

ICEWIND DALE:
RIME OF THE FROSTMAIDEN
COMPANION:

CHAPTER 4:
DESTRUCTION'S LIGHT



BY WYATT TRULL



FOREWORD

ONE COMPANION TO RULE THEM ALL

No campaign is easy for a Dungeon Master to run but the *Rime of the Frostmaiden Companion* ("Companion" for short) is devoted to making it easier and more satisfying for you to run. By providing new hooks, variants, flavor text, as well as any referential information for creature statistics or magic items, this supplement should make for a faithful companion to keep at your side.

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USING THIS SUPPLEMENT

The *Companion* is quite formulaic; every chapter is designed to be easily digestible, whether you're a veteran reader or just diving into it mid-campaign.

Shorthand. This supplement is *massive*. The abbreviations below must be implemented to reduce the strain on your printer or the scroll wheel of your poor, poor mouse:

RoFM refers to *Icewind Dale: Rime of the Frostmaiden*.

Ch. refers to a chapter of the module (e.g. "Ch. 1").

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

VGM refers to *Volo's Guide to Monsters*, the monsters of which are featured in this guide.

MToF refers to *Mordenkainen's Tome of Foes*, the monsters of which are sometimes featured in this guide.

XGE refers to *Xanathar's Guide to Everything*, the spells and magic items of which are sometimes featured in this guide's chapters.

APPENDICES

The *Companion* is devoted to maximizing your playtime and minimizing interruptions at your table.

Appendix A provides the descriptions and locations of magic items found throughout the chapter.

Appendix B provides the statistics of all monsters featured throughout the chapter.

Appendix C provides details for spells, traps, diseases, and other effects that might be featured in the chapter. A qualifying effect is underlined in this supplement.

CHAPTER 4: OVERVIEW

RUNNING CHAPTER 4

While Chapter 4 is certainly the most cinematic chapter in all of *Rime of the Frostmaiden*, it is also the most poorly-written when confronted with the very rules established by this same module—namely, it's travel times for dogsleds.

Rime of the Frostmaiden grants the adventurers just the illusion of choice—even if they turn back from the gates of Xardorok's Fortress once they see the dragon fly forth, they can't keep up with it. The module claims that going to Bryn Shander is playing right into Xardorok's plan, but the adventurers *have no choice*. The distance is too great and the dragon is too fast for them to go elsewhere and still engage the construct.

The *Companion*, therefore, offers solutions to the many problems plaguing this otherwise epic chapter.

CRITICISMS

The *Companion* has found the following flaws with this chapter and holds that they must be remedied:

- It is frustrating and disappointing for adventurers to trek all the way to Xardorok's Fortress only to face a choice between pursuing the dragon or surrendering Ten-Towns to complete and utter destruction.

Solution. As described in Chapter 3 of the *Companion*, the dragon has not yet embarked on its path of destruction. The party can inflict up to 20 hit points of damage to it in Area X24 before Xardorok sends it off.

- If you use the travel rules described in *Rime of the Frostmaiden*, there is no actual way for the party to catch up to the dragon unless they go directly to Bryn Shander. It is mathematically impossible to reach any other town before it is destroyed.

Solution. Numerous options have been presented. See the *Pursuing the Dragon* section.

- Once the dragon takes 30 hit points of damage, it flies back to Xardorok's Fortress for repairs—again, there is no actual way to keep up with the dragon, and, if Clan Sunblight still lives, the dragon will be repaired by the time the adventurers return to the fortress.

Solution. The dragon does not retreat; it is nothing more than an unyielding automaton. It cannot return to the fortress until it has destroyed Ten-Towns and will fight to its last false breath for that cause.

PREVIOUSLY ON RIME OF THE FROSTMAIDEN

- The adventurers may have found a *potion of radiant resistance* in the Elven Tomb of Lonelywood.
- The adventurers may have learned the dragon's flight plan if they entered Xardorok's Fortress. The sight of the contraption detailing it is so unique that no ability check is required to remember its order of targets.

REVISING CHAPTER 4

Unless you hand-wave Chapter 4 in favor of "Rule of Cool," heavy revisions are necessary to make this chapter logical and still give the adventurers the chance to even *face* the dragon before all of Ten-Towns is destroyed.

The *Companion's* revisions are summarized below:

Chapter 3 Revisions. In Chapter 3, *Companion* delayed the dragon's flight so that the party could delve into Xardorok's Fortress to learn its flight plan. It also added a critical flaw—the so-called Chardalyn Heel—to the dragon that can thwart its Radiant Breath.

Pursuing the Dragon. New travel options have been added to rectify the insurmountable distance between Xardorok's Fortress and Ten-Towns. Both options lie with Vellynne Harpell.

Unyielding Automaton. The dragon doesn't fly back to Xardorok's Fortress when it takes 30 damage or more. It cannot return without completing its mission, which forces it to die for that cause. Additionally, the dragon's pride will not let it rest until the adventurers are dead. This allows them to draw it from whatever town they are attacking with *sending* spells—as the dragon has its own mind and personality and speaks Common and Dwarvish, it *can* be telepathically contacted.

Storm of the Century. The storm that consumes the dale after the dragon destroys Termalaine slows its speed and forces it to wait out the storm before resuming its attack. This storm is propagated by Auril herself, who cannot afford for her mortal followers to perish—with their lives goes her source of power. While the storm rages, the adventurers can visit a nearby frozen lake to retrieve a weapon that will help aid them against the chardalyn dragon—a *flame tongue scimitar*.

CHAPTER 3 REVISIONS

The *Companion* implemented the following revisions in Chapter 3: Sunblight that are relevant in this chapter:

FLY, MY PRETTY!

Xardorok did not send forth his dragon until the party was already in the fortress, which provided the opportunity for the adventurers to learn its nature, flight plan, and flaw. For the sake of the campaign, the time it takes for the adventurers to escape the fortress (as opposed to just turning right around at the gates to follow the dragon) is negligible.

THE CHARDALYN HEEL

On the eve of its flight, a critical flaw was discovered in the **chardalyn dragon's** design. On its throat is an icy tumor whose crystalline roots web their way towards the dragon's fiery heart. Whenever the construct "breathes," the tumor shudders and emits a sharp noise. Additionally, if the drake uses its Radiant Breath, radiant sparks jump out from this tumor, cracking the ice surrounding it. A character that sees either of these events can make a DC 20 Intelligence (Insight) check to realize that this is the dragon's Achilles' Heel.

