

LEGENDS OF FROZENFAR

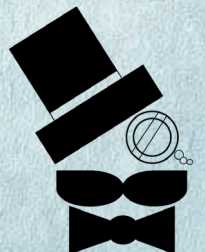
AN ICEWIND DALE PLAYER'S COMPANION

BY TARON POUNDS, BENJAMIN HUFFMAN,
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"Volo's Guide to the North" by Ed Greenwood; TSR, Inc. (1993)



ON THE COVER

A band of adventurers out for some night fishing at Lac Dinneshere has their peace rudely interrupted by a battle of territory between a remhoraz and a behir in this electric illustration by Nate Artuz.

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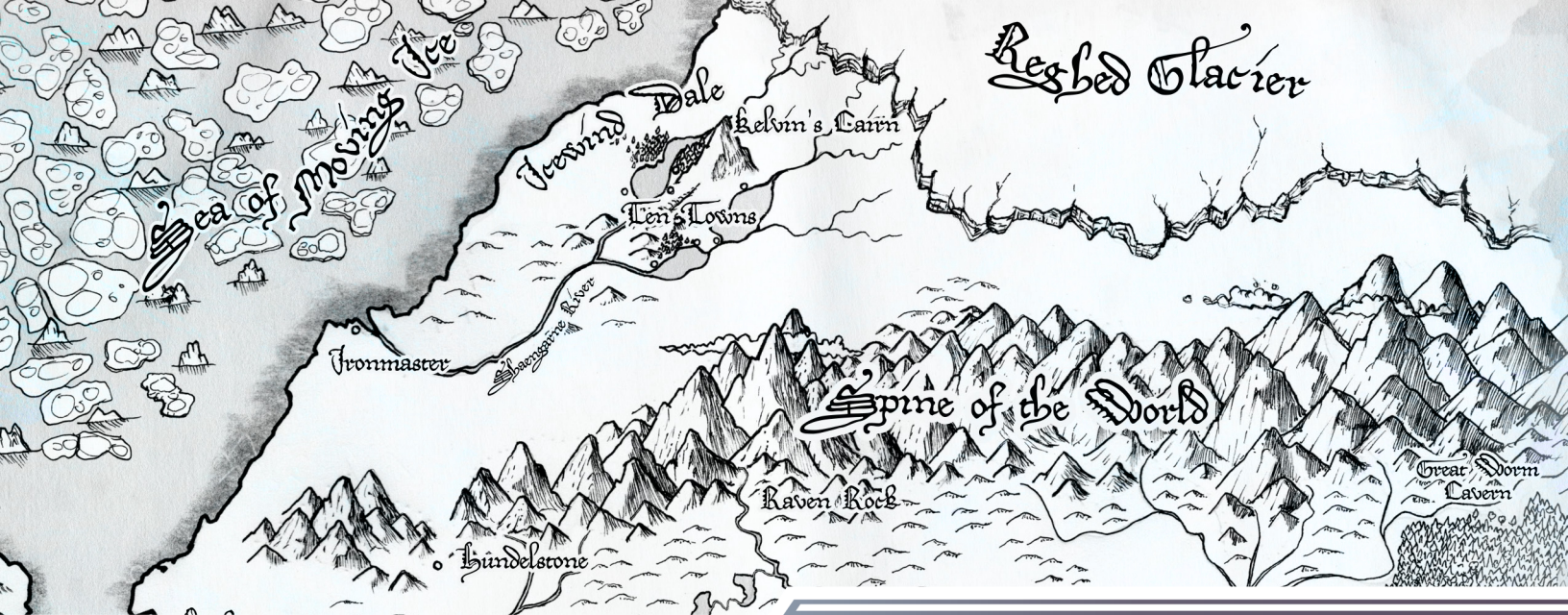
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PREFACE



THE FROZENFAR REGION IN THE NORTH IS rich with character and culture.

This massive expanse of tundra and mountains most famously set the stage for R.A. Salvatore's *Icewind Dale Trilogy*, which featured the famous

Drizzt Do'Urden defending the Ten Towns of Icewind Dale from the looming threat of the Uthgardt barbarian tribes, giants, and yeti. The region is so popular, it was chosen to be the setting representing the Forgotten Realms for several video games.

FROM THE PROJECT LEAD

When I learned that Frozenfar (more specifically Icewind Dale) was going to be the location of the next big adventure in the Forgotten Realms, I immediately knew I wanted to make this book. I had thought of this as a sort of *Sword Coast Adventurer's Guide* for the Frozenfar and sat down to plan this project out.

Taking on a character option supplement that stayed faithful to lore was a whole new ballgame for me, as I previously had only been designing setting-agnostic options. Not only that, but if I was going to be doing something like this, I wanted to go absolutely above and beyond. I first reached out to two class designers I highly respect: Benjamin Huffman (Sterling Vermin Adventure Co.) and Ross Leiser (Outlandish Adventure Productions). Their work on the DMs Guild has earned them remarkable prestige and I had worked with both of them in the past. Their consultation is really what helped me make my Merchant Class something special, and I just couldn't have pictured taking this on without these two.

With Benjamin and Ross on board, we all knew we had to admit that neither of us were anything close to what could be considered a reliable resource of knowledge on the Forgotten Realms. That's when I got the wild hair to reach out to AJ Pickett, one of the world's biggest experts on Forgotten Realms lore and host of *The Mighty Gluestick* on YouTube. He has been a consultant on the setting for multiple TTRPG and video game publishers, with Frozenfar being something of a focus of his research. AJ and I had been looking for an excuse to work together for a while and with him, our team was assembled and we got to work.

We hope this book enhances your adventures in the Frozenfar in *Icewind Dale: Rime of the Frostmaiden* and beyond. It has been an absolute joy to put this thing together and work alongside these brilliant people.

Don't forget your coat,

TARON "INDESTRUCTOBOY" POUNDS

WHAT IS THIS BOOK?

This is a supplementary material of options catered to the *Icewind Dale: Rime of the Frost Maiden* adventure to be used alongside the official books from Wizards of the Coast. It also includes a subclass inspired by the setting for Benjamin Huffman's adamantium best-selling *Pugilist Class*, his first official expansion on the class since its release.

SUBCLASSES

The following new subclasses appear in this book. The initials of the designer appears next to it in parenthesis:

- Artificer Specialist - Rune Shaper (TP)
- Barbarian Primal Path - Thunderbeast (RL)
- Bard College - Hospitality (BH)
- Cleric Divine Domain - Travel (BH)
- Druid Circle - Circle of the Jotun (TP)
- Fighter Martial Archetype - Runic Warrior* (TP)
- Paladin Sacred Oath - Sacrifice (TP)
- Pugilist Fight Club - Knucklehead Knocks (BH)
- Ranger Archetype - Trailblazer (RL)
- Roguish Archetype - Relic Seeker (RL)
- Sorcerous Origin - Frozen Heart (RL)
- Warlock Otherworldly Patron - The Frost Maiden (TP)
- Wizard Arcane Tradition - Diabolism (BH)

RACE

The verbeeg race has long been associated with Frozenfar and thus, wouldn't feel quite right to have omitted from this book. There is also an alternative list of traits to create firbolgs of Frozenfar, which have notable distinctions from the firbolgs of the southern regions of the Forgotten Realms.

In addition to the standard race traits, this supplement also lists mechanics for creating verbeeg characters using the rules presented in Eugene Marshall's *"Ancestry & Culture"*.

EQUIPMENT

New items have been added to this supplement with mechanics to surely help adventurers out during their journey.

SURVIVAL GUIDE

Several rules that are sure to come up for players in Frozenfar but don't appear in the *Player's Handbook* (such as the rules for extreme cold) are presented within in accordance with the Community Content Agreement for Dungeon Masters Guild products. It also includes an extensive list of the more notable flora and fungi that one might find in the region.

RUNIC INVOCATION

Drawing inspiration from runecasting in previous editions, Runic Invocation is a new optional mechanic designed to introduce this element of the Forgotten Realms to fifth edition. The Rune Shaper, Circle of the Ordning, and Runic Warrior all rely on this system, so they will be unavailable to tables that opt not to use Runic Invocation.

FREQUENTLY ASKED QUESTIONS

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Greetings from

ICEWIND

DALE

PART 1

CHARACTER OPTIONS



CHAPTER 1: SUBCLASSES



HIS CHAPTER ADDS NEW LORE-FAITHFUL subclass options for the Artificer, Barbarian, Bard, Cleric, Druid, Paladin, Ranger, Rogue, Sorcerer, Warlock, and Wizard. Additionally, this supplement includes a new subclass for the *Pugilist* Class by Benjamin Huffman that was inspired by the fishing culture of Ten Towns, the Knucklehead Knocks Fight Club.



ARTIFICER SPECIALIST

At 3rd level, an artificer gains the Artificer Specialist feature. The Rune Shaper is available to an artificer in addition to those in official books.

RUNE SHAPER

Artificers that take on this specialty study the ancient power of runes. While runes are commonly mistaken for letters of a language, they are actually diagrams of the relationships between ancient and eternal cosmic forces. Runes represent objective and unchangeable truths of the universe, and the inscribing and awakening of a rune demonstrates the caster's understanding of ultimate truths, which then themselves bend to the caster's wishes, allowing them to manipulate the very laws of the multiverse.

RUNE SHAPER SPECIALIST FEATURES

Artificer Level	Features
3rd	Giantcraft, Rune Shaper Spells, Runic Invocation
5th	Circle of Influence
9th	Annam's Unblinking Eye
15th	Runic Invocation Mastery

GIANTCRAFT

3rd-level Rune Shaper Artificer Specialist feature

You gain proficiency with your choice of mason's tools, smith's tools, or woodcarver's tools, and you learn to read, speak, and write Giant.

RUNE SHAPER SPELLS

3rd-level Rune Shaper Artificer Specialist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Rune Shaper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

RUNE SHAPER SPELLS

Artificer Level	Spell
3rd	<i>fog cloud, shield</i>
5th	<i>enlarge/reduce, warding bond</i>
9th	<i>glyph of warding, tongues</i>
13th	<i>divination, stoneskin</i>
17th	<i>planar binding, telekinesis</i>

RUNIC INVOCATION

3rd-level Rune Shaper Artificer Specialist feature

You have learned to invoke the secret truths of runes (see chapter 3: Runic Invocation). While anyone could scrawl out a rune, their power lies in the meditative practice of inscription and awakening. Upon doing so, you can tap into the raw essence of order and bend it to your will.

Known Runes. You know three runes of your choice from the Giant Runic Language list.

The Runes Known column of the Rune Shaper Runic Invocation table shows when you learn additional runes.

Whenever you gain a level in this class, you can replace one of the runes you know with another rune from the Giant Runic Language.

Inscribing Runes. In order for a rune to gain power, it must first be inscribed on an object, making that object the rune's subject of influence. This process requires 1 hour of time and a set of artisan's tool's appropriate for the material the object is made of. For example, if you intend to inscribe a rune onto a steel sword, you would need to engrave the rune with smith's tools. After inscribing the rune, it is inert and you must awaken it to invoke its power.

Awakening Runes. Awakened runes provide an awakened effect and can be invoked. The Rune Shaper Runic Invocation table shows how many runes you can have awakened per level. You choose the runes you have awakened that are available for you to invoke (see the Invoking Runes section below). You must meet all of the runes Awakening Prerequisites in order to awaken it.

You can change your list of awakened runes when you finish a long rest. Awakening a rune requires time spent contemplating the rune, committing yourself to its truths: at least 10 minutes per rune you awaken. If you try to exceed your maximum, the oldest awakened rune goes inert and its awakened effect ends, and the new rune is awakened. If a rune had an awakening prerequisite that is not satisfied due to a rune not being awakened, it also goes inert and its effect ends.

Each inscribed rune you awaken counts against your number of Awakened Runes, even if they are the same rune. You can only awaken a rune if it is on the list of runes you know.

Invoking Runes. To invoke one of your runes, you must use the Invoke a Rune action called for in the rune's description. Once you invoke a rune, the rune's invoked effect occurs for the duration and the rune cannot be invoked again until you finish a long rest. The rune's awakened effect persists, even after it has been invoked.

Runic Invocation Ability. Intelligence is your runic invocation ability for the runes you know from this subclass. You use your Intelligence whenever a rune refers to your runic invocation ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a rune you invoke and when making an attack roll with one.

Rune save DC = 8 + your proficiency bonus + your Intelligence modifier

Rune attack modifier = your proficiency bonus + your Intelligence modifier

CIRCLE OF INFLUENCE
5th-level Rune Shaper Artificer Specialist feature

Whenever you cast an artificer spell with a range of Touch, you can deliver the spell through one of your awakened runes within 120 feet of you. The spell then targets the creature that is wearing, carrying, or holding the rune's subject of influence.

RUNE SHAPER RUNIC INVOCATION

Artificer Level	Runes Known	Awakened Runes
3rd	3	2
4th	3	2
5th	4	2
6th	4	2
7th	4	2
8th	5	2
9th	5	3
10th	5	3
11th	6	3
12th	6	3
13th	6	3
14th	8	3
15th	8	3
16th	8	3
17th	9	4
18th	9	4
19th	9	4
20th	10	4

ANNAM'S UNBLINKING EYE
9th-level Rune Shaper Artificer Specialist feature

You have studied the universal truths of runes of the All-Father, giving you proficiency with Wisdom saving throws.

RUNIC INVOCATION MASTERY
15th-level Rune Shaper Artificer Specialist feature

You can invoke each of your awakened runes twice, rather than once per long rest.

Additionally, you can use your action and expend a spell slot of 4th-level or higher to invoke one of your awakened runes, even if it has already been invoked.

CIRCLE OF INFLUENCE ARTIFICER SPELLS

The following artificer and rune shaper spells have a range of Touch:

CANTRIPS guidance light magic stone ^{XCITE} mending resistance shocking grasp spare the dying	2ND-LEVEL arcane lock continual flame darkvision enhance ability invisibility lesser restoration magic weapon protection from poison rope trick spider climb warding bond	flame arrows fly glyph of warding protection from energy revivify tiny servant 4TH-LEVEL freedom of movement Leomund's secret chest stone shape stoneskin
1ST-LEVEL cure wounds identify jump longstrider snare	3RD-LEVEL elemental weapon	5TH-LEVEL greater restoration skill empowerment

BARBARIAN PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The Path of the Thunderbeast is available to a barbarian, in addition to those available in official books.

PATH OF THE THUNDERBEAST

Of all the Uthgardt tribes, those following the totem of the Thunderbeast are known to be the least savage, but most intimidating. They live in the High Forest region of Frozenfar and adopted the dinosaur as the clan's totem animal. Such creatures are believed by most to be long gone from the region, but accounts of battles with members of the Thunderbeast tribe tell another story. They had long guarded the secret that ancient thunderbeasts still live in the High Forest, but now they may be seen fighting alongside these incredible creatures in terrifying glory.

As a warrior of this ancient tradition, you bond with a primeval steed that tramples through the frozen wilds, crashing through the ice and trees with thunderous footfalls. There is no barbarian master or tamed beast in this partnership, but a pair of souls joining to joyously engage in the ferocity of battle and the hunt.

PATH OF THE THUNDERBEAST FEATURES

Barbarian Level	Features
3rd	Thunderbeast, Raging Beast
6th	Thundering Charge
10th	Reckless Beast
14th	Rider's Rage

THUNDERBEAST

3rd-level Path of the Thunderbeast feature

You are life-bonded to a thunderbeast, a powerful steed born to thunder through the forests and tundras of the frozen North. It is friendly to you and your companions, it is trained to accept you as a rider, and it obeys your commands. See this creature's game statistics in the thunderbeast stat block below. Most thunderbeasts are wooly dinosaurs, miniature mammoths, or polar bears, but your thunderbeast can take any form at your DM's discretion; its appearance has no effect on its statistics.

In combat, the thunderbeast shares your initiative, and it takes its turn simultaneously with yours. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you otherwise command it. You can use your bonus action to have it take the Dash, Disengage, Hide, or Search action. When you take the Attack action on your turn, you can forgo one of your attacks to have your thunderbeast use its natural weapon action. Your thunderbeast making a natural weapon attack counts as you making an attack for the purpose of maintaining your rage.

While mounted on your thunderbeast, you have advantage on saving throws you make to avoid falling off of it. If you



OTHER BARBARIAN RIDERS

- While the Thunderbeast tribe gives this Primal Path its namesake, there are a plethora of other tribes that each ride a specific mount, and a great many other possibilities for barbarian riders of other worlds. To alter this Primal Path for more general use, you can use the name Path of the Rider, and make the following changes:
- Any Path of the Thunderbeast feature that causes a weapon attack to deal additional thunder damage instead deals an additional 1d6 damage of the type dealt by the weapon.
 - Replace the Thunder Strike trait in the Thunderbeast stat block with the following trait: "Magic Weapons. Once you reach 6th level in this class, the thunderbeast's natural weapon is magical."
 - When you join this path at 3rd level, you can choose one of the following damage types: acid, fire, lightning, or poison. Replace the damage resistance in the Thunderbeast stat block and the one you gain while mounted on your thunderbeast from the Raging Beast feature with resistance against the chosen damage type.
 - You can choose to replace the Snow Runner trait in the Thunderbeast stat block with one of the following: The thunderbeast's base walking speed increases to 50 feet, the thunderbeast gains a swimming speed of 30 feet, or the thunderbeast gains a climbing speed of 30 feet.
- fall off your thunderbeast and descend no more than 10 feet, you can land on your feet if you're not incapacitated.
- As long as your thunderbeast is alive, it regains all of its hit points whenever it finishes a short or long rest. If your thunderbeast has died within the last hour, you can use an action to revive it, provided you are within 5 feet of it and expend a use of your rage. The thunderbeast returns to life after 1 minute with all its hit points restored. Alternatively, if your thunderbeast has been dead for longer than an hour, you can perform an 8 hour ritual and expend 25 gp worth of food and herbs to call a new thunderbeast from the wilds and bond with it. It can take the same form as your previous thunderbeast or a different form of your choice.



RAGING BEAST

3rd-level Path of the Thunderbeast feature

While you're raging, your thunderbeast has advantage on Strength checks and Strength saving throws, and you and your thunderbeast gain additional benefits based on whether or not you're mounted on it:

- While you're raging and mounted on your thunderbeast, you have resistance to cold damage and your thunderbeast has resistance against bludgeoning, piercing, and slashing damage.
- While you're raging and aren't mounted on your thunderbeast, the first time each turn that you or your thunderbeast hits a target with a melee weapon attack, the attack deals an extra 1d6 thunder damage.

THUNDERING CHARGE

6th-level Path of the Thunderbeast feature

Once per turn when you or your thunderbeast moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, you can force the target to make a Strength saving throw with DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target is knocked prone.

RECKLESS BEAST

10th-level Path of the Thunderbeast feature

When you use your Reckless Attack, you can use your bonus action on the same turn to have your thunderbeast make a natural weapon attack. If you do, it gains advantage on the attack, but attack rolls against it have advantage until the start of your next turn.

Alternatively when you use your Reckless Attack, you can use your bonus action on the same turn to cause yourself and your thunderbeast to gain a number of temporary hit points with a combined total equal to half your barbarian level. These temporary hit points are divided as you choose between you and your thunderbeast.

RIDER'S RAGE

14th-level Path of the Thunderbeast feature

While you're raging, your thunderbeast adds your rage damage bonus to its natural weapon attacks, and if both you and your thunderbeast hit a creature with a melee weapon attack on the same turn, you and your thunderbeast have resistance against all damage that creature would deal until the start of your next turn.

If your thunderbeast dies, you regain one expended use of your rage. While raging, if your most recently bonded thunderbeast is dead, each melee weapon attack you make deals an additional 1d6 thunder damage on a hit.

THUNDERBEAST

Large beast, neutral

Armor Class 10

Hit Points equal to the thunderbeast's Constitution modifier + your Constitution modifier + seven times your level in this class

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	4 (-3)

Saving Throws Str +5, Dex +2, Con +5

Skills Athletics +5, Perception +3

Damage Resistances cold

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the thunderbeast's AC, its skill and saving throw bonuses (above), and the bonuses to hit and damage of its natural weapon attack.

Keen Sense. When you bond to the thunderbeast, choose hearing, sight, or smell. The thunderbeast has advantage on Wisdom (Perception) checks that rely on the chosen sense.

Snow Runner. The thunderbeast ignores difficult terrain and wilderness hazards caused by ice and snow.

Thunder Strike. Once you reach 6th level in this class, when your thunderbeast hits a target with its natural weapon, you can choose for the weapon to deal thunder damage, instead of its normal damage type.

ACTIONS

Natural Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 damage. The damage type is bludgeoning, piercing, or slashing damage; you choose one of these damage types when you bond to the thunderbeast.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The College of Hospitality is available to a bard, in addition to those offered in official books.

THE COLLEGE OF HOSPITALITY

In the frozen expanse of the Icewind Dale, a warm and welcoming hearth can lift the spirits of even the most embattled adventurer. Bards of the College of Hospitality take their expertise in tavernkeeping on the road, bringing warm beds and plentiful ale along with them. These bards tend to be less flashy than those of other colleges, believing the comfort and security they provide can be more inspiring than any simple song or dance.

COLLEGE OF HOSPITALITY FEATURES

Bard Level	Features
3rd	Bonus Proficiencies, Comforting Words
6th	Traveling Tavern
14th	Creature Comforts

BONUS PROFICIENCIES

3rd-level College of Hospitality feature

You gain proficiency with brewer's supplies, cook's utensils, and an artisan tool or gaming set of your choice. Your proficiency bonus is doubled for any ability check you make that uses these proficiencies.

