** from Area 6 managed to disengage and make it into the room, it will have sought the higher ground opposite the terrace to use its bow at range. The wight(s) will use bow attacks on the giant icicles once enough of the party is in the cavern.

9 - CHAPEL

The door to this room from Area 8 is stuck (see General Features).

A large altar carved with runes sits along one wall flanked by cold and empty braziers. Smashed into one wall is a large boulder with a stream of dried blood pooling out from underneath it. A few bits of body parts can be seen poking out from around some of the edges.

Hazard: Watch Your Step. The floor of this area and Area 9a is covered in a thick sheet of ice that causes any creature who steps upon it to either succeed a DC 12 Dexterity saving throw or fall prone. Moving at half speed will negate the need for a saving throw. Any Dexterity ability checks or saving throws while standing on the floor will be done at disadvantage.

Treasure: Paladin's Rock. The boulder can be rolled off the corpse with a successful DC 20 Strength check. Underneath it is a corpse in full plate mail armor who was crushed to death. Searching it will result in finding a gold medallion holy symbol around its neck bearing the golden scales of Cerlion (50 gp) and a pouch with 50 gp, a small emerald (20gp), and a journal. The journal details how this corpse was once Sir Markus Canidius, Paladin of Cerlion, who came to the island about 20 years ago in search of information about his long-lost grandfather, the Ignisian soldier Kaeso Canidius, who disappeared here long ago.

9A - DEATH'S CORRIDOR

Trap: Like a Wrecking Ball The boulder trap that killed Sir Markus is not the only boulder trap set in this hallway. The first pressure plate can be found inert at the intersection of Area 9 and 9a. There is a second pressure plate in the center of the hallway as marked on the accompanying map.

It will be triggered once more than 10 lbs. of pressure is applied to it resulting in a round boulder 5 ft. in diameter dropping from a trapdoor in the ceiling above the stairs outside the door to Area 10.

A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

Activation of the boulder trap requires all creatures present to roll Initiative. The boulder rolls Initiative with a +6 bonus. On its turn, it moves 60 feet in a straight line and around curves as appropriate. The boulder can move through creatures' spaces, and creatures can move through its space, treating it as Difficult Terrain. Whenever the boulder enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 28 (5d10) bludgeoning damage and be knocked prone.

As an action, a creature within 5 feet of the boulder can attempt to slow it down with a DC 20 Strength check. On a successful check, the boulder's speed is reduced by 15 feet. If the boulder's speed drops to 0 or if the boulder strikes a wall or other immovable object, its speed will immediately drop to 0 and is no longer a threat.

10 - LAIR OF THE ICE WRAITH

The door to this room is locked (see General Features) and the key is located in Area 11.

A short set of steps lead up to a stone sarcophagus which is the only object in this room besides a trio of dried corpses scattered to the corners. Mystical runes on the sarcophagus glow an ominous blue and the silence in the room is deafening. Dust previously unmoved for decades swirls in the air made from opening the door to this room.

Once all characters enter the room, read aloud:

Spine chilling howls fill the air as shadows start to swirl throughout the room. Nightmarish faces begin to form in the inky darkness before they coalesce into shadowy figures floating in the air. The largest of them has glowing blue orbs for eyes and frost mixes in with its shadowy form. It raises a smoky arm to point a finger and say, "Interlopers! You shall not have orb! You will join us in death forevermore!"

Encounter: The Ice Wraith. Titus Bucculeius, the former Ignisian Commander, is now an **ice wraith** (see Appendix) and guards this room with two **specters**. Throughout the battle, the ice wraith will taunt the characters as it drains their life force, claiming they will join its essence and join him as soldiers. It will use its breath weapon when it has the opportunity to hit more than one character at a time and will raise any that die as specters under its control.

Treasure: Sword & Board. The corpse of the Commander still clutches a shortsword, the *Fairweather Edge of the East* (see Appendix), in its hands. A journal in its pocket details how he, as commander of the Ignisian forces stationed on this island one hundred years ago, led his men into the crypt to clear it out of the undead that infested it.

Doomwhisper's Soul Orb. Opening the sarcophagus requires a successful DC 15 Strength check and reveals a mostly shattered skeleton in tattered and decayed robes. Sitting on its chest is a shimmering fist sized, frost blue orb that contains a portion of the malevolent soul formerly known as Haghor Doomwhisper.