If this tumor is struck with a physical missile (such as an arrow, but not a *magic missile* spell) shot as part of a ranged weapon attack, the dragon must succeed on a DC 15 Constitution saving throw; if it fails, its Radiant Breath ability's recharge is triggered, as if the dragon had used it. This can happen only once per round; if the tumor is struck again and the dragon already made the saving throw (pass or fail), it does not need to repeat it. To hit the tumor, a character must meet the following conditions:

- The dragon's throat must be facing the character.
- The character must be aware of the flaw, either from being informed of it or from succeeding on the DC 20 Intelligence (Insight) check to understand the flaw.
- The character must be able to see the tumor, which is a black mass on black ice. Even if they were informed of it already, they must succeed on a DC 15 Wisdom (Perception) check to spot it. This at first requires an action; if the adventurers later battle the dragon, zeroing in on the tumor is a bonus action, but still requires a successful DC 15 Wisdom (Perception) check.
- The ranged weapon attack must equal 22 or higher (5 + the dragon's AC).

PURSUING THE DRAGON

Without revisions, the adventurers cannot keep up with the dragon; all but Bryn Shander will be destroyed even if they give chase.

Calculations. The dragon has a flying speed of roughly 6 miles per hour (inferred by the data provided in *RoFM*). It can reach Dougan's Hole, its first target, in only 2 hours, whereas it will take the adventurers over 35 hours to reach the same location. This calculation is as follows:

$$12^1 + 12^2 + 6^3 + 5^4 = 35 \text{ hours}$$

¹ Twelve hours of mountain travel

² Twelve hours of rest—sled dogs must rest 1 hour for every hour they pull a sled

³ Six hours of tundra travel

⁴ Five hours of rest for the dogs

After 30 hours at large, the dragon will have already destroyed everything but Bryn Shander and, by when the adventurers reach Dougan's Hole, half of Bryn Shander will have been destroyed.

See the *Quick Reference* sheet for further details.

Given that it takes the dragon 3.5 hours to return from Bryn Shander to Sunblight, the distance between these two can be approximated to 21 miles. Travel becomes much easier to calculate and to cover once the adventurers reach Bryn Shander.

Travel Options. With these calculations above, you can see that it becomes *crucial* to provide new travel options for the adventurers. Thankfully, they have an unexpected ally in the form of **Vellynne Harpell**, the wizard.

Choose one, or even both, of the following options:

HOUNDS OF THE DEAD

Under this variant, **Vellynne Harpell** uses a team of reanimated **dire wolves** to pull her dogsleds. These beasts count as undead and are immune to poison damage and the poisoned and exhaustion conditions.

The wizard's hounds are already faster than normal sled dogs and are unburdened by exhaustion now. They can pull sleds nonstop, never pausing for rest. This effectively triples their speed: to 1.5 mph in the mountains and 3 mph on the tundra.

With this option at their disposal, the adventurers can reach Bryn Shander in seven hours and Dougan's Hole in approximately twelve hours. In the case of the former, the dragon will have already begun its attack on Easthaven, which is only 7.5 hours on foot, 3.75 hours on dog sled, and therefore only about 1 hour with Vellynne's undead wolves. The adventurers can *actually* reach Easthaven before it has been destroyed. If they head straight to Dougan's Hole from Xardorok's Fortress, it and Good Mead will have been destroyed, and Easthaven will have but half an hour left before it has been completely leveled.

Calculations. With the undead dire wolves' speed of 3 mph, multiply the travel time between towns by 0.16, as the wolves are three times as fast. For example, to travel from Bryn Shander to Easthaven (which takes 7.5 hours on foot and 3.75 hours by dog sled) takes 1.25 hours with the undead wolves.

DEUS EX SPELL SCROLL

Under this variant, Vellynne has a *spell scroll of teleport* that allows her to teleport the adventurers to the town of their choosing.

If you want to leave it up to chance, Vellynne must succeed on a DC 17 Intelligence check or she fails to cast the spell (as she is normally incapable of casting 7th-level spells). The spell scroll then crumbles to dust, depriving the adventurers of their chance at instantaneous travel. Otherwise, have her automatically succeed on the ability check to cast the spell.

UNYIELDING AUTOMATON

Under this revision, the construct becomes unyielding in its mission. It *will not* return to Xardorok's Fortress until all of Ten-Towns has been destroyed, even if it will be destroyed in the process. This can be attributed to both pride and design. The dragon is composed of tainted black ice, which, infects it with pride as much as it already does malevolence. It is this pride that forces it to die before accepting defeat, as well as land to meet foes in battle.

Furthermore, if the dragon was first encountered *inside* Xardorok's Fortress, the dragon holds a grudge against the adventurers. It focuses all its ire upon them once it finds them in battle. This is in sharp contrast to *Rime of the Frostmaiden*: once the dragon takes 30 damage, it just flat-out flees to Xardorok's Fortress.

PRIDE GOETH THE BEFORE THE BRAWL

The chardalyn dragon is a thinking construct forged from tainted black ice. It has an Intelligence of 10 and speaks the languages of its creator (Common and Dwarvish). Altogether, this means that the drake has a personality all its own. The adventurers can take advantage of this to lure the dragon elsewhere. For example, a *sending* spell that informs the dragon that its creator's murderers await it in Bryn Shander is enough to cause the construct to abandon its flight plan.

Per this variant, the *sending* spell has been added to Vellynne Harpell's spellbook; after a long rest, she can prepare the spell. Alternatively, one of the larger towns, such as Bryn Shander, can scrounge up a *spell scroll* of *sending* in their hoard.

STORM OF THE CENTURY

A winter storm sweeps into Icewind Dale just after the dragon finishes its attack on Termalaine. Per *RoFM*, it is uninhibited by the storm—but the *Companion* heavily advocates against this. While the dragon can still fly, the storm reduces its speed to 60 feet and its flight speed to 3 mph. The dragon delays its next attack until after the storm ends. If the dragon must delay its attack, it gives the adventurers (and the campaign) enough time to organize a defense in whatever town they're in.

Occurrence. If you want to leave the storm's occurrence up to chance, or have it occur before Termalaine, you can roll a d6 for whenever the dragon arrives to a town. On a 6, the storm rolls in from the east.

Duration. With the storm granting Ten-Towns a well-needed reprieve from the dragon, its duration must be shortened to 3d6+6 hours. Fair is fair, right?

THE FLAMING SWORD

While the blizzard rages on, the adventurers are given one chance to retrieve a magical weapon that was left buried beneath ice long ago, back when Dougan's Hole and Good Mead were embroiled in the very conflict that compelled them to name their lake Redwaters.

During that dark conflict, the priests of Tempus, whose order has all but died out by now in Good Mead, forged and anointed an enchanted blade in the god of war's name. This weapon, a *flame tongue scimitar*, was used to cut down neighbor and cousin—and when the conflict was done, the priests, unable to live with what they did, flung the blade into a frozen lake, where it has remained ever since. By speaking Tempus's name from above the frozen surface, the blade will ignite and melt the ice. Its flames can be seen from above, revealing its presence below.