COMFORTING WORDS

3rd-level College of Hospitality feature

You can provide needed succor to your allies with only a few words. As a bonus action, choose one creature within 60 feet who can hear you, then expend and roll a Bardic Inspiration die. The creature gains temporary hit points equal to the result of the roll + your Charisma modifier.

While a creature has temporary hit points gained from this ability, it has resistance to bludgeoning, piercing, slashing, and psychic damage. After 10 minutes, any remaining temporary hit points gained from this ability are lost.

TRAVELING TAVERN

6th-level College of Hospitality feature

You learn a special ritual that allows you to summon a tavern uniquely your own. When you gain this feature, choose the name and appearance of the tavern. When you perform the ritual, which takes 10 minutes to complete, your tavern springs up around you. The tavern functions as if it was created by the *Leomund's tiny hut* spell except for the following differences:

- Its duration increases to 24 hours.
- It is bigger on the inside than its dimensions on the outside and can contain a number of creatures up to 10 + your Charisma score, instead of nine.

- Upon casting the spell, the building is stocked with enough food and drink to feed a number of creatures up to 10 + your Charisma score for one day.
- Casting the spell creates a number of servants equal to your Charisma modifier, each of which have a humanoid appearance of your choice and otherwise function as if they were created by the *unseen servant* spell.

Once you perform this ritual, you cannot do so again until you finish a long rest. If you perform the ritual while you already have the tavern summoned, the previous tavern disappears when you summon it to a new location.

CREATURE COMFORTS

14th-level College of Hospitality feature

During a short rest you can expend a spell slot and provide relief to your companions by preparing a meal, serving drinks, or offering other comforts. When you do, choose a number of your companions up to your Charisma modifier (minimum of 1). Each chosen creature regains a number of hit points equal to 2 times the level of the expended spell slot, and one of the following benefits of their choice.

- The creature recovers a spell slot of a level no more than half the level of the spell slot you expended.
- The creature regains a number of expended hit dice up to half the level of the spell slot you expended.
- The creature gains a number of temporary hit points equal to 2 times the level of the spell slot you expended.



CLERIC DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The Travel Domain option is available to a cleric, in addition to those offered in official books.

TRAVEL DOMAIN

The worlds of DUNGEONS & DRAGONS are vast places connected by networks of roads, trade routes, and teleportation circles. These networks allow for the flow of goods, information, and culture between distant parts of the world. Good clerics of this domain believe that this flow improves the lives of all. Evil clerics know that whoever controls this network controls what people know, what they can obtain, and the relationships between far flung regional powers.

TRAVEL DOMAIN FEATURES

Cleric Level	Features
1st	Well Traveled, Wide Wanderer
2nd	Channel Divinity: Safe Travels
6th	Fleet Footed
8th	Potent Spellcasting
13th	Golden Road

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Travel Domain Spells table. See the Divine Domain class feature for how domain spells work.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat</i> , <i>longstrider</i>
3rd	<i>find steed</i> , <i>pass without trace</i>
5th	<i>sending</i> , <i>water breathing</i>
7th	<i>find greater steed</i> ^{XGTE} , <i>freedom of movement</i>
9th	<i>far step</i> ^{XGTE} , <i>teleportation circle</i>

WELL TRAVELED

1st-level Travel Domain feature

You learn three languages of your choice. You also become proficient with land vehicles, water vehicles, and your choice of cartographer's tools or navigator's tools.

WIDE WANDERER

1st-level Travel Domain feature

While traveling for an hour or more on a road or known trade route, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- The speed of mounts and vehicles used by your group is doubled.
- You have advantage on Wisdom (Perception) checks to notice dangers or detect an ambush.



CHANNEL DIVINITY: SAFE TRAVELS

2nd-level Travel Domain feature

You can use your Channel Divinity to bless a creature with protection on their journey.

As an action, choose one creature you can see within 30 feet of you. For the next minute, the chosen creature's movement doesn't provoke opportunity attacks, it ignores difficult terrain, and when it takes the Dash action it can use a bonus action on the same turn to take the Dash action again.

FLEET FOOTED

6th-level Travel Domain feature

Each of your movement speeds increase by 10 feet. While you are riding a mount, that mount's movement speeds each increase by 10 feet.

POTENT SPELLCASTING

8th-level Travel Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

GOLDEN ROAD

17th-level Travel Domain feature

You do not need to provide material components when you cast the *teleportation circle* spell.

Additionally, if you choose to provide material components when you cast *teleportation circle*, it becomes permanent, as if you had cast the spell in the same location

every day for one year. You can maintain a number of teleportation circles made permanent in this way up to your Wisdom modifier (minimum 1). When you create a new permanent teleportation circle in this way and already have a number equal to your Wisdom modifier, choose one you previously created and it is immediately destroyed.

DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The Circle of the Ordning is available to a druid, in addition to those offered in official books.

CIRCLE OF THE ORDNING

Giants are one of the primal creator races and their influence helped to shape the world around you. Druids of the Circle of Ordning understand Runic Invocation from the contemplation of the Giant Runic Language. This allows them to draw upon the rune's power and emulate the fighting tactics of the giants.

In the Forgotten Realms, this circle reveres Annam All-Father and strives to model their practices and studies after his epic tales. They regard dragons as sworn enemies, due to the events of the Thousand Year War.

CIRCLE OF THE ORDNING FEATURES

Druid Level	Features
2nd	Blessings of the All-Father, Runic Invocation
6th	Sage of Ostoria
10th	Jotunbrud
14th	Skilt Krigga

BLESSINGS OF THE ALL-FATHER

2nd-level Ordning Druid Circle feature

You gain the *shillelagh* cantrip. You also gain proficiency with a set of artisan's tools of your choice, and you learn to read, speak, and write Giant.

Additionally, your hit point maximum increases by 2, and increases by 1 whenever you gain a level in this class.

RUNIC INVOCATION

3rd-level Ordning Druid Circle feature

You have learned to invoke the secret truths of runes (see chapter 3: Runic Invocation). While anyone could scrawl out a rune, their power lies in the meditative practice of inscription and awakening. Upon doing so, you can tap into the raw essence of order and bend it to your will.

Known Runes. You know three runes of your choice from the Giant Runic Language list. The Runes Known column of the Circle of the Ordning Runic Invocation table shows when you learn additional runes. The runes you gain at 8th and 14th levels is not restricted by Runic Language.

Whenever you gain a level in this class, you can replace one of the runes you know with another rune from the Giant Runic Language.



Inscribing Runes. In order for a rune to gain power, it must first be inscribed on an object, making that object the rune's subject of influence. This process requires 1 hour of time and a set of artisan's tool's appropriate for the material the object is made of. For example, if you intend to inscribe a rune onto a steel sword, you would need to engrave the rune with smith's tools. After inscribing the rune, it is inert and you must awaken it to invoke its power.

Awakening Runes. Awakened runes provide an awakened effect and can be invoked. The Circle of the Ordning Runic Invocation table shows how many runes you can have awakened per level. You choose the runes you have awakened that are available for you to invoke (see the Invoking Runes section below). You must meet all of the runes Awakening Prerequisites in order to awaken it.

You can change your list of awakened runes when you finish a long rest. Awakening a rune requires time spent contemplating the rune, committing yourself to its truths: at least 10 minutes per rune you awaken. If you try to exceed your maximum, the oldest awakened rune goes inert and its awakened effect ends, and the new rune is awakened. If a rune had an awakening prerequisite that is not satisfied due to a rune not being awakened, it also goes inert and its effect ends.

Each inscribed rune you awaken counts against your number of Awakened Runes, even if they are the same rune. You can only awaken a rune if it is on the list of runes you know.

Invoking Runes. To invoke one of your runes, you must use the Invoke a Rune action called for in the rune's description. Once you invoke a rune, the rune's invoked effect occurs for the duration and the rune cannot be invoked again until you finish a long rest. The rune's awakened effect persists, even after it has been invoked.

Runic Invocation Ability. Wisdom is your runic invocation ability for the runes you know from this subclass. You use your Wisdom whenever a rune refers to your runic invocation ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a run you invoke and when making an attack roll with one.

Rune save DC = 8 + your proficiency bonus + your Wisdom modifier

Rune attack modifier = your proficiency bonus + your Wisdom modifier

CIRCLE OF THE ORDNING RUNIC INVOCATION

Druid Level	Runes Known	Awakened Runes
2nd	3	2
3rd	3	2
4th	3	2
5th	4	2
6th	4	2
7th	4	2
8th	5	2
9th	5	3
10th	5	3
11th	6	3
12th	6	3
13th	6	3
14th	8	3
15th	8	3
16th	8	3
17th	9	4
18th	9	4
19th	9	4
20th	10	4

SAGE OF OSTORIA

6th-level Ordning Druid Circle feature

Attacks you make with a weapon affected by your *shillelagh* cantrip deal an additional 1d8 damage on a hit.

Additionally, you always have the *enlarge/reduce* spell prepared, and it doesn't count against the number of spells you can prepare each day.

JOTUNBRUD

10th-level Ordning Druid Circle feature

You can use your action and expend two uses of your Wild Shape to take on a Jotun Form for 1 hour (see the Jotun Form stat block at the end of this subclass). Changes to your game statistics, hit points, and class and race features follow the same rules listed in your Wild Shape feature.

SKILT KRIGGA

14th-level Ordning Druid Circle feature

You can invoke each of your runes twice, rather than once, per long rest.

Additionally, you can use your action to invoke two runes on your turn that both have an invoking time of 1 action.

JOTUN FORM

Huge giant, (shares your alignment)

Armor Class 8 + your Wisdom modifier

Hit Points equal to 2 times your hit point maximum

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	—	—	—

Saving Throws You have proficiency with STR, CON, INT, and WIS saving throws while you are in your Jotun Form.

Skills You have proficiency with Athletics checks while you are in your Jotun form.

Damage Immunities You have immunity to one of the following damage types of your choice while you are in your Jotun Form: cold, fire, lightning, or thunder.

ACTIONS

Shillelagh. *Melee Spell Attack:* + your spell attack bonus to hit, reach 10 ft., one target. *Hit:* 3d8 + your Wisdom modifier bludgeoning damage.



FIGHTER MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The Runic Warrior is available to a fighter, in addition to those offered in official books.

RUNIC WARRIOR

You discovered how to enhance your martial prowess using the supernatural power of runes. By learning a Runic Language and the ritual practice of inscription and awakening, you can alter the nature of your attacks and bend reality around the secret truths of runic invocation, a martial practice that makes you a Runic Warrior.

RUNIC WARRIOR FEATURES

Fighter Level	Features
3rd	Inscriber's Tools, Runic Invocation, Invoker's Pulse
7th	Quickened Invocation
10th	Pulse of Ages
15th	Runic Ward
18th	Omnipotence

INSCRIBER'S TOOLS

3rd-level Runic Warrior feature

You gain proficiency with your choice of mason's tools, smith's tools, or woodcarver's tools, and you learn to speak, read, and write a Runic Language of your choice.

RUNIC INVOCATION

3rd-level Runic Warrior feature

You have learned to invoke the secret truths of runes (see chapter 3: Runic Invocation). While anyone could scrawl out a rune, their power lies in the meditative practice of inscription and awakening. Upon doing so, you can tap into the raw essence of order and bend it to your will.

Known Runes. You know three runes of your choice. The Runes Known column of the Runic Warrior Invocation table shows when you learn additional runes. On your adventures, you might find other runes. If you know how to read, speak, and write the rune's required runic language, you can copy the rune's form through either a sketch or etching and later spend time during a long rest comprehending the essential truths and relationships that the pattern of the rune represents, allowing you to learn that rune, inscribe it, and then awaken its power when you finish the rest.

Whenever you gain a level in this class, you can replace one of the runes you know with another rune.

Inscribing Runes. In order for a rune to gain power, it must first be inscribed on an object, making that object the rune's subject of influence. This process requires 1 hour of time and a set of artisan's tool's appropriate for the material the object is made of. For example, if you intend to inscribe a rune onto a steel sword, you would need to engrave the

rune with smith's tools. After inscribing the rune, it is inert and you must awaken it to invoke its power.

Awakening Runes. Awakened runes provide an awakened effect and can be invoked. The Runic Warrior Runic Invocation table shows how many runes you can have awakened per level. You choose the runes you have awakened that are available for you to invoke (see the Invoking Runes section below). You must meet all of the rune's Awakening Prerequisites in order to awaken it.

You can change your list of awakened runes when you finish a long rest. Awakening a rune requires time spent contemplating the rune, committing yourself to its truths: at least 10 minutes per rune you awaken. If you try to exceed your maximum, the oldest awakened rune goes inert and its awakened effect ends, and the new rune is awakened. If a rune has an awakening prerequisite that is not satisfied due to a rune not being awakened, it also goes inert and its effect ends.

Each inscribed rune you awaken counts against your number of Awakened Runes, even if they are the same rune. You can only awaken a rune if it is on the list of runes you know.

Invoking Runes. To invoke one of your runes, you must use the Invoke a Rune action called for in the rune's description. Once you invoke a rune, the rune's invoked effect occurs for the duration and the rune cannot be invoked again until you finish a long rest. The rune's awakened effect persists, even after it has been invoked.

Runic Invocation Ability. Intelligence is your runic invocation ability for the runes you know from this subclass. You use your Intelligence whenever a rune refers to your runic invocation ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a run you invoke and when making an attack roll with one.

Rune save DC = 8 + your proficiency bonus + your Intelligence modifier

Rune attack modifier = your proficiency bonus + your Intelligence modifier

INVOKER'S PULSE

3rd-level Runic Warrior feature

You gain a new attack option that you can use with the Attack action while you wield a weapon that is the subject of influence of an awakened rune. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your choice of your Strength, Dexterity, or Intelligence modifier to its attack and damage rolls. Its damage is force, and its damage die is a d10.

QUICKENED INVOCATION

7th-level Runic Warrior feature

When you use your action to invoke a rune, you can make one weapon attack as a bonus action.



RUNIC WARRIOR RUNIC INVOCATION

Fighter Level	Runes Known	Awakened Runes
3rd	3	2
4th	3	2
5th	4	2
6th	4	2
7th	5	2
8th	5	3
9th	6	3
10th	6	3
11th	7	3
12th	7	4
13th	8	4
14th	8	4
15th	9	4
16th	9	4
17th	10	5
18th	10	5
19th	11	5
20th	11	5

PULSE OF AGES

10th-level Runic Warrior feature

The range of your Invoker's Pulse extends to 60 feet.

Additionally, when you invoke one of your runes, you can change the damage type dealt by your Invoker's Pulse to your choice of cold, fire, force, lightning, or radiant damage. The change lasts until you use this feature again.

RUNIC WARD

15th-level Runic Warrior feature

You have resistance against the damage type dealt by your Invoker's Pulse.

OMNIPOTENCE

18th-level Runic Warrior feature

You can invoke each of your runes twice, rather than once, per long rest.

Additionally, when you invoke one of your runes, you can change the damage type dealt by your Invoker's Pulse to any damage type of your choice.



PALADIN SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The Oath of Sacrifice is available to a paladin, in addition to those offered in official books.

OATH OF SACRIFICE

The Oath of Sacrifice is taken by paladins that embody the ideals of selflessness and care for others above all else. These paladins forgo their own safety to defend the weak, punishing those who intend to do harm to the innocent with holy retribution.

In the Forgotten Realms, paladins of this oath likely model themselves after Ilmater, the Rack-Broken God who oversees the benevolent necromancy associated with healing. Ilmater tends to be worshiped by those who suffer, were oppressed, and the persecuted. Paladins of this oath are encouraged to be the bearer of the burdens of the less fortunate and meek.

TENETS OF SACRIFICE

The tenets of the Oath of Sacrifice are based on charity and ensuring the well-being of others over the self.

Altruism. Selflessness is the only way in which society will progress.

Charity. Forgo material wealth if it can be spent toward a greater good.

Compassion. Those who do no harm are precious, and you shall be their vanguard.

Relieve Suffering. Go to any lengths necessary to help those in need, even if it means taking on their pain as your own.

OATH OF SACRIFICE FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of the Altruist (10 feet)
15th	Quell the Aggressors
18th	Aura of the Altruist (30 feet)
20th	The One Who Endures

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	false life, shield of faith
5th	gentle repose, warding bond
9th	life transference ^{XGTE} , revivify
13th	aura of purity, guardian of faith
17th	commune, raise dead



CHANNEL DIVINITY

3rd-level Oath of Sacrifice feature

You gain the following two Channel Divinity options.

Bearer of Burdens. As a bonus action, you can use your Channel Divinity to replenish the pool of hit points in your Lay on Hands feature by sacrificing your own health. Reduce your hit points and hit point maximum by an amount of your choice. You regain a number of hit points in your Lay on Hands pool equal to twice the reduction. At the same time, you can also add 10 hit points into the pool by taking 1 level of exhaustion. You die if your hit point maximum is reduced to 0. This reduction to your hit point maximum and the level of exhaustion gained through the use of this Channel Divinity last until you regain the use of your Channel Divinity.

Blood for Blood. When you use your Divine Smite, you can use your Channel Divinity as a part of the same attack to deal additional radiant damage. When you do, you can expend any number of your paladin hit dice and cause the attack to deal an additional 1d10 radiant damage per hit die you expended for this Channel Divinity option.

AURA OF THE ALTRUIST

7th- and 18th-level Oath of Sacrifice feature

You have been blessed with an aura that extends the reach of your divine healing. You can project an aura of good will out to a radius of 10 feet. You can use your Lay on Hands feature targeting any creature within the aura, as though you could touch them. When you cause a creature in the aura to regain hit points using a spell or class feature, you can choose to gain temporary hit points equal to half of the hit points you restored to the target.

At 18th level, the range of this aura increases to 30 feet.



QUELL THE AGGRESSORS

15th-level Oath of Sacrifice feature

Whenever a creature you can see within 30 feet of you is attacked, you can use your reaction to move up to your speed toward the attacking creature and make one weapon attack against it.

Additionally, your hit point maximum can no longer be reduced in any way except through the use of your Bearer of Burdens Channel Divinity option.

THE ONE WHO ENDURES

20th-level Oath of Sacrifice feature

As an action, you become a solemn visage of pensive melancholy, gaining the following benefits for 1 minute:

- Tears of blood and light streak from your eyes, granting you truesight to a range of 30 feet.
- You lose one level of exhaustion, your hit point maximum returns to its normal value, and you regain all of your hit points.
- Whenever an enemy within 60 feet of you attacks a creature other than you, the attacker takes 10 radiant damage.

Once you use this feature, you can't use it again until you finish a long rest.



PUGILIST FIGHT CLUB

At 3rd level, a pugilist gains the Fight Club feature. The Knucklehead Knocks is available to a pugilist, in addition to those offered in the *Pugilist Class* by Benjamin Huffman.

KNUCKLEHEAD KNOCKS

In the snow covered Ten Towns, the most lucrative work is ice fishing for knucklehead trout. These fish produce ivory that is in demand all over the world for use in jewelry and other adornments. There is a camaraderie among those who make their living fishing those freezing waters that's led to an informal style of brawling that incorporates elements of their profession with their habit of getting into fist fights.

ON OTHER WORLDS

The Knucklehead Knocks fight club takes its name from the most popular export of Ten Towns, knucklehead trout. On other worlds this fight club goes by other names, most commonly Freezing Fishticuffers.

KNUCKLEHEAD KNOCKS FEATURES

Pugilist Level	Features
3rd	Mariner's Merits, Hook, Line, and Sinker
6th	Sea Legs
11th	Frigid Fortitude
17th	Big Catch

MARINER'S MERITS

3rd-level Knucklehead Knocks feature

The long hours you've spent hauling and hooking fish on frigid waters has gifted you with a few talents unusual among pugilists. You gain the following benefits:

- You gain proficiency with fishing supplies and water vehicles.
- You gain proficiency with nets and tridents and these weapons count as pugilist weapons for you.
- You gain a swim speed equal to your walking speed.

HOOK, LINE, AND SINKER

3rd-level Knucklehead Knocks feature

You've adapted fishing techniques to fistfighting. You gain the following additional moxie features:

Hook. When you hit a creature with an unarmed strike or pugilist weapon, you can use your reaction and spend 1 moxie point to try to keep the creature from moving. When you do, that creature has its movement speed reduced to 0 until the start of your next turn.

Line. When you take the Attack action, you can spend 1 moxie point to replace one weapon attack with an attempt to reel in a creature one size larger than you or smaller within 30 feet. You must have a spear or trident tied to a line on your person to do so. When you do, the creature must succeed on a Strength saving throw with a DC equal

to 8 + your proficiency bonus + your Strength modifier or be pulled 15 feet closer to you.

Sinker. When you make an attack with a net you can spend 1 moxie point to double the net's range. The attack does not suffer disadvantage for using the net's long range or making a ranged attack against a creature within 5 feet.

SEA LEGS

6th-level Knucklehead Knocks feature

You have advantage on saving throws made to resist being moved or knocked prone.

FRIGID FORTITUDE

11th-level Knucklehead Knocks feature

After spending more time than anyone would like soaked in icy waters, you have resistance to cold damage. When you use your Bloodied but Unbowed feature, you become immune to cold damage for 1 minute.