Anyone touching this orb with bare skin must make a DC 15 Constitution saving throw and take 21 (4d8 + 3) necrotic damage on a failed save, and half as much damage on a successful one. This damage will happen per round that the orb is held. Anyone who dies while holding the orb will have their spirit rise as an ice wraith with part of Doomwhisper's soul permanently intermixed with theirs. The orb is immune to all damage types except radiant damage and it can only be destroyed by subjecting it to 50 points of radiant damage. This causes the orb to crumble, destroying Doomwhisper's soul forever.

11 - RITUAL CHAMBER

A desiccated corpse lies dried and shriveled on top of a stone ritual table in the corner of the room. Pages of tomes are scattered across the ground haphazardly in the opposite corner. The faint lines of an ancient ritual are on the floor with necromantic paraphernalia. The stink of death and rotting meat is heavy in the air coming from the fresh undead that fills the room. A hooded statue looks impassively over the nightmare scene from one corner.

Encounter: Fresh Meat. There are two **zombies**, two **ghouls**, and a **ghast** in this room. These are all former Vikingr that were recently killed on the isle and turned into undead.

Treasure: Gemmed Skull Sitting in the center of the necromantic ritual is a horned skull with two rubies (50 gp each) inset in the eye sockets. Stepping onto the ritual will result in the rubies flashing a bright and ominous red light. There was just enough energy in the ritual to cause the flash of light but nothing else happens afterwards and it does not repeat itself.

Iron Key. There is a small iron key that can be found on the ritual table with a successful DC 15 Intelligence (Investigation) check that will unlock the door to Area 10.

Secret Door. The secret door to Area 7 can be discovered with a successful DC 20 Intelligence (Investigation) check. It is hidden behind a torn tapestry hanging past the hooded statue of the necromancer Haghor Doomwhisper. The door can be opened by twisting the hand of the statue which results in the false wall swinging open.

AFTERMATH

After defeating the Ice Wraith and destroying Doomwhisper's Soul Orb, Maelifell Isle begins to return to its more natural state of being just an island in the middle of the frozen northern sea. Sailors still avoid it and tales are still told at night to scare children in the dark, but the threat of Doomwhisper's soul returning and leading an undead army is now over.

If the adventurers fail to defeat the Ice Wraith, the former Ignisian commander will lead his army of undead soldiers across the waters to battle the northern clans. Adding more and more essence into the orb, eventually, Doomwhisper's soul becomes strong enough to return completely. He begins a reign of frozen terror throughout the entire island of Northreach for centuries to come.

HOOK RESOLUTIONS

Legend of the Mists. The tale of the heroes of Maelifell Isle begins to spread far and wide across Northreach. The fame of the adventurers grows and they become known throughout the northern clans for destroying the undead threat that sat just offshore. Horns of ale are lifted in their names and skalds sing their praises.

Bury the Dead. Captain Gawyn and the crew have finished the repairs of the *Skylark* and are now eager to get off the island. They praise the adventurers as heroes and spread the tale of their exploits far and wide among the dwarven clans.

Protect the Living. Upon their return to Beruvik, Jarl Brand Einarsson pays the adventurers the sum that was agreed upon as and hosts a feast in their honor. They are given the right to stay at the local inn and have room and board taken care of for the next two weeks. Word of their adventures begins to spread from town to town and the adventurers gain respect for their deeds.



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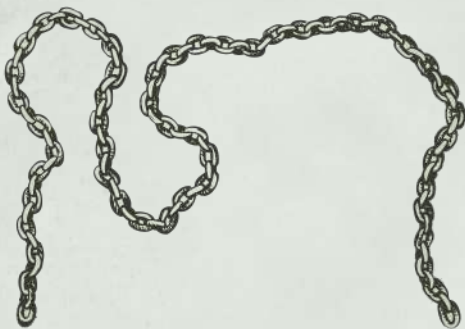
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APPENDIX: MONSTERS & MAGIC ITEMS

NECKLACE OF ADAPTATION

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).



FAIRWEATHER EDGE OF THE EAST

Weapon (Shortsword), uncommon (requires attunement)

While you have more than half of your maximum hit point, treat this as a +1 magic weapon.

You gain advantage on charisma saving throws while wielding this weapon.



ICE WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Icy Breath (Recharge 5-6). The Ice Wraith exhales frost in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.