

Shadowdeep

Secrets of the Abyss

A 7th-Level *Tales of the Valiant* Adventure

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Introduction

Shadowdeep: *Secrets of the Abyss* is a *Tales of the Valiant*/Fifth Edition-compatible adventure designed for three to five characters with an average party level (APL) of 7. The adventure begins in media res when the characters wake to find themselves in a series of frozen subterranean caverns. Not only must they find their way out of this frigid prison, but they must avoid the other dangers that lurk within.

This adventure is relatively straightforward for players and the gamemaster, meant as an introduction to the *Tales of the Valiant* ruleset. Even if you don't have access to the *Tales of the Valiant* ruleset, this adventure can easily be played using traditional Fifth Edition rules. Whenever new rules from *Tales of the Valiant* appear, the text offers notes on how to convert these rules into Fifth Edition play.

Background

The adventure begins when the characters wake to find themselves in a series of frozen caverns far below the surface. They have no recollection of how they arrived at this point. However, the "How Did I Get Here?" table offers a few story hooks if you need an explanation. Alternatively, if the players are using preexisting *Tales of the Valiant*/Fifth Edition characters, you can align Shadowdeep's sudden presence with a story of your own creation.

Shadowdeep

The Under Realm, an awe-inspiring subterranean domain, sprawls an unfathomable 1,000 feet below the surface, revealing itself as an enigmatic labyrinth of tunnels, caverns, and rifts. Its colossal scale defies exploration, harboring untold mysteries beneath the world's crust. Here, bioluminescent flora casts an eerie glow upon the walls and floors, creating a mesmerizing, shifting tapestry of light and shadow. Whispers echo through the tunnels as every sound resonates for an extended period, forming a haunting symphony. Crystalline labyrinths adorned with colossal, translucent crystals refract the bioluminescent glow, scattering a captivating spectrum of colors. Meanwhile, the subterranean fauna has adapted ingeniously, some emitting their own bioluminescence, while others still possess heightened senses in this perpetual darkness.

Microclimates range from scorching hot rifts to icy

HOW DID I GET HERE?

d6	Explanation
1	Magical Artifact: They unwittingly activated a powerful, ancient magical artifact that transported them to the underground location.
2	Cursed Relic: They came into possession of a cursed relic or object that teleported them to an underground chamber as a result of their contact with it.
3	Enchanted Trap: They wandered into an enchanted trap or portal hidden in a remote location, and it whisked them away to the underground.
4	Mystical Ritual: They were unknowingly part of a mystical ritual conducted by a secretive cult, leading to their sudden appearance in the underground.
5	Parallel Dimension: They inadvertently crossed into a parallel dimension where the underground location is a part of their new reality.
6	Divine Intervention: A deity or powerful being transported them to the underground for a specific purpose or test, erasing their memory in the process.
7	Temporal Anomaly: They experienced a temporal anomaly or time rift that displaced them and left them in the underground, with no recollection of the event.
8	Malevolent Sorcerer: A malevolent sorcerer or wizard, seeking to experiment with interdimensional travel, cast a spell that brought them to the underground against their will.

chambers, each contributing to the realm's unique ecology and challenges intrepid explorers face. Deep within the Under Realm's hidden recesses, ancient civilizations have carved hidden cities into colossal cavern walls, their secrets obscured by centuries of isolation. Time takes on a surreal quality in this lightless abyss, confounding explorers who lose themselves in its depths. Legends persist of sentient shadows, rumored to be custodians of the realm's deepest secrets. The Under Realm is a world apart, a testament to the unknown, where the allure of discovery and the mysteries hidden within its timeless darkness beckon to those who dare to venture below the surface.

At the outset of their perilous adventure, our intrepid characters find themselves in a region known as Shadowdeep, a segment within the vast expanse of the

Under Realm. Uniquely chilling, this section of Shadowdeep is unnaturally cold, far colder than it should be even within the depths of the earth. Here, the very air seems to freeze, their breath forming ethereal clouds as they delve deeper into the heart of this subterranean enigma. The walls glisten with frost, and the ground is covered in a perpetual layer of ice, making every step treacherous. The frigid temperature is but one of the many mysteries that await them in this frostbitten corner of the Under Realm.

General Features

Unless stated otherwise, Shadowdeeps' caverns and corridors have the following features.

Natural Caverns. These colossal spaces defy conventional expectations, with ceilings that soar to staggering heights, their apexes lost in the shadowy abyss above. The walls bear the scars of untold geological epochs, adorned with icicles that hang like frozen spears, threatening to plunge into the frigid depths below. The cavern floors, coated in an unyielding layer of ice and glistening crystal formations, crunch underfoot, creating a chilling symphony of echoes as explorers tread upon the frozen expanse.

- Ceiling heights in natural caverns are twice as high as the passage is wide. For example, a 30-foot-wide cavern has 60-foot-high ceilings.
- The natural caverns are beset by extreme cold, with temperatures below freezing. A creature exposed to these areas must succeed on a DC 10 CON save at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the save, as do creatures wearing cold weather gear (thick coats, gloves, and the like), and creatures naturally adapted to cold climates.
- All of the natural caverns are filled with slippery ice, which serves as difficult terrain. See slippery ice below.

Slippery Ice. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 DEX (Acrobatics) check or fall prone. A creature can move at half its normal speed to avoid making this check.

Manufactured Corridors and Chambers. These towering passages are akin to cathedrals hewn from the living rock, their ceilings reaching astonishing heights of 70 feet. Ornate reliefs and cryptic geometric patterns adorn these stone corridors, casting long, eerie shadows that seem to dance with a life of their own. These

colossal chambers and meandering passages bear the weight of history, with their stone walls seemingly infused with the enigmatic tales and forgotten lore of the Under Realm.

- Ceilings in manufactured corridors are 70 feet high.
- Ceilings in manufactured chambers are 120 feet high.

Doors. The doors of Shadowdeep are imposing and massive structures crafted from obsidian-like stone. They are adorned with intricate runes and symbols, hinting at the mysteries that lie beyond their formidable frames. Their touch sends shivers through those who dare to approach, and their immense weight demands substantial effort to open, granting or denying access to the cryptic realms hidden within.

- Doors marked as stuck require a successful DC 19 STR (Athletics) check to push open.
- Doors marked as locked require a successful DC 15 DEX check using proficiency in thieves' tools to unlock or a successful DC 21 STR (Athletics) check to force open.
- Doors marked as barred shut require a successful DC 23 STR (Athletics) check to force open.

Secret Doors. Hidden within the very essence of Shadowdeep's architecture, secret doors are masterfully concealed among the manufactured walls. These covert passages demand a keen eye and an intuitive understanding of the realm's unique design to uncover. Once revealed, they lead to concealed chambers and forgotten domains, promising both danger and reward to those with the knowledge to unveil their secrets.

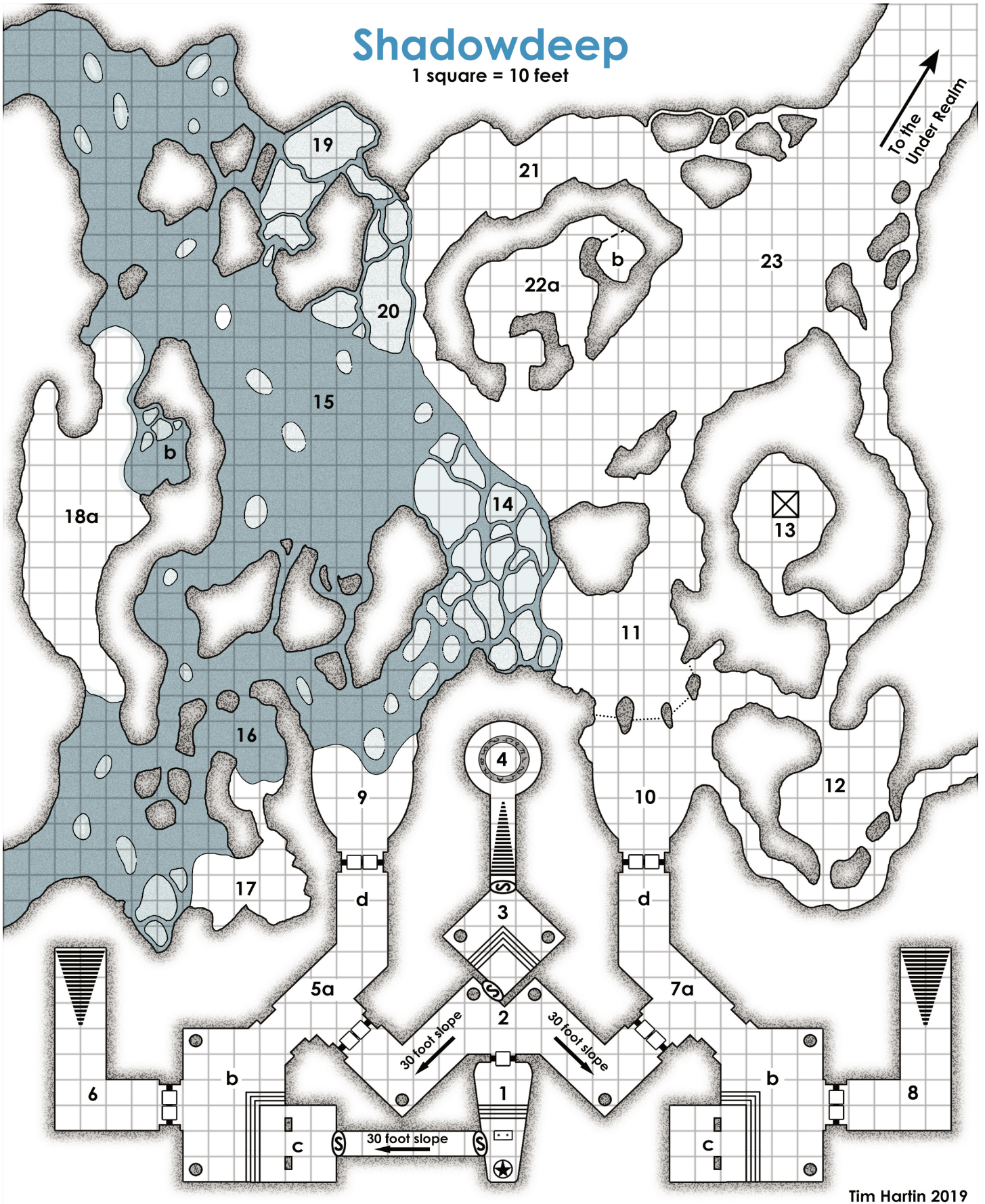
Finding a secret door requires a successful DC 20 WIS (Perception) check.