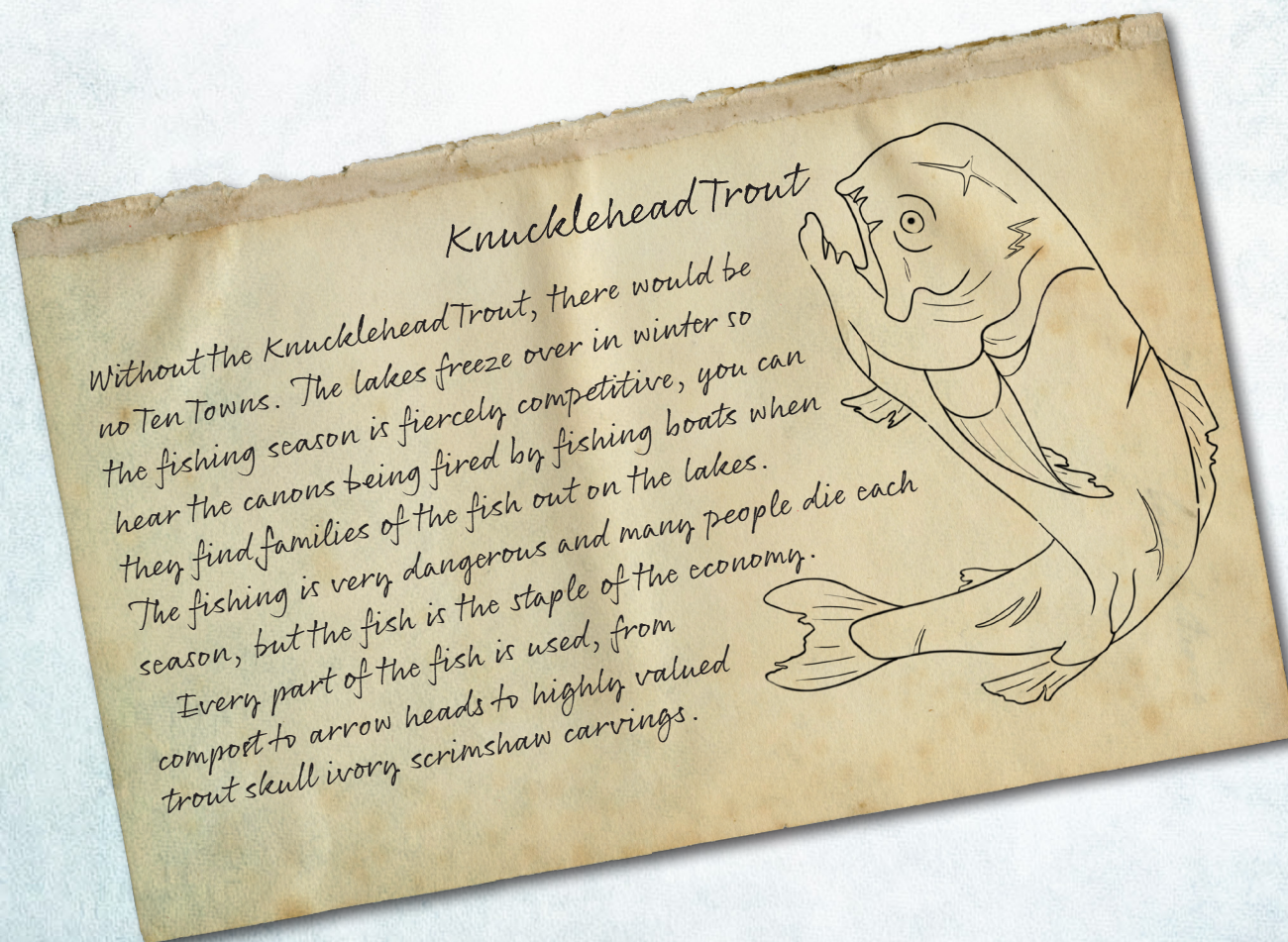
BIG CATCH

17th-level Knucklehead Knocks feature

You can use an action and spend 4 moxie points to rig a harpoon or spear you are holding with a line, then make a ranged weapon attack with it targeting a creature you can see within 60 feet. On a hit, the target takes 8d12 piercing damage and is hooked. While a creature is hooked, it cannot move further away from you, you have advantage on melee weapon attacks against the creature, and you can use a bonus action on each of your turns to pull it 15 feet closer to you.

On each of the hooked creature's turns, it can use its action to make a Strength (Athletics) ability check contested by your own Strength (Athletics) ability check. If the creature's result equals or exceeds yours, it is no longer hooked. You can choose to end the hooked condition on a creature at any time (no action required by you).

Once you use this feature, you must finish a short or long rest before you can do so again.



RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The Trailblazer is available to a ranger, in addition to those offered in official books.

TRAILBLAZER

The Trailblazer archetype is specialized in both wilderness navigation and guidance on the battlefield. You clear the path to make sure those who would follow you do not falter in unfamiliar territory. While charisma may get a politician a following from their magnetic personality, true leaders require experience—a wisdom forged only through a life exposed to the hardship they intend to see their fellowship through.

TRAILBLAZER FEATURES

Ranger Level	Features
3rd	Guiding Mark, Survival Guide
9th	Sure-Footed
13th	Blazing Trails
17th	Pathfinder

TRAILBLAZER MAGIC

3rd-level Trailblazer feature

You learn an additional spell when you reach certain levels in this class, as shown in the Trailblazer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

TRAILBLAZER SPELLS

Ranger Level	Spell
3rd	<i>goodberry</i>
5th	<i>darkvision</i>
9th	<i>create food and water</i>
13th	<i>aura of purity</i>
17th	<i>creation</i>

GUIDING MARK

3rd-level Trailblazer feature

Once during each of your turns when you hit a creature with a weapon attack, you can mark the target until the start of your next turn. The first time each turn that a creature other than you makes an attack against the marked target, they gain a bonus to the attack roll equal to your Wisdom modifier (a minimum of +1). If a creature other than you hits the marked target with an attack, the attack deals an additional 1d6 damage and the mark disappears.

SURVIVAL GUIDE

3rd-level Trailblazer feature

Moving through nonmagical difficult terrain costs you no extra movement, and you have advantage on any ability check you make to spot wilderness hazards.

Additionally, when you finish a long rest, you can designate a number of other creatures that you can see up to your ranger level + your Wisdom modifier (minimum of three creatures). Until you use this feature again, you and each of the chosen creatures are considered naturally adapted to both cold and hot climates, as well as acclimated to altitudes of up to 30,000 feet above sea level.

RULES TIP: WILDERNESS SURVIVAL

This feature makes heavy use of the wilderness survival rules found in chapter 5 of the *Dungeon Master's Guide*. It is specifically designed to allow your party to circumvent the extreme cold, extreme heat, high altitude, and wilderness hazards effects of the chapter.

For ease of reference, the wilderness survival rules relevant to the Frozenfar region of the Forgotten Realms appear in Appendix E.

SURE-FOOTED

7th-level Trailblazer feature

Your walking speed can't be reduced in any way, and moving through magical difficult terrain costs you no extra movement.



BLAZING TRAILS

11th-level Trailblazer feature

When you mark a target with your Guiding Mark or the *hunter's mark* spell, choose a friendly creature you can see within 60 feet. That creature can use its reaction to move up to its speed and make a weapon attack against the marked target. If the attack hits, the Guiding Mark doesn't disappear as a result of this attack. Moving through difficult terrain costs the friendly creature no extra movement this turn.

You can use this feature no more than once during each of your turns.

PATHFINDER

15th-level Trailblazer feature

You can cast *find the path* without expending a spell slot. When you cast the spell with this feature, it counts as a ranger spell for you, and you must finish a long rest before you can use this feature again.

When a creature makes an attack against you while you're concentrating on the *find the path* spell, you can use your reaction to impose disadvantage on the attack roll. You must use this reaction before the creature makes the attack roll.

ROGUE ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The Relic Seeker is available to a rogue, in addition to those offered in official books.

RELIC SEEKER

Your focus is on the study of archaeological sites and arcane treasures. You wish to uncover the secrets of the past and use them to solve the mysteries of the present and future. As an archetypal Relic Seeker, you likely believe that knowledge and artifacts should never be hoarded by an individual, but shared with the greater community. You practice techniques for delving into lost ruins, and for the recovery, utilization, and safe transportation of potentially dangerous magical artifacts.

RELIC SEEKER FEATURES

Rogue Level	Features
3rd	Archeology Expert, Fortune & Glory
9th	Cleansing Ritual
13th	Tomb Raider
17th	Belongs in a Museum

ARCHEOLOGY EXPERT

3rd-level Relic Seeker feature

You can cast the *identify* spell as a ritual. Intelligence is your spellcasting ability for the spell.

Additionally, whenever you make an Intelligence (History) check related to ruins or long-dead cultures, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.



FORTUNE & GLORY

3rd-level Relic Seeker feature

Your study of eldritch treasures, occult objects, and arcane implements allows you to use them with greater skill than most. You can use the bonus action granted by your Cunning Action to use a property of a magic item that normally requires an action to use.

Additionally, you gain an additional way to use your Sneak Attack; you can use your Sneak Attack against a creature when you make an attack with a magic weapon to which you are attuned, even if it doesn't have the finesse or ranged property. All other rules of Sneak Attack still apply to you.

CLEANSING RITUAL

9th-level Relic Seeker feature

You can perform a ritual over the course of 10 minutes to indefinitely suppress the malignant effects of a cursed object. You must remain within 5 feet of the object for the duration of the ritual. At the end of the ritual, the object loses each of its cursed properties until you die, you use this feature again, or you use your action to end this feature's effects on the object. If the item has other magical properties, it retains them.

If a creature is attuned to the item when this feature's effects end on it, that creature immediately becomes subject to the object's curse.

TOMB RAIDER

13th-level Relic Seeker feature

Your career delving into ruins and uncovering lost treasures has prepared you for just about every situation that could occur within dungeons. You have advantage on saving throws you make against traps and magical effects other than spells.

BELONGS IN A MUSEUM

17th-level Relic Seeker feature

As an action, you can attempt to suppress the magical properties of a single magic item you can see within 30 feet of you. If the item is no rarer than very rare, it becomes subject to this feature's effects. If the item is legendary, make a DC 30 Intelligence (Arcana) check. On a success, the item becomes subject to this feature's effects.

When a magic item becomes subject to this feature's effects, it loses all of its magical properties, becoming a mundane item of its type, for 1 hour or until you lose concentration (as though concentrating on a spell). If the suppressed item is a magic weapon, you can imbue a nonmagical weapon you're holding with the suppressed item's magical properties for the duration. The weapon doesn't need to be of the same type as the suppressed item, and the weapon doesn't gain any curse or sentience properties the suppressed item would normally have. You are considered attuned to the weapon for the duration, and it doesn't count against the number of magic items to which you can be attuned.

Once you attempt to suppress a magic item's properties with this feature, you must finish a long rest before you can use this feature again.



SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The Cold Blooded origin is available to a sorcerer, in addition to those offered in official books.

COLD BLOODED

Your innate magic is born from the deep and terrible cold of winter running through your veins. Perhaps you were left out in the snow to die as a newborn or you became buried in an avalanche and an entity of Winter gave you new life and power. You might have instead been born during the worst blizzard in centuries or be able to claim the bloodline of a yeti, frost giant, or ice-breathing dragon.

In Frozenfar particularly, there remain horrible evils birthed from the Crenshinibon, not the least of which is Black Ice, an ice so durable and everlasting that it can be forged into weapons by expert craftsmen. Prolonged exposure to Black Ice is known to corrupt an individual and drive them mad. You may have gained your magic through exposure to Black Ice during your birth or as a child, becoming attuned to its power at your most formative age.

Regardless of how Cold Blooded sorcerers gain their magic, they share a few recognizable traits, often described as “pale of skin and hair with eyes that range from the most piercing of blues to grays so light as to almost be white.” Due to their resemblance to a frozen corpse, such a sorcerer may at times be mistaken for a draugr or an ice spirit, and their mastery of ice and snow does little to dissuade this notion.

COLD BLOODED SORCEROR QUIRKS

d6	Quirk
1	No matter the surrounding temperature, any breath you exhale frosts over and becomes visible.
2	Whenever your hair is tousled or blown by the wind, glistening snow particles drift out of it.
3	Frost begins to form on the exterior of any object you touch for more than a few moments.
4	Large but fragile snowflakes swirl around you when you're focused on other things.
5	Your skin has the pallor and warmth of a frozen corpse, but you never feel cold.
6	Every beverage needs a few minutes to cool down before you can drink it, even if there's ice in it.

COLD BLOODED FEATURES

Sorcerer Level	Features
1st	Frostbringer, Snow Flurry
6th	Rime Armor
14th	Blizzard
18th	Black Frost



FROSTBRINGER

1st-level Cold Blooded feature

You are imbued with the power of the coldest winter nights. You gain the following benefits:

- You have resistance to cold damage.
- When a spell you cast would deal cold or bludgeoning damage, you can choose to have it deal piercing or slashing damage instead, as blades or spikes of ice erupting from the spell's normal effect.
- As an action, you can manipulate an area of ice or snow within 60 feet of you that you can see and that is up to 5 feet in each dimension. You can change the area's shape and opacity, though not its color, in any way you choose, and you can animate the ice and snow however you like. Using this action continually on subsequent turns allows you to create a snow construct with a facsimile of life for as long as you continue to use your action this way. You can have the snow construct speak any language you know, but it has no ability to see, hear, feel, taste, or smell. You can have the snow construct make Charisma ability checks using your Charisma modifier and bonuses, but it cannot otherwise make ability checks or attack rolls and it automatically fails any saving throw it makes. Despite its animated appearance, the snow construct is an object with 1 hit point and 5 AC, not a creature.

SNOW FLURRY

1st-level Cold Blooded feature

As a bonus action, you can cause snow to swirl around you in a 10-foot-radius sphere centered on yourself. The sphere remains centered on you as you move, and it lasts until you become incapacitated or you dismiss it as a bonus action.

The area within the sphere is considered an area of heavy snowfall for creatures other than you, and creatures within the sphere count as having half cover from attacks and effects originating outside the sphere.

RIME ARMOR

6th-level Cold Blooded feature

As an action, you can spend a number of sorcery point up to your proficiency bonus. Roll a number of d6s equal to the number of sorcery points you spent. You gain temporary hit points equal to the result. While these temporary hit points persist, you gain a bonus to your AC equal to the number of sorcery points you spent.

BLIZZARD

14th-level Cold Blooded feature

When you cause snow to swirl around you with your Snow Flurry feature, you can increase the radius of the sphere to 30 feet. When you do, until the sphere disappears, the area within the sphere is an environment of strong wind and extreme cold. Each creature other than you within the sphere must spend 2 feet of movement for each 1 foot they attempt to move in the sphere, and whenever a creature within the sphere would take fire damage, the creature takes only half the fire damage instead.

BLACK FROST

18th-level Cold Blooded feature

When you cast a spell of 1st level or higher that deals bludgeoning or cold damage, you can spend a number of sorcery points equal to the level at which the spell is being cast to reduce the opacity of the spell's effects until it becomes nigh invisible. When you do, unless a target of the spell has blindsight or truesight, it has disadvantage on each saving throw it makes against the spell this turn, and you have advantage on each attack roll you make for the spell against the target this turn.

RULES TIP: WILDERNESS SURVIVAL & COVER

The Snow Flurry and Blizzard features make heavy use of rules that some might consider to be obscure. The wilderness survival rules (such as for heavy precipitation, strong wind, and extreme cold) can be found in chapter 5 of the *Dungeon Master's Guide*, and the Cover rules (such as for half cover) can be found in chapter 9 of the *Player's Handbook*. Having a working knowledge of these rules will allow you to get maximum benefit out of the Snow Flurry and Blizzard features.

WARLOCK OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The Aspect of Winter is available to a warlock, in addition to those offered in official books.

ASPECT OF WINTER

Your patron is a deity with a measure of control over the withering, bitter power of cold. Such patrons tend to be in opposition of good-aligned deities presiding over the Nature domain, as they tend not to preserve nature, but to corrupt it to suit their needs. It is known that most of these deities intend to bring about an eternal winter.

In previous editions of DUNGEONS & DRAGONS, such warlocks in the Forgotten Realms were called priests of Auril. They go about constructing roads and controlling trade at her command for reasons unknown.

ASPECT OF WINTER FEATURES

Warlock Level	Features
1st	Expanded Spell List, Cryokinesis, Hard Freeze
6th	Flash-Freeze
10th	Cryokinetic Shatter
14th	Dance of the Frost Blossoms

EXPANDED SPELL LIST

Your pact with the Aspect of Winter lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	create or destroy water, ice knife ^{XGTE}
2nd	gust of wind, Snillloc's snowball swarm
3rd	sleet storm, wind wall
4th	conjure minor elementals, ice storm
5th	antilife shell, cone of cold

CRYOKINESIS

1st-level Aspect of Winter feature

You are surrounded by a shimmering screen of hoarfrost that grants you resistance to cold damage. Additionally, you can instantly freeze standing water that you can touch and traverse bodies of water by freezing it as you walk over it. You can easily walk on the ice, however it melts quickly as you pass over it, preventing other creatures from doing the same. Any water you freeze in this way instantly melts if you fall unconscious or are incapacitated.

WINTER'S BITE

1st-level Aspect of Winter feature

You learn the *ray of frost* and *chill touch* cantrips. They count as warlock cantrips for you and they don't count against your number of cantrips known.

Additionally, when you get the Eldritch Invocation feature at 2nd level, they meet the *eldritch blast* cantrip Prerequisite for learning an eldritch invocation. If any of your eldritch invocations augment *eldritch blast*, it also augments these cantrips in the same way.

RULES CLARIFICATION: LANCE OF LETHARGY

Hard Freeze is intended to allow the movement speed reductions of *ray of frost* and *Lance of Lethargy* to stack.

FLASH-FREEZE

6th-level Aspect of Winter feature

When a creature that you can see uses its movement to come within 30 feet of you or starts its movement there, you can use your reaction to coat the creature's propelling appendages in ice. The target must succeed on a Strength saving throw against your spell save DC or have each of their movement speeds reduced to 0 until the start of your next turn.

CRYOKINETIC SHATTER

10th-level Aspect of Winter feature

You gain immunity to cold damage.

Additionally, your touch becomes so cold that it can break metal. You can use your action and touch a nonmagical manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor. If you are targeting an item that is being worn or carried, you must make a melee spell attack against the wielder, subjecting the item to this effect on a hit. Any creature in physical contact with the object takes 4d10 cold damage and, if the damage dealt by this attack is greater than 25, the object shatters and is destroyed.

Once you use this feature, you can't use it again until you finish a short or long rest.

DANCE OF THE FROST BLOSSOMS

14th-level Aspect of Winter feature

You can materialize blossoms of ice to wreak havoc on your transgressors. As an action, you choose six points that you can see within 120 feet of you. A flower of ice shards manifests in a 10-foot radius sphere centered on each point. Creatures within an area affected by this must make a Constitution saving throw. On a failure, a creature takes 3d10 cold or necrotic damage (your choice) and become restrained until the start of your next turn. A creature that succeeds on this saving throw takes half damage and is not restrained. If an area you choose is under the effects of extreme cold, a creature has disadvantage on its saving throw.

Once you use this feature, you cannot do so again until you finish a long rest.



WIZARD ARCANES TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. Diabolism is available to a wizard, in addition to those offered in official books.

DIABOLISM

Some wizards yearn for power beyond what can be learned in books. Such wizards may ultimately be tempted into pledging their souls to fiends in exchange for a quick route to the eldritch might they crave, becoming diabolists. Diabolists are not inherently evil but their association with fiends corrupts most in the end. Diabolists have an unsavory reputation among other wizards and so are typically found far from the institutions where their more traditional peers gather.

DIABOLISM FEATURES

Wizard Level	Features
2nd	Unclean Tongue, Bind Servant
6th	Blasphemer's Reward
10th	Root of All Evil
14th	Grotesque Conjuring

UNCLEAN TONGUE

2nd-level Diabolism feature

You learn to speak, read, and write Abyssal and Infernal.

BIND SERVANT

2nd-level Diabolism feature

The *find familiar* spell is always considered prepared for you and doesn't count against your number of spells prepared. When you cast the spell, you can choose one of the normal forms for your familiar or a diabolic servant. See this creature's game statistics in the diabolic servant stat block below.

While you have a diabolic servant familiar, whenever you use your action to cast a spell you can use a bonus action on the same turn to command it to use its reaction to make one claw attack.

BLASPHEMER'S REWARD

6th-level Diabolism feature

You gain an eldritch invocation of your choice from among those available to the warlock class. When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you meet the prerequisites for.

You gain an additional eldritch invocation of your choice at 10th level.

ROOT OF ALL EVIL

10th-level Diabolism feature

When you cast the *find familiar* spell, you can choose to supply additional material components which are



consumed in the casting of the spell. For each additional material component you supply, you gain the corresponding feature.

A profane painting of beasts and humanoids worth at least 20 gp. As an action, the diabolic servant can take the shape of any other normal forms you could choose when casting the *find familiar* spell. Its appearance changes and it gains the movement speeds of the new form but its statistics otherwise remain the same. The diabolic servant can return to its normal form as an action.

A jade sphere worth at least 50 gp painted with humanoid blood. The diabolic servant's hit point maximum increases by a number equal to 3 times your wizard level.

Whenever you cast a spell by expending a spell slot, it regains hit points equal to the level of spell slot expended.

The mummified hand of a killer soaked in perfumes worth at least 50 gp. The diabolic servant's claw attack deals an additional 1d4 damage.