For more details on this quest, see *Dragon Scourge* in the sections below.

PARTY ALLIES IN CHAPTER 4

The *Companion* introduced a party ally system in Chapter 2, which continues in Chapter 4. The party ally may be able to influence the events of this chapter.

PROSPECTIVE ALLY: VELLYNNE HARPELL

The arrival of Vellynne Harpell represents a new chance for the party to gain an unlikely ally. She is, as the players will find, a cornerstone of Chapters 5-7.

How the adventurers treat Vellynne now determines her attitude of them later—are they naïve, useful tools, or are they folk that she can actually take a shine to? For now, though, Vellynne and the adventurers must strike up an alliance of convenience; they need her as much as she needs them once the dragon is dispatched. For now, Vellynne can be considered a prospective ally.

If Avarice is already the party ally, she's none too happy about the adventurers cozying up to one of her rivals. Both wizards are competing to find the lost city of Ythryn. She disavows the adventurers for "consorting with this late-bloomer."

AVARICE

Avarice is Ten-Towns best hope for survival. As noted in Chapter 2, Avarice promised to contact the party thrice a day through *sending* spells. However, unless the party also has that spell at their disposal, they are forced to wait for Avarice to check in. She does so 1d4 x 30 minutes after the dragon has set out on its mission.

Once the adventurers alert Avarice to the danger, she does the right thing and contacts the town speakers. The wizard normally has eight spell slots of 3rd-level or higher at her disposal, but she has already cast *Rary's telepathic bond* today with her **gargoyles**.

Therefore, Avarice has only seven of these slots left, and is reluctant to expend them all. She contacts the town speakers of Bryn Shander, Easthaven, and Targos, trusting that these towns can mount a defense. If she is not already in Caer-Dineval, she also contacts the Cult of Levistus; although she cares little for the cult (if they've survived thus far), she acknowledges their service to Levistus.

Unless Avarice has forged any special bonds with the adventurers, Avarice abandons Ten-Towns immediately. She has no stake in this fight.

HLIN TROLLBANE

Unless she accompanied the adventurers to Xardorok's Fortress, Hlin Trollbane is back in Ten-Towns. Once the dragon appears, or news is received of its existence, she begins to organize a defense or exodus. Choose either of these two situations:

Defense. Hlin organizes the militia into an attack. If she is in a town with twenty-five **tribal warriors** or more, she leads them in an attack against the dragon, reducing its hit points by 5. If she is in a town with at least 50 soldiers, the dragon's hit points are instead reduced by 15. The success of this assault is short-lived; eighty percent of the soldiers are soon wiped out by the dragon. Hlin herself has a 25% chance of survival.

Exodus. Hlin organizes an exodus into the tundra. In a settlement with a population of 200 or less, she can save up to $50 + 1d6 \times 5$ extra souls. In a population of 300 or more, this increases by an additional $1d10 \times 25$.

SPEAKER NAERTH MAXILDANARR

Although Maxildanarr is alerted to the dragon soon after its attacks on Ten-Towns begins and rallies Targos, his efforts are undermined by duergar saboteurs. However, if he is the party ally, he is already aware of the duergar and combs Targos for them, foiling their plot. Thus, the militia is able to inflict $2d10+15$ damage to the dragon. Without the adventurers, however, the drake still levels Targos.

Additionally, if you run the Skill Challenge described in *Showdown!* below in Targos, the adventurers can reroll one ability check as part of the challenge; Maxildanarr's tight grip over Targos aids the party's efforts.

SPEAKER TROVUS

If Trovus is the party's ally and accompanied them to the duergar fortress, he insists on returning to Caer-Konig first; to convince him otherwise requires a DC 15 Cha. (Persuasion) check.

As described in *RoFM*, Trovus's absence spells Caer-Konig's doom. Without him, the town militia can't mount a speedy defense against the dragon and Caer-Konig is destroyed. This failure is the final push Trovus needed to give up drinking.

YSELM

If Yselm is still the party ally (and hasn't betrayed them yet), her abilities are limited to shapechanging into a bird to go warn Ten-Towns. As described in Chapter 2, she is concerned with Auril's faithful being wiped out, which then deprives her deity of power.

RETURN TO TEN-TOWNS

This section pertains directly to the adventurers' journey back to Ten-Towns. At your table, it should be handled within half an hour of game-time, or more if you run the *Duergar Interceptors!* encounter below.

For travel times back to Ten-Towns, see *Pursuing the Dragon* in the section above. In short, the adventurers must choose between Bryn Shander and Dougan's Hole; the former is closest and the latter is the first to fall prey to the dragon. Without utilizing any of the *Companion's* revisions, it will take approximately 35 hours for the party to reach Dougan's Hole.

Assume that the adventurers gain the benefits of a long rest so long as they're traveling by dogsled for eight hours without combat. If they reach a town not yet under attack during that period, they can finish their rest there.

VELYNNE HARPELL

After the initial read-aloud text presented in *RoFM*, read: "Gods above!" shouts a woman, who pulls up her hood. Her hair is as white as the snow falling from above, and her right eye is covered with a black eye patch. Perched upon her shoulder is a snowy owl whose piercing gaze is anything but natural.

"The size of that thing!" the woman shouts. "The name's Vellynne of House Harpell—but there's little time for introductions, lest Ten-Towns is reduced to a smoldering ruin! You're either on the sled or off!"

If you are using the *Hounds of Death* variant that replaces Vellynne's sled dogs with undead **dire wolves**, read:

Now, so close to the sleds, you can see that the hounds that pull them have already died and been reanimated. They are not dogs, but wolves are large as horses. When they bark, you note an ethereal echo, as if those noises are the last vestiges of life these undead canines have.

The adventurers have a long trek ahead of them, giving them plenty of time to speak with Vellynne. The wizard is notoriously brazen and forthright about her intentions.

RECURRING KOBOLDS

If you would like to feature the same kobolds from earlier in your campaign, now would be a neat time to do so. The kobolds may be:

- Trex, Scorp, Thwip, Grek, Smol, Vott, and Zurk from Termalaine's *A Beautiful Mind* quest.
- Holgi, Snorp, and Zilbo from Dougan's Hole's *Holed Up* quest.
- The kobolds found in *Dark Duchess* (the point of interest of the same name featured in Chapter 2). After the party rooted around Arveiatrace's hoard, the kobolds were forced to flee or face her wrath.
- The kobolds featured in the *Icwind Kobolds* wilderness encounter.

DUERGAR INTERCEPTORS!

Doom soars on dragon's wings! As the behemoth flies to Ten-Towns, so too do you, desperate to limit its carnage. The dogs draw you ever onward, huffing as they pull your weight.