Waterways. Shadowdeep's frigid Waterways are the lifeblood of this subterranean realm, coursing through ancient channels carved by eons of subterranean forces. The chill of these underground rivers is bone-numbing, even for the creatures that have adapted to this realm. Icicles dangle precariously above the dark waters, creating a haunting, crystalline beauty while the currents flow silently, whispering tales of their origins deep within Shadowdeep.

- A creature can be immersed in the frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution save or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on

Shadowdeep

1 square = 10 feet



Tim Hartin 2019

the save, as do creatures naturally adapted to living in ice-cold water.

- The water is 10 to 15 feet deep in any given part of the Waterways.
- Ice floes drifting on the surface of the water are slippery and unstable. Treat the ice floes as slippery ice. Additionally, when a Medium or larger creature starts its turn on an ice floe, the creature must make a DC 10 DEX (Acrobatics) check. If the check fails, the creature falls into the frigid water.

Illumination. Within the confines of Shadowdeep, dim light gently radiates through most of the natural caverns, creating an eerie and moody atmosphere. In contrast, the manufactured corridors and chambers of Shadowdeep are adorned with a more deliberate source of light. Magical blue light held within sconces artfully carved from obsidian at regular intervals line these passages, creating a hauntingly beautiful and slightly ethereal aura. The braziers found throughout these areas burn with a mesmerizing blue fire, their flickering flames casting intricate patterns of azure light and shadow upon the towering walls.

Egresses. Many of the locations on the map show passages that lead away from Shadowdeep. Some of these egresses will lead to future Tales of the Valiant adventures. Others lead away to areas of mystery, ready for you to design your own sections of the Under Realm. If you wish to omit these expansion opportunities, simply imagine that they lead to dead ends or don't exist at all. If you choose the latter, only the teleportation circle in area 4 leads away from Shadowdeep.

Directions. When the characters wake, they likely won't know which way is north. For simplicity's sake, assume that the top of the map shown on page 4 is north.

New Monsters. When a creature's name is in bold type, that's a visual cue pointing you to its stat block. These stat blocks appear in the Monster Appendix starting on page 12.

Ophio Infection. Many of the monsters in Shadowdeep are infected with ophio spores, given to them by the ophio fungus in area 18a. These creatures are always hostile and attack with provocation. Destroying the ophio fungus in area 18a frees them from their infection.

Keyed Locations

The following areas are keyed to the map of the Shadowdeep, as shown on page 4.

1—Origami

When the adventure begins, read or paraphrase the following:

As your eyes slowly adjust to the dim, bluish glow, you find yourselves in a strangely shaped chamber. The walls converge towards a distant point, leading your gaze to a raised dais with an enigmatic altar adorned with cryptic symbols. The air is unnaturally cold, sending a shiver down your spine. Upon the pedestal lies an intricately folded paper dragon.

At the opposite end of the room, a weathered and imposing door beckons, hinting at ancient mysteries.

Paper Dragon. If the characters come within 5 feet of the paper dragon, it animates and speaks.

You watch in astonishment as the paper dragon atop the pedestal begins to animate, its form rustling softly. With a whisper of ancient secrets, it stirs to life, and its ink-filled eyes fixate upon you.

"Intruders in the realm of eternal twilight," the paper dragon speaks in a voice that seems both distant and near, "you stand within the depths of Shadowdeep, ensnared by its unyielding grip. To escape this subterranean abyss, heed the words I now impart:

In the depths of Shadowdeep's eternal night,

A mirror hung, concealed from sight,

Four items sought to break the spell,

To escape this realm, their secrets to unveil."

The paper dragon then unfolds, revealing that it is a piece of weathered parchment. Arcane text is written on its surface.

The dragon is actually a *spell scroll* of *locate object*.

Secret Door. There is a secret door in the western wall of this chamber. It leads to area 5b. The corridor beyond this secret door slopes at a 45-degree. As such, the secret door to area 5b is 30-feet lower than the secret door to area 1.

2—Toboggan

When the characters enter this area from area 1, they find themselves in the only level part of the corridor. The passageways to the east and west slope downward at 45-degree angles, each descending 30 feet toward the doors to areas 5c and 7c, respectively. There is a large, four-person sled resting in the center of these corridors.

Slippery Floors. The floors throughout the area are covered in slippery ice (see General Features). The slopes grant disadvantage on checks made to move through the area without falling, and the characters cannot move slowly to avoid the check. If a creature falls prone on a slippery slope, at the start of its turn, it slides toward the bottom of the slope, landing prone at its far end.

Sled. The sled is actually a **MIMIC**. It remains dormant until a creature touches it.

Keys. Two keys are lying on the floor of this corridor complex.

The first key lies at the bottom of the slope directly in front of the doors that lead to area 5c. This key is made of silver, and its bow is dressed with a small red gem. It opens the opposite set of doors leading to area 7a. The key itself is worth 50 gp.

The second key lies at the bottom of the slope directly in front of the doors that lead to area 7a. This key is gold, and its bow is dressed with a small green gem. It opens the opposite set of doors leading to area 5c. The key itself is worth 500 gp.

Locked Doors. The double doors at the east and west ends of this corridor are locked.

The locking mechanisms on the eastern doors are made from gold and dressed with green gems (much like its key). Similarly, the locking mechanisms on the western doors are made from silver and dressed with red gems.

The doors' respective keys lie on the ground on opposite sides of the corridor (see Keys above).

Secret Door. There is a secret door connecting this area to area 3.

3—Mirror

There don't appear to be any exits from this diamond-shaped chamber. A large, ornate mirror stands where the northeastern and northwestern walls converge. Scrawled into the frame around the mirror, there are four short riddles:

- Give me a drink, and I will die; feed me, and I'll get bigger.
- I have cities but no houses, forests but no trees, and water but no fish.
- I am a room with no doors or windows.
- If you drop me, I'm sure to crack, but smile at me, and I'll smile back.

Mirror Puzzle. The mirror conceals a secret door that leads to area 4. The riddles are clues to the items the characters must collect and present to the mirror to open this door. The items are fire, a map, a mushroom, and another mirror. These items can be found throughout Shadowdeep.

The door is sealed by powerful magic. Without showing it the items its riddles demand, only a *wish* spell or similar magic will open it.

4—Encrusted

A flight of steps descends forty feet to a circular chamber. Arcane symbols forged from solid ice cover the floor.

Ice Golem Guardian. A barrel-chested creature made of ice and metal stands in the center of the lower part of this chamber. This **ICE GOLEM'S** job is to protect this chamber from intrusion from the outside world. So long as the characters enter this area via the secret door from area 3 and don't attack the creature, it remains dormant. Otherwise, it fights until destroyed.

Teleportation Circle. A character with proficiency in Arcana who examines the arcane symbols recognizes them as a teleportation circle. A character who studies the circle and succeeds on a DC 15 INT (Arcana) check learns the sigil sequence, allowing them to teleport via the portal. Where the portal leads is up to you; it can return the characters to their home, or it can lead to another part of the Under Realm.

5—Overgrowth

Locked Doors. Some of the doors leading into and out of this area are locked.

- The double doors connecting this area to area 2 are locked (see area 2 for details).
- The double doors that connect this area to area 6 are magically locked. Increase the DC to open these doors by 10.

Webs (5a). This section of this area appears to be covered in icy spider webs. However, these webs are actually a dangerous plant creature called **FROSTVEIL**.

Discarded Loot (5a). Hints that the characters weren't the only ones who found themselves trapped in the Shadowdeep can be found here—the frosty skeletal remains of other travelers lie under the frostveil, discarded by the plants. Characters who search these remains discover three dungeoneer's packs worth of gear, excluding food and water. Additionally, there's 300 gp worth of coins (whatever denominations you prefer) spread among the remains.

Warning (5b). If the characters enter this part of area 5 and haven't yet encountered the *ursa polaris*, the large bear issues a warning roar from the safety of its domain (see below).

Ursa Polaris (5c). A large bear covered in crystalline shards of ice uses this portion of the area as its lair. It is an **URSA POLARIS**. If the characters enter area 5 via the secret door that connects this area to area 1 or climb the steps, it attacks. Otherwise, it growls warnings to any creature it sees that keeps its distance.

The Bear's Treasure (5c). The shredded remains of the last humanoid who got too close to the *ursa polaris* lie on the steps leading up to the bear's lair. This dead warrior still clutches a +2 *greataxe*, has a backpack containing the contents of an explorer's pack (minus the food and water), and a pouch with 100 pp. There is also a scroll case in the dead adventurer's pack. The case contains a map of a region, the nature of which you may determine based on your campaign. Primarily, this map serves as one of the four "keys" needed to open the mirror door in area 3.

6—Nosophobia

Locked Doors. The doors connecting this area to area 5 are magically locked. Increase the DC to open these doors by 10.

Stairways Up. The stairs here lead up to another section of the Under Realm, an escape route, or whatever works best for your campaign.

7—Reflecting

Locked Doors. Some of the doors leading into and out of this area are locked.