An idol of gold worth at least 100 gp. The diabolic servant's eyes shine green with unchecked greed. It can sense the presence and value of jewelry and coins within 30 feet. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

A knife of silver worth at least 100 gp. The diabolic servant's eyes glimmer red with insatiable violent urges. When it sees a humanoid creature within 30 feet it can tell if that creature has ever killed another humanoid before. If it has, the diabolic servant knows when the last time they killed was.

GROTESQUE CONJURING
14th-level Diabolism feature

While you have a diabolic servant familiar, you can use an action to cause it to explode in a shower of gore. When you do, your familiar immediately dies and a fiend of your choice with a CR of 6 or lower appears in the nearest unoccupied space.

The creature acts on its own initiative. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fiend, it defends itself from hostile creatures but otherwise takes no actions.

The fiend disappears when it drops to 0 hit points or after 1 hour. You cannot cast the find *familiar spell* while you have a fiend summoned in this way. Once you use this feature, you cannot use it again until you finish a long rest.

DIABOLIC SERVANT

Tiny fiend, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 14 (4d4 + 4)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	8 (-1)	8 (-1)	14 (+2)

Saving Throws Dex +4, Int +1, Wis +1, Cha +4
Skills Deception +4, Insight +1, Intimidation +4, Stealth +4
Damage Resistances cold, fire, poison
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, Infernal

Devil's Sight. Magical darkness doesn't impede the diabolic servant's darkvision.

Forked Tongue. Creatures have disadvantage on Wisdom (Insight) checks they make to determining whether or not the diabolic servant is lying.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage and the first time the creature takes cold, fire, or necrotic damage before the start of its next turn it takes an additional 1d6 damage.

REACTIONS

Wicked Rebuke. When the diabolic servant takes damage from a melee weapon attack, it can cause the attacker to take 1d6 damage. Each time the diabolic servant uses this ability it can choose for the damage dealt to be cold, fire, or necrotic.

Diabolism in the North

Before their fall under the might of the Raumathar, the northeastern empire of Narfell grew to dominate a large area of eastern Faerûn by making use of demon binding magics they unearthed from ancient sites. The primary site, once occupied by the Glythiiri Elves long before they went into the Underdark, became the capital city of Narfell. The knowledge of Diabolism contains many of the forbidden arts and rituals daring and foolhardy researchers of the arcane discovered there, and brought with them to more distant lands.



CHAPTER 2: RACES

VERBEEG

"OUT OF THE CORNER OF HIS EYE, DRIZZT SAW THE STONE coming. He managed to duck enough to avoid getting his head caved in, but the heavy missile caught him in the shoulder and sent him flying to the floor. The world spun around him as though he was its axis. He fought to reorient himself, for in the back of his mind he understood that the giant was coming to finish him off. But everything seemed a blur. Then something lying close to his face managed to hold his attention. He fixed his eyes on it, straining to find a focus and force everything else to stop spinning.

A verbeeg finger.

The drow was back. Quickly, he reached for his weapon.

He knew that he was too late when he saw the giant, club raised for a death blow, towering above him."

- R.A. Salvatore,
The Crystal Shard

Verbeeg can be encountered mainly in the far north of Faerun, a vast stretch of dangerous territory that is largely left off the maps that most folks are familiar with regarding Faerun. This stretch of arctic and subarctic lands is at least equal in size to the entire western coast of Faerun, from Icewind Dale to the southern coast of Calimshan. A verbeeg can live their whole lives up north, never having to venture into the civilized nations of the south beyond the mountains.

However, they do travel widely, much more so than most suspect. Their ability to move through human lands with a bit of impunity sets them apart from the rest of the giants and giant-kin. They make excellent brigands, scouts, and scoundrels.

VERY BIG

One of the more obscure races of giants, their name itself is kind of a joke; the verbeeg, are indeed "very big," but nowhere near as large as most other giants. In fact, many people think they are a more intelligent offshoot of the ogre species, human and ogre crossbreeds, or perhaps the original form of the ogre before some calamity reduced the race's brains down to the size of a walnut.



OF GIANT-KIN

The verbeeg are offspring of Othea, mother of all giants, and Ulutiu, an arctic dwelling demigod. This makes them something of a divine relative to the firbolg, fomorian, and the voadkyn giant-kin, and distinguishes them from the offspring of Vaprak: ogres and trolls.

Verbeeg, like all the giant-kin, do tend to have a tendency to deformity, but nowhere near as badly as the fomorians. The dwarves believe that their god, Clangeddin Silverbeard, the Father of Battle, considers Karontor one of his greatest enemies, so they consider murdering fomorians and verbeeg as something which pleases Clangeddin greatly. Though verbeeg are not the most pious of creatures, you may spot a winter wolf head in a prominent place where they dwell, signifying a tribe of Karanthor zealots.

HONOR AMONGST THIEVES

Even though they descend from higher prestige amongst the Ordning, the Verbeeg are utter rascals that especially enjoy preying on a victim's sense of honor, fairness or justice. However, they are not without their own warped sense of these ideals. The verbeeg philosophy is summed up in two phrases:

"Never give a sucker an even break", and "always keep your word."

A verbeeg might twist, turn and torture the phrasing of a promise, but once it makes a pledge, it must uphold it.

VERBEEG TRAITS

Your verbeeg character has the following traits:

Ability Score Improvement. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Similar to their firbolg kin, verbeeg have remarkably long lifespans. A verbeeg reaches adulthood around 30, and can live as long as 500 years.

Alignment. Verbeeg tend towards chaotic alignments with those worshipping Karonthor being nearly always evil. However, not all verbeeg are cut-throats. Neutral- and good-aligned verbeeg can be found as guides of the North, showing explorers the long-forgotten bones of the past.

Size. Verbeeg can grow upwards of nine feet (2.7 meters) tall and weigh as much as 450 pounds (200 kilograms). Your size is Medium.

Speed. You have a walking speed of 30 feet.

Giant. Your creature type is giant.

Jotunbrud. You can wield weapons with the two-handed property in one hand, but you cannot dual-wield these weapons. Weapons with the versatile property that you wield in one hand use the damage die listed for wielding them with two hands.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Arctic Acclimation. You are naturally acclimated to extreme cold.

Harpoon of the Cold Sea. You have proficiency with javelins, spears, and shields. While you are not wearing medium or heavy armor, you deal an additional 1d6 damage with javelins and spears.

Living Off the Land. You are proficient in either the Animal Handling skill or the Survival skill.

Roamer of the Dale. Whenever you make an Intelligence (Nature) check related to sensing changes in the weather, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You know how to read, speak, and write Common and Giant.

VERBEEG ANCESTRY & CULTURE

If your table uses the variant rules for character creation listed in *Ancestry & Culture*, the following section details the Verbeeg Ancestral and Cultural Traits:

VERBEEG ANCESTRAL TRAITS

All verbeeg share a variety of traits, inborn in all verbeeg.

Age. Similar to their firbolg kin, verbeeg have remarkably long lifespans. A verbeeg reaches adulthood around 30, and can live as long as 500 years.

Size. Verbeeg can grow upwards of nine feet (2.7 meters) tall and weigh as much as 450 pounds (200 kilograms). Your size is Medium.

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Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Arctic Acclimation. You are naturally acclimated to extreme cold.

VERBEEG CULTURAL TRAITS

Life spent roaming the barren arctic lands, having to adapt to the harshness of winter has caused you to take on certain traits.

Ability Score Improvement. Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment. Verbeeg tend towards chaotic alignments with those worshipping Karonthor being nearly always evil. However, not all verbeeg are cut-throats. Neutral- and good-aligned verbeeg can be found as guides of the North, showing explorers the long-forgotten bones of the past.

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Languages. You know how to read, speak, and write Common and Giant.

FIRBOLG



FIRBOLG OF THE FROZEN NORTH HAVE A long standing history, closely tied with the last true son of Annam All Father, the Giant Demigod known as Hartkiller. Hartkiller was destined to restore civilization under the giants rule in the

northern region, but was rejected by all other True giants as he was born stunted due to his mother Othea being poisoned by his Titan brother, Lanaxis.

Hartkiller instead turned to the humans and giant-kin of the far north and united them under his leadership, bringing civilization to the volcanic valleys of what became known as Hartsvale, right in the middle of what was traditionally the homeland territories of the giants. In time, after many conflicts, a truce has come about between the human kingdom and the giants who surround it, and there has been rudimentary, though very risky, trade across the great northern frontier between the Reghed Glacier and the Spine of the World Mountains. The firbolg and humans have worked together for so long now, that there are many shared sagas in their history.

STOMM RANG GLANG DU

Firbolg are easily the most honorable among all the giant kin, each clan expressing their reverence and commitment to their traditions in its own way. Firbolg of Clan Helligbror, which means 'Holy Brother' in the Jotun language, receive red pigment tattoos on their chest, these tattoos enshrine the words of their code of laws on their own body, permanently. Clans Kappebror (Cloak Brother) and Kriggabror (Warrior Brother) wear engraved amulets and engraved bracers respectively, the statements of their ethical obligations and moral restrictions is known to all firbolg simply as Koden ('The Code'). The Kriggabror carry a complete and full copy of the Code on sheets of fine parchment folded and kept inside their amulets. The shorter version in Jotun reads:

"Prakt, Strev, Rang, glang byrd. Stomm rang glang du. Blod ettin er blod kong. Gi tusen val nul. Trut zund stommpaart."

Translated this says, "Bravery, effort, and honor over birth. The tribe's honor over yours. The blood of the runt is the blood of a king. Give a thousand for nothing. Truth is the honor of the tribe."

Koden means that a firbolg will not place individual needs over that of their society, they will treat all intelligent beings as equals and never take actions that unbalance or endanger the rest of the natural world. In Hartsvale and the Frozen North, this extends to sharing resources with the true giants in times of need, which has fostered peace between them.

WASTE NOT

It is said a firbolg would rather starve themselves than eat the grain they have set aside for the next growing season, so all may eat, and they will waste no part of any killed animal. The firbolg practice what is known as Kastet ('The Cast') where they all gather and place a marked rune stone for or against any decision that affects them all, this includes legal matters. The most common form of punishment for an unforgivable act is exile from the clans, which is permanent.

RITUALS & RUNES

Most northern firbolg revere Iallanis, the jotun goddess who was not driven out of her homeland when the elven pantheon invaded a part of Arborea from Ysgard and drove out the original giant owners, renaming the plane "Arvandor." Iallanis hopes to unite all giants in harmony once more, and although she is not a figure the elves are unflattering of in their folklore, the giants respect her as a diety of the domains of Love, Life, War and Light.

An exception to this common firbolg faith is the firbolg of the Moonshae isles. They believe they were carved from mountain rock by the god Grond Peaksmasher, and the leftover pieces of the mountain became the dwarves. The Moonshae firbolg are barbaric brutes who do not follow Koden at all.

FIRBOLG VARIANT

Firbolgs of Frozenfar vary drastically from the forest-dwellers depicted in *Volo's Guide to Monsters*. The Dungeon Master may permit the following variants for your firbolg character, replacing the Ability Score Improvement, Firbolg Magic, Hidden Step, and Speech of Beast and Leaf traits:

Ability Score Improvement. Your Constitution score increases by 2, and your Strength score increases by 1.

Giant. Your creature type is giant.

Jotunbrud. You can wield weapons with the two-handed property in one hand, but you cannot dual-wield these weapons. Weapons with the versatile property that you wield in one hand use the damage die listed for wielding them with two hands.

Arctic Acclimation. You are naturally acclimated to extreme cold.

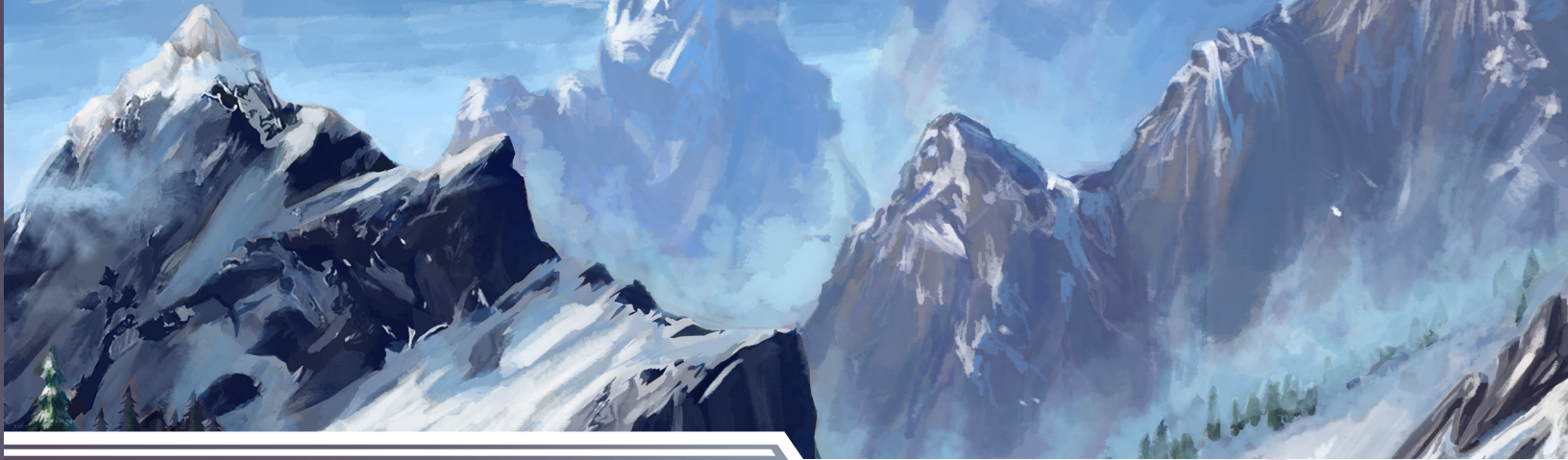
Prakt. You have advantage on saving throws against being frightened.

Roamer of the Dale. Whenever you make an Intelligence (Nature) check related to sensing changes in the weather, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

PART 2

RUNIC INVOCATION





CHAPTER 3: RUNIC INVOCATION



RUNES ARE NOT LETTERS, THEY ARE diagrams that describe ancient and eternal cosmic laws shared to the cultures that know them. Runic Invocation is similar, though not entirely identical, to spellcasting in

that they provide a passive effect and can be invoked for an effect that draws the power of the rune and then leaves the rune inert until the shaping ritual is performed once again.

Runes are inscribed into a subject of influence, as per the rune's description, and allow the invoker to tap into their power.

KNOWN RUNES

A class's Runic Invocation feature describes the process in which a character gains runes known.

RUNIC LANGUAGE

While spells have the different schools of magic, runes are sacred to specific cultures and religions. Thus, a creature attempting to comprehend a rune must know how to speak, read, and write this language. The Runic Language for a spell will be listed under the rune's name in *italics*.

INFLUENCES

The targets that a rune can influence, called its subject of influence, are detailed in the rune's Influences. A rune's awakened effect and invoked effect descriptions tell you how the rune affects the influenced object.

INSCRIPTION

Before a character can invoke a rune, they must have been shared in the ritual of how to shape a rune and then inscribe the rune onto an object. Inscribed equipment's effects extend to the creature carrying or wielding it.



The process requires 1 hour of time, which the character spends inscribing the rune onto the subject of influence with an appropriate set of artisan's tools. For example, if you intend to inscribe a rune onto a steel sword, you would need to engrave the rune with smith's tools. Only the character inscribing the rune is able to awaken it, and only after it is inscribed is the rune then able to be awakened.

AWAKENED RUNES

The number of runes a character can have awakened at any time is detailed in their Runic Invocation feature. Each inscribed rune a character awakens counts against this number, even if they are the same rune. Awakening a rune is similar to preparing a spell. The awakening ritual requires time spent in contemplation of the rune's laws

and truths, committing the character to the rune's precepts while it is awakened. A character's Runic Invocation feature lists the time it takes for them to awaken runes and when they can awaken them.

An awakened rune provides a passive awakened effect that is active as long as the rune is awakened, and a temporary invoked effect that lasts for the indicated Duration.

AWAKENING PREREQUISITES

Awakening the rune requires a higher understanding of the rune. While a character can still inscribe these runes, it must meet the Awakening Prerequisite in order to awaken it. A prerequisite may be a great feat that a character has accomplished or having certain other runes awakened.

Your DM may decide that a certain milestone will allow you to awaken a rune early, such as communing with an ancient giant sage or infusing yourself with the soul of a dragon. Such a milestone is at the DM's discretion.

DUPLICATE AWAKENED RUNES

A character can have more than one awakened rune of the same name, but an awakened rune cannot fulfill the awakening prerequisite of a rune of the same name.

ADDITIONAL RUNES

Some runes are enhanced by the number of runes you have awakened. The enhanced effects will be listed under the Awakened Effect or Invoked Effect that is enhanced.

INVOKING A RUNE

When a character invokes any rune, the same basic rules are followed, regardless of the character's class or the rune's effects.

INVOKING TIME

Runes are invoked using the Invoke a Rune action during the time listed under Invoking Time. The time invested in inscribing and awakening runes is a ritual that brings about potential waiting to be actualized. Your class's Runic Invocation feature details whether you can invoke runes again after a short or long rest.

RANGE

In order to invoke a rune, it must be within the range listed in its description. The awakened effect remains even if the rune is outside of this range.

DURATION

A rune's duration is the length of time the rune's invoked effect persists. The duration of a rune is typically a set time, but certain runes may have a condition such as "Until the battle is over," "Until the target is slain," or "Until the sun sets."



INSTANTANEOUS

Many runes have a duration of Instantaneous. The rune harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its effect exists only for an instant.

VARIES

This rune provides your choice of effect from a list. The duration is listed in the effect's description.

TARGETS

If a rune affects a target other than the creature or object listed in its Influence, the description will tell you.

SAVING THROWS

Many runes specify that a target can make a saving throw to avoid some or all of a rune's effects. The rune specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your runic powers equals 8 + your rune invoking ability modifier + your proficiency bonus + any special modifiers.

COMBINING RUNES AND SPELLS

The effects of runes and spells combine while the duration of those effects overlap. The effects of the same rune invoked multiple times don't combine. If a rune is somehow invoked multiple times, only the most potent of the effects—such as the highest bonus—from those invocations applies while their durations overlap.

For example, if a character has the same rune on their sword and their armor, they can only benefit from one of those runes.

RUNIC INVOCATION & MULTICLASSING

Your powers of runic invocation depend on your combined levels in all your invoking classes and partly on your individual levels in those classes. Once you have a Runic Invocation feature from more than one class, use the rules below. If you multiclass but have the Runic Invocation feature from only one class, you follow the rules described in that class.

Known Runes. You determine what runes you know for each class individually, as if you were a single-classed member of that class. If you are a Rune Shaper Artificer 3/ Circle of the Ordning Druid 2, you know four runes from the Giant Runic Language list.

Each rune you know is associated with one of your classes, and you use the runic invocation ability of that class when you invoke it.

Awakening Runes. You determine the number of runes you can awaken by adding together:

- Half your levels (round down) in the fighter class if you have the Runic Warrior feature,
- A third of your artificer and druid classes if you have the Rune Shaper or Circle of the Ordning feature.

Use this total to determine your number of awakened runes you can have at any time by consulting the Multiclass Rune Invoker table.

MULTICLASS RUNE INVOKER: AWAKENED RUNES PER LEVEL

Level	Awakened Runes	Level	Awakened Runes
1st	2	11th	6
2nd	2	12th	6
3rd	3	13th	6
4th	3	14th	7
5th	4	15th	7
6th	4	16th	7
7th	4	17th	8
8th	5	18th	8
9th	5	19th	8
10th	5	20th	9

RUNES AND MAGIC

Runic Invocation is designed similarly to Spellcasting, but the two function quite differently. This sidebar explains some of the notable rules that apply to spellcasting, but not to invoking a rune:

Magical Effects. A rune's effects are considered to be magical.
Components. The process of runic invocation requires certain things that can be compared to components of spells:

- Verbal.** A rune invoker must speak the rune's word in order to invoke it. Thus, invoking a rune always requires a verbal component.
- Somatic.** The action of runic inscription fulfills the somatic component of all runes. Thus, the action of invoking a rune has already had its somatic component satisfied.
- Material.** The rune's subject of influence could be considered the rune's material component, as you are essentially "enchancing" it.

Concentration. The process of runic inscription and awakening is a ritual that requires meditation and contemplation, but once awakened its effects do not require concentration unless otherwise stated in the rune's description.

Range. Runes only affect their subject of influence. If a rune grants the ability to cause an effect that deals damage or targets another creature, it is detailed in the rune's description.

Spell Level. The rune's prerequisites limit access to certain powerful runes, as characters can only have a certain number of awakened runes at any one time.

Spell Slots. Once a rune is invoked, it cannot be invoked again for a length of time specified in the character's Runic Invocation feature. The trade-off for this is that all awakened runes provide a passive Awakened Effect that remains even after the rune has been invoked.



CHAPTER 4: RUNES



in alphabetical order by the name of the rune.