Out from the swirling snow flies a javelin, punctuated by a shout of Dwarvish! You look to the left—duergar! The bastards, mounted on axe beaks, are in hot pursuit!

This optional encounter can be used to challenge while the adventurers are racing towards Ten-Towns. **Duergar** mounted on **axe beaks** race out from nearby hideouts, after seeing the adventurers leave the Spine of the World or pursue the dragon. The encounter assumes that the adventurers are on dogsleds and that the battle will be mobile. The only movement that matters is the distance between the axe beaks and sleds.

This encounter is rated as an Easy encounter and must conform to that distinction; the adventurers already have their hands full with the dragon, and—if you utilized the *Companion's* changes to Chapter 3—they'll already be wounded.

Tactics. The 1d4+4 **duergar** are mounted on **axe beaks** and employ the tactics below in battle. Every axe beak starts 60 + 1d6 x 5 feet from the nearest dogsled.

- Every duergar is armed with 1d6 javelins (+4 to hit, 30/120 ft., 1d6+2 piercing damage) and hurl them at the adventurers, even if they're out of their optimal range.
- The axe beaks take the Dash or Dodge action. Given that an axe beak's speed is 50 feet (compared to a sled dog's 40 feet), the steeds will catch up to the party in less than a minute. If Vellynne uses **dire wolves** (who have a speed of 50 feet), the axe beaks Dash instead.
- If an axe beak reaches a dogsled, the duergar might leap to it, and, in mid-air, uses their Enlarge ability. The dogsled's driver can use their reaction to make a DC 15 Dexterity (Animal Handling) check to maneuver the dogs out of the duergar's path.

- Once per round, when an axe beak takes damage, its rider must attempt a Wisdom (Animal Handling) check using their reaction. The DC equals 10 or half the total damage the creature takes (whichever is higher). On a failure, the axe beak veers off-course, heedless of its master's desires. If the check fails by 5 or more, the axe beak throws its rider off its back.
- If a duergar falls off their mount (such as if an ability forcefully moved them), they fall prone and take 1d6 bludgeoning damage from the velocity and crash.

Clever adventurers will note that they do not need to kill the duergar, only their mounts. For quick reference, an **axe beak** has 19 hit points and an AC of 11.

Roleplaying the Duergar. The interceptors shouldn't be silent in this fast-paced encounter. Even a few battle cries should go a long way. On a duergar's turn, or when they react to an adventurer, consider the following quotes, which are shouted in Common or Dwarvish:

- "It is the dawn of a new age! The dawn of the duergar!"
- "Doom soars on dragon's wings!"
- "For kin and clan! For Lord Xardorok!"
- "You are too late! Deep Duerra has shown us her favor!"
- When an axe beak shrieks from taking damage and bucks its rider: "Sodding beast! Steady, girl, steady!"

Vellynne. This encounter is an opportunity to depict Vellynne's powers and ethics. If you use the *Hounds of Death* variant, the adventurers should already know she is a necromancer. If not, now is the time to show them. Read the following:

On you go through the frigid hills, the hounds barking as javelins whistle by! "Hold on!" Vellynne shouts, lashing out at her dogs. The sled veers towards an overhang of ice jutting over the tundra! Picking up speed, the hounds leap over the cliff, dragging the sled into the sky!

You fall with a crash—in the chaos, a kobold falls from the sled, shouting a word in Draconic. "Leave him!" the woman shouts, "it's him or Ten-Towns!"

The duergar land behind you, their axe beaks' feet well-suited for such landings. The leading rider shouts, "Cannae get 'way so easily!" as he hurls another javelin!

The javelin strikes Vellynne, who cries out in pain. If a duergar reaches her sled, she casts *vampiric touch* and drains the rider of his lifeforce. Describe the duergar's hair falling out and his gray skin becoming sunken as she saps his lifeforce. If this damage kills him, he rapidly becomes a husk and falls from his mount.

Ending the Conflict. The duergar abandon their pursuit after half their ilk have been slain, their mounts have been scared off, or if Vellynne kills one with *vampiric touch*. As the distance between them grows, the duergar swear revenge with a litany of Dwarvish cuss words.

Vellynne, for her part, remarks, "Well that was exciting wasn't it? No day is a dull one for a wizard."

DRAGON SCOURGE

The following section spans the party's arrival to Ten-Towns and the dragon's assault. Review the following:

- Without augmenting distance or speed, there is no way for the adventurers to catch up to the dragon, forcing them to wait for it in Bryn Shander.
- Upon arriving to a large, unscathed town (Bryn Shander, Targos or Easthaven), the adventurers should be given the opportunity to rally the militia, calm the people, and mount a defense for the dragon's inevitable attack.
- A winter storm consumes the dale after the drake leaves Termalaine; you can move this up as you wish. The *Companion* recommends forcing the dragon to delay its later attacks while the storm rages, giving the party the chance to reach another town, mount a defense, or embark upon the *Legend of the Flaming Sword* quest.
- The dragon has its own personality and emotions; it can be manipulated by the adventurers or it might succumb to its insatiable pride.

LEGEND OF THE FLAMING SWORD

This quest is issued while Icewind Dale reels beneath a vicious winter storm that even gives the dragon pause. It arms the party with a magical weapon that can bypass the dragon's resistance to nonmagical weapon attacks.

A century ago, Good Mead and Dougan's Hole were embroiled in a conflict so bloody they were compelled to name their shared lake "Redwaters." Worship of Tempus, a god of war, caught on as the war raged, as remembered today in the Shrine of the Flaming Sword. To end the conflict, the priests forged and anointed a fiery blade to represent their devotion—a *flame tongue scimitar* that cut down countless friends and neighbors until at last the two towns put aside their differences. Sickened by their crimes, both sides agreed to forsake the fiery weapon—but to fling it into Redwaters would be too close to home, and so it was brought to a frozen lake deeper into Icewind Dale. Its existence has since been forgotten by all but the most knowledgeable historians and grandmothers.

The adventurers can learn of this weapon, and the lake it's buried under, from a Good Mead or Dougan's Hole refugee who heard the fable from their grandmother. Read the following, changing the location of the lake to be one close enough to whichever town the adventurers are going to mount their defense in:

"There is a weapon out in the wastes that perhaps you can wield against the drake—a weapon that has stolen far too many Icewind Dale lives that may now be used to save them instead. A century ago, when Dougan's Hole and Good Mead gave Redwaters its name, priests of the war god forged a fiery blade indicative of his wrath.

"After peace was struck, that blade could no longer be tolerated. It was hurled into a lake where none could ever find it. Should you speak the name of Tempus, though..."

LAKE OF THE FORGOTTEN BLADE

The lake is six miles away, meaning the party can reach it and return in four hours, if they utilize Vellynne's undead hounds (see *Pursuing the Dragon*) or twelve if they use ordinary sled dogs.