- The double doors connecting this area to area 2 are locked (see area 2 for details).
- The double doors that connect this area to area 8 are magically locked. Increase the DC to open these doors by 10.

Sculptures. Throughout all three subsections of this area, sculptures made of molded metal, ice, and other

detritus stand. These sculptures are harmless, but create an area of difficult terrain throughout.

Mirror (7a). A hand mirror lies on the ground at the center of 7a. There is a phrase carved into the mirror's handle: "Morwenna, come dance with me." If a character says the name aloud, a **MIRROR HAG** named Morwenna Thornecroft emerges from the mirror and attacks.

The mirror is actually a *hand mirror of life trapping*, a rare magical item. The mirror weighs 1 pound, and it has AC 11, 2 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points.

If a creature is holding the mirror, it can use an action to speak the mirror's command phrase (in this case, "see me as I see you") and activate it. It remains activated until a creature uses an action to speak the command phrase again.

Any creature other than the wielder that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 CHA save or be trapped, along with anything it is wearing or carrying, inside the mirror's extradimensional cell. This save is made with advantage if the creature knows the mirror's nature, and constructs succeed on the save automatically.

The extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. A creature trapped in the mirror's cell doesn't age and doesn't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its cell is already occupied, the mirror frees the trapped creature to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, the creature it contains is freed and appears in an unoccupied space near it.

While within 5 feet of the mirror, a creature can use its action to speak the name of a creature trapped in it. The creature appears as an image on the mirror's surface. The wielder and the creature can then communicate normally.

In a similar way, a creature can use an action to speak a second command phrase (in this case, "come dance with me") and free the creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Golden Fleece (7c). A fleece woven from golden thread hangs on chains between the two columns in area 7c. This *golden fleece* is a rare magic item that grants the wearer an AC of 13 + the wearer's DEX modifier.

Collapsing Columns (7c). Removing the *golden fleece* from its spot between the columns causes the ceiling in area 7c to collapse. Each creature that is in area 7c when this happens must make a DC 15 STR or DEX save (the target's choice). A creature that fails its save takes 22 (4d10) bludgeoning damage and becomes restrained by the rubble. A creature, including the trapped target, can use its action to make a successful DC 18 STR check to free the trapped target from the rubble. A creature that succeeds on its save takes half as much damage and doesn't become trapped.

8—Obvious

Locked Doors. The doors connecting this area to area 7 are magically locked. Increase the DC to open these doors by 10.

Stairways Up. The stairs here lead up to another section of the Under Realm, an escape route, or whatever works best for your campaign.

9—Impervious

Natural Caverns. Although the doors leading here are manufactured, the walls are natural, and the floors are covered in slippery ice. See General Features for more details.

Penguins. A SWARM OF PENGUINS gathers here. These creatures use their tobogganing tide feature to slide over the slippery floors without any issue. Unless the characters already destroyed the ophio fungus in area 18a, these penguins are infected and under its control. Even when they aren't under the sway of the fungus, these penguins are loyal subjects of the emperor penguin in area 14 and will leave here if commanded.

Frigid Water. The water here is deathly cold (see Waterways in General Features for more information).

10—Magnetic

Natural Caverns. Although the doors leading here are manufactured, the walls are natural, and the floors are covered in slippery ice. See General Features for more details.

Magnetic Elemental. A creature composed of smooth rock lingers in this section of the dungeon. Various metallic items cling to its surface. This MAGNETIC ELEMENTAL does not actively seek a confrontation with the characters. However, its

Magnetism trait may involuntarily draw the characters' metallic items to its body.

Magnetized Goods. Dozens of metallic items cling to the magnetic elemental's form: a longsword, steel shield, copper goblet, 10 cp, 5 ep, a brass doorknob, a bronze helmet, three daggers, a whistle made of tin, a platinum crown worth 1,000 gp, a keyring made of lead, and a *mithril breastplate*. These items continue to stick to the elemental even after it is destroyed.

Tripwires. Various tripwires hide in the frost and snow between the natural columns connecting this area to area 10, represented with a dotted line on the map. Spotting these tripwires requires a successful DC 13 INT (Investigation) check. They can be disabled with a successful DC 10 DEX (Sleight of Hand) check. Failing the check by 5 or more triggers the trap. A creature who moves through an area with a tripwire causes the icicles hanging in areas 10 and 11 to fall from the ceiling. For the next minute, whenever a creature starts its turn in either area, it must succeed on a DC 10 DEX save or take 9 (2d8) damage from a falling icicle.

11—Shards

Tripwires. There are tripwires strung across the natural columns connecting this area to area 10. See area 10 for details.

12—Juxtaposition

Steam. Steam heavily obscures this entire area, the side effect of the battle being waged between the two elementals here.

Elemental Fight. A FIRE ELEMENTAL and a PERMAFROST ELEMENTAL fight each other in this chamber. Each time they hit each other, it creates a blast of steam, obscuring the area (see above). If the characters wait here long enough, the fire elemental destroys the permafrost elemental after five rounds of combat. The fire elemental has only half its hit points remaining. The fire elemental then turns and attacks the characters. So long as the characters don't get in the middle of the elementals' battle, the two creatures ignore them. If the characters return here later, both elementals are gone.

13—Mist

Steam. Unless the characters have already encountered the elementals from area 12 and destroyed them or waited for them to leave, the steam from the battle heavily obscures this passage and the corridor leading up to it.

Frost Mole. A **FROST MOLE** has dug a 10-foot-diameter, 20-foot-deep snow pit here (marked with an “X” on the map). Finding the pit requires a successful DC 13 INT (Investigation) check, made with disadvantage if steam conceals the area. A creature that steps into the area must succeed on a DC 13 DEX save or fall into the pit, taking 7 (2d6) damage from the fall and landing prone. Unless the characters have already destroyed the ophio fungus in area 18a, purple spores grow on the mole’s back. While under the ophio fungus’ control, the mole is dangerous and attacks without provocation.

Mole Treasure. Three bodies lie at the bottom of the mole’s snow pit. While there isn’t much left of their carcasses, their possessions remain. There are the contents of two explorer’s kits here (minus the food and water), 200 gp worth of coins in whatever denominations you choose, and a potion of healing.

14—Ignominy

Ice Floes. Numerous sheets of ice drift over the frigid water here. See General Features for details on frigid water and ice floes.

Darkness. There are no sources of light here, natural or otherwise.

The Emperor. A massive **IMPERATOR PENGUIN** with black, gold, and white feathers sits atop the largest ice floe, eating a kobold that it recently caught poking around this part of the Shadowdeep. It wears an enormous crown of silver atop its head. Unless the characters have already destroyed the ophio fungus in area 18a, purple spores grow on the emperor’s belly. While under the ophio fungus’ control, the emperor is dangerous and attacks without provocation. So long as the penguins from areas 9 and 17 are still alive, the emperor summons them with its telepathy.

Crown of the Emperor. The emperor’s crown is worth 1,000 gp.

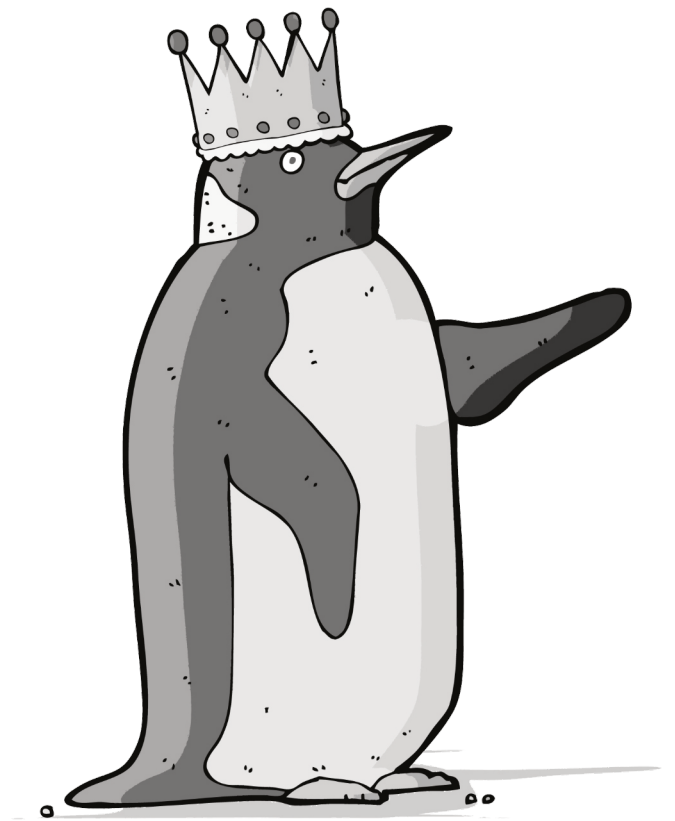
15—Blue

Ice Floes. Numerous sheets of ice drift over the frigid water here. See General Features for details on frigid water and ice floes.

Ice Worms. Six **ICE WORMS** swim through these chilly waters. If the characters destroy the worms here, 1d6 more **ICE WORMS** appear an hour later.

16—Portal

Frigid Water. The 10-foot-deep water here is extremely cold. See General Features for details.



Frozen Adventurer. A dead humanoid sits on the ice floor of the frozen waterway, clearly visible through the icy water. They still clutch a brass scroll case. If the characters enter the water and recover the case, they find a map of Shadowdeep within it. Give the players the Map Handout on page 10.

17—Archon

Swarm of Penguins. A **SWARM OF PENGUINS** gathers here. Unless the characters already destroyed the ophio fungus in area 18a, these penguins are infected and under its control. Additionally, these penguins are loyal subjects of the emperor penguin in area 14 and will leave here if commanded.

Lost Gem. A *gem of seeking* lies in the snow and ice here. The penguins don’t seem to notice (or care) about it. The gem of seeking is an uncommon magic item that requires attunement. It has 3 charges. A creature attuned to the gem can speak the gem’s command word and expend 1 or more charges to cast the spell *locate object*. The gem regains 1d3 expended charges daily at dawn.