RUNIC LANGUAGE LISTS

GIANT RUNES

Blod (Blod)
Boye (Bow)
Doo (Death)
Ferd (Journey)
Fjell (Mountain)
Haug (Hill)
Hellig (Sacred)
Ild (Fire)
Ise (Frost)
Jarl (Chief/Leader)
Jotun (Giant)
Kong (King)
Krig (War)
Liv (Life)
Maug (Unholy)
Pil (Arrow)
Prakt (Bravery)
Skold (Shield)
Skye (Cloud)
Stein (Stone)
Stig (Light)
Uvar (Storm)
Venn (Friend)
Vind (Wind)
Wyrn (Dragon)

NO PREREQUISITES

Kong (King)
Liv (Life)
Pil (Arrow)
Skye (Cloud)
Stig (Light)
Venn (Friend)

1 AWAKENED

Boye (Bow)
Fjell (Mountain)
Haug (Hill)
Ild (Fire)
Ise (Frost)
Prakt (Bravery)
Skold (Shield)
Stein (Stone)
Uvar (Storm)

2 AWAKENED

Blod (Blood)
Doo (Death)
Krig (War)
Maug (Unholy)
Vind (Wind)

3 AWAKENED

Ferd (Journey)
Jotun (Giant)
Wyrn (Dragon)

4 AWAKENED

Hellig (Sacred)
Jarl (Chief/Leader)



RUNE DESCRIPTIONS

The runes are listed in alphabetical order.

BLOD (BLOOD)

Giant



Some Blod stones are created by vengeful invokers trying to hunt down an entire family's bloodline. However, some families of royalty view the items as sentimental heirlooms that confirm their family tie beyond any doubt.

Influences: A diamond worth at least 5,000 gp

Awakening Prerequisite: Liv and one additional rune from the Giant Runic Language awakened

Awakened Effect. Blod provides no awakened effects without blood absorbed into its influenced diamond. If blood has been absorbed into it, Blod divines the location of the creature nearest to it that is related to the creature whose blood is in the diamond. Undead are not detected by this effect. The creature carrying or holding the diamond senses the direction of the divined creature relative to its location. The divined creature is either one whose blood is in the diamond or a blood relative.

Invoking Time: 1 action

Range: Touch

Duration: Instantaneous

Invoked Effect. Blod absorbs the blood of a single creature that has been poured onto the diamond. If the diamond previously had another creature's blood inside of it, the previous creature's blood evaporates and is gone forever.

BOYE (BOW)

Giant

Inscribed on the massive bows of giants, Boye enhances a ranged weapon's lethality.

Influences: Any nonmagical ranged weapon

Awakening Prerequisite: One additional awakened rune from the Giant Runic Language

Awakened Effect. A weapon influenced by Boye becomes a magical weapon that has a +1 bonus to attack and damage rolls.

Additional Runes. Boye's bonus to the influenced weapon's attack and damage rolls increases to +2 if you have four other runes awakened.

Invoking Time: 1 reaction, which you take when you see an attack made with the influenced weapon

Range: 120 feet

Duration: Instantaneous

Invoked Effect. The weapon's range doubles for the attack, which Boye grants an additional bonus to its attack and damage rolls equal to your runic invocation ability modifier.

DOO (DEATH)

Giant

Doo speaks of anger and grudges.

Influences: A nonmagical weapon

Awakening Prerequisite: Two additional awakened runes from the Giant Runic Language

Awakened Effect. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you can roll one additional weapon damage die when determining the extra damage for a critical hit with the weapon.

Invoking Time: 1 action

Range: 60 feet

Duration: Until the target dies, up to 1 hour

Invoked Effect. For the duration, attacks made using the influenced weapon against the target deal an extra 1d6 damage on a hit and score a critical hit on a roll of 19 or 20 on the d20.

FERD (JOURNEY)

Giant

Ferd tells the accounts of the All-Father's 1,000 year quest.

Influences: A nonmagical pair of boots, sandals, or shoes

Awakening Prerequisites: Three additional awakened runes from the Giant Runic Language

Awakened Effect. While Ferd is awakened, you may use your action to teleport to any of your awakened Giant Runes within 60 feet, arriving in the nearest unoccupied space to the subject of the rune's influence.

Invoking Time: 1 action

Range: Self

Duration: 10 minutes

Invoked Effect. While Ferd is invoked, you can use your bonus action to teleport to any of your awakened runes within 120 feet, arriving in the nearest unoccupied space to the subject of the rune's influence.

FJELL (MOUNTAIN)

Giant

Fjell establishes a nearly unbreakable bond to the earth.

Influences: Clothing or armor

Awakening Prerequisite: One additional awakened rune from the Giant Runic Language

Awakened Effect. The creature that is the subject of this rune's influence cannot be moved against its will as long as it has not moved since the start of its last turn and it is touching the ground.

Invoking Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

Invoked Effect. Fjell sends out a shockwave of seismic energy, breaking the ground in a 15-foot-radius sphere around its subject of influence. Each creature of your choice in the area must succeed on a Strength saving throw or take 2d10 bludgeoning damage and be knocked prone. If the area is earth, stone, or wood, it becomes difficult terrain.

Additional Runes. The damage dealt by Fjell increases by 1d10 for each additional rune from the Giant Runic Language you have awakened not included in its awakening prerequisites.



HAUG (HILL)

Giant

This rune's magic bestows the resilience of hill giants.

Influences: A nonmagical object made of wood

Awakening Prerequisites: One additional awakened rune from the Giant Runic Language

Awakened Effect. While a creature is wearing, carrying, or holding the subject of Haug's influence, its AC equals 10 + the number of runes you currently have awakened if it wasn't already higher.

Invoking Time: 1 action

Range: 60 feet

Duration: 1 minute

Invoked Effect. Haug grants a measure of fortitude against physical damage. For the duration, whenever the creature wearing, carrying, or holding the subject of Haug's influence takes bludgeoning, piercing, or slashing damage, the damage is reduced by an amount equal to the number of runes you currently have awakened.

HELLIG (SACRED)

Giant

Hellig pushes back against the forces of undeath.

Influences: Any nonmagical armor or weapon

Awakening Prerequisite: Four additional awakened runes from the Giant Runic Language

Awakened Effect. Hellig's subject of influence emits a 30-foot-radius aura of holy energy. Undead in the aura have disadvantage on attack rolls against the creature wearing, carrying, or holding Hellig's subject of influence and whenever an undead in the aura deals damage, it takes radiant damage equal to half the damage it dealt.

Invoking Time: 1 action

Range: 120 feet

Duration: 1 minute

Invoked Effect. Any desecrated ground within 30 feet of Hellig is immediately purified. Every creature of your choice within this area must make a Wisdom saving throw. On a failure, a creature takes 6d6 radiant damage and is frightened of you for the duration. On a success, a creature takes half damage and is not frightened. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Undead have disadvantage on this saving throw.



ILD (FIRE)

Giant

This rune is slightly warm to the touch and burns with the flame of the fire giants.

Influences: Any nonmagical armor or weapon

Awakening Prerequisite: One additional awakened rune from the Giant Runic Language

Awakened Effect. Ild's subject of influence becomes a magic item. The creature carrying, wearing, or holding it can use its action to ignite a flammable object that the influenced object is touching. The fire starts in a circle no larger than 1 foot in diameter.

Invoking Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

Invoked Effect. The subject of Ild's influence gets an additional effect if it is a piece of armor or a weapon:

Armor. The creature wearing it has resistance to cold damage.

Weapon. When a creature makes an attack with it, the weapon deals an extra 1d6 fire damage on a hit.



ISE (FROST/ICE)

Giant

Ise evokes a frost giant's stoic calm.

Influences: A nonmagical set of armor or boots

Awakening Prerequisites: One additional awakened runes from the Giant Runic Language

Awakened Effect. Ise's subject of influence becomes a magic item. The creature wearing it has advantage on Dexterity (Stealth) checks made to hide in snowy terrain and ignores difficult terrain while walking.

Invoking Time: 1 action

Range: 60 feet

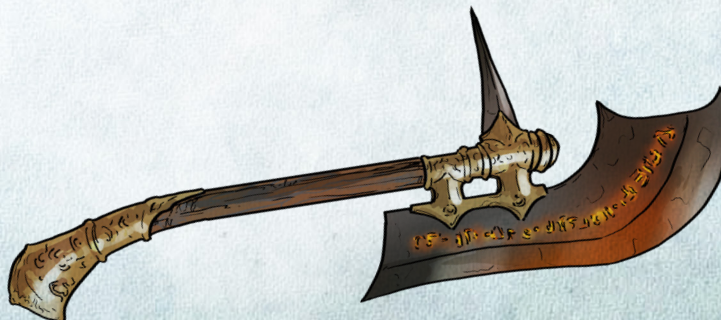
Duration: 10 minutes

Invoked Effect. While invoked, you can use your action to touch a body of water and freeze it in a 10-foot-radius sphere centered on the spot you touched.

Further, the subject of Ild's influence gets an additional effect if it is a piece of armor or a pair of boots:

Armor. The creature wearing it has resistance to fire damage.

Boots. The creature wearing them can walk along the surface of water.



JARL (CHIEF/LEADER)

Giant

Jarl designates those worthy of respect amongst giant-kin, and is often inscribed upon the thrones of giant chieftans.

Influences: A cape, staff, or other symbol of prestige

Awakening Prerequisite: Four additional awakened runes from the Giant Runic Language.

Awakened Effect. The creature wearing or carrying Jarl's subject of influence can use their bonus action to order a creature that can hear them to attack, allowing the target to immediately use its reaction to make a weapon attack.

Invoking Time: 1 action

Range: Self

Duration: 1 minute

Invoked Effect. You roar a command for attention, forcing each creature of your choice within a 60-foot-radius sphere centered on you that can hear you to make a Charisma saving throw. On a failure, a creature takes 4d8 thunder damage and becomes unable to speak or willingly make a sound for the duration. On a success, a creature takes half damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature immune to being frightened automatically succeeds on its saving throw.

JOTUN (GIANT)

Giant

Jotun's manifests the overpowering might of giants.

Influences: A belt

Awakening Prerequisites: Three additional awakened runes from the Giant Runic Language

Awakened Effect. Jotun causes the creature wearing its subject of influence to count as one size larger for the purpose of grappling, and when determining its carrying capacity and the weight it can push, drag, or lift.

Additionally, it can wield weapons with the two-handed or heavy property in one hand. However, it cannot dual-wield using one or more weapons with either of these properties.

Invoking Time: 1 bonus action

Range: 120 feet

Duration: 1 minute

Invoked Effect. Jotun's subject of influence grants the following benefits to the creature wearing it for the duration:

- Its creature type becomes giant.
- If the influenced creature is smaller than Large, it becomes Large, along with anything it is wearing and carrying. If it lacks the room to become Large, its size does not change.
- It has advantage on Strength checks and Strength saving throws.
- Its weapon attacks deal an extra 1d6 damage.

KONG (KING)

Giant

This rune confers a magnetic presence of leadership and prestige, marking one as a figure of royalty.

Influences: A piece of jewelry worth at least 50 gp, or a crown

Awakening Prerequisite: None

Awakened Effect. Kong grants the wearer of the influenced item advantage on any ability check made to convince others it is of royal prestige or military rank.

Additionally, when the wearer uses the Help action during their turn, the ally they are assisting gets a bonus to the ability check or attack roll equal to your runic invocation ability modifier.

Invoking Time: 1 action

Range: 60 feet

Duration: 1 minute

Invoked Effect. The wearer of the subject of Kong's influence can use the Help action as a bonus action. When they use the Help action to aid an ally in attacking a creature, the target of the attack can be within 10 feet of the wearer, rather than within 5 feet of it, if the ally can see or hear them.

Additional Runes. If you invoke Kong while you have three additional runes awakened, the wearer can use the Help action to aid an ally in attacking a creature if the target of the attack is within 30 feet of the wearer, rather than within 5 feet of it. The ally must still be able to see or hear them.

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KRIG (WAR)

Giant

Krig emanates an aura of courage and valor. It is most often displayed on war standards carried by giants marching to battle.

Influences: A war standard or other banner

Awakening Prerequisites: Two additional awakened runes from the Giant Runic Language

Awakened Effect. You can see invisible creatures while they are within 20 feet of the unfurled banner.

Invoking Time: 1 bonus action

Duration: Varies

Invoked Effect. You choose one of the following effects that takes place for the duration:

Mark of Courage. You and your allies are immune to the frightened condition while you are within 20 feet of the banner while it is unfurled. This effect lasts for 1 minute or until the banner is furled.

Standard's Shield. Any ranged attack roll that targets you or an ally has disadvantage if the target is within 20 feet of the unfurled banner. This effect lasts for 10 minutes or until the banner is furled.

LIV (LIFE)

Giant

Liv infuses a cup of any purified water with restorative energy that quickens natural healing.

Influences: A cup, goblet, or bottle that can hold no more than 8 ounces of liquid

Awakening Prerequisite: None

Awakened Effect. While the influenced object is filled with purified water, a creature can use the Use an Object action to drink the container's full contents and expend one of its hit dice to regain a number of hit points equal to a roll of the expended hit die + its Constitution modifier.

Invoking Time: 1 bonus action

Duration: Until consumed, up to 1 hour

Invoked Effect. Any purified water currently in the container becomes a potion that restores a number of hit points equal to 1d4 + your runic invocation ability modifier when consumed.

Additional Runes. The potion restores an additional 1d4 hit points per additional rune you have awakened.



MAUG (EVIL, UNHOLY, DISHONORABLE)

Giant

Maug is seen as a brand of shame amongst the giants.

Influences: Any trinket that can fit in your hand

Awakening Prerequisites: Two additional awakened runes from the Giant Runic Language. Alternatively, you can awaken this rune if you have gained a giant of the Ordning's respect (DM's discretion).

Awakened Effect. When a creature holds the subject of Maug's influence, it must make a Charisma saving throw. On a failure, the creature is marked for 24 hours. On a success, nothing happens and the creature is immune to this effect for 24 hours. Any good- or neutral-aligned creature that perceives a marked creature believes them to be evil, repulsive, and possibly criminal.

Invoking Time: 1 action

Range: 60 feet

Duration: Instantaneous

Invoked Effect. The creature holding the subject of Maug's influence must make a Charisma saving throw. On a failure, the creature is compelled to immediately confess to the most morally objectionable thing it has ever done. On a success, the creature stutters over whatever it is saying for the next minute.



PIL (ARROW)

Giant

Giants inscribe Pil into arrowheads and other missiles to enhance their accuracy.

Influences: Any nonmagical ammunition

Awakening Prerequisites: None

Awakened Effect. The subject of Pil's influence becomes magical and as long as it is on the same plane of existence as you, you can use your bonus action to instantly return it to your hand. Additionally, you may use your runic invocation ability, instead of Dexterity, for the attack and damage rolls of your ranged attacks using the ammunition.

Invoking Time: 1 action

Range: 120 feet

Duration: 1 minute

Invoked Effect. You make an attack with the ammunition subjected to Pil's influence and gain mental control of it. Until the invocation ends, you can use your bonus action to move the ammunition up to 30 feet in any direction, attacking the first creature or object in its path. When you do, make an attack roll using your runic invocation attack bonus. On a hit, the target takes piercing damage equal to 1d6 + your runic invocation ability modifier. If the ammunition is ever more than 120 feet from you at any point while Pil is invoked, the duration ends.

PRAKT (BRAVERY)

Giant

Prakt was inscribed on the armor of any giant going to war against the dragons to keep their wits about them upon seeing their terrifying presence.

Influences: Any nonmagical armor or weapon

Awakening Prerequisites: One additional awakened rune from the Giant Runic Language.

Awakened Effect. Prakt grants the creature wearing or holding its subject of influence a bonus to saving throws against being frightened equal to your runic invocation ability modifier.

Invoking Time: 1 reaction, which you take when the creature wearing or carrying the influenced item becomes frightened

Range: 60 feet

Duration: 1 minute

Invoked Effect. The creature wearing or carrying the subject of Maug's influence gains the following benefits:

- It is immune to the frightened condition.
- It can move 2 feet for every 1 foot of movement it spends to move toward the creature that triggered this reaction.
- It gains advantage on attack rolls against the creature that triggered this reaction.

SKOLD (SHIELD)

Giant

Skold creates a protective ward.

Influences: A nonmagical shield or a weapon

Awakening Prerequisite: One additional awakened rune from the Giant Runic Language. Alternatively, you can awaken this rune if you have made a great sacrifice that prevented another creature's death (DM's discretion).

Awakened Effect. Skold grants the creature wielding the subject of its influence a +1 bonus to AC and an additional effect if it is a Shield or Weapon:

Shield. The shield becomes a magic item and it bonds to the creature holding or carrying it when Skold is awakened. The first time that the bonded creature is reduced to 0 hit points, it is instead reduced to 1 hit point. It must be wielding the shield to gain this benefit. When the bonded creature finishes a long rest or the shield bonds to a new creature, the shield regains the use of this ability.

Weapon. The weapon becomes a magic weapon.

Additional Runes. The bonus to AC provided by Skold increases by 1 for every three other runes you currently have awakened.

Invoking Time: 1 action

Range: 60 feet

Duration: Until the end of your next turn

Invoked Effect. Choose a creature that you can see within 30 feet of Skold, other than yourself. Until the end of your next turn, any damage the target takes is reduced to 1, but you take half the damage prevented in this way. Damage you take this way can't be reduced or prevented in any way.

SKYE (CLOUD)

Giant

This rune's magic emulates the deceptiveness of a cloud giant.

Influences: A bag of beans

Awakening Prerequisites: None

Awakened Effect. Skye grants the creature carrying or holding the beans advantage on Wisdom (Perception) checks that rely on smell.

Invoking Time: 1 reaction, which you take when an attack is made by a creature within 30 feet of Skye

Range: 60 feet

Duration: Instantaneous

Invoked Effect. Skye causes the triggering attack to instead target a different target of your choice within range of the triggering attack.



STEIN (STONE)

Giant

Stein channels the reclusive nature and insight of the stone giants.

Influences: An object made of granite

Awakening Prerequisite: One additional awakened rune from the Giant Runic Language

Awakened Effect. Stein grants the creature carrying or holding its subject of influence advantage on Dexterity (Stealth) checks made to hide in rocky terrain, and it can use its reaction to prevent itself from being knocked prone.

Invoking Time: 1 action

Range: 60 feet

Duration: 1 minute

Invoked Effect. The creature carrying or wielding Stein's subject of influence is immune to the petrified condition for the duration.

Additionally, any enemy that starts its turn within 30 feet of the rune must make a Charisma saving throw. On a failed save, the creature is charmed by you. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this effect for 24 hours.



STIG (LIGHT)

Giant

Stig illuminates an area with a brilliant, all-revealing light.

Influences: An object that emits light, such as a torch or lantern

Awakening Prerequisites: None

Awakened Effect. Stig causes the light emitted by the influenced object to become daylight.

Invoking Time: 1 bonus action

Range: 120 feet

Duration: 1 minute

Invoked Effect. The influenced object's light reveals the true form of any shapechangers illuminated by it for the duration.

Additional Runes. If you have at least three other awakened runes from the Giant Runic Language, the light emitted by the influenced object shows invisible creatures while invoked.



UVAR (STORM)

Giant

This rune allows creatures to glimpse into the future like a storm giant.

Influences: Armor or weapons

Awakening Prerequisites: One additional awakened rune from the Giant Runic Language

Awakened Effect. The creature holding, wearing, or carrying the equipment influenced by Uvar cannot be surprised as long as it is not incapacitated. Additionally, it can add your runic invocation ability modifier to its initiative rolls.

Invoking Time: 1 bonus action

Range: 60 feet

Duration: Special

Invoked Effect. Uvar allows you to use your reaction to give one creature within 60 feet of it advantage or disadvantage on an ability check, attack roll, or saving throw. After this effect has caused a check with advantage to succeed or a check with disadvantage to fail, the duration ends.



UVEN (ENEMY)

Giant

Uven marks rivals and prey.

Influences: A nonmagical shield or weapon

Awakening Prerequisites: Two additional awakened runes from the Giant Runic Language

Awakened Effect. Uven causes the subject of its influence to become magical, and grants it an additional benefit if it is a Shield or a Weapon:

Shield. When an enemy hits the creature holding

Uven's subject of influence with a melee attack, you can use your reaction to deal 1d6 necrotic damage to the attacking creature.

Weapon. When you awaken Uven, choose a creature type from either aberrations, celestials, constructs, dragons, elementals, fey, fiends, or undead. The weapon gains a +1 bonus to attack and damage rolls against creatures of the chosen creature type.

Additional Runes. For every three additional awakened runes you have awakened above two, the necrotic damage dealt by the armor increases by 1d6 and the weapon's bonus to attack and damage rolls against the chosen creature type increases by +1.

Invoking Time: 1 reaction, which you take when a creature hits you or the creature holding Uven's subject of influence with a melee attack

Duration: 1 minute

Invoked Effect. Uven casts the *bane* spell from the shield using your runic invocation save DC. It does not require concentration.



VENN (FRIEND)

Giant



Venn is inscribed into gavels used to settle disputes amongst giants, but a giant's gavel is nearly the size of a warhammer in human hands.

Influences: A warhammer, with Venn inscribed or inlaid in mithral

Awakening Prerequisites: None

Awakened Effect. During the first round of any combat, attacks against the wielder of the subject of Venn's influence have disadvantage before the start of the wielder's turn.

Invoking Time: 1 bonus action

Range: 60 feet

Duration: Until used, up to 1 minute

Invoked Effect. The wielder of the subject of Venn's influence can use its action to strike a point on a hard surface. For the next minute, the first time that a creature within 60 feet of that point deals damage to another creature, the attacker takes psychic damage equal to the damage it dealt to the target.

Additional Runes. If you have at least three other awakened runes from the Giant Runic Language, the attacker instead takes psychic damage equal to double the damage it dealt to the target.

VIND (WIND)

Giant



Vind makes a creature light enough to ride on the wind and suffuses it with an infinite supply of air.

Influences: A pennant or similar banner

Awakening Prerequisites: One additional awakened rune from the Giant Runic Language

Awakened Effect. Vind allows the creature holding or carrying its subject of influence to use its action to fly up to 20 feet. If the creature does not land at the end of this flight, it falls unless it has another means of staying aloft. Additionally, the creature can't suffocate.

