



ECHOES OF EXTINCTION



WEEK 10





WINTER HAG



In the frigid depths of the Feywild, where bitterness and solitude freeze into form, dwell the winter hags—malevolent fey entities embodying the cruelest facets of winter. These gaunt, elderly figures, with skin like frostbitten parchment and hair of frozen strands, command the icy elements, conjuring blizzards and shaping ice with a mere gesture. Solitary by choice, winter hags inhabit desolate icy realms, from glacial valleys to forsaken mountaintops, shrouded in layers of snow and magic. Known for their cunning and heartless nature, they relish in making twisted bargains and snuffing out the warmth of joy and life. Feared in folklore as harbingers of winter's deadliest aspect, they often appear in tales as warnings against the perils of greed and envy, embodying the relentless, unforgiving force of the coldest season.



WINTER HAG

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

Challenge 7 (2,900 XP)

Icy Heart. A creature that touches the hag or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic, magic missile*

2/day each: *sleep, sleet storm*

1/day each: *cone of cold*

Magical Resistance. The hag has advantage on saving throws against spells and other magical effects.

Winter Hag Items. A winter hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

• **Belled Chains:** This pile of tar-black chains with attached bells intimidate all those around a winter hag. While the hag is wearing them, each creature who targets it with a ranged attack must first make a DC 14 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

• **Sack of Souls:** When an evil humanoid dies as a result of a winter hag's Naughty Haunting, the hag catches the soul in this black sack made of stitched flesh. A sack of souls can hold any number of evil souls at a time, and only the winter hag who crafted the sack can catch a soul with it. Crafting a sack of souls takes 7 days and a humanoid sacrifice (whose flesh is used to make the sack).

Actions

Chains. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. The target is grappled (escape DC 16) if the hag isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) cold damage at the start of each of its turns.

Naughty Haunting (Recharge 5-6). The hag targets one creature that is not lawful good that she can see within 60 feet. It must make a DC 14 Wisdom saving throw or take 16 (3d10) psychic damage and be frightened for 1 minute. While frightened in this way, if the creature ends its turn within 10 feet of the hag, it becomes paralyzed until the start of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this effect for 1 hour.

COLDSHARD COLOSSUS

Huge elemental, lawful neutral

Armor Class 20 (natural armor)

Hit Points 241 (23d12 + 92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	18 (-4)

Saving Throws Dex +9, Con +10, Wis +8, Cha +10

Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Primordial, telepathy 120 ft.

Challenge 20 (25,000 XP)

Armor of Ice. A creature that hits the colossus with a melee attack while within 5 feet of it takes 13 (2d12) cold damage. When the colossus reaches half of its maximum hit points, its entire armor shatters. Its armor class becomes 16, its speed doubles, and it recharges its Permafrost.

Blizzard Aura. The colossus is permanently surrounded by a blizzard. The area within 30 feet of it is heavily obscured. If the colossus takes fire damage, this trait doesn't function until the end of the colossus's next turn.

Elemental Sight. Magical darkness doesn't impede the colossus's darkvision.

Ice Eyes. The colossus can see normally through areas that are lightly or heavily obscured as a result of snowstorms, ice storms, or other similar phenomena.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Thaw. Whenever the colossus is subjected to fire damage, it takes no damage and instead has its armor class reduced by 1 for every 10 points of fire damage it would have taken. This reduction lasts until the start of its next turn.

Actions

Multiattack. The colossus uses its Coldshards, then makes two slam attacks.

Coldshards. The colossus bursts with ice. Each creature within a 10-foot radius of it takes 6 (1d12) cold damage and has its speed reduced by 10 feet until the end of its next turn.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage plus 13 (2d12) cold damage.

Permafrost (Recharge 6). The colossus releases an icy breath within a 90-foot cone, which extinguishes candles, torches, and any unprotected magical or nonmagical flames in the area. Each creature in the area must make a DC 18 Constitution saving throw. A creature takes 78 (12d12) cold damage and is paralyzed until the end of the colossus's next turn on a failed save, or takes half as much damage and isn't paralyzed on a successful one. A creature killed by this effect becomes a frozen statue until it thaws.

Avalanche Call (1/Day). The colossus calls upon the snow and ice within a 100-mile radius. If there is sufficient snow in the area, 1d4 avalanches start, moving toward the colossus. If a creature of size Large or smaller starts its turn in an avalanche (GM's discretion), it must succeed on a DC 15 Dexterity saving throw or be knocked prone and be buried in 1d6 x 10 feet of snow. A creature can dig 10 feet upward through snow by making a successful DC 15 Strength (Athletics) check. The area that an avalanche has traveled through in the past day is considered difficult terrain for creatures of size Large or smaller.