18—Limerence

Purple Fungus (18a). Row after row of bruise-purple fungus grows from the rocks here like living shelves. This **OPHIO FUNGUS** has adjusted to the cold weather

and is anxious to release its spores onto a living creature.

Frigid Water (18b). The water here is extremely cold. See General Features for details.

19—Terrify

Ice Floes. Numerous sheets of ice drift over the frigid water here. See General Features for details on frigid water and ice floes.

Chill Haunt. A **CHILL HAUNT** hides below the surface of the water. It lies dormant until it detects warmth above it.

20—Luminescence

Ice Floes. Numerous sheets of ice drift over the frigid water here. See General Features for details on frigid water and ice floes.

Shimmer Seal. A **SHIMMER SEAL** lies atop one of the ice floes. Unless the characters have already destroyed the ophio fungus in area 18a, purple spores grow on the seal's back. While under the ophio fungus' control, the seal is dangerous and attacks without provocation.

21—Frozen

Frozen Traveler. The skeletal remains of a man bundled up in seal furs lies in the snow and frost here. This body is actually a malicious undead creature called a **QUIET SOUL**. It attacks whenever a creature comes within range of its Psychic Lash attack.

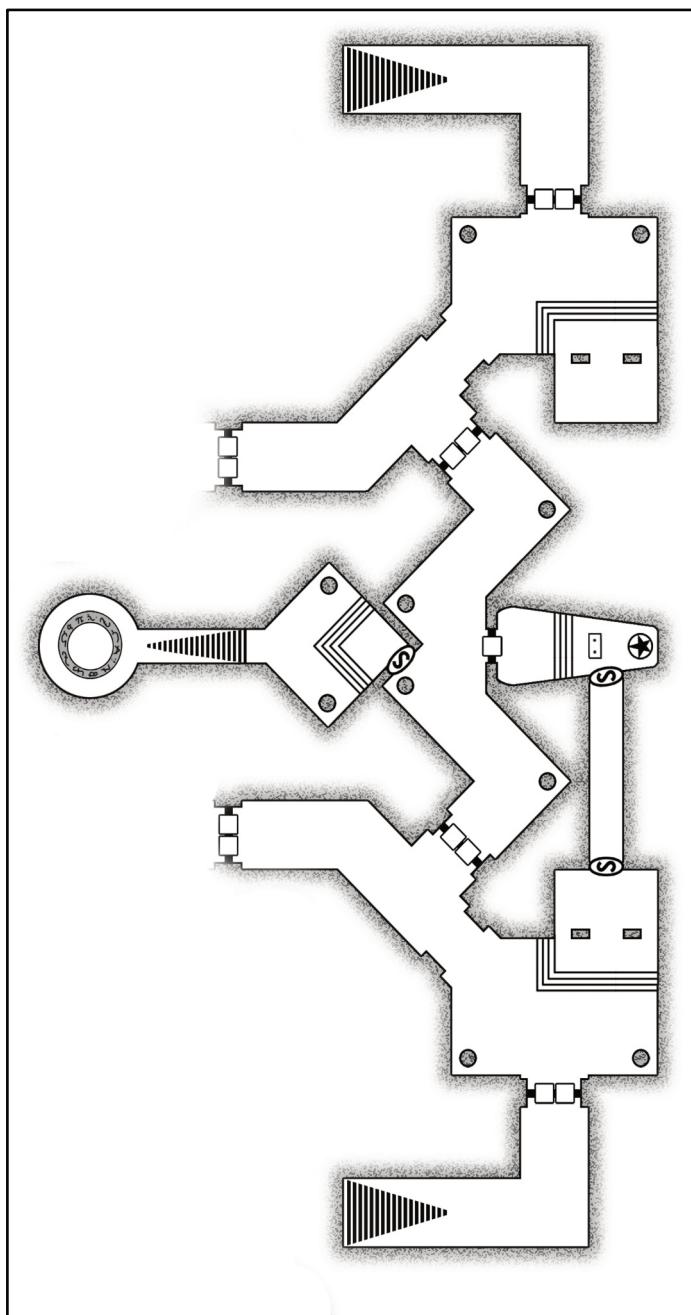
22—Revered

Darkness. This section of the natural caverns is bathed in total darkness.

Thin Ice Pit (22b). The ground in the northernmost cave is actually thin ice masking the presence of a 60-foot-deep pit filled with snow and slush. When a creature weighing 100 pounds or more steps onto the ice, the ice breaks. The slush and ice at the bottom of this pit is subjected to the frigid water conditions detailed in the General Features section. Climbing out of the pit is difficult, requiring a successful **STR** (Athletics) check for every 15 feet climbed. The DC for the check is 5 if the character has ice or mountain climbing gear, 10 if the character only has a rope, and 20 if the character doesn't have a rope or any other climbing gear.

23—Phalanx

Path of the Dead. Dozens of skeletal remains crowd this enormous cavern. These dead rise as vengeful



Map Handout—Permission granted by Hamrick Brands, LLC to photocopy this image for personal use only



undead as soon as a living creature comes within 10 feet of them. There are ten **SKELETONS** and ten **ZOMBIES**.

Lost Goods. The undead here still wear the armor, weapons, and gear they had in life. For each body searched, roll once on the Area 23 Treasure table to determine what the characters find. The characters may only search each undead body once.

Path to the Under Realm. The northwestern egress leads to another section of the Under Realm to be detailed in a future adventure. If you don't wish to connect this adventure to other parts of the Under Realm, you are free to have it serve as a way for the characters to escape the Shadowdeep or lead to another dungeon of your own creation.

Aftermath

If the characters successfully decipher the riddles and find the portal in area 4, they emerge from the shimmering gateway and return to their home world. Though they carry the memories and scars of their journey through Shadowdeep, they are safe for now.

For those who opt to venture further into the unknown passages of the Under Realm, their fate remains uncertain. The questions surrounding their initial capture and placement in Shadowdeep persist. As they journey deeper, the characters may uncover more layers of the enigma. Still, the ultimate truth behind their mysterious captivity and the ancient secrets of the Under Realm remains elusive. Ω

Appendix: New Monsters

The monsters that appear in this adventure module are listed here for your convenience.

Chill Haunt

This ghostly humanoid's hands end in frozen claws. Water drips from the claws, freezing before it hits the ground.

Forlorn Spirits. Chill haunts arise from the corpses of humanoids that froze to death. While most chill haunts derive from those who died alone in the cold, stories tell of entire families or villages returning as chill haunts. Because of the intensity of their demise, chill haunts dread cold and flee when targeted by cold magic.

Hungry for Body Heat. The chill haunt's disdain for cold leads it to seek out warm buildings or open fires. While ambient heat or direct contact with fire diminishes its shivering and restores wounds it has received in combat, it craves heat from living creatures. Contact with the chill haunt sets off a deepening freeze in the victim, which is hard to reverse without the application of fire. The haunt comes into contact with living creatures to remember the feeling of warmth, and it does not care about the side effects of its touch. After it has drained the warmth from one creature, it immediately moves on to the next, ever-hungry.

Restless Undead. Destroying a chill haunt is only a temporary solution to the undead creature's depredations. Similar to a ghost, a destroyed chill haunt returns to unlife 24 hours after its demise, attaining eternal rest only after being slain under a specific set of circumstances. For most chill haunts, the surest way to eternal rest is by coaxing the haunt to a warm building where it can sit by a hearth and nestle in blankets or furs. Though physical objects normally pass through the spectral creature, such conditions allow the coverings to conform to the shape of the haunt's former body. Moments later, the haunt lets out a contented sigh and winks out of existence.

CHILL HAUNT

CR 3

Medium Undead

Armor Class 13

Hit Points 39

Speed 0 ft., fly 30 ft.

Perception 13

Stealth 13

Resistant Incorporeal Undead Resilience

Immune cold | fire | Incorporeal Undead Resilience

Senses darkvision 60 ft.

Languages the languages it knew in life

Str	Dex	Con	Int	Wis	Cha
+0	+3	+3	-2	+0	-2

Elemental Nature. The fire elemental doesn't require air, food, drink, or sleep.

Cryophobia. Whenever the chill haunt is subjected to cold damage, it takes no damage, but it must succeed on a DC 13 WIS save or become frightened of the source of the damage for 1 minute. This trait overrides the haunt's normal immunity to the frightened condition.

Fire Absorption. Whenever the chill haunt is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Incorporeal Movement. The chill haunt 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.

Incorporeal Undead Resilience. The haunt is resistant to acid, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks. Additionally, the haunt is immune to necrotic and poison damage, to exhaustion, and to the charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.

Actions

Shivering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) cold damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 12 Constitution save or take 3 (1d6) cold damage at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. If the target takes fire damage, the effect ends.

Elemental, Fire

This mobile flame casts light in varying hues of yellow and orange, setting flammable objects alight as it touches them.

Fire elementals are the most inherently destructive of the quartet of elementals, burning and igniting everything they touch. Fortunately, they react to water like ordinary fire, but as intelligent creatures, they back

away from the immediate threat of extinguishment only to then quickly maneuver around it to strike at opponents, especially those using water as a weapon.

ELEMENTAL, FIRE

CR 5

Large Elemental

Armor Class 13

Hit Points 110

Speed 50 ft.

Perception 10

Stealth 13

Resistant Elemental Resilience

Immune fire | Elemental Resilience

Senses darkvision 60 ft.

Languages Ignan

Str	Dex	Con	Int	Wis	Cha
+0	+3	+3	-2	+0	-2

Elemental Nature. The fire elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The fire elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until a creature takes an action to douse the fire, the burning creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon

Actions

Multiattack. The elemental makes two Fiery Touch or Spit Fire attacks.