Additional Runes. If you have three or more awakened runes, the creature holding or carrying Vind's subject of influence gains a fly speed of 30 feet.

Invoking Time: 1 reaction, which you can take when the creature holding or carrying Vind's subject of influence falls

Range: 120 feet

Duration: Instantaneous

Invoked Effect. The creature holding or carrying Vind's subject of influence does not take falling damage from the fall. Additionally, you gain the ability to cast the *levitate* spell once as a bonus action for the next 24 hours.

WYRM (DRAGON)

Giant



Dragons are the sworn enemy of the Jotunbrud, whose legends associate them with death and decay.

Influences: The claw of a dragon no younger than 100 years old, coated in molten silver. Alternatively, Wyrms may be inscribed on the ground in a process that takes 8 hours of work

Awakening Prerequisites: You must have the Uvar rune and two additional runes from the Giant Runic Language awakened. Alternatively, you can awaken Wyrms on a claw if you slayed the dragon the claw came from.

Awakened Effect (Claw). Wyrms shields the creature carrying or holding the subject of its influence, granting it resistance to the damage caused by any dragon's breath weapon.

Awakened Effect (Ground). Any dragon within a 100-foot-radius sphere centered on Wyrms has disadvantage on saving throws and can have a flying speed no higher than 10 feet. Wyrms cannot be invoked while inscribed on the ground.

Invoking Time: 1 action

Range: Self

Duration: 1 minute

Invoked Effect (Claw). Wyrms becomes a bane to dragons within its presence. Target a dragon within 30 feet of Wyrms. The dragon must succeed on a Constitution saving throw or gain vulnerability to all damage types until the end of your next turn. You can use this action two more times during the duration.

PART 3

EQUIPMENT & ITEMS



CHAPTER 5: ITEMS & EQUIPMENT



MARKETS OF THE FROZENFAR CARRY items atypical of other regions of Toril: sled dogs make travel between cities significantly easier, scrimshaw artwork is sold in areas near lakes abundant with knucklehead trout, and cold weather clothing has become essential every day wear.

This chapter details the merchandise commonly stocked in the shops all about the region. If you choose to take gold pieces in place of starting equipment, you can choose from the items that appear here in addition to those in the *Player's Handbook*.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

ADVENTURING GEAR

Item	Cost	Weight
<i>Clothes</i>		
Cold weather gear	10 gp	8 lb.
Dried alathorne berries	3 gp	1 lb.
Fishing tackle	1 gp	4 lb.
Juniper berries (bag of 200)	2 gp	1 lb.
Kanishta root	1 gp	1 oz.
Scrimshaw carving	10 gp	1 lb.
<i>Tent</i>		
Insulated two-person	30 gp	35 lb.
Insulated six-person	200 gp	70 lb.

Clothes, Cold Weather Gear. This set of clothes includes boots, a thick coat, gloves, a pair of thermal pants, a thermal shirt, and a toque or other warm cap. While wearing these clothes, you automatically succeed on Constitution saving throws against extreme cold.



Dried Alathorne Berries. These berries can be brewed into a tea that helps those not acclimated to cold environments stave off the cold (see *Flora & Fungi*).

Fishing Tackle. This includes the components required to repair a set of fisher's supplies in the event of them breaking.

Insulated Two-Person Tent. This tent protects two Medium or smaller creatures inside of it against the elements. While inside of the tent, a creature automatically succeeds on Constitution saving throws against extreme cold.

Insulated Six-Person Tent. This tent protects six Medium or Small creatures inside of it against the elements. While inside of the tent, a creature automatically succeeds on Constitution saving throws against extreme cold.

Juniper Berries. These berries are a well-known antitoxin and stimulant for those near death. They are so common in the wild that they can be found in nearly any town and a bag of the berries is always recommended for anyone adventuring in the wild.

Kanishta Root. Chewing on an ounce of kanishta root staves off the effects of extreme cold.

TOOLS

Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Engraver's tools	1 gp	2 lbs.
Fisher's supplies	2 gp	6 lbs.
<i>Gaming set</i>		
Wah-ree set	3 gp	3 lbs.

ENGRAVER'S TOOLS

Engraver's tools are used for etching designs and words into ivory, metal, stone, and wood. They are the preferred method of creating scrimshaw artworks.

Components. A set of engraver's tools includes several chisels of different sizes, a clamp, 8 ounces of polishing fluid, a rag, sandpaper, a stamp, and a hammer.

History and Investigation. Your expertise clues you into the cultural significances of particular engraved flourishes or practices on specific materials, such as the art of scrimshaw made out of knucklehead trout bones.

Engraving. As a part of a short or long rest, you can engrave a design into workable materials. The design may be filigree, several words, or an image.

ENGRAVER'S TOOLS

Activity	DC
<i>Engraving</i>	10
Ivory	10
Wood	10
Stone	15
Metal	20
Carve an intricate design	20

FISHER'S SUPPLIES

Fisher's supplies are used for catching fish that can provide food and other materials, such as ivory from the knucklehead trout that populate the lakes of Frozenfar.

Components. These tools consist of a fishing net, a bucket, and a fishing pole with a line, hook, and several pieces of tackle.

Nature. Your proclivity for fishing has taught you what fish may be found in nearby areas and which ones may be safe to eat.

Fishing. A character can spend 10 minutes fishing, making a fishing supplies or Survival check of a DC corresponding to the availability of fish in that body of water.

WAH-REE SET

Wah-ree is an ancient strategy game popular among giants and said to have been a favorite of the gods. History says the Thousand Year War between the dragons and giants was settled over the game in a match between Annam All-Father and the dragon god Garyx, which ended up in a stalemate.

Components. A wah-ree set comes with a playmat and tokens for two players.

MOUNTS AND VEHICLES

Sled dogs and reindeer are more common in Frozenfar than in most other regions of Faerûn. An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
<i>Dog</i>			
Puppy	50 gp	10 ft.	1 lb.
Trained sled dog	60 gp	40 ft.	195 lb.
Reindeer	50 gp	50 ft.	480 lb.

TACK, HARNESS, AND DRAWN VEHICLES

Item	Cost	Weight
Feed (per day)	5 cp	10 lb.
<i>Saddle</i>		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

SLED DOG

Medium beast, unaligned

Armor Class 12

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 13

Languages -

Challenge 1/4 (50 XP)

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

Pack Tactics. The dog has advantage on an attack roll against a creature if at least one of the dog'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.

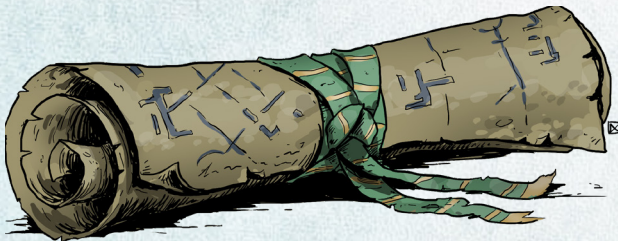
SERVICES

SERVICES

Service	Pay
Scribing	
Copy a page	2 gp
Copy a map	50 gp
Scrimshaw carving, custom	15 gp
Sled crew	
Short distance	6 cp per mile
Long distance	12 cp per ,mile
Training	
Sled dog training	10 gp per dog
Laundry	1 gp per pound
Tailoring	4 gp per garment
Guide	
Skilled	2 gp per day
Untrained	2 sp per day

WATERBORNE VEHICLES

Item	Cost	Speed	Crew	Passengers	Cargo (tons)	AC	HP	Damage Threshold
Canoe	50 gp	2 mph	2	2	—	11	50	—
Fishing boat	350 gp	2 mph	1	5	1,000	15	50	15



FLORA & FUNGI

The following plants and fungi are prevalent throughout Frozenfar. Each is listed with the Environments they are typically found in, an Identification Check made with the listed skill to identify the plant and its properties, and an average market Value for it. If any flora or fungi is extremely abundant or undesirable (possibly even invasive), it will not have a Value.

Berries. Unless otherwise stated, it is assumed that there are 200 berries per pound. The price per-pound will be listed in parenthesis next to a berry that lists a specific per-berry price.

Board Foot (bfm). A board foot is the measurement used to determine the volume of wood. It is equal to 1-square foot of 1-inch thick.

Flowers. Unless otherwise indicated, this supplement assumes a single flower has a weight of 1 ounce. The price shown per pound would be for 16 individual flowers.

Roots. Unless otherwise indicated, this supplement assumes a single root has a weight of 1 ounce. The price shown per pound would be for 16 individual roots.

Trees. If a tree's bark and wood have special properties, they will get separate listings.

FLORA & FUNGI

Plant	Type	Cost	Per...
Allathorne	Berry	2 gp	1 lb.
Arctic Creeper	Flower	2 gp	1 lb.
Butterspice Weed	Flower	1 gp	1 lb.
Calithil	Berry	25 gp	1 lb.
Corpsebomb	Fungus	—	—
Crimson Ladies	Flower	16 gp	1 lb.
Deva Tears	Flower	16 gp	1 lb.
Duskwood	Tree	10 gp	1 bfm.
<i>Felsul</i>	Tree		
Flowers		3 gp	1 lb.
Wood		1 gp	1 bfm.
Flame Petals	Flower	3 gp 2 sp	1 lb.
Fleshwort	Flower	8 gp	1 lb.
Goldenweb	Fungus	5 gp	1 lb.
Gyumin Bean	Bean	5 sp	1 lb.
Halfing Thistle	Flower	4 gp	1 lb.
Hands of Laretha	Flower	16 gp	1 lb.
<i>Helmthorn</i>	Berry		
Indigo		2 gp	1 lb.
Red		20 gp	1 lb.
<i>Hiexel</i>	Tree		1 bfm.
Bark		4 gp	1 lb.
Wood		1 cp	1 bfm.
Iceflower	Flower	—	—
Juniper	Berry	2 gp	1 lb.
Kanishta	Root	16 gp	1 lb.
<i>Kingsfruit</i>	Tree		
Fruit		2 sp	1 lb.
Wood		1 cp	1 bfm.
Lavender	Flower	6 sp	1 lb.
Snowwood	Tree	1 sp	1 bfm.
Takara Bulbs	Root	2 cp	1/2 lb.
Thornapple	Fruit		
Yagdav	Flower	32 sp	1 lb.



FLORA & FUNGI DESCRIPTIONS

The flora and fungi are listed in alphabetical order.

ALLATHORNE

Plant (berry)

Environments: Arctic, Mountains, Tundra

Identification Check: Nature DC 8

Value: 2 gp per pound (1 cp per berry)

In the cold north, edible berries are a treasure. You can use dried Allathorne berries to make a strong and bitter tea that wards off the chill (the folks of Neverwinter swear by it). In the wild, you can spot this scraggly bush even in places where extreme winter weather wipes out most other plants.

Thorny, with large and waxy leaves only growing here and there, it seems like the plant is on the verge of death at all times, until you dig one up and discover 80% of the plant lives beneath the surface. The top of it is really just for sprouting little flowers for a month or so during the year, followed by berries that bears eat most of the time unless something else beats them to it.



CALITHIL

Plant (berries)

Environments: Mountains

Identification Check: Nature DC 12

Value: 25 gp per pound (~1 gp 6 sp per ounce)

Cahil grows in most mountain ranges on the continent, its a tough and curling vine with clumps of waxy leaves with small white flowers that grow from granite crags high in the mountains, so usually very difficult to get to, but Goliath and Dwarves are experts in harvesting the bright blueberries, the Goliath eat the sour berries, the Dwarves, of course, brew them into a wine said to impart feelings of invincibility.

CORPSEBOMB

Fungus

Environments: Mountain Caves, Swamps, Underdark

Identification Check: Nature DC 16

Value: —

The fungus begins life as a tiny spore that floats along until inhaled by a creature, and lodges itself in the moist tissue of the lungs. The spore then begins to grow, causing irritation, pain, and finally death once the fungus has reached a sizable mass. Once the host creature has perished, the fungus increases growth rapidly until it pushes a hollow tendril forth from the flesh. At the exposed end of the tendril, the fungus begins growing a thin membrane, which is inflated by the gases produced by the rotting body.

Within the walls of the membrane are numerous spores, each one looking to continue the cycle. The membrane inflates to a considerable size before violently rupturing, sending the spores outward in a 40-foot radius sphere. A creature in this area may be subjected to its poison (see below).

The gas within the membrane is often highly flammable, and will explode if ignited. All creatures within a 20-foot-radius sphere centered on the corpsebomb must make a DC 15 Dexterity saving throw. On a failure, a creature takes 10 (3d6) fire damage. On a success, a creature takes half as much damage.

ARCTIC CREEPER

Plant (flower)

Environments: Arctic, Mountains

Identification Check: Nature DC 12

Value: 2 gp per pound (1 sp 3 cp per ounce)

A low, grey-stemmed creeping plant that grous around rocks in high, cold climates. These leaves can be dried and ground, and added to any nonmagical poison to change the poison damage it deals either cold or necrotic damage.

BUTTERSPICE WEED

Plant (flower)

Environments: Forests

Identification Check: Nature DC 12

Value: 1 gp per pound (~6 cp per ounce)

A short, leafy plant growing in Northern Faerûn, you can easily spot the large yellow flowers it grows on top, these are plants that tolerate all sorts of conditions and you can see them flourishing right on the border of the hard alpine zone where most other plants can't survive. It has little use other than drying the leaves and smoking them, so, quite popular with Halflings who cultivate them just for that purpose, as they enjoy the spicy flavor. You might be able to sell some to them, but few others will be interested in it.

Corpsebomb (Inhaled). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned. The poisoned creature must repeat the saving throw at the end of every hour and the DC for the save increases by 1 per hour after being poisoned. On a failure, it takes a number of d6 of necrotic damage equal to the number of hours that have passed since the initial poisoning. After a successful save, the poison ends.

CRIMSON LADIES

Plant (flower)

Environments: Forests

Identification Check: Nature DC 16; Intelligence (poisoner's kit) DC 8

Value: 16 gp per pound (1 gp per ounce)

A creeping vine that prowls up the side of a hut or building or tree, its a weird shade of purple with wide, green leaves and bright red flowers in summer that looks very much like a woman wearing a large dress, hence the name. A pound of these flowers can be steeped in boiling water to make a very poisonous tea called crimson tears.

Crimson Tears (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature must succeed on a DC 15 Constitution saving throw at the end of every hour or take 2d6 poison damage.

DEVA TEARS

Plant (flower)

Environments: Forests

Identification Check: Nature DC 16

Value: 16 gp per pound (1 gp per ounce)

Commonly mistaken for the iceflower, this plant's similar blue petals resemble a daffodil, has a blue flower, growing up on a leafy stalk and blooming in small woodland clearings in Northern Faerûn. The flowers produce a thick and sparkling sap that contains many seeds, when the plant is mature it attracts a lot of attention from bees.



DUSKWOOD

Plant (flower)

Environments: Forests

Identification Check: Nature DC 15; Intelligence (either carpenter's tools or woodcarver's tools) DC 10

Value: 3 gp per board foot

Duskwood is found all over Faerûn, including the North. It is a 60-foot tree with a high and dense canopy that shades the ground below, hence the name. The wood is smoky grey and as hard as iron, fire-resistant, and good for making ship masts, wooden weapons, and support beams for buildings.

It has also been called "ironwood" as, thanks to its density, it is a suitable substitute for metal when making armor and weapons:

Armor. Armor made entirely of duskwood does not impose disadvantage on Dexterity (Stealth) checks. The duskwood version of an armor is valued at 150 gp more than the normal version for the purposes of buying and crafting.

Weapons. Weapons with the heavy property made entirely of duskwood lose this property. The duskwood

version of a weapon is valued at 150 gp more than the normal version for the purposes of buying and crafting.

FELSUL

Plant (tree)

Environments: Forests

Identification Check: Nature DC 12; Intelligence (carpenter's tools or woodcarver's tools) DC 8

Value: 1 gp per board foot

Another tree that grows more to the northwest of Faerûn. It has dark brown wood and bark that flakes away from a gnarled and twisted trunk, making the tree quite short and rugged, growing on terrain most other trees could not tolerate. The softwood can be harvested and chewed to decrease nausea and numb the mouth.

The small yellow, purple, and red flowers that bloom in the spring are valuable, as they have a unique, spicy aroma much loved by perfume makers. They can be used in crafting a mundane perfume and a 1-pound sack of the flowers can fetch as much as 3 gold pieces.

FLAMEPETALS

Plant (flower)

Environments: Arctic, Tundra

Identification Check: Nature DC 8

Value: 3 gp 2 sp per pound (2 sp per ounce)

Flamepetals bloom in the summer and have valuable flowers that are large and red, tipped with yellow and sprouting bright orange tendrils which wave around in the wind, flickering to look like flames. They are spectacular and fetch an outrageous price outside of the Dalelands and Silvermoon around the summer solstice celebration season, they are regarded as being lucky plants in the Dales.

FLESHWORT

Plant (flower)

Environments: Gravesites and Battlefields

Identification Check: Nature DC 12

Value: 8 gp per pound (5 sp per ounce)

A stubby plant with grey stalks and furry, olive leaves. It thrives in areas where dead bodies can be found. Often the plant will be seen on the site of recent battlefields, or where the dead were quickly buried in shallow graves.

Some healers use the fibrous body of the fleshwort to speed the healing process. If a creature is missing a small body member (such as a finger or toe), fleshwort applied to the area will knit or restore the lost body member after an hour.

GOLDENWEB

Fungus

Environments: Arctic, Forests, Tundra

Identification Check: Nature DC 16; Medicine 12

Value: 5 gp per pound (~3 sp per ounce)

Goldenweb spreads between tree branches in northern Faerun, it has a lattice structure very similar to a spider web that glows gold when light shines through it, a false luster that has earned it the nickname 'Goblin's Greed'.

It's actually a useful anticoagulant and it is very absorbant. Its medical applications include drawing out toxins, poisons, and infections. A creature attempting to do so with 1 ounce of the fungus gains a +1 bonus to the Wisdom (Medicine) skill check.

GYUMIN BEANS

Plant (bean)

Environments: Plains, Tundra

Identification Check: DC 8

Value: 5 sp per pound

Gyumin beans close to the ground with mottled green stalks and soft, oval leaves that grow in little clumps. They grow long pods filled with about a dozen light brown beans which are very nutritious and can be planted to grow in a company with corn, as the two plants benefit each other. Gyumin paste is the equivalent of baked beans in Faerun.

HALFLING THISTLE

Plant (flower)

Environments: Mountain

Identification: Nature 12 (Halflings automatically succeed)

Value: 4 gp per pound (2 sp 5 cp per ounce)

A small, hardy thistle with a violet flower that thrives in highlands. Soaking it overnight under the fullmoon will create a concoction known as shinewater, which removes all rust and corrosion from metal objects completely submerged in it overnight.

HANDS OF LARETHA

Plant (flower)

Environments: Forests, Plains, Tundra

Identification: Nature DC 16; Religion DC 8

Value: 16 gp per pound (1 gp per ounce)

These golden flowers look like a pair of hands pressed together in prayer. This is why the plant is named after Saint Laretha, a cleric of Tymora who is the subject of a tale in which she prayed to the gods to intercede when a horde of bandits attacked her. The intervention took the form of a group of adventurers and the flowers began appearing near Laretha's shrine, marking her as someone favored by the gods. This is Tymora's chosen plant and like other gods, she will often send plants as a sign of her favor.

A pound of hands of Laretha crafted into a crown or other headwear can be worn and grants good-aligned clerics and paladins a +3 bonus to Intelligence (Religion) checks.

HELMTHORNE

Plant (berry)

Environments: Mountains

Identification: Nature DC 10

Value: Indigo berries 2 gp per pound (1 cp per berry); red berries 20 gp per pound (1 sp per berry)

The helmthorn is common throughout Faerun, particularly the Forest of Wyrms in the western heartlands and throughout the Nether mountains. Helmthorn gets its name from large, imposing black thorns often used as needles and dart points. The thorns can grow as large as an adult's hand.

Helmthorn's indigo berries are often harvested to be either eaten or fermented into helmthorn wine. Occasionally, the plants will sprout a spring of red berries, which are highly prized as when the *goodberry* spell is cast using a red helmthorn berry as the material component, the effects last for two days.

HIEXEL TREES

Plant (tree)

Environments: Arctic, Forests, Tundra

Identification Check: Nature DC 8; Intelligence (carpenter's tools or woodcarver's tools) DC 10

Value: Bark 4gp per pound; Wood 1 cp per board foot

Hiexel trees usually grow to about 30 feet tall and have silver-green bark. They have sparse branches that curve to make an overall oval shape. The wood itself is green and produces dense smoke when burnt.

The bark can be rendered down into a paste used for bookbinding and as a sealant in buildings. Despite the wood being unsuitable for framework, it makes great firewood for cooking and preserving meats.

ICEFLOWER

Plant (flower)

Environments: Arctic

Identification Check: Nature DC 8

Value: —

Found in areas with heavy snowfall, the aptly named iceflower thrives in Icewind Dale, the great glacier and icerim mountains of the far north. It's a short plant with feathery leaves and a single, lovely blue flower that blooms when the near-dead plant regrows in the summer months only to apparently die off again in the winter. The plant survives thanks to a remarkable root system that is hardy enough to be dug up and used to support the roof on a small, circular hut.