The adventurers must grapple with a blizzard, extreme cold, heavy precipitation, strong winds, and frigid water during this trip. See Appendix C for its effects.

The lake is frozen over with thick ice that cannot be pierced with anything but mining picks. However, if the adventurers utter Tempus's name, read the following:

Your breath plumes up in the cold: "Tempus," you say, and the name echoes out across the otherwise silent wastes. You can almost see the words outlined in the cold, can see them float upwards and fade away.

A sharp crack echoes out across the lake! The sound of melting ice! A plume of fire surges up from below and the depths flash orange! At the center of the lake, some little distance away, a jagged hole is cleaved into the ice, and out from it spits a gout of magical flame.

The blade glows in the darkened waters below, spitting out unquenchable flames. A character that goes to retrieve it must dive through 40 feet of frigid water. If the adventurers don't prepare an implement to guide the diver back to the hole, such as a rope, the diver must succeed on a DC 14 Wisdom (Perception) check to spot the hole (with advantage if they have a light source, such as the flaming sword). On a failure, the diver loses their way. They can repeat this check, or attempt a DC 15 Wisdom (Insight) check, to find their way back each minute.

The diver can push their body back onto the ice with a DC 15 Strength (Athletics) check. Another creature can also make this check to pull them out. With two characters pulling the diver out, the DC is reduced to 12.

The diver must then grapple with extreme cold; any wet cold weather gear loses its benefit. Additionally, while the character is in wet clothes, they continue to suffer from the effects of frigid water.

DOUGAN'S DEAD

If braving frigid water in a blizzard was not bad enough, the lake is haunted by the souls of those that were cut down by the fiery sword long ago. If the blade is dredged up from the lake, 1d3+1 **sword wraith warriors** manifest on the ice, attacking the adventurers. If the adventurers have become acquainted with any folks from Dougan's Hole, they note the extraordinary resemblance between the living and the ambulant dead.

Read the following when the wraiths appear:

As you clamber out of the ice, there comes a hiss—they are there in a flash, the spirits of the murdered, howling their vengeance! "For Dougan!" they scream, drawing their ethereal blades!

The wraiths pursue the adventurers even beyond the shore of the lake; they will not rest until they are destroyed, or the fiery blade is returned to the lake.

SHOWDOWN!

The adventurers are in for the fight of their lives once they finally manage to face the dragon in battle.

Consider the following:

COMPANION REVISIONS

Review the revisions offered by the *Companion* at the start of this supplement:

- The *Fly, My Pretty!* revision allows the adventurers the chance to review the dragon's flight plan *before* it leaves Xardorok's Fortress.
- The *Chardalyn Heel* provides a way for the adventurers to counter the dragon's Radiant Breath.
- The *Unyielding Automaton* revision prevents the dragon from fleeing to Xardorok's Fortress, meaning the party has an actual chance to destroy it.

WEATHER CONDITIONS

Rime of the Frostmaiden includes a winter storm that will sweep across the adventurers once the dragon leaves its sixth target, Termalaine. Although the storm imposes heavy precipitation and strong winds, the dragon isn't forced to land or flee; it has been built by Xardorok to overcome this inclement weather.

The *Companion* advises against this—the storm should be the opportunity for the adventurers to meet the dragon head-on or to organize a defense of a town. While the storm rages on, the dragon waits impatiently in the hills outside its next target.

The dragon can still fly during the storm, but its flying speed is reduced to 60 feet and its overall flight speed is reduced to 3 mph, doubling the amount of time it takes for the dragon to reach another town.

SKILL CHALLENGE: RALLYING THE PEOPLE

The town is in disarray by when the adventurers arrive. Many have trusted in the city's defenses and many more have already abandoned the town, believing they'll fare far better in the frozen wastes. It's up to the adventurers to rally the people, organize a defense, and root out potential duergar saboteurs (or find missing officials that may have been kidnapped or slain by these same spies).

The *Companion* advocates running this stage as a Skill Challenge, a relic of 4th Edition in which the adventurers must use their skills to overcome an obstacle. Think of it as an action montage. At your table, it should take only fifteen minutes; you describe a situation that requires the party's intervention; they suggest an appropriate ability check to overcome it. The character then attempts the ability check and you determine if they succeeded. Narrate the results; do not play it out in real-time.

TENETS

A Skill Challenge boils down to these tenets:

- The characters encounter a series of obstacles that can't be solved solely through combat, but by utilizing their skills. Only one character makes an ability check for an obstacle.
- The goal of a challenge is to succeed on a predetermined number of ability checks before accruing three failures.
- Skill Challenges are about collaborative, creative storytelling. You present the obstacle to your players and allow them to suggest solutions utilizing skills. When they can't, however, come up with one of their own, you can call for ability checks relevant to the obstacle. The Skill Challenges in this tome always include several suggestions.
- Failure is not a wall; failure represents dawdling or struggling. While consequences might be doled out for each individual failure, the challenge continues until three have been accrued. Failing a Skill Challenge might entail lost lives, an escaped target, destruction of the adventurers' ship, or failing to stop an eldritch ritual.

RULES

A Skill Challenge follows these rules:

- The DM describes an obstacle, hazard, or event that necessitates the adventurers' intervention, like a sailor falling overboard, or a collapsing structure. The player then suggests a skill, tool, or spell; if appropriate, they roll against the DC you set.
- Once a player has applied a skill towards an obstacle, they can no longer use that same skill for the rest of the challenge. This is to spur creativity and prevent the rogue from using his +11 Dexterity (Acrobatics) check to trivialize or circumvent the entire Skill Challenge.
- Tool proficiencies are legal to use in a Skill Challenge, provided they logically apply towards an obstacle. This ability check is often in an Intelligence check using the character's proficiency bonus, though other ability scores might apply. For example, an Intelligence check with carpenter's tools can be used to identify a building about to collapse; Wisdom or Dexterity can be used to quickly make a repair.
- Magic is also legal, provided the spell used can logically apply to the situation. Whenever a spell of 1st level or higher is cast that can logically best an obstacle, the check automatically succeeds, as the character has just expended a vital resource.
- Cantrips can also be used, but because they don't cost a resource, a spellcaster must succeed on an ability check using their spellcasting ability (adding their proficiency bonus) against the DC of the obstacle. Like a skill, that same cantrip can't be used again later in the challenge by that character.