Fiery Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft.,

one target. *Hit:* 12 (2d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Fire. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) fire damage.

Elemental, Permafrost

Cracks in the earth form a furrowed brow, deep dimples, and wide mouth in this ice-coated earth elemental.

Hailing from the border between the elemental planes of earth and water, the permafrost elemental is composed of large intersecting pieces of frozen earth coated with thick, white ice. The permafrost elemental moves slowly and purposefully with the knowledge of eons concealed within its rocky form.

Primordial Traps. Many diseases from ancient times have been frozen in the permafrost soil. Those bold enough to burn the permafrost elemental—or foolish enough to let its corpse thaw—soon find themselves fighting maladies dating back to when the gods were young.

Permanent Hoarfrost. The permafrost elemental exudes an ancient cold that hangs heavy in the air and coats nearby ground with a slick of ice.

ELEMENTAL, PERMAFROST

CR 6

Large Elemental

Armor Class 16 (natural armor)

Hit Points 113

Speed 20 ft., burrow 20 ft.

Perception 12

Stealth 9

Resistant Elemental Resilience

Immune cold | Elemental Resilience

Senses darkvision 60 ft., tremorsense 60 ft.

Languages Terran

Str	Dex	Con	Int	Wis	Cha
+5	+5	+3	-5	+0	-5

Earth Glide. The permafrost elemental can burrow through nonmagical, unworked earth and stone. While doing so, the permafrost elemental doesn't disturb the material it moves through.

Elemental Nature. The elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition it is immune to poison damage and to exhaustion, and to the paralyzed, petrified, poisoned, and unconscious conditions.

Frigid Footprints. The ground within 10 feet of the permafrost elemental freezes over and is difficult terrain.

Plague Bearer. If the permafrost elemental takes more than 15 fire damage on a single turn, each creature within 10 feet of the elemental must succeed on a DC 14 Constitution save or becomes infected with the primordial plague disease. Alternatively, the creature becomes infected with sewer plague or cackle fever (the elemental's choice) instead. Primordial plague takes 1 minute to manifest in an infected creature. After 1 minute, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the save, reducing its hp maximum by 5 (1d10) on a failure. The disease is cured on a success. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) cold damage.

Plague-Ridden Pound (Recharge 5–6). The permafrost elemental brings both of its fists down, striking the ground and sending shards of ice from its body flying at nearby creatures. Each creature on the ground within 20 feet of the elemental must make a DC 14 DEX save. On a failure, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) cold damage, is knocked prone, and becomes infected with primordial plague (see the Plague Bearer trait). On a success, a creature takes half the damage and isn't knocked prone or infected.

Elemental, Magnetic

The large, smooth rock stands, the air around it humming with energy. As it walks, nearby daggers, lanterns, and buckled boots move to follow it.

Magnetic elementals spontaneously appear where the Plane of Earth meets the Plane of Air. They are

magnetized, rocky creatures capable of switching their polarity to repel attacks and pull enemies closer.

Smooth Stone. Magnetic elementals are worn smooth by the elemental air that creates them. They are able to harness this air to fly, and, when on the Material Plane, they occupy areas where vast swaths of stone are exposed to the sky, such as mountain peaks and deep canyons.

Iron Summons. Spellcasters who want to conjure a magnetic elemental must mix iron shavings into the soft clay. Such spellcasters must take caution, however, as the elementals often inadvertently attract the armor and weapons of those nearby.

Elemental Nature. The magnetic elemental doesn't require air, food, drink, or sleep.

ELEMENTAL, MAGNETIC

CR 6

Large Elemental

Armor Class 16 (natural armor)

Hit Points 95

Speed 30 ft., burrow 20 ft., fly 20 ft. (hover)

Perception 10

Stealth 11

Resistant Elemental Resilience

Immune lightning | Elemental Resilience

Senses darkvision 60 ft., tremorsense 30 ft.

Languages Terran

Str	Dex	Con	Int	Wis	Cha
+5	+5	+3	-5	+0	-5

Controlled Polarity. The magnetic elemental has advantage on attack rolls against a creature if the creature is wearing metal armor. A creature attacking the magnetic elemental with a metal weapon while within 10 feet of it has disadvantage on the attack roll.

Elemental Nature. The elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition it is immune to poison damage and to exhaustion, and to the paralyzed, petrified, poisoned, and unconscious conditions.

Magnetism. When the magnetic elemental moves, Medium and smaller metal objects that aren't being worn or carried are pulled up to 5 feet closer to the

magnetic elemental. If this movement pulls the object into the elemental's space, the item sticks to the elemental. A successful DC 15 STR check removes a stuck item from the elemental. Objects made of gold and silver are unaffected by this trait.

Actions

Multiattack. The magnetic elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Magnetic Pulse (Recharge 4-6). The magnetic elemental releases a magnetic pulse, choosing to pull or push nearby metal objects. Objects made of gold or silver are unaffected by the elemental's Pulse.

- **Pull.** Each creature that is wearing metal armor or holding a metal weapon within 5 feet of the magnetic elemental must succeed on a DC 15 STR save or the metal items worn or carried by it stick to the magnetic elemental. A creature that is made of metal or is wearing metal armor and that fails the save is stuck to the elemental and grappled (escape DC 15). If the item is a weapon and the wielder can't or won't let go of the weapon, the wielder is stuck to the elemental and grappled (escape DC 15). A stuck object can't be used. Grappled and stuck creatures and objects move with the elemental when it moves. A creature can take its action to remove one creature or object from the elemental by succeeding on a DC 15 STR check. The magnetic elemental's Armor Class increases by 1 for each creature grappled in this way.
- **Push.** Each creature that is wearing metal armor or holding a metal weapon within 10 feet of the elemental must make a DC 15 STR save. On a failure, a target takes 21 (6d6) force damage and is pushed up to 10 feet away from the elemental. On a success, a target takes half the damage and isn't pushed. A creature grappled by the elemental has disadvantage on this save.

Frost Mole

Frost moles primarily eat meat and supplement their diets with plants that eke out an existence in arctic climates. Though they can overpower prey with their claws, they prefer to ensnare their victims in pits they dig as traps. Since frost moles build their warrens near farms where they can grab more docile livestock, their lairs present a nuisance to those who work the land during the short growing seasons. Creatures capable of taming frost moles find them extremely valuable. Frost

mole masters train the moles to excavate treacherous pits around their lairs, protecting the masters from intruders.

FROST MOLE

CR 3

Small Beast

Armor Class 14 (natural armor)

Hit Points 71

Speed 30 ft., burrow 30 ft.

Perception 13

Stealth 14

Senses keensense 60 ft. (blind beyond this radius)

Languages —

Str	Dex	Con	Int	Wis	Cha
+3	+2	+3	-4	+1	-2

Keen Smell. The frost mole has advantage on WIS (Perception) checks that rely on smell.

Snow Burrower. The frost mole can burrow through nonmagical snow and ice in addition to sand, earth, and mud.

Snow Camouflage. The frost mole's Stealth is 19 while in snowy terrain.

Snow Pit. If the frost mole moves at least 20 feet straight toward a creature, it can dig a 5-foot-diameter, 20-foot-deep pit beneath the creature. If the target is Medium or smaller, it must succeed on a DC 13 DEX save or fall into the pit and land prone, taking falling damage as normal. If the target is Large or larger, it must succeed on a DC 13 DEX save or be restrained. If the target is prone or restrained, the mole can make one claw attack against it as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Frostveil

Whipped through the air by snowstorms and resembling a spider's web dangling with delicate ice crystals, these silently gliding, beautiful killers are semi-sentient plants adapted to the merciless cold of the north.

Cloak of Death. Flat nodes shaped like large snowflakes connect the frostveil's netlike body and

trailing tails of transparent fibers. Gossamer tendrils stream behind and between the flying snowflakes, ready to grab and entangle any warm-blooded creature the frostveil detects.

Seek Warmth. Each starlike node contains crude sensory organs, able to detect warmth as meager as a living creature's breath and steer the gliding web toward it.

Spirit Spores. Northern shamans say the dance of the frostveils is beautiful when lit by the northern lights and a powerful omen. With great care, shamans sometimes harvest frostveils for their frozen spore-shards, which grant potent visions of the spirit world when melted on the tongue.

FROSTVEIL

CR 4

Medium Plant

Armor Class 16 (natural armor)

Hit Points 67

Speed 10 ft., fly 15 ft. (hover)

Perception 10

Stealth 17

Vulnerable fire

Resistant bludgeoning and piercing from nonmagical attacks | Plant Resilience

Immune blinded | charmed | cold | deafened | prone

Senses keensense 120 ft.

Languages —

Str	Dex	Con	Int	Wis	Cha
+5	+5	+3	-5	+0	-5

Chilling Acidic Body. A creature that touches the frostveil or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

Damage Transfer. While engulfing a creature, the frostveil takes only half the damage dealt to it (rounded down), and the engulfed creature takes the other half.

False Appearance. While the frostveil remains motionless, it is indistinguishable from a formation of frost and ice.

Windborne. In windy conditions, the frostveil's flying speed increases to 30 feet. In a wind of moderate or greater speed (at least 10 miles per hour), its flying speed increases to 60 feet.

Plant Resilience. The frostveil is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Multiattack. The frostveil makes two Frozen Tendril attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15) and the frostveil uses Snowy Engulf on it.

Frozen Tendril. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) cold damage.

Snowy Engulf. The frostveil engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, and it must succeed on a DC 15 Constitution save at the start of each of the frostveil's turns or take 4 (1d8) acid damage and 3 (1d6) cold damage. If the frostveil moves, the engulfed target moves with it. The frostveil can have only one creature engulfed at a time.

