

*A swift strike, a scream of pain, blood stains in the forest. Bladewolves show no mercy to their prey, no matter how big, the ogre realises this too late. He swings again, missing, retaliation, another cut appears on his chest, next to him his dead companion, fallen under the blows of the pack. He fights to no avail. He lost his lifelong companion, and soon after, his life.*

**Appearance.** Bigger than an average wolf, bladewolves always carry around a sword with them, using it in their hunts. Two kind are known to exist, the forest dwelling bladewolf, and the artic bladewolf, bigger and fiercer, hardened by the unforgiving cold environment. When the two meet, the arctic predator usually comes out on top, and becomes the new leader of the pack.

**Cunning Beasts.** Pack hunters at their very core, they will stealth through forest hunting for their prey, striking at the opportune moment. They surround their prey, leaving no room for escape, and begin the slaughter.

If they see the situation slipping away from their control, they will retreat with their incredibly swift speed, coming back to hunt another day.

**Adepts of the sword.** How do they acquire their weapons ? No one knows for sure, but it is thought that they come from the bodies of adventurers that they have killed. Another theory is that the weapons are given by the parents.

There has been sighting of a form of training between members of a pack. This could explain why they handle their weapon with an ease similar to that of a fine swordsman. Unsurprisingly their existence puzzles many sages in search of answers.

Frost Bladewolves often wield magical weapons inciting many adventurers to hunt them for the precious loot, few of these brave souls ever come back.

# Bladewolf

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d10 + 22)

**Speed** 50 ft.

## STR

16 (+3)

## DEX

16 (+3)

## CON

15 (+2)

## INT

3 (-4)

## WIS

13 (+1)

## CHA

9 (-1)

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The bladewolf makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Sword Spin (Recharge 6).** Each creature of the bladewolf's choice that is within 5 feet of the bladewolf must pass a DC 13 Dexterity saving throw or take 17 (4d6 + 3) slashing damage and be knocked prone on a failure, or take half as much damage and not be knocked prone on a success. The bladewolf can then move without triggering attacks of opportunity.

## Reactions

**Parry.** The bladewolf adds 2 to its AC against one melee attack that would hit it. To do so, the bladewolf must see the attacker and be wielding a melee weapon.

# Frost Bladewolf

*Huge beast, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 60 ft.

## **STR**

19 (+4)

## **DEX**

17 (+3)

## **CON**

18 (+4)

## **INT**

3 (-4)

## **WIS**

13 (+1)

## **CHA**

11 (+0)

**Skills** Perception +4, Stealth +6

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The frost bladewolf makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 4 (1d8) cold damage.

**Sword Spin (Recharge 5-6).** Each creature of the frost bladewolf's choice that is within 5 feet of the frost bladewolf must pass a DC 15 Dexterity saving throw or take 18 (4d6 + 4) slashing damage and 9 (2d8) and be knocked prone on a failure, or take half as much damage and not be knocked prone on a success. The frost bladewolf can then move without triggering attacks of opportunity.

## Reactions

**Parry.** The frost bladewolf adds 3 to its AC against one melee attack that would hit it. To do so, the frost bladewolf must see the attacker and be wielding a melee weapon.