Legendary Actions

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Icy Charge. The colossus moves up to 60 feet in a straight line.

Wall of Ice (Costs 2 Actions). The colossus magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 60 feet long and 20 feet high, or it's a hemispherical dome up to 40 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 18 Dexterity saving throw, taking 26 (4d12) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the colossus is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 10, 45 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 18 Constitution saving throw, taking 13 (2d12) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Frozen Buckler (Costs 3 Actions). The colossus removes any reductions it has to its armor class. If its armor class is not reduced in any way, it becomes resistant to all damage until the start of its next turn.



COLDSHARD COLOSSUS

Sentinel of Frost. The coldshard colossus is a mythical being, born from the heart of a glacier in the world's most remote and frigid regions. Legends say it was created by an ancient deity as a guardian of the eternal winter realms. It roams the icy wastelands, a solitary sentinel, feared by all who dare traverse these frozen lands.

Walking Iceberg. This creature resembles a humanoid made entirely of ice, with a translucent and shimmering body. Its core seems to emanate a faint, cold light. Icy spikes and shards protrude randomly from its massive form, giving it a jagged, menacing look. As it moves, parts of its body constantly shatter and reform, creating a mesmerizing yet terrifying spectacle.



Cosmic Chains

3rd-level evocation (sorcerer, warlock, wizard)


Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You send out two forceful bolts at separate creatures, binding them cosmically. Choose two creatures within range and make a ranged spell attack against each target. On a hit, a creature takes 3d10 force damage. If both targets are hit, each creature becomes stunned until the start of its next turn.



Creeping Chill

1st-level conjuration (druid, warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny snowball)

Duration: Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Constitution saving throw or be overwhelmed with frost. At the start of each of its turns, the creature takes 1d4 cold damage, and its speed is reduced by 5 feet. For each turn the creature has spent under the effects of the spell, the damage it takes increases by 1d4 (1d4 on the first turn, 2d4 on the second turn, and so on), and its speed is reduced by an additional 5 feet (5 feet on the first turn, 10 feet on the second turn, and so on).

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



Contamination

3rd-level necromancy (warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (an infested rat's stomach)

Duration: Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Constitution saving throw or become contaminated, taking 4d8 necrotic damage and becoming diseased for the duration of the spell.

While diseased in this way, whenever the creature takes poison damage, it erupts with bile, forcing each creature within 10 feet of it to succeed on a Dexterity saving throw or take poison damage equal to half the amount of poison damage it took.



Condemn

4th-level enchantment (cleric, paladin)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash condemnation upon a creature within range in an attempt to pacify it. It must make a Charisma saving throw. Whenever a creature that fails this saving throw makes an attack roll before the spell ends, it takes 2d6 psychic damage. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.





WORKSHOP ASSISTANT

You've spent your entire life in the workshop of the fabled Winter Saint, who spreads joy and gifts once a year. After spreading cheer from afar, you've decided to join the adventuring world, wanting to have a bigger impact.

Skill Proficiencies: Investigation, Sleight of Hand

Tool Proficiencies: Tinker's tools, woodcarver's tools

Equipment: One set of festive attire, an artisan's badge, your favorite toy, and a pouch containing 15 gp

Feature: Festive Cheer

You have an innate ability to make people happy. People are naturally prone to celebrate your arrival, singing songs of your deeds and sharing tales of the positive impact you've brought to their lives.

SUGGESTED TRAITS

d8

Personality Trait

- | | |
|---|---|
| 1 | I always have a jolly laugh ready, even in the direst of situations. |
| 2 | I'm meticulous about the details, especially in my craft. |
| 3 | My stories are filled with wonder, often involving talking animals and magical mishaps. |
| 4 | I keep a list of my companions' likes and dislikes, always planning the perfect gift. |
| 5 | I often hum festive tunes, sometimes without realizing it. |
| 6 | I approach the world with the same wonder and excitement as a child on a festive morning. |
| 7 | I feel a strong sense of protection over my fellow party members, much like I felt for the toys I crafted for children. |
| 8 | I'm accustomed to long hours of focused work, often losing track of time when I'm engaged in a task. |