Spirit Spores (Recharge 6). The frostveil releases a puff of psychotropic spores around itself. Each creature within 10 feet of the frostveil must make a DC 15 Constitution save. On a failure, a creature takes 21 (6d6) cold damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. When an incapacitated creature moves, it moves in a random direction. An incapacitated creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Ice Golem

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

The ice golem is a humanoid formed of roughly chiseled ice, standing 10 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such, but a DC 15 WIS (Perception) check will notice that the creature is alive.

An ice golem usually opens combat with its breath weapon. An ice golem never uses weapons or wears armor, preferring to attack with its powerful fists. Fire is an effective means of combating these creatures.

ICE GOLEM

CR 8

Large Construct

Armor Class 16 (natural armor)

Hit Points 114

Speed 30 ft.

Perception 13

Stealth 10

Vulnerable fire

Immune cold | bludgeoning, piercing, and slashing from nonmagical attacks | Construct Resilience

Senses darkvision 60 ft.

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

Str	Dex	Con	Int	Wis	Cha
+5	+0	+4	-4	+0	-5

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Construct Resilience. The golem is resistant to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Ice Cavity. The ice golem's torso is a block of ice that it can liquefy and refreeze, trapping and preserving creatures inside it. If the golem takes 15 fire damage or more on a single turn, the cavity liquefies if it was frozen.

When the cavity is frozen, a creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 9 (2d8) cold damage.

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

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

Actions

Multiattack. The ice golem makes two Slam attacks, or it makes one Slam attack and uses Preserve Creature.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 9 (2d8) cold damage. The target is grappled (escape DC 16) if it is a Medium or smaller creature and the golem doesn't have another creature grappled.

Preserve Creature. The ice golem preserves a Medium or smaller creature grappled by it. The preserved creature must make a DC 16 Constitution saving throw at the end of its next turn. On a failure, it takes 18 (4d8) cold damage, becomes petrified in ice in the golem's Ice

Cavity, and has total cover from attacks and other effects outside the golem. If this damage reduces a creature to 0 hp, the creature automatically becomes stable. A petrified creature removed from the golem's Ice Cavity thaws, ending the petrified, in 1d4 rounds or immediately after taking fire damage.

On a success, the creature takes half the damage and is ejected, landing prone in an unoccupied space within 5 feet of it. The golem can have only one creature preserved at a time. The golem can't use Preserve Creature if its Ice Cavity is frozen.

Reactions

Freeze or Liquefy Cavity. The ice golem freezes or liquefies its Ice Cavity.

Ice Worm

A writhing worm erupts from the glacial ice and turns its blind gaze toward adventurers huddled around a meager campfire.

This strange, tube-like worm sports several rows of teeth in its round mouth and is just at home burrowing through the permafrost as it is deep within frozen arctic waters.

Drawn to Warmth. The iceworm can sense the warmth of living creatures, but it is sensitive to strong sources of heat, which cause it acute discomfort. An iceworm that senses abundant prey near strong sources of heat (such as a group of travelers around a campfire) will patiently encircle the encampment, waiting for the fire's warmth to cool to embers. Once the fire has died down, the iceworm strikes, often killing sleeping prey by burrowing up from the ground.

Freezing Saliva. Once an iceworm has killed its prey, it waits for the body to cool, using its cold saliva to speed up the process. It then burrows into the soft insides to feast on the frozen corpse over the course of days or weeks.

ICE WORM

CR 1

Small Monstrosity

Armor Class 13

Hit Points 38

Speed 20 ft., burrow 30 ft., swim 20 ft.

Perception 11

Stealth 13

Vulnerable fire

Resistant grappling | Monstrosity Resilience

Immune cold | prone

Senses darkvision 60 ft.

Languages —

Str	Dex	Con	Int	Wis	Cha
+5	+0	+4	-4	+0	-5

Amphibious. The ice worm can breathe air and water.

Cold Physiology. The ice worm can't abide constant warmth. Each hour it spends in an area with a temperature above 40 degrees Fahrenheit, the ice worm must succeed on a DC 15 Constitution save or suffer one level of exhaustion that can't be removed until it finishes a long rest in an area with a temperature below 40 degrees.

Heat Sensitivity. The ice worm has disadvantage on attack rolls when within 5 feet of a strong source of heat that isn't a warmblooded creature's natural warmth, such as a torch or campfire. In addition, the iceworm can pinpoint the location of warm-blooded creatures within 90 feet of it and can sense the general direction of such creatures within 1 mile of it.

Monstrosity Resilience. The ice worm is resistant to exhaustion and to the frightened condition.

Actions

Icy Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) cold damage.

Icy Spit. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 10 (2d6 + 3) cold damage, and the target is coated in freezing, viscous slime. While coated in the freezing slime, a creature's speed is reduced by 10 feet, and it has disadvantage on the first attack roll it makes on each of its turns. A creature, including the target, can take its action to clean off the slime, ending the effect.

Imperator Penguin

The massive penguin with black, gold, and white feathers tilts back its head and swallows a slain walrus.

The imperator resembles a standard emperor penguin, though built on a massive scale. It is not only bigger, but also much more intelligent and much more aggressive than its smaller kin. Thankfully, imperators are quite rare. Inhabiting desolate, ice-bound coastal regions,

these massive, migratory birds travel hundreds of miles between feeding grounds and attack small boats, whales, and even the livestock of coastal villages while traveling.

Psychic Rapport. Imperators possess an intellect that surpasses the average animal. While their INT doesn't rival most humanoids, they have both a deep cunning and a measure of psychic ability. Imperators can communicate with local penguin populations and even control the penguins' behavior. In some instances, they forge local populations into a single vast colony, which they use as a personal army to attack and drive off predators and other interlopers. In times of extreme need, they devour smaller penguins as an emergency food source.

Disastrous Omen. Some coastal humanoids treat an imperator as a minor god or nature spirit, considering its appearance an omen and offering sacrifices in hopes of good fortune. However, most humanoids dread any sign of them, because their ravenous appetites can spell disaster for other creatures. A single imperator can devastate local populations of seals, walrus, and fish in a few weeks before moving on.

Imperators with colonies of penguins following them can leave famine in their wake, because the sea is cleared of most fish stocks.

Heroic Prey. Where imperators reside, there is often no greater measure of a hunter or hero than to slay such a beast. Given the havoc they can wreak on food supplies, anyone who can claim to have slain an imperator is looked on most favorably by those who have suffered their visitations before.

IMPERATOR PENGUIN

CR 11

Huge Monstrosity

Armor Class 16 (natural armor)

Hit Points 216

Speed 30 ft., swim 90 ft.

Perception 15

Stealth 10

Resistant Monstrosity Resilience

Immune cold

Senses —

Languages understands Common but can't speak

Str	Dex	Con	Int	Wis	Cha
+5	0	+7	-2	+1	+2

Essential Oiliness. The emperor has advantage on saves and ability checks made to escape a grapple or end the restrained condition.

Hold Breath. The emperor can hold its breath for 1 hour.

Monstrosity Resilience. The emperor is resistant to exhaustion and to the frightened condition.

Penguin Telepathy. The emperor can magically command any penguin within 120 feet of it, using a limited telepathy.

Siege Monster. The emperor deals double damage to objects and structures.

Actions

Multiattack. The emperor makes one Beak attack and two Wing Slap attacks.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 DEX save or be swallowed by the emperor. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the emperor, and it takes 21 (6d6) acid damage at the start of each of the emperor's turns. If the emperor takes 30 damage or more on a single turn from a creature inside it, the emperor must succeed on a DC 17 Constitution save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the emperor. If the emperor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Wing Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Pelagic Bile (Recharge 6). The emperor regurgitates its stomach contents in a 60-foot cone. Each creature in that area must make a DC 17 DEX save. On a failure, a creature takes 17 (5d6) acid damage and 17 (5d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Swallowed creatures are then regurgitated, falling prone in a space within 10 feet of the emperor.

Toboggan Charge (Recharge 5–6). The emperor moves up to 30 feet in a straight line over ice or snow and can move through the space of any Large or smaller creature. The first time it enters a creature's space during

this move, that creature must make a DC 17 STR save. On a failure, a creature takes 36 (8d8) bludgeoning damage and is forced prone. On a success, a creature takes half the damage and isn't forced prone.

Reactions

Muster the Legions (1/Day). When the emperor is reduced to half its hp or lower, it magically calls 1d4 **SWARMS OF PENGUINS**. The penguins arrive on initiative count 20 of the next round, acting as allies of the emperor and obeying its telepathic commands. The penguins remain for 1 hour, until the emperor dies, or until the emperor dismisses them as a bonus action.

Mimic

A hateful crimson eye opens on the surface of the otherwise innocuous barrel. Then another eye opens, and another still. With startling speed, the barrel becomes a pseudopod-wielding horror, its toothy maw opening wide.

The dungeon delver's bane, a mimic is a stealthy predator that transforms itself into an inanimate object, perfectly copying the appearance of wood or stone. It typically poses as furniture, doors, stairs, and the like. In its natural form, it resembles an amorphous blob with flesh-like protrusions resembling objects it previously copied.

Deceptive Hunters. While not terribly intelligent, mimics are uncanny predators. They lurk in well trafficked areas of dungeons, wildernesses, or urban environments, assuming shapes intended to lure prey. They then use their sticky adhesive skin to trap their next meal.

Taste Focused. Mimics are supremely patient, but they are obsessed with consuming prey to relish the taste, not necessarily to sate hunger. The taste buds of a mimic's tongue are extremely sensitive, and they gather a great deal of information with every bite.

MIMIC

CR 2

Medium Monstrosity (Shapechanger)

Armor Class 12 (natural armor)

Hit Points 58

Speed 20 ft.

Perception 11

Stealth 13

Resistant grappled | Monstrosity Resilience

Immune acid | prone

Senses keensense 60 ft.

Languages —

Str	Dex	Con	Int	Wis	Cha
+3	+1	+2	-3	+1	-1

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler. The mimic has advantage on attack rolls against any creature grappled by it.