JUNIPER

Plant (berry)

Environments: Forests

Identification Check: —

Value: 2 gp per pound (1 cp per berry)

A bush with thick branches bearing short, scale-like needles similar to pine needles. Juniper is an evergreen, capable of surviving in any season. The bark is rough, with a shredded appearance, and the entire bush is very fragrant. Clusters of berries are green in the first year of their growth, and turn dark purple when they ripen the following year. Each berry has a strong, distinctive taste. Like garlic, juniper is so well known that characters will automatically be able to locate it and identify it.

Juniper berries are a remarkable antitoxin and stimulant for those that are severely wounded. Administering two berries to a creature that is making death saving throws instantly restores 1d4 hit points if the creature is not an undead or construct. Additionally, if two juniper berries are consumed, they add a +1 bonus to a creature's Constitution saving throws made against the poisoned condition for the next two rounds.



KANISHTA

Plant (root)

Environments: Arctic, Tundra

Identification Check: Nature DC 12

Value: 16 gp per pound (1 gp per root)

A short plant that grows in tendrils across the ground sprouting broad fluffy leaves. Growing beneath the ground is a thick, dark-colored root.

Although it is extremely bitter tasting, chewing on the root provides temporary relief from the cold weather. Those that chew it experience a feeling of warmth passing through their body, and a sense of renewed strength. A creature that chews on an ounce of kanishta root for 1 hour will automatically succeed on the next Constitution saving throw it makes against extreme cold in the next hour. The ounce is then used up and must be replaced to continue this benefit.

KINGSFRUIT

Plant (tree, fruiting)

Environments: Forests

Identification Check: Nature DC 8

Value: Fruit 2 sp per fruit; wood 1 cp per board foot

A tree with rich brown bark and soft oval leaves that grow in clusters. It has violet flowers in summer and dark brown fruit in autumn. The fruit has a very hard outer skin that needs to be hit with a hammer and the insides are sweet and edible, with six golden yellow segments. A single kingsfruit provides 1 pound worth of food.

LAVENDER

Plant (flower)

Environments: Arctic

Identification Check: —

Value: 6 sp per pound (~4 cp per ounce)

A pleasantly purple flowering herb, lavender is a common spice and fragrant flower used as incense and in the creation of perfume. Characters proficient with alchemist's supplies may create 1 vial of perfume with a sprig of lavender and alcohol. Lavender acts as a stabilizer in alchemical processes. A single pound of lavender added during the process of crafting a hybrid potion reduces the DC of the Intelligence check using alchemist's supplies check by 1. Adding additional lavender does not affect it further.

LINGONBERRY*Plant (berry)***Environments:** Arctic**Identification Check:** Nature DC 12; herbalism kit DC 8**Value:** 1 gp per pound (~6 cp per ounce)

These dazzlingly red berries are a favorite food of herbivores in boreal forests and tundra. They grow in dense shrubs in these environments and they have shown to have potent preventative medicinal properties.

A character with a relevant tool proficiency can craft a poultice, tea, or jam worth 3 gp using a pound of lingonberries that gives a creature that consumes it advantage on Constitution saving throws made against disease for 8 hours.

SCENTED MAYWEED*Plant (tree)***Environments:** Arctic**Identification Check:** Nature DC 16; Medicine DC 12**Value:** 12 gp per pound (1 gp per ounce)

Growing to a height of about 2 feet, scented mayweed has upright, branching stems, small leaves, and white flowers with a yellow center. The flowers can be crushed and used to create a powerful antitoxin which is rumored to cure any poison or disease.

SNOWWOOD*Plant (tree)***Environments:** Arctic, Forests, Tundra**Identification Check:** Nature DC 8**Value:** 1 sp per board foot

A pale tree that grows in the north, and has a slightly bluish cast to the mottled bark. The trunks of the trees are often thin and dense, with spindly limbs and dark green leaves. The mottled coloration of the bark often forms into shapes that vaguely resemble faces, and a few tribes hold a belief that the trees hold the spirits of ancestors that watch over them. The trees are quite remarkable as they can survive in some of the coldest climates, and have even been seen as far north as the High Ice and the Reghed Glacier. The roots of the tree often stretch deep, anchoring the tree in places where other vegetation would find difficult purchase.

TAKARA BULB*Plant (root)***Environments:** Mountains**Identification Check:** Nature DC 8**Value:** 4 cp per pound (2 cp per bulb)

A large bulbous mass that grows a half-dozen shoots that each end in a single leaf. The bulb is dark brown or even red in coloration, while the leaves are light green with red veins. During the spring a single large red flower takes form at the center of the bulb.

The bulb can be harvested and eaten raw, although it often tastes better after having been cooked. Many small mountain villages cultivate the bulb, as the plant grows well in rocky soil. Each bulb provides 1/2 pound of food.

**THORNAPPLE***Plant (fruit)***Environments:** Mountain**Identification Check:** Nature DC 16**Value:** 10 gp per pound (~6 sp 5 cp per fruit)

A small, ground-hugging plant. Its seeds are about 1/4 of an inch in diameter and covered in small thorns. The seeds can be used as a component in potions of healing, but consuming the seeds on their own instantaneously relieves headaches and muscular pains for 3d4 hours.

YAGDAV*Plant (flower)***Environments:** Forests**Identification Check:** Nature DC 16; Medicine DC 8**Value:** 32 sp per pound (2 sp per ounce)

Yagdav bushes are important for druids as the flower petals are often dried and ground to make a tea that promotes fertility to couples that are having difficulty conceiving. It's a rather robust bush covered with waxy stiff leaves, the Yagdav is prominent in the north, and sometimes used as topiary decoration. During the warmer months, the bush grows small yellow flowers.

FROZENFAR RANDOM FORAGING TABLES

If you feel like making foraging a little more in-depth, or if a character is seeking a certain plant, you can roll on the tables below for foraging activities. A Survival roll to forage represents 10 minutes foraging. On a success, the DM rolls 2d6 and consults the environment's table to determine what the character finds. A character finds 1d100 ounces of the foraged plant or fungus. On a failure, the time passes without finding anything.

Plants that do not have a description are nourishing food, but otherwise have no special properties.

ARCTIC (FROZENFAR)

Availability: Scarce (Survival DC 15)

2d6	Flora/Fungi
2	Scented Mayweed
3	Lingonberry
4	Kanishta
5	Allathorne
6	Lavender
7	Juniper
8	Mistletoe
9	Kanishta
10	Calithil
11	Halfling Thistle
12	Flamepetals

FOREST (FROZENFAR)

Availability: Limited (Survival DC 10)

2d6	Flora/Fungi
2	Hands of Laretha
3	Deva's Tears
4	Butterspice Weed
5	Yagdav
6	Strawberry
7	Juniper
8	Mistletoe
9	Felsul (blooming)
10	Kingsfruit
11	Goldenweb
12	Crimson Ladies

MOUNTAINS (FROZENFAR)

Availability: Scarce (Survival DC 15)

2d6	Flora/Fungi
2	Thornapple
3	Calithil*
4	Takara Bulb
5	Helmthorne (roll 1d6: 1-5 indigo, 6 red)
6	Blackberry
7	Bilberry
8	Mistletoe
9	Allathorne
10	Kanishta
11	Halfling Thistle†
12	Arctic Creeper

* - At Dwarven Valley and near Caer-Dineval, this is instead Fleshwort

† - At Dwarven Valley and near Caeri-Dineval, this is instead Corpsebomb

TUNDRA (FROZENFAR)

Availability: Scarce (Survival DC 15)

2d6	Flora/Fungi
2	Hands of Laretha
3	Goldenweb
4	Allathorne
5	Gyumin Beans
6	Lavender
7	Bilberry
8	Mistletoe
9	Kanishta
10	Halfling Thistle
11	Flamepetals
12	Scented Mayweed

Tundra uses the same plants as Plains, but the Foraging DC is 5 higher.

TREES

If the party decides to chop wood, roll a d20 three times to quickly determine what trees are in a square-mile area.

d20	Tree
1-4	Pine
5-8	Fir
9-12	Arctic willow
13-15	Snowwood
16	Kingsfruit
17-18	Hiexel
19	Duskwood
20	Felsul

PART 4

APPENDICES



APPENDIX A: SURVIVAL RULES



number where they appear.

THE FOLLOWING RULES ARE SURE TO come up during your adventures in Frozenfar. To save you some time spent finding these rules and flipping through various books, they have been reprinted here along with the book and page

TRAVEL

Player's Handbook pp. 181-182

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "Activity While Traveling" section later in this chapter for more information).

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel (see chapter 5), and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly. The *Dungeon Master's Guide* contains more information on special methods of travel.

TRAVEL PACE

Method	Distance Traveled per . . .			Effect
	Minute	Hour	Day	
Foot				
Fast	400 ft	4 mi	30 mi	-5 penalty to passive Wisdom (Perception) scores
Normal	300 ft	3 mi	24 mi	—
Slow	200 ft	2 mi	18 mi	Able to use stealth
Sled dogs				
Fast	1/4 mi	15 mi	120 mi	Dogs need a 1 hour break every 4 hours and twice as much food
Normal	1,055 ft	12 mi	92 mi	—
Slow	705 ft	8 mi	64 mi	Dogs require half as much food.

SLEDDING

Sled dogs weigh 50 pounds on average and teams will be a similar size to each other so they can maintain the same gait. Most sled dogs are a mixture of breeds, they are hard working and require a lot of calories, up to 12,000 per day, eating fish and meat multiple times during the day.

Large teams of up to 16 dogs can pull a fully loaded sled at 8 miles per hour even in grueling conditions of fog, ice, strong winds, and in temperatures as low as -40 degrees. The dogs can survive thanks to thick coats and sled drivers or mushers will provide them some hay to sleep on top of at night, sleeping close together to share heat. With one musher and their gear, in reasonable conditions, sled dogs are hitched up in pairs along the gangline, from the leaders to the swing dogs to the team dogs to the wheelers. Many of the dogs can run in any position, including lead, and mushers will rotate their dogs among the positions to avoid repetitive motion injuries, boredom, and fatigue.

Short Distance. One musher with a pair of good dogs traveling for just one day, can hit 15 miles per hour, with frequent breaks for food and to check the dog's feet, they can manage eight hours of travel covering nearly 120 miles.

Long Distance. One musher with a team of dogs traveling for many days, on average will travel at 8 miles per hour, with frequent breaks for food and to check the dogs' feet. They can manage eight hours of travel covering nearly 64 miles. Travel routes over a thousand miles can be achieved in about 16 days.

WEATHER

Dungeon Master's Guide pp. 109 - 110

EXTREME COLD

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.

STRONG WIND

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.

HEAVY PRECIPITATION

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.

HIGH ALTITUDE

Dungeon Master's Guide p. 110

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel. Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

WILDERNESS HAZARDS

Dungeon Master's Guide p. 110

Some hazards require no ability check to spot. Others, are undetectable by normal senses. The hazards presented here can be identified with a successful Intelligence (Nature) check.

FRIGID WATER

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.

SLIPPERY ICE

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

THIN ICE

Thin ice has a weight tolerance of 3d10 x 10 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.

BECOMING LOST

Dungeon Master's Guide pp. 111-112

Unless they are following a path, or something like it, adventurers traveling in the wilderness run the risk of becoming lost. The party's navigator makes a Wisdom (Survival) check when you decide it's appropriate, against a DC determined by the prevailing terrain, as shown on the Wilderness Navigation table. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, and a fast pace imposes a -5 penalty. If the party has an accurate map of the region or can see the sun or stars, the navigator has advantage on the check.

If the Wisdom (Survival) check succeeds, the party travels in the desired direction without becoming lost. If the check fails, the party inadvertently travels in the wrong direction and becomes lost. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

WILDERNESS NAVIGATION

Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5

FORAGING

Dungeon Master's Guide p. 111

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check whenever you call for it, with the DC determined by the abundance of food and water in the region.

FORAGING DCs

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

If multiple characters forage, each character makes a separate check. A foraging character finds nothing on a failed check. On a successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

FOOD AND WATER

The food and water requirements noted in the *Player's Handbook* are for characters. Horses and other creatures require different quantities of food and water per day based on their size. Water needs are doubled if the weather is hot.

FOOD AND WATER NEEDS

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

APPENDIX B: MAP OF NORTH FAERÛN



APPENDIX C: MAP OF ICEWIND DALE



APPENDIX D: FROZENFAR GAZETTEER



ORE THAT APPEARS THROUGHOUT THIS book has been reproduced here in plain font, as well as some cursory information about locations that most everyone in the region would likely know.

BARBARIANS OF THE NORTH

There is an important difference between the barbarians of the North. The Uthgardt tribes have the dark hair and blue eyes more common to the ancient netherese people, who merged with the followers of the raiding chieftain named Uthgar 1400 years ago. The Reghed barbarians are even taller and have fair hair along with piercing blue eyes; they descend from the original northmen who travelled from the islands of the Trackless sea and founded Illusk.

Both ethnicities share the original Ruathym island culture, they revere animal spirits, they worship the god Tempus, they reject magic and cleave to their traditional ways.

THE REGHEDMEN

The Reghed barbarians hold a much older culture and history on the mainland of Faerun than the Uthgardt. They did not follow the charismatic chieftain Uthgar across the sea to raid and eventually settle on Faerun's Sword Coast, because they were already there and had been for thousands of years.

Those who spend time in the far north will come to recognize that the fair-haired barbarians of the tundra speak their own language called Reghedjic, derived from Old Illuskan, because their culture is the original Illuskan people who created the first human cities along the Sword Coast. Granted, the arctic peoples known as the Ulutiuns have lived in the lands beyond the Spine of the World far longer than most can imagine, and the Reghed barbarians displaced them from the northernmost parts of the Sword Coast and from Icewind Dale. They now live in the little known land of Alpuk on the great glacier also known as Pelvuria. So there is a deep history to the Frozenfar and the people who have lived there for many thousands of years.

They consider the people of Icewind Dale to be squatters and despoilers of their traditional hunting ground. To the nomadic barbarians, the Ten Towns are scars on their pristine world. The migration of the caribou (also called klantars in the Realms) is vital to the Reghed and Uthgardt as well as the Ulutiuns, all across the north, from the tundra of Icewind Dale, across the great glacier and all the way to the Endless Waste (known as the Hordelands, or Taan, by the Tuigan tribes). The various barbarian cultures have no time for the ignorance of southerners, who know nothing of the lands beyond the mountains, where their maps stop short.

The Reghed tribes are now reduced down to the Tribe of the Elk, who are the most numerous, the tribe of the Bear, who have fallen into the influence of Auril, the tribe of the Wolf, who camp near Ironmaster, and the tribe of the Tiger, who camp near the northwest shore of Maer Dualdon.

THE UTHGARDT BARBARIANS

Race(s): Human

Major Deities: Auril, Chauntea, Malar, Talos, Tempus, Umberlee, Uthgar

Minor Deities: Helm, Ilmater, Torm, Tyr

The Uthgardt tribes all dwell on the southern side of the Spine of the World, further to the east, in the northwestern area of Faerun known as the Savage Frontier; this includes the Delimbiyr Vale and its river along the eastern and southern borders of the High Forest; the Fallen Lands, which border the Anauroch desert; and the lowlands of the Dessarin Valley that border the western trees of the High Forest.

The Uthgardt speak Bothii, a dialect of Illuskan with no written language. Each tribe is named after an animal totem, much like the Reghed people, but while the Reghed revere the spirit of that animal, the Uthgardt are able to summon power from these totems as part of their veneration of Uthgar, who became a demigod (an important cultural distinction). Each of the Uthgardt tribes are comprised of several related clans. Each clan has a thane, and each tribe has a chieftain, but all the tribes are ruled by a Great Chief, selected from among the other leaders. All the tribes meet at a sacred site called Beorunna's Well for a celebration they call Runemeet during the autumnal equinox on Eleint 21. This is where important decisions are made, justice is served, marriages are performed, shamans are initiated, and the rite of passage called the Runehunt is performed for young tribemen.

BLACK LION TRIBE

Alignment: Chaotic Neutral

Ancestral Mound: Beorunna's Well

Chieftan: Andar Heartfood (c. 1372 - 1484 DR.); Stellok Kolraavi (c. 1484 DR)

Totem: Black Lion

Allies: Red Tiger tribe

Enemies: Tundra barbarians

Territory: Moonwood

Black Lions have an isolationist attitude and are suspicious of others. They once abandoned their barbaric traditions to establish a village near their ancestral mound at Beorunna's Well, which became something of a trade hotspot in the Silver Marches. By the late 15th century DR, the Black Lion tribe often resorted back to their old ways of violent raids and pillaging, targeting the smaller, weaker communities of the Silver Marches and the Druarwood.

BLACK RAVEN TRIBE

Alignment: Chaotic Neutral

Ancestral Mound: Raven Rock

Chieftan: Ostagar Tenfeather (c. 1372 - 1485 DR);
Ojin Voninsdottir (c. 1485 DR)

Totem: Giant Raven

Allies: Gray Wolf tribe

Enemies: Griffon tribe, Thunderbeast tribe

Territory: Frost Hills

Known for riding giant ravens into battle to carry out aerial raids on travelers passing through Northern Means and the Blackford Road, Black Raven barbarians fiercely reject civilized ways and hold to their heritage of pillaging and violence. They see proselytizers as heretics, and will fiercely hunt down clerics seeking to spread their faith.

Trade caravans despise the Black Ravens, labeling them as nothing more than petty bandits. The tribe will take their raiding spoils and sacrifice them to the Black Raven or hide them away near the Black Raven shrine at Ravenrock. Any fool who attempts to seek out this hoarde of plunder, even just by merely seeking out rumors, will likely find themselves hunted down by these barbarians of the sky.

BLUE BEAR TRIBE

Alignment: Chaotic Neutral

Ancestral Mound: Stone Stand

Chieftan: Hlutwig Long-throw (c. 1358 - 1368 DR);
Tanta Hagara (1368 - 1485 DR);
Kriga Moonmusk (c. 1485 DR)

Totem: Bear

Allies: Stone giants

Enemies: Red Tiger tribe

Territory: Delimbiyr Vale

The Blue Bear tribe were on the verge of extinction in 342 DR, until an orc raid on the kingdom of Athalantar drove refugees north. Those refugees joined the Blue Bear tribe who offered protection and shelter, greatly bolstering their numbers and making them a dominant force in the North.

Five centuries later (890 DR), at the Uthgardt tribe's annual Runemeet at the Grandfather Tree, the sacred tree burst into flames. The leaves were burned to ash, but the tree and the surrounding forest were left untouched. A single branch was cut from the tree by one of the Blue Bear tribes' shamans, after which, a shadow of a man emerged from the severed branch and ran off into the woods, leaving a trail of bear prints in his path. Several of the tribesmen followed the trail, but it came to a dead end at an ancient ring of cairns. The shaman that had cut the branch planted it in the center of the stones, establishing the Blue Bear's new ancestral mound of Stone Stand.

In 1311 DR, the Blue Bear fell under the influence of Tanta Hagra, an annis hag who they had been deceived into adopting as their chieftan. For this, they were banished by the Grandfather Tree's guardian spirits. This caused a divide within Blue Bear, and a large number of the tribesmen broke away from the tribe in 1313 DR, forming the Tree Ghost Tribe.

The Blue Bear that remained bounced from one manipulative supernatural deceiver to another, leaving their traditions twisted. After a change in leadership in the late 15th-century, they allied themselves to stone giants, waging war against Orlbar and Llorckh. An exile from the Blue Bear tribe would know Jotun culture far better than most humans.

ELK TRIBE

Alignment: Chaotic Neutral

Ancestral Mound: Flint Rock

Chieftan: Zokan Thunderer (c. 1359 - 1485 DR);
Rond Vaarson (c. 1485 DR)

Totem: Elk

Allies: Priests of Auril and Talos

Enemies: "The ancient ones," which they wage war against by destroying ancient ruins, tombs, or sacred sites of ancient civilizations

Territory: a stretch of area between the Evermoors and Yartar and Noanar's hold

A tribe that shuns civilization and is considered to be one of the most arrogant and self indulgent tribes of Uthgar. They consider other people to be beneath them and regularly raid merchant caravans and travellers, even taking and selling captives as slaves. They have recently taken on the worship of Talos and long included worship of Auril. In a sense, they have strayed quite far from the noble aspect of Uthgar and are not much better than brigands who follow the seasonal migrations of the Elk.

It may be the influence of clerics of Talos, god of storms and destruction, that caused them to hate the ruins and relics of the ancient world. If they are able, they will seek to lay waste to ancient Netherese and Illifarn artifacts and structures, particularly those with a magical or religious aspect to them.

GRAY WOLF

Alignment: Chaotic Neutral/Chaotic Evil

Ancestral Mound: Raven Rock

Chieftan: Alrik Tenstone (c. 1370 - 1485 DR);
Syken Nightblaze (c. 1485 DR);
Envir Sykensdottir (c. 1485 DR)

Totem: Wolf

Allies: Black Raven tribe

Enemies: Orcs, Black Blood tribe

Territory: a stretch of area between the Evermoors and Yartar and Noanar's hold

The Gray Wolf tribe was thought to have begun when they accepted refugees from fallen Gauntlgrym into their ranks. Basically, they are all lycanthropes, though unlike the evil Black Blood Tribe of the Moonshae Isles, they are not allied with the god Malar. The Gray Wolves see their lycanthropy not as a curse, but a tribal legacy, connecting them with nature and their tribal totem. Their form of lycanthropy is unique in that they can forsake their tribe and within a year of this exile, they will no longer be werewolves.