IN THE DEFENSE OF TEN-TOWNS

In this particular Skill Challenge, the adventurers must pull a panicked settlement back from the brink of utter chaos, find missing town officials, and root out duergar saboteurs. They must succeed on five ability checks before failing three to win the challenge. The DCs for these ability checks should fall between 14-18, as you see fit. The situations and their associated ability checks below are suggested for this challenge:

- The citizenry has lost themselves to madness! They can be calmed through a Wisdom or Charisma (Religion) check that appeals to their faith, or a Persuasion check.
- Rioters are running amok and thieves are harassing the citizenry! They can be quelled through a Charisma (Intimidation) check.
- Much manual labor must be performed to prepare the town's defenses, like setting up ballistae and carrying their ammunition. A Strength (Athletics or Persuasion) check is appropriate here to assist laborers.
- The town's ballistae have been sabotaged! They can be fixed with an Intelligence or Wisdom check using carpenter's tools.
- Duergar saboteurs are hiding in the town! They can be discovered with a Wisdom (Perception) check.
- A duergar saboteur has been discovered but is getting away from you! A Strength (Athletics) check can be used to grapple them.
- The town speaker or sheriff has gone missing! They can be tracked with a Wisdom (Survival) or Intelligence (Investigation) check.
- The militia is in utter disarray! An Intelligence check can organize a defense and reestablish order. Soldiers or characters with similar backgrounds have advantage on this check.
- The town's sled dogs, mules, and axe beaks are frenzied! They can be calmed with a Wisdom (Animal Handling) check, then saddled for the militia to ride into battle.

FAILURE OR SUCCESS

The challenge ends when the adventurers succeed on five ability checks or fail three ability checks.

Failure. By failing the challenge, the town continues to be in disarray. Run the battle as if the town only had its militia available. Any ballistae wheeled out are sabotaged by duergar or broken in the chaos; the adventurers can still man their own ballista.

Success. The town is brought to order and benefits from strong leadership. The militia inflicts an additional 1d10 +5 damage on the dragon during the battle and any casualties suffered in the attack are halved; the civilians are stored in cellars or led a safe distance out of town. The adventurers each gain a source of Inspiration that they must use in the battle, and they each gain temporary hit points equal to 1d10 + their level that expire after 8 hours.

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The weapon makes a ranged weapon attack: +6 to hit, range 120/480 ft., one target. On a hit, it deals 16 (3d10) piercing damage.

RUNNING THE BATTLE

When the **chardalyn dragon** arrives, separate the battle into three phases, which are described below:

1. OPEN FIRE!

The towns of Targos, Bryn Shander, Easthaven, and Caer-Dineval have ballistae at their disposal, kept in case the fearsome white dragon Arveiatrace ever decides to lay waste to Ten-Towns. Each town has 1d4+1 ballistae, the others were already sabotaged by duergar infiltrators.

Once the bolts begin to fly, the dragon hones in on these weapons, either crushing them underneath its immense weight or vaporizing them from afar with its Radiant Breath. During this stage, the players should operate these siege weapons—either as their own characters or by role-playing **tribal warriors** operating the ballista.

When running this stage, consider the following. The term "operator" refers to characters operating the ballista.

- Roll initiative for the dragon and the operators.
- The dragon is sighted approaching town. An operator can make a DC 13 Wisdom (Insight) check to determine if the dragon is within range (480 feet) and if it is in the ballista's optimal range (120 feet.). Once the dragon is within 120 feet, no more checks are needed. See the sidebar; a ballista typically requires a crew of three.
- The dragon is unaware of where the ballistae are, but once one fires upon it, it learns its location. It begins to fly towards a ballista (at a speed of 90 feet), taking the Dodge action until it is within 120 feet (if its Radiant Breath is available) or until it is within 90 feet and can attack the weapon with its claws. Thanks to its Siege Monster trait, the dragon deals double damage to all objects and structures. The ballista fails its Dexterity saving throw against the Radiant Breath.
- Once the dragon has destroyed all ballistae, it destroys the town from the air or lands to slaughter its foes. Proceed to the next stage.

The Party. The adventurers might crew a ballista themselves, in which case the dragon swoops down to crush it, giving a brave warrior the opportunity to mount the drake.

2. TO BATTLE!

During this stage, the battle shifts to the streets and rooftops; the dragon, driven by its pride, decides to fight the adventurers head-on. It doesn't forsake flight, but it is not satisfied with just blasting structures from the air. Instead, it strafes the adventurers with its Radiant Breath, crashes into wooden abodes (destroying them instantly) and rakes at the adventurers with its claws.

Town Defense. Until a town is destroyed, assume that there is at least one soldier brave enough to charge the drake. Roll a d20 each round; on a 15 or higher, one **tribal warrior** lands a blow against the dragon with an arrow, javelin, or spear. Roll a d6, adding no modifiers, and then halve (rounding down) to account for its resistance to non-magical weapon attacks, and subtract the result from the dragon's hit points.

The warrior is then either killed, driven off, or waylaid by some collateral damage, such as a collapsing roof or the stampede of frightened villagers.

These rules don't apply to special characters like Hlin Trollbane, Trovus, or Vellynne Harpell.

Town in Chaos. During the battle, roll on the Town in Chaos table above. If the adventurers succeeded in the Skill Challenge, you can choose to ignore a roll once a round in favor of the citizenry or adventurers.

SPECIAL COMBAT RULES

For this showdown, it is recommended to implement the following special rules:

MINIONS

Should the dragon be aided by **duergar** or charmed **thugs** and **commoners**, treat them as a minion. A minion has 1 hit point but its other statistics are the same. Additionally, a minion takes no damage from succeeding on a Dexterity saving throw that would normally deal half as much damage on a success.

Other foes only count as minions while the dragon is attacking the adventurers; treat these creatures you would normally if the dragon is off leveling structures or blasting the town with its Radiant Breath.

RADIANT BREATH

Although the dragon is meant to roll the d6 to determine whether or not its Radiant Breath is available on its turn, it's recommended that you do so on the turn before. If the dragon rolls a 5 or 6, golden light flares within its fiery heart, warning characters that the behemoth can unleash its radiant wrath again.

Avoiding the Beam. A creature normally takes half as much damage from the dragon's Radiant Breath if they succeed on their DC 16 Dexterity saving throw. The *Companion* suggests rewarding characters whose saving throw results in a 21 or higher with taking no damage on a success, instead of half damage.