Monstrosity Resilience. The mimic is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The mimic makes two Pseudopod attacks. If it is grappling a creature, it can replace one attack with a Bite attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one grappled creature. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., One target. Hit: 10 (2d6 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bonus Actions

Change Shape. The mimic transforms into a Large or smaller object or back into its true, amorphous form, which is a Monstrosity. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Reactions

Prey Shield. When a creature the mimic can see hits it with an attack while it is grappling a creature, the mimic can roll the grappled creature in front of the blow, forcing the grappled creature to take the damage instead.

Mirror Hag

This hunchbacked crone's sallow skin is covered with growths and lesions.

Hideous Hex. Until a creature can see past the hag's deformities, she curses it with the pain of a disfigured life. Some mirror hags do this for the betterment of all, but most do it because causing pain amuses them.

Warped Features. Mirror hags are hunchbacked, with growths and lesions covering their skin. Their joints misalign, and the extremities of their bones press against their skin. However, it is their faces that inspire legends: the blackest moles sprouting long white hairs, noses resembling half-eaten carrots, and eyes mismatched in size, color, and alignment. If a creature recoils from a mirror hag's looks, she bestows her reconfiguring curse on it.

Mirror Covens. Mirror hags can form a coven with two other hags. Generally, mirror hags only form covens with other mirror hags, but from time to time a mirror hag will join a coven of witches or green hags.

MIRROR HAG

CR 6

Medium Fey

Armor Class 16 (natural armor)

Hit Points 147

Speed 30 ft., fly 10 ft.

Perception 12

Stealth 13

Resistant thunder | Fey Resilience

Immune frightened

Senses darkvision 60 ft.

Languages Common, Sylvan

Str	Dex	Con	Int	Wis	Cha
+2	+3	+6	+1	+2	+4

Confounding Ugliness. Any Humanoid that starts its turn within 60 feet of the hag and can see the hag's true form must succeed on a DC 15 WIS save or be incapacitated until the start of its next turn. If the Humanoid's save is successful, it is immune to the hag's Confounding Ugliness for 24 hours.

Unless the start is surprised or the revelations of the hag's true form is sudden, the target can avert its eyes to avoid the save at the start of its turn. If the Humanoid does so, it can't see the hag until the start of its next

turn, when it can avert its eyes again. If the Humanoid looks at the hag in the meantime, it must immediately make the save.

Fey Resilience. The hag is resistant to the charmed and unconscious conditions.

Actions

Multiattack. The mirror hag can use her Reconfiguring Curse. She then makes one Bite attack and two Claw attacks. She can replace her Bite attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 5 (2d4) necrotic damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) necrotic damage.

Reconfiguring Curse. The mirror hag curses one creature she can see within 60 feet of her, corrupting its form. The target must make a DC 15 Constitution save. On a success, the target is immune to the hag's Reconfiguring Curse for the next 24 hours. On a failure, the target is cursed, suffering one of the following effects of the hag's choice:

- **Disfigured.** The target's skin erupts with growths and lesions, and it has disadvantage on all CHA checks made to influence Humanoids, except for Intimidation.
- **Sickly.** The target becomes frail and unhealthy, and it has disadvantage on Constitution saves. It regains only half its lost hp at the end of a long rest, and it halves the result of any Hit Dice rolled to restore hp during a short rest.
- **Twisted.** The target's limbs and spine become bent and clumsy. It has disadvantage on all DEX checks and DEX saves, and its speed is reduced by 10 feet.
- **Withered.** The target's muscles atrophy, and it has disadvantage on all STR checks and STR saves.

Spellcasting. The blood hag casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 15):

At will: *disguise self*, *ray of enfeeblement*

1/day each: *dispel magic*, *locate creature*

Ophio Fungus

Row after row of bruise-purple fungus grows from the rocks like

living shelves. The air becomes hazy as the fungus lets out a sudden puff of spores.

Ambitious Parasite. The ophio fungus is native to the subterranean caverns that wind through Leng, but it has no intention of remaining solely in its native world. The fungus seeks to infect as many carriers as possible to distribute itself across many planes and worlds.

Mind Control. The fungus attempts to infect carriers by issuing clouds of microscopic spores. Once inhaled, these spores attack the victim's brain, sapping their willpower and eventually leaving the victim under the control of the fungus.

Master Plan. Once a victim is infected with ophio spores, it is entirely under the control of the fungus, connected to the parent fungus by a psychic link that even reaches across planes. The fungus uses these victims to carry pieces of itself to other places or to lure more victims into its caverns.

OPHIO FUNGUS

CR 4

Huge Plant

Armor Class 14 (natural armor)

Hit Points 119

Speed 10 ft.

Perception 13

Stealth 8

Vulnerable fire

Resistant bludgeoning and piercing | Plant Resilience

Immune blinded | deafened | poisoned | prone | psychic

Senses keensense 120 ft. (blind beyond this radius)

Languages Void Speech, telepathy 120 ft.

Str	Dex	Con	Int	Wis	Cha
+0	-2	+2	+5	+3	+3

Hypnotic Secretion. When a creature starts its turn within 30 feet of the fungus, it must make a DC 15 CHA save. On a failure, the creature is charmed for 1 hour and regards the fungus as a friendly acquaintance. If the fungus or one of its allies harms the charmed creature, this effect ends. If a creature stays charmed for the full hour, it becomes infected with ophio spores (see the Ophio Spores sidebar). If the creature's save is successful or the effect ends for it, the creature is immune to the ophio fungus' Hypnotic Secretion for

the next 24 hours. A creature that doesn't need to breathe is immune to the fungus' Hypnotic Secretion. A creature that does need to breathe can still be affected, even if it holds its breath.

Plant Resilience. The fungus is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Release Spores. The ophio fungus focuses its spores on up to three creatures it can see within 30 feet of it. Each creature must make a DC 15 Constitution save. On a failure, a creature takes 14 (4d6) poison damage and, if it is a humanoid, it becomes infected with a disease, ophio spores.

On a success, a creature takes half the damage and isn't infected with spores. A creature that doesn't need to breathe automatically succeeds on this save. A creature that does need to breathe can still be affected, even if it holds its breath.

One hour after infection, the eyes of the infected creature becomes glassy, and purple bruising appears on its spine, bulging as the disease progresses. At the end of each long rest after infection, an infected creature must succeed on a DC 15 Constitution save, or suffer one level of exhaustion that can't be removed until the disease is cured. After the creature has two levels of exhaustion, it moves to the second stage of the infection. During the first stage of infection, a *lesser restoration* spell or similar magic ends the infection.

At the end of each long rest after the creature reaches the second stage of infection, it must succeed on a DC 15 Constitution save or become a thrall of the ophio fungus, falling completely under its control. A victim of the second stage of the infection or that is completely under the fungus' control can be restored only by killing the fungus that caused the infection or through the use of a *wish* spell.

Quiet Soul

The angry shade of one abandoned and left to die of starvation, thirst, or exposure to the elements, the quiet soul haunts many a frozen campsite, steep cavern, ravine, or deadly trap. Its helplessness, despair, and hatred for those who left it to die followed it beyond death. The quiet soul attempts to kill any who come near so they may join the quiet soul in its isolation. Barely able to move, quiet souls often end up camouflaged by their victims; just one more skeleton in a pile.

Death Cult Shrines. Occasionally malevolent cults devoted to gods of death, winter, or darkness sacrifice one of their number to become a quiet soul. These quiet souls are given occasional sacrifices, decorated with jewels and finery, and serve as conduits for the voices of dark gods to their faithful. In some cases, they are positioned as statues or posed as supplicants in prayer.

QUIET SOUL

CR 6

Medium Undead

Armor Class 15 (natural armor)

Hit Points 90

Speed 10 ft.

Perception 17

Stealth 10

Immune cold | psychic | Undead Resilience

Senses keensense 60 ft. (blind beyond this radius)

Languages understands the languages it knew in life but can't speak

Str	Dex	Con	Int	Wis	Cha
-2	+0	+0	-1	+4	+0

False Appearance. While the quiet soul remains motionless, it is indistinguishable from an ordinary humanoid corpse.

Melancholic Emanation. The quiet soul emits a magical aura of lethargy and despondency. Any creature that starts its turn within 30 feet of the quiet soul must succeed on a DC 15 WIS save or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Undead Resilience. The quiet soul is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Psychic Lash. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 21 (6d6) psychic damage. If an unconscious creature is hit by this attack, that creature must make a DC 15 WIS save, remaining unconscious on a failed save, or waking on a successful one.

Shimmer Seal

This tusked seal is nearly transparent, including its internal organs, except for a few spots dotting its hide.

Unseen Pinnipeds. Shimmer seals traverse their typical habitats hidden from prey and predators alike. Their translucent skin and internal organs allow them to blend in with water and against icy backgrounds. Against other backgrounds, they leave a telltale shimmer, giving them their name. However, the seals can still take the unwary by surprise in less-than-ideal conditions. The only time the seal fully loses its translucency is when it consumes its diet of fish or small mammals, during which observers receive a breathtaking (or nauseating) view of the seals' digestive process. The seals are aware of this vulnerability and usually feast in hidden locations.

Arctic druids and rangers who successfully befriend shimmer seals use them as spies or as an advance wave of attack.

Guardian of Seals. Though shimmer seals notionally look like harbor seals, they are found among many different species of seal. Scholars who have studied the strange seals concluded shimmer seals are created when the spirits of creatures passionate about protecting overhunted animals merge with those of ordinary seals.

When a shimmer seal dies protecting a pod of seals from hunters, one of the seals transforms into a new shimmer seal within a minute of the other shimmer seal's death, reinforcing this theory. While shimmer seals are vigilant against hunting by humanoids, they allow natural predators to cull the seals under their protection, understanding the natural order and its importance.