d6

Ideal

- 1 **Generosity.** The best joy is in giving, not receiving. (Good)
- 2 **Wonder.** Keeping the spirit of wonder and excitement alive is crucial in a world that often lacks magic. (Good)
- 3 **Hard Work.** A well-made item and a job well done bring harmony to the world. (Lawful)
- 4 **Mischief.** A little mischief and unpredictability makes life worth living. (Chaotic)
- 5 **Perfectionism.** I strive to make each creation flawless, no matter the cost. (Neutral)
- 6 **Pragmatism.** The end justifies the means, especially when it comes to fulfilling the greater good of the workshop. (Evil)

d6

Flaw

- 1 I have a sweet tooth that can be my undoing.
- 2 I'm overly critical of anything I deem 'imperfect'.
- 3 Sometimes, I get lost in my dreams and forget my responsibilities.
- 4 I have a habit of overpromising and underdelivering.
- 5 I secretly envy those who receive more recognition than I do.
- 6 I find it difficult to adapt to cultures and customs outside of the workshop.

d6

Bond

- 1 I carry a special toy I made, which I believe brings me luck.
- 2 I left someone special back at the workshop, and I intend to return once my adventure is done.
- 3 My greatest achievement is a toy that brought immense joy to a notable figure.
- 4 The festive season is sacred to me, and I uphold its traditions no matter where I am.
- 5 I'm searching for a rare material or recipe that will allow me to create my masterpiece.
I feel an overwhelming debt to the Winter Saint, who taught me my craft.

HOLY FETTERS

Wondrous item, rare (requires attunement by a cleric or paladin)

Holy fetters appear as a pair of ethereal, golden chains, adorned with small, glowing runes and symbols of divine power. They are lightweight and shimmer with a soft, celestial light.

While attuned to these fetters, you gain the following benefits:

- **Freeing Light.** You have advantage on saving throws to prevent or end the restrained condition.
- **Holy Chains.** As an action, you can direct the fetters toward a creature you can see within 60 feet of you. If it is an allied creature, the fetters wrap around it with healing light, causing it to regain 3d8 hit points immediately and an extra 3d8 hit points at the start of its next turn. If it is an enemy creature, it must succeed on a DC 15 Strength saving throw or become restrained for 1 minute. While restrained in this way, a creature can't speak a deliberate lie. A chained creature makes another Strength saving throw at the end of each of its turns. On a successful save, the effect ends for it. This property can be used three times, and it regains all expended uses daily at dawn.



RUNEBREAKER HAMMER

Weapon (light hammer or warhammer), very rare (requires attunement)

This hammer is a robust hammer with a head engraved with ancient, arcane symbols. The handle is wrapped in leather, and the metal seems to absorb light, giving it a dark, ominous appearance.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit an incapacitated creature with this weapon, it takes an extra 3d8 damage, and you can choose one damage type that the creature is resistant to (if it has any). For the next minute, the creature loses resistance to that damage type.





Hybridmorph

6th-level transmutation (*druid, sorcerer, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour.

This spell transforms a willing creature that you can see within range into a new hybrid form. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be a combination of any two beasts whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The creature can choose which of the two beasts' statistics, such as armor class or ability scores it has, and has the traits and attacks of both creatures. It retains its alignment and personality.

The target assumes the hit points of the beast with higher hit points amongst the chosen beasts. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't cast spells.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.



Cerberus

7th-level transmutation (*druid, sorcerer, wizard*)

Casting Time: 1 action

Range: Self

Components: V, S, M (a three-headed dog idol made of ruby worth at least 500 gp, which the spell consumes)

Duration: 1 minute

You infuse yourself with the energy of the three-headed dog and grow two additional heads from your shoulders. For the duration of the spell, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
- Your concentration can't be broken as a result of taking damage.
- As a bonus action, you can force each head to attack a creature within 10 feet of you. Make a melee spell attack. On a hit, the attack deals 3d8 piercing damage.



Death Drop

2nd-level transmutation (*bard, sorcerer, wizard*)

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 120 feet

Components: S, M (a miniature meteorite)

Duration: 1 minute

Choose up to three falling creatures within range. A falling creature's rate of descent doubles until the spell ends. If the creature lands before the spell ends, it takes twice as much falling damage and can only land prone, and the spell ends for that creature.



Inferno's Will

4th-level conjuration (*druid, warlock, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a lump of coal)

Duration: Instantaneous

You attempt to take control of flames and use them to your advantage. Choose one ongoing spell that deals fire damage that you can see within range. If the spell is 4th level or lower, it is now under your control. If the spell requires concentration, you are now the creature concentrating on the spell, and you can dispel it and interact with it in any way that is normally allowed, such as moving it, in case of a flaming sphere spell. If the spell is 5th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you gain control of the spell.