TOWN IN CHAOS

d20	Development
1-3	A building collapses, trapping 1d4+1 commoners . DC 14 Str. (Athletics) check to pull someone out.
4-6	An enlarged duergar charges the adventurer. An invisible duergar approaches the adventurer, but is detected before it can attack. As it's invisible, attack rolls made against it have disadvantage.
7-9	1d4+2 charmed commoners attack the adventurer (+2 to hit, 3 (1d6) slashing damage). They all act on the same initiative. At the end of their turn, roll a d6. On a 6, they are freed from the dragon's influence.
10-14	Two thugs accost an old woman. DC 12 Charisma (Intimidation) check or dealing any damage scares them off.
15-16	An axe beak , dog, or mule is trapped. DC 11 Wisdom (Animal Handling) check to calm down, can cut the rope to free them.
17-18	On a roll of 19, a tribal warrior with 1 hit point is met and needs healing. On a roll of 20, it is a secret doppelganger the later tries to slay the adventurer.
19-20	

ACTION: CLIMBING ON ANOTHER CREATURE

If one creature wants to jump onto another creature, it can do so by grappling. A small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

MOUNTING THE DRAKE

Cunning and brave characters will find means to mount the dragon and attack it while it is airborne:

- A character that takes the Ready action while perched upon a rooftop or other precipice at least 30 feet high can leap onto the dragons back.
- While the dragon is grounded, a character might use the Climbing on Another Creature action (see the sidebar).

ROLEPLAYING THE DRAGON

Although it is a construct, the chardalyn dragon possesses a mind of average intelligence and can speak Common and Dwarvish. It is, effectively, alive, no matter how unnatural its origins are. As described in the *Unyielding Automaton* revision, the dragon is proud and egotistical; it will not tolerate an insult or failure. It is as sadistic and furious as a demon with just as little compassion.

In the dragon's brief existence, it has been raised on lies insisting that it is part of some great destiny—lies spun by Xardorok Sunblight himself. It has been promised glory and that anything short of that is utter disgrace. It will not disappoint, the drake insists to itself, and it will not settle.

In battle, the dragon should not be silent; its taunts boom across the battlefield, mocking survivors. For those that have met Xardorok Sunblight, they will be surprised to find that the dragon speaks in the very voice of its creator. You can voice the dragon with the following sample dialogue:

- "Doom soars upon dragon's wings—*my* wings!"
- "I am your end! Your reckoning! Look upon my might and despair!"
- "No more winters for Icewind Dale!"
- "Insolent whelps!"
- "There shall be no escape! No mercy! Those who do not perish before my light will fade away in the wastes!"
- "I am golden! I am eternal! Perfect beyond compare! My light will be the last you ever see!"

TACTICS

The dragon is sadistic; normally it would strafe buildings from the air and only descend to level the remains, but it instead mixes both tactics. It is fond of sweeping down a wide street and hearing the screams of frightened villagers below. It then ascends, looses a radiant blast, and repeats the process.

Once the adventurers mount their assault against the dragon, it mixes in strafing from above and landing on the ground to rake its claws at the adventurers. For wounding the dragon, its ravenous ego demands their audacity be punished.

VELLYNNE'S QUEST

Vellynne has the tact to not pester the adventurers too soon after the dragon's attack on Ten-Towns—not if they have their hands full with rebuilding society or mourning the fallen. However, the Lost City of Ythryn has waited two thousand years to be found, and she can't afford to come late.

Vellynne's hopes are vindicated by an onerous omen that shocks Icewind Dale to its core. A tenday after the dragon's attack, Auril is not seen riding across the night sky to cast the Everlasting Rime—and yet the sun still does not rise the next day. The aurora shines, but the deity was never seen...

The surviving Ten-Towners initially suspect that they were too simply too frazzled or busy with rebuilding their homes to have noticed her. The next night Auril still goes unseen, but the Everlasting Rime's grip does not loosen on the land. Hundreds stay up the next night, taking shifts to spot the goddess, and when they do, it confirms their greatest fears: the Frostmaiden is *gaining* in power and only needs to cast her spell once every three days. The implication is clear: if she is allowed to go unchallenged, there may come a day when she doesn't need to cast her spell at all—the Everlasting Rime will permanently grip Icewind Dale.

This is the very same argument Vellynne makes to the adventurers, if they don't come to the conclusion themselves. Should they accept her proposition, she wastes no time mounting an expedition to Auril's island.

QUICK REFERENCE

DRAGON FLIGHT

Target	Name	Flight Time to Target	Destruction Time	Total Time Since Departure
1	Dougan's Hole	2 hours	0.5 hour	2.5 hours
2	Good Mead	0.5 hour	1 hour	4 hours
3	Easthaven	1.5 hours	8 hours	13.5 hours
4	Caer-Dineval	1 hour	1 hour	15.5 hours
5	Caer-Konig	1 hour	1.5 hour	18 hours
6	Termalaine	2 hours	6 hours	26 hours
7	Lonelywood	0.5 hour	2 hours	28.5 hours
8	Bremen	0.5 hour	2 hours	32 hours
9	Targos	0.5 hour	8 hours	40.5 hours
10	Bryn Shander	3.5 hour	12 hours	53 hours

DESTRUCTION AND DAMAGE DEALT TO DRAGON

Town	Casualties	Damage Dealt
Dougan's Hole	25 (50%)	0
Good Mead	25 (25%)	0
Easthaven	250 (33%)	10
Caer-Dineval	100 (100%)	0
Caer-Konig	50 (33%)	0
Termalaine	100 (16.5%)	5
Lonelywood	0 (0%)	0
Bremen	100 (67%)	5
Targos	500 (50%)	15
Bryn Shander	Up to 2,400	10 + ≤ 30

BREMEN: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Targos	2 hours	1 hour	0.5 hours

BRYN SHANDER: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Caer-Dineval	10.5 hours	~6 hours	~2 hours
Easthaven	7.5 hours	~4 hours	1.25 hours
Good Mead	6 hours	3 hours	2 hours
Targos	2 hours	1 hour	40 min.
Termalaine	6 hours	3 hours	2 hours

CAER-DINEVAL: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Bryn Shander	10.5 hours	~6 hours	~2 hours
Caer-Konig	2 hours	1 hour	40 min.
Easthaven	9 hours	4.5 hours	3 hours
Good Mead	8 hours	4 hours	~2.5 hours

CAER-KONIG: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Caer-Dineval	2 hours	1 hour	40 min.

DOUGAN'S HOLE: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Good Mead	4 hours	2 hours	1.33 hours

TOWN POPULATIONS AND MILITIA PRIOR TO DRAGON

Town	Population	Militia
Dougan's Hole	50	250 TW + 20 V
Good Mead	100	250 TW + 20 V
Easthaven	750	250 TW + 20 V
Caer-Dineval	100	25 TW + 2 V
Caer-Konig	150	25 TW + 2 V
Termalaine	600	50 TW + 4 V
Lonelywood	100	50 TW + 4 V
Bremen	150	25 TW + 2 V
Targos	1,000	200 TW + 16 V
Bryn Shander	1,200	250 TW + 20 V

TW = tribal warrior

V = veteran

EASTHAVEN-DINEVAL: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Bryn Shander	7.5 hours	~4 hours	1.25 hours
Caer-Dineval	9 hours	4.5 hours	3 hours
Good Mead	4.5 hours	2.25 hours	1.5 hours

GOOD MEAD: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Bryn Shander	6 hours	3 hours	2 hours
Caer-Dineval	8 hours	4 hours	~2.5 hours
Dougan's Hole	4 hours	2 hours	1.33 hours
Easthaven	4.5 hours	2.25 hours	1.5 hours

LONELYWOOD: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Termalaine	2 hours	1 hour	40 min.