Rallying Seal. A shimmer seal allows other seals to see it, and it can allow allied creatures to locate it. The presence of a shimmer seal emboldens the seals under its protection, transforming a pod of seals that might scatter in the face of armed opposition into an army of teeth and flippers, with the shimmer seal leading the counterattack. No one knows if the shimmer seal is aware of its ability to reincarnate shortly after it dies, but its fearlessness points to it possessing a certainty of survival.

SHIMMER SEAL

CR 5

Medium Beast

Armor Class 12

Hit Points 105

Speed 30 ft., swim 40 ft.

Perception 11

Stealth 20

Resistant cold

Senses darkvision 60 ft.

Languages —

Str	Dex	Con	Int	Wis	Cha
+4	+2	+3	-3	+1	-1

Limited Invisibility. When the shimmer seal is on an icy surface or underwater, it is invisible. Seals, other pinnipeds, and creatures chosen by the shimmer seal can see it.

Sureflippered. The shimmer seal can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Underwater Propulsion. When the shimmer seal is underwater, it can take the Dash action as a bonus action on each of its turns.

Actions

Multiattack. The shimmer seal makes two tusk attacks.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) slashing damage.

Skeleton

Half hidden in darkness, skeletal bones clad in rusted armor and rotten clothing lurch toward you. The thing's bony hands grip a sword with malign intent.

Skeletons are fleshless undead that have been reconstructed and animated by fell magic. Soulless, emotionless, and driven by the whims of their master, the skeleton is an unshakable guardian. Skeletons can be found in desecrated temples, graveyards, and cemeteries where they can watch, completely motionless, for eons. New and masterful necromancers use skeletons as stalwart guards and servants, though they understand such creatures have no loyalty beyond the magic that controls them.

Dark INT. While lacking humanoid INT, skeletons possess a cleverness that extends beyond a mere beast or construct. Their malicious minds remember how to wield weapons and armor, and they collect and use weapons or shields taken from the recent dead. Skeletons look upon the living with eyeless sockets and unsettling patience as their instincts judge distances,

tactics, and methods to separate a potential target's flesh from their bones.

Moldering Bodies. Though dried strands of tendon or wisps of stubborn hair may cling to a skeleton, magic alone is responsible for its movement. Piercing weapons and arrows may skip from the skeleton's hardened bone, but heavy blows shatter them.

SKELETON

CR 1/4

Medium Undead

Armor Class 13 (armor scraps)

Hit Points 14

Speed 30 ft.

Perception 9

Stealth 14

Vulnerable bludgeoning

Resistant piercing

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands the languages it knew in life but can't speak

Str	Dex	Con	Int	Wis	Cha
+0	+2	+2	-2	-1	-3

False Appearance. While the skeleton remains motionless, it is indistinguishable from an inanimate Humanoid skeleton.

Melancholic Emanation. The quiet soul emits a magical aura of lethargy and despondency. Any creature that starts its turn within 30 feet of the quiet soul must succeed on a DC 15 WIS save or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Undead Nature. The skeleton does not require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Counterattack (Recharge 6). When a creature the skeleton can see hits it with an attack, the skeleton can make one Shortsword or Shortbow attack against the attacker.

Swarm of Penguins

Colonies of emperor penguins sometimes fall under the sway of the emperor. Penguins that remain under the influence of an emperor for more than one season change, both physically and in temperament. They become larger, smarter, and more aggressive. From a distance, they look like normal, if overlarge, penguins, and their rookeries are strangely orderly, with nests equally spaced in neat rows. However, they attack in force and with surprising ferocity against trespassers, and doubly so when led by their emperor leader. When compelled by an emperor, a swarm of penguins fights without fear and to the death.

Apex Predators of Ice and Sea. A swarm of penguins, like its emperor leader, will not abide any competitors for its sources of food. The swarm attacks any perceived threats, even creatures for which penguins are normally prey, such as seals, sharks, and even whales. On land, the swarm approaches in military-like ranks, emitting low growls. When the penguins close on opponents, they fall on their bellies and slide forward in an onrushing wave of squawking, crushing bodies.

SWARM OF PENGUINS

CR 5

Huge Swarm of Medium Beasts

Armor Class 13 (natural armor)

Hit Points 114

Speed 20 ft., swim 40 ft.

Perception 12

Stealth 10

Resistant cold | Swarm Resilience

Immune Swarm Resilience

Senses —

Languages —

Str	Dex	Con	Int	Wis	Cha
+2	+0	+3	-3	+2	+1

Swarm. The sarm can occupy another creature's space and vice versa, and the swarm can move through any

opening large enough for a Medium penguin. The swarm can't regain HP or gain temporary HP.

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

Tobogganing Tide. The swarm can move at double its walking speed over ice and snow.

Actions

Multiattack. The swarm makes two beaks attacks. If the swarm starts its turn with half its HP or fewer, it can't use this action.

Beaks. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (3d6).

Toboggan Charge (Recharge 5–6). The swarm moves up to 20 feet in a straight line over ice or snow and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 14 STR save. On a failure, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) piercing damage and is forced prone. On a success, a creature takes half the damage and isn't forced prone. If the swarm starts its turn with half its HP or fewer, it can't use this action.

Ursa Polaris

Thick, white fur coats this hulking ursine, and massive crystalline shards of ice protrude from its shoulders. When it lets out a mighty roar, frigid breath dances between the jagged sprouts of ice that form its teeth.

A fearsome sight, the ursa polaris dwarfs even the largest of polar bears. Some believe that they are polar bears blessed or cursed by gods of cold, winter, and the north. Followers of such gods often leave a caribou carcass, whale blubber, or seal meat as an offering to the ursa polaris.

Creatures of Ice. The ursa polaris thrives in freezing arctic conditions and is capable of surviving off of ice alone, should other food sources become scarce. They dislike warmth; an ursa polaris will avoid warm waters and curl into its ice cavern when summer comes.

Fiercely Territorial. The ursa polaris is a solitary creature, carving a vast swath of territory for itself and going out of its way to kill trespassers. Somewhere within its territory, a female ursa polaris will carve out an

ice cavern to rear young; this cavern may be within glacial ice, an iceberg, or simply a frosty stone cavern.

Hypnotically Deadly. The ursa polaris uses the mesmerizing play of light on the ice covering its body to hypnotize its prey for an easy kill.

URSA POLARIS

CR 7

Large Monstrosity

Armor Class 15 (natural armor)

Hit Points 133

Speed 40 ft., swim 30 ft.

Perception 16

Stealth 11

Vulnerable fire

Resistant Monstrosity Resilience

Immune cold

Senses

Languages —

Str	Dex	Con	Int	Wis	Cha
+5	+1	+4	-3	+3	-3

Keen Smell. The ursa polaris has advantage on WIS (Perception) checks that rely on smell.

Snow Camouflage. The ursa polaris's Stealth is 16 while in Snowy terrain.

Monstrosity Resilience. The ursa polaris is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The ursa polaris makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) cold damage.

Cold Breath (Recharge 5-6). The ursa polaris exhales a blast of freezing wind and shards of ice in a 15-foot cone. Each creature in that area must make a DC 15 DEX save, taking 18 (4d8) cold damage and 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

Hypnotic Array (Recharge 5-6). The ursa polaris sways its back, causing the ice formations on its shoulder to catch available light. Each creature within 30 feet of the ursa polaris that sees the light pattern must make a DC 15 WIS save. On a failure, a creature takes 21 (6d6) radiant damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. A stunned creature can repeat the save at the end of each of its turns, ending the effect on itself with a success. The effect also ends if the creature takes any damage or if another creature takes an action to shake it out of its stupor.

Zombie

A rotting corpse shambles forward, arms outstretched and flailing.

Zombies are the animated corpses of the dead, brought to unlife by necromantic magic, creating tireless, fearless servants that obey without hesitation. Occasionally, zombies are produced by other methods. Victims of wights, for example, often rise as zombies under command of the undead that killed them. Sometimes an enduring source of necromantic magic corrupts an area, causing nearby corpses to spontaneously rise as zombies.

Decayed Corpses. The appearance of zombies varies widely, depending upon the condition of the corpse prior to animation. A corpse dead from natural causes and stolen from an undertaker may be well-preserved, if obviously not alive, while a zombie animated from a drowning victim is bloated and sagging. Some necromancers use whatever is at hand. Others may choose the most disgusting corpses to add an additional fear factor for those that must face the zombies in combat.

Dim Intellect. Zombies have no personality and little intellect, following only the most basic commands. They can wield weapons if armed but simply batter an opponent with its limbs if not. They do not have the intellect to avoid even obvious hazards, shambling into open pits if they exist between them and a target or walking heedlessly through a fire to attack, unless commanded otherwise in that moment. When not under specific orders, a zombie simply stands awaiting commands, though if a living creature comes close enough for it to detect, it attacks, as the dark magics animating a zombie make it malicious toward the living.

Non-Human Zombies. Zombies are most commonly animated human remains, but the flesh of any living thing can be animated as a zombie. Zombie giants, for

example, would be stronger and harder to kill than a human zombie. They would attack like other zombies, though they could throw rocks like a living giant if commanded to do so. Non-humanoid zombies typically attack as they did when living. A zombie dragon, for example, would attack with claws and teeth, and it could still fly if its wings were intact.

ZOMBIE

CR 1/4

Medium Undead

Armor Class 8

Hit Points 16

Speed 20 ft.

Perception 10

Stealth 8

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands the languages it knew in life but can't speak

Str	Dex	Con	Int	Wis	Cha
+2	-2	+3	-4	-0	-3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie does not require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

Bonus Actions

Rotten Hold. The zombie gnaws idly on the creature grappled by it. The target must succeed on a DC 12 Constitution save or take 2 (1d4) poison damage. A Humanoid slain by this bonus action rises 24 hours later as a zombie, unless the Humanoid is restored to life or its body is destroyed.

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