TARGIS: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Bremen	3 hours	1.5 hours	1 hour
Bryn Shander	2 hours	1 hour	40 min.
Termalaine	4 hours	2 hours	1.33 hours

TERMALAINE: TRAVEL TO OTHER TOWNS

Destination	By Foot	Ordinary Dogsled	Undead Dogsled
Lonelywood	2 hours	1 hour	40 min.
Targos	4 hours	2 hours	1.33 hours

APPENDIX A: MAGIC ITEMS

The following magic items are found on this level:

BRACERS OF DEFENSE

Wondrous item, rare (attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Location. Vellynne Harpell wears these bracers.

FLAME TONGUE SCIMITAR

Scimitar, rare (attunement)

You can use a bonus action to speak this magic scimitar's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Location. See the *Legend of the Flaming Sword* quest added by the *Companion* to Chapter 4.

SPELL SCROLL

A spell scroll bears the words of a single spell, written as a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is determined by the scroll's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

Teleport. To cast this spell, the caster must succeed on a DC 17 ability check using their spellcasting ability. You can add this item to Vellynne Harpell (see the *Pursuing the Dragon* section of Chapter 4).

WAND OF MAGIC MISSILES

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Location. Vellynne Harpell wields this wand.

APPENDIX B: BESTIARY

The following creatures are present in this chapter:

AXE BEAK

Large beast, unaligned

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 XP)

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

CHARDALYN DRAGON

Huge construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	19 (+4)	10 (+0)	10 (+0)	3 (-4)

Saving Throws Str +11, Con +8
Damage Immunities cold, poison
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft. passive Perception 10
Languages the languages known by its creator
Challenge 11 (7200 XP)

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

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

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

Unusual Nature. The dragon doesn't require air, food, drink, or sleep, and it gains no benefit from finishing a short or long rest.

ACTIONS

Multiattack. The dragon uses its Malevolent Presence. It then makes three attacks: two with its claws and one with its tail. If the dragon isn't flying, it can also make one attack with its wings.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Wing Attack. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d4 + 7) bludgeoning damage.

Malevolent Presence. Any creature with an Intelligence of 4 or more that is within 30 feet of the dragon must succeed on a DC 16 Wisdom saving throw or be charmed by it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Malevolent Presence for the next 24 hours. A creature charmed in this way fixates on another creature or object that the dragon mentally chooses and must, on each of its turns, move as close as it can to that target and use its action to make a melee attack against it. If the dragon doesn't choose a target, the charmed creature can act normally on its turn.

Radiant Breath (Recharge 5-6). The dragon exhales a ray of radiant energy in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (7d8) radiant damage on a failed save, or half as much damage on a successful one.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3
Condition Immunities charmed
Senses darkvision 60 ft. passive Perception 11
Languages Common
Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

ICEWIND KOBOLD

Small humanoid (kobold), any alignment

Armor Class 14 (hide armor)
Hit Points 5 (2d6 - 2)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Dex +4, Con +3
Skills Perception +1, Stealth +4, Survival +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1/8 (25 XP)

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

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

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison
Senses darkvision 120 ft. passive Perception 10
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges After A Short Or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges After A Short Or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ICEWIND KOBOLD ZOMBIE

Small undead, neutral evil

Armor Class 9 (scraps of hide armor)
Hit Points 19 (3d6 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 8
Languages understands Common and Draconic but can't speak
Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

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

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Immunities poison

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft. passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

VELLYNNE HARPELL

Medium humanoid (human), neutral

Armor Class 13 (bracers of defense)

Hit Points 67 (9d8 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Orc

Challenge 4 (1100 XP)

Special Equipment. Vellynne wears *bracers of defense* and carries a *wand of magic missiles* (see "Actions" below).

Spellcasting. Vellynne is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see "Actions" below), *light*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *detect magic*,

ray of sickness, *Tasha's hideous laughter*

2nd level (3 slots): *darkvision*, *hold person*,

ray of enfeeblement

3rd level (3 slots): *animate dead*, *Leomund's tiny hut*,

vampiric touch (see "Actions" below)

4th level (2 slots): *arcane eye*, *blight*

ACTIONS

Chill Touch (Cantrip). Ranged Spell Attack: +6 to hit, range 120 ft., one creature. Hit: 9 (2d8) necrotic damage, and the target can't regain hit points until the start of Vellynne's next turn.

Vampiric Touch (3rd-Level Spell; Requires A Spell Slot). Melee Spell Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage, and Vellynne regains hit points equal to half the necrotic damage dealt. If Vellynne casts this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.

Wand Of Magic Missiles. While holding this wand, Vellynne can expend 1 or more of its 7 charges to cast the *magic missile* spell from it. She can expend 1 charge to cast the 1st-level version of the spell. She can increase the spell slot level by one for each additional charge she expends. The wand regains 1d6 + 1 expended charges daily at dawn. If the wand's last charge is expended, roll a d20; on a 1, the wand crumbles into ashes and is destroyed.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

APPENDIX C: EFFECTS

The following effects are present in this chapter:

BLIZZARD

Wilderness Hazard

The blizzards that ravage Icewind Dale and harry travelers on the mountain pass are reflections of Auril's self-imposed isolation. A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

A blizzard's howling wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it is flying by nonmagical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom (Perception) checks that rely on sight due to blowing snow.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

Veering Off Course. It's easy to veer off course while traveling through a blizzard, and it's also easy for party members to become separated from one another, which is why the wisest course of action is to stay put and wait for the blizzard to pass.

If the characters travel during a blizzard, have the players designate one party member as the navigator. At the end of each hour of travel through the blizzard, the DM makes a DC 15 Wisdom (Survival) check on behalf of the navigator. On a successful check, the party stays on course. On a failed check, the party wanders off course, putting its members no closer to their destination than they were at the start of that hour. If the check fails by 5 or more and the party members aren't tied together, one randomly determined party member becomes lost in the blizzard and separated from the others. If the group tries to reunite with its missing member, have the party members (including the missing one) make a DC 15 Wisdom (Survival) group check at the end of each hour. If this group check succeeds, the missing party member is found, but no progress is made toward reaching the group's intended destination that hour. The group check can be repeated after each hour spent searching for the missing party member.

EXTREME COLD

Weather

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

FRIGID WATER

Wilderness Hazard

A creature can be immersed in 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 saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

HEAVY PRECIPITATION

Weather

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

STRONG WIND

Weather

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.