GREAT WORM

Alignment: Neutral Good

Ancestral Mound: Great Worm Cavern

Chieftan: Gweshen Talistars (c. 1372 - 1485 DR);
Wormblod (c. 1485 DR)

Totem: Dragon

Ritual Enemies: Evil creatures

Territory: Fell Pass, the Frost Hills, the Lurkwood, and northern areas of the Silver Marches

Dwelling in the harsh Spine of the World mountains, characterized by their Berserker warriors, the tribe has been known to enslave white dragons and conduct raids seeking treasure. An exile from the Great Worm tribe is a feral warrior, driven by their desires and their anger.

GRIFFON TRIBE

Alignment: Lawful Neutral

Ancestral Mound: Shining White

Chieftan: Kralgar Bonesnapper (c. 1372 - early 15th-century DR);
Halric Bonesnapper (c. ~1450 DR)

Totem: Griffon

Ritual Enemies: Cities of the North, Orcs

Territory: an expanse of land as far west as the Sword Coast, as far east as the Silver Marches, and throughout the Dessarin Valley north of Triboar and Yartar

Powerful enough to take and hold captured settlements, the aim of the tribe is to capture one of the great cities of the north one day. The Griffon tribe has a large permanent settlement called Griffons Nest, located in the grassy hill country west of Shining Creek, consisting of over twenty large thatched log huts, long halls, and warehouses surrounded by a log pallisade. There are even farms scattered around this place, though none of it was built by the barbarians originally. Griffon tribe barbarians are proud to own the spoils of victory from their many raids and wear many trophy items, each of which has a story attached to it.

RED TIGER

Alignment: Chaotic Evil

Ancestral Mound: Beorunna's Well

Chieftan: Adalwulf Longfang (? - 1368 DR);
Thradulf Longfang (1368 DR - ?);
Seriska Hungermaw (c. 1485 DR)

Totem: Snow Cat

Allies: Black Lion tribe

Ritual Enemies: Blue Bear tribe

Territory: the Silver Marches, primarily Cold Wood

Like their snow cat totem beast, the tribe acts aggressive and solitary, so they hunt in very small family groups, roaming the North. The roles in their tribe are very traditional, men being the hunters, women being the gatherers. The men hunt and bring down prey by themselves, without assistance. They are quite primitive, and their preferred weapons are short wooden handles with three very sharp, stone daggers, which they use like tiger claws.

SKY PONY

Alignment: Chaotic Neutral

Ancestral Mound: One Stone

Chieftan: Jerek Wolf-slayer (c. 1356 - 1372 DR);
Woldmad Eaglewing (c. 1372 - 1485 DR);
Arnzan Vashk (c. 1485 DR)

Totem: Pegasus

Ritual Enemies: Orcs

Territory: Sundabar Vale, Old Delzoun

Fanatical followers of Tempus, their pegasus totem is well known to Orc settlements, as the Sky Pony tribe raid the orcs who settle too far south. They wear white face paint representing wings, decorate their tents and sacred objects with feathers, and their Shamans wear white robes with wide sleeves that look like wings when they dance.

THUNDERBEAST

Alignment: Neutral

Ancestral Mound: Morgur's Mound

Chieftan: King Grundar Brontoskin (c. 1370 - 1372 DR);
Sungar Wolfkiller (c. 1372 - 1485 DR);
Harthulk Hornspear (c. 1485 DR)

Totem: Brontosaurus

Ritual Enemies: Wolves

Territory: Grunwald, the Dessarin Valley, the Surbrin Hills

Their ancestral mound was Morgur's Mound, but it was dessicated, it's treasures stolen, preventing them from practicing their sacred rites during Runemeet. They have since traveled to the land of the Elk tribe during Runemeet to practice their rites at Flintrock. The Thunderbeast tribe is known as one of the least barbaric tribes of the Uthgardt, but they still don't practice agriculture. They have long guarded the secret that ancient thunderbeasts still live in the high forest.

THUNDERBEASTS

Faerûn dinosaurs are not actually "dinosaurs." Evolution for them was very different and the time span of their development was ridiculously short. Toril was a frozen ice ball with oceans under it when Dendar the Night Serpent ate the sun, and a new sun had to be made. So, after the thaw, the age of Thunder saw the rise of land-dwelling animals, which saw mammals and Thunderbeasts (dinosaurs) existing and evolving parallel to each other.

Dinosaurs are not primitive precursors on Toril, you could say they just look like dinosaurs because of the ecological niches they fill. That being said, the Thunderbeasts of the far north have fine, almost wooly feathers like an Emu, and can exist fairly comfortably even in snow-covered alpine environments.

TREE GHOST

Alignment: Neutral Good

Ancestral Mound: Grandfather Tree

Chieftan: Gunther Longtooth (1313 - ?);

Boorvald Orcbane (? - c. 1485 DR)

Totem: Tree

Allies: Elves native to the Silver Marches

Ritual Enemies: Iceshield orcs

Territory: Grunwald, the Dessarin Valley, the Surbrin Hills

This unusual band is made up of exiles from the Blue Bear tribe, plus exiles from other Uthgardt tribes who have come to the Grandfather tree for enlightenment. Tree Ghost tribe have forsaken the spirit animal totems of Uthgar and become the self-declared protectors of the Grandfather Tree. Rarely seen, these Uthgardt share the High Forest with the region's native elves and defending the area from the Iceshield Orc tribe.

Grandfather Tree is an Arakhor, an elder form of treant, he was summoned by the ancient elves of Aryvandaar in -12,500 DR to guard the Hall of Mists, which still lays under his mighty roots. Tree Ghost Barbarians know how to speak Elven and fight with a long bow.

TEN TOWNS

Capital: Bryn Shander

Government: Confederate Autocracy

Leader: Ten Towns Council, Speaker Du vessa Shane

Population: ~7,500 (55% humans, 40% dwarves, 3% halflings, 2% other races)

Architecture: To keep the cold out, most buildings are built sunken into the ground. Notable exceptions to this are described in the town's Architecture subheader.

The Ten Towns are a confederation of villages spread across Icewind Dale that bring in people from all across Faerûn, seeking to make a new life for themselves. People of Icewind Dale don't ask about another's past, and fewer still will answer such questions. Work is plentiful though, there is always a need for sellswords, fishing crews, and prospectors.

TIME OF WRITING

The research for this section was limited to resources available at the time of writing. This section may be updated with new information as per the policies of the Community Content Agreement of the Dungeon Masters Guild.

BRYN SHANDER

Population: ~1,200

Government: Ruled under the Ten Towns council, lead by speaker Du vessa Shane

Defense: 30-foot-high wooden double palisade wall with a walkway around the top for archers. The insides of the walls are packed with rubble for additional support. The town gate is 15-feet tall. A small town guard and militia

can rally in times of need. Local law enforcement includes a sheriff and deputy.

Architecture: Council Hall and the Speaker's Palace are some of the only buildings to exceed one-story tall.

Commerce: Imported goods fetch exorbitant prices and there is a mercenary feel to the town trade, with many living hand to mouth. Travel to other towns with trade caravans or sleds is available.

Imports. Dye, fabrics, food, herbs, lumber, spices, wine

Exports. Fish, mead, scrimshaw

Bryn Shander is the trade hub of Icewind Dale, the newest settlement, and the only one not located on the shore of a lake. Bryn Shander has become the center of governance for Icewind Dale, with each town sending a representative to meet at the warehouse-sized town hall. A wide variety of goods and services can be found here.

NOTABLE LOCATIONS

Council Hall (Public). The hall of central governance for all of Icewind Dale.

Speaker's Palace (Private). Home to Du vessa Shane.

INNS

It isn't infrequent for travelers to simply rent out a stable and sleep on straw to avoid having to deal with the unwelcoming accommodations or rowdy crowds at the inns of Bryn Shander.

Geldenstag's Rest (Squalid). One of the oldest inns in Bryn Shander, located near the East Gate. The rooms are tiny, cold, and unkempt. The owner is known to be persistent and nosy, which keeps those with something to hide away from the inn, making it popular with travelers who wish to avoid the raucousness of other inns.

Hooked Knucklehead (Poor). An inn near the center of town that caters to scrimshanders. Most patrons sleep in the common room, not the cold outer rooms, which seem to have been built by folk who hadn't get felt a true northern winter.

Northlook (Comfortable). An inn for mercenaries and adventurers, rowdy and with an excellent taproom, the prices are very high, but things can be purchased on store credit and paid later with very high interest rate added.

RELIGION

House of the Triad. A temple dedicated to Ilmater, Torm, and Tyr. It stands as the largest holy place in all of Icewind Dale.

Shrine to Amaunator. A humble place of worship for Amaunator, the Keeper of the Eternal Sun. The temple holds a festival during the month of Hammer, the beginning of the two sunny months the Ten Towns gets once a year.

SHOPS

Blackiron Blades (Smithy). Sells cheap weapons for those who can't afford the good stuff made by the dwarves.

Also sells adventuring supplies, the reputation of blackiron blades is pretty low, but so are their prices.

Market Square (General Goods). A bustling marketplace in the center of Bryn Shander, where one can find various imports from the Ten Towns.

Rendaril's Emporium (Trade House). The largest trade house in Icewind Dale. It stocks fine merchandise, including dwarven weapons from Kelvin's Cairn and more.

TAVERNS

Kelvin's Comfort. A popular tavern, stocked with dwarven ale and brandy from Mirabar, but most patrons drink the brew from Good Mead. Favored by caravan crews, miners, and dwarves.

BREMEN

Population: ~300

Speaker: Dorbulgruf Shalescar (c. 1485 DR)

Commerce:

Exports. Fish, scrimshaw, panned treasures, vegetables

Perched at the mouth of the Shaengarne river where it meets the west bank of Maer Dualdon, the threat of seasonal floods is a constant worry. However the rich silt left behind means Bremen can grow fast crops of onions and tubers that can be stored for winter. The silt also contains little treasures washed down the river, from fish hooks to gold nuggets. The only way into Bremen from the rest of Ten Towns is by boat or by fording the Shaengarne river. The town is known to attract gold prospectors and treasure hunters.

NOTABLE LOCATIONS

Five Tavern Center (Public). A tightly-packed cluster of taverns squared on a gravel courtyard of sorts. Tavern brawls are known to bleed outdoors and cause this entire area to turn into a fight club.

Statue of Rolph Bremen (Public). Rolph Bremen is assumed to be the founder of Bremen, but the historical accuracy of this is shaky at best.

Speaker's House (Private). Home to Dorbulgruf Shalescar, speaker of Bremen on the Ten Towns Council.

INNS

Buried Treasures (Comfortable). An inn that sells silt panning supplies for those wanting to try their luck, the place serves Leek stew and the common room is decorated with trinkets found in the silt.

SHOPS

Ewin's Trinkets (Trinkets & Magic Items). Formerly known as Earvin's Treasures, this shop buys and sells items brought in by treasure-hunters coming to Bremen.

TAVERNS

Knuckleheader. A particularly loud and raucous crowd gathers at the Knuckleheader. The tavern lacks a servicable kitchen, and the owners will easily swap drink and lodging

for anyone willing to provide food, especially those with a magical prowess for culinary conjuring.

Stones. A rowdy bar where one can easily find a fight with the local Bremenites.

CAER-DINEVAL

Population: ~250

Speaker: Crannoc Siever (c. 1485 DR)

Architecture: Caer Dinev is a castle built hundreds of years before the establishment of the Ten Towns.

Commerce: Has a feud with Caer-Konig as to the fishing rights to Lac Dinneshere.

Exports. Fish, scrimshaw

Caer-Dineval was the dream of an outcast noble family originally from Cormyr to claim Icewind Dale as its sovereign rulers. However, they were slaughtered by a tribe of orcs who occupied the fort for a few years before they were also ousted by the human settlers in the Dale who could not tolerate a fortified camp of orcs so close to their homes. This was a pivotal battle that united the humans of the Dale and fostered the beginning of a sense of shared identity as the people of Icewind Dale.

NOTABLE LOCATIONS

The Caer (Public). The only standing castle in the Ten Towns.

Speaker's House (Private). Home to Crannoc Siever, speaker of Caer-Dineval on the Ten Towns Council.

INNS

Dinev's Rest (Comfortable). An inn on the low end of town, so one of the first a traveler will see as they enter the town. It is spacious and well sheltered from the wind. In the common room are many of the banners of the ancient battle.

SHOPS

Culver's (Curios). A shop owned by Culver Ailsen, a collector of the odd, curious items found across the Dale.

TAVERNS

The Uphill Climb. A tavern at the top end of town, right by the Caer with great views over the lake and docks, it is an upmarket venue that serves a variety of good food and drink transported from the markets of Bryn Shander.

CAER-KONIG

Population: ~200

Speaker: Alden Lowell (c. 1485 DR)

Defense: Many of the citizens are barbarians, capable of forming a formidable militia.

Commerce: Has a feud with Caer-Dineval over the fishing rights to Lac Dinneshere

Exports. Fish, scrimshaw

Caer-Konig sits between Kelvin's Cairn and the waters of Lac Dinneshere on a series of terraces, much like an arena

with all the houses facing the lake. The ruins of an old fortress that has been rebuilt many times in the past lies on the northeast side of town. Almost all travel to this town is via the lake on a ferry, usually by adventurers headed to Kelvin's Cairn, or by dwarves traveling from the mines in the valley headed toward Ten Towns.

NOTABLE LOCATIONS

Frozenfar Expeditions (Public). An adventurers' guild of sorts with an outfitters shop that sells maps and supplies for explorers. A great resource for practical information on surviving the Frozenfar wilds.

Ruined Caer (Public). The caer lies ruined from a past raid, possibly in some state of attempted repair.

Speaker's House (Private). The residence of Alden Lowell, Caer-Konig's speaker on the Ten Towns Council.

INNS

The Northern Light (Comfortable). The towns only inn, it has a magic lantern at the front door which shifts colors and the inn is quite nice.

SHOPS

Market Square (General Goods). Caer-Konig has a fully-servicable market that can provide most anything adventurers would need in the Dale.

TAVERNS

Hook, Line, and Sinker. A tavern on the edge of the market square. The place is usually quite busy, as the owner gives out free half pints of beer and has plenty more for the hard working, and hard drinking fishers.

DOUGAN'S HOLE

Population: ~100

Speaker: Edgra Durmoot (c. 1485 DR)

Defense: Notably exposed to attacks

Commerce: Dougan's Hole relies on imports from Bryn Shander during the more hospitable months to survive. The town is remarkably destitute.

Exports. Animal pelts, fish, scrimshaw

The smallest and probably the least welcoming of the Ten Towns, Dougan's Hole consists of a couple of wooden piers and a cluster of building. The locals trade salted fish and raw fish ivory for fishing supplies and grain for the winter. When the rough paths leading to Bryn Shander become impassable during the coldest months, the trading season is vital to the town's survival.

NOTABLE LOCATIONS

Speaker's House (Private). Home to Edgra Durmoot, speaker for Dougan's Hole on the Ten Towns Council.

Twenty Stones of Thruun (Public). A megalithic granite arrangement of menhirs in the shape of a triangle with one stone in the center. Nobody knows who built it, though there are plenty of theories.

EASTHAVEN

Population: ~850

Speaker: Glensather (c. 1356 DR - ?)

Defense: Easthaven has a well-equipped townguard and merchants are likely to have hired mercenary escorts

Commerce: Easthaven's placement on the Eastway and its thriving fishing trade has made it one of the more successful of the Ten Towns.

Exports. Animal pelts, fish, scrimshaw

Fishers, trappers, merchants, and new settlers in Ten Towns occupy buildings on the shore of Lac Dinneshere. Easthaven is prospering with the new Eastway road to Bryn Shander, the only paved road in Icewind Dale. The town has a longstanding dispute with the towns of Caer-Dineval and Caer-Konig over fishing rights. Largely it's based on Easthaven's population growth without a growth in fishing territory to match the demand and the other towns refusing to renegotiate their lake treaty.

NOTABLE LOCATIONS

Town Hall (Public). One of the few buildings larger than a single story, placed on the northwest side of town near the docks.

INNS

Cairn's Crossing (Modest). A well-known, if not a bit rundown, inn that sees many patrons.

Snowdrift Inn (Comfortable). If you can overcome the smell of drying knucklehead trout from the racks outside, the Snowdrift Inn is a cozy establishment welcoming adventurers to one of the best sleeps they will have in the Dale.

The White Lady Inn (Comfortable). Overlooks Lac Dinneshere. It is named for the spirit that is said to haunt the lake, the legend of which the owner Bartaban is eager to share with would-be patrons.

SHOPS

Rurden's Armory (Smithy). Despite how helpful the owner Rurden attempts to be, he refuses to make custom orders. It isn't uncommon to see Sellwords in Easthaven with ill-fitting gear purchased from Rurden.

RELIGION

Silvanus's Temple. A grove of white birch trees that grow despite the harshness of the dale. It is tended to by a druid from Easthaven who has lead his followers to believe that Silvanus will restore all of Icewind Dale to its former, pristine beauty.

TAVERNS

Banrock's Mithral Pot Tavern. Famous pottage made by dwarven cooks, a quality restaurant with wood panels, cozy booths, and seriously great food.

Big Fat Knucklehead. A lakeside tavern popular with fishermen. Run by Flug the Blind, a man who lost an eye to a fish hook.

Wet Trout Tavern. Largest and loudest taven in Easthaven. Known for its great atmosphere with a bar on one side and a full-service kitchen on the other.

Winter's Cradle Tavern. A comfortable tavern owned by Grisella. It's famous for her Grisella's Dale ale and frost giant yellow snow melts.

GOOD MEAD

Population: ~150

Speaker: Kendrick Riesbattow (c. 1485 DR)

Defense: Good Mead keeps a small militia at the ready

Commerce: Good Mead decided to forgo the typical trade of fishing after several bad seasons and instead focus on brewing the mead that the town is named for.

Exports. Alcohol, scrimshaw

Named for its famous mead hall decorated with carved wooden wyvern heads, it is two stories tall and most folk in the town now brew mead rather than just catch fish. There is also a temple to Tempus, a relic of the old days when the townsfolk of Good Mead and Dougan's Hole fought so fiercely for fishing waters that they stained the lake red with blood, which is how Redwaters got its name. These days the fishers of Good Mead just catch enough to fill the stew pots back in the little town nestled among the trees.

NOTABLE LOCATIONS

Speaker's House (Private). Located on the southern side of town on the shore of Redwaters, the speaker for Good Mead lives here.

INNS

Cairn's Crossing (Modest). A well-known, if not a bit run-down, inn that sees many patrons.

RELIGION

Shrine to Tempus. A grove of white birch trees that grow despite the harshness of the dale. It is tended to by a druid from Easthaven who has lead his followers to believe that Silvanus will restore all of Icewind Dale to its former, pristine beauty.

TAVERNS

Mead Hall. The largest building in all of Good Mead, set center in the town. The town's entire economy relies on the mead produced here, as does the business of most of Icewind Dales' taverns.

TARGOS

Population: ~1,000

Speaker: Giandro Holfast (c. 1485 DR)

Defense: Wood & stone pallisade

Commerce: Targos' fortified lake functions as a fishery, giving the city an advantage in the competitive fishing economy of the Dale. Despite this, Termaline and Targos maintain a bitter rivalry for fish.

Exports. Fish, scrimshaw, waterborne vehicles

Organizations: Dockworker's Guild

Notable Locations: Kemp's House (home of spokesman Kemp as of 1351 DR)

Targos lies on the shore of Maer Dualdon and is the only other walled town in Icewind Dale. The primary industry of Targos is fishing, and its people a hard headed, stubborn, and very hard-working lot, more so than any other town. The town is completely focused on fishing, having the largest fleet and the biggest hauls. So important is the fleet, the town wall extends out onto the lake for over a thousand feet, sheltering the harbor while the wall on the land side is neglected and a shanty town sprawls past it.

INNS

Wolf's Pelt Inn (Poor/Modest). The common room contains 26 cots, most of which are nearly always occupied. The room carries the musk of sweat and woodsmoke, but is otherwise always clean. The inn has 3 private rooms that go for 1 gp a night, each with two beds, a table, and a dresser with incense burning all day and night.

SHOPS

Graendel's Fine Dwarven Craft (Smithy). The Dwarven owned and operated smithy is associated with Clan Battlehammer of Mithril Hall. The owner, Graendel Granitefist was alive when Akar Kessell attempted to invade the Ten Towns and nearly destroyed Targos with beams of light. He is an excellent smith who works to order, producing fine, fitted arms and armor, as well as high grade tools and parts for the fishing fleet.

Triglio (General Goods). General Store of Targos, named after a lake shanty sung by fishers. The store sells everything except fishing and sailing supplies, which all have specialty shops of their own.

TAVERNS

Luskan Arms. The oldest pub in Icewind Dale, built by Luskan traders in the architectural style of Luskan.

Salty Dog Tavern. A tavern located in the cove at the base of the cliffs.

The Trip and Shuffle. A rough tavern located near the south gate.

Three Flags Sailing. A fisherman's tavern with good stew and ale, both of which are served hot.

Graendel's Fine Dwarven Craft. This smithy doubles as a tavern.

LONELYWOOD

Population: ~150

Speaker: Avandro Perth (c. 1485 DR)

Defense: Lonelywood is somewhat protected from raids by the forest to the east, and the lake to the west

Commerce: Lonelywood's lumber trade sets it apart from many of the other Ten Towns and has allowed the town to thrive fairly successfully

Exports. Fish, scrimshaw, timber

For as long as Ten Towns has existed, Lonelywood has attracted the region's miscreants. Most of the townsfolk are loggers and fishers. Though hardworking, they are also deadly cut-throats and ex-pirates who seek a new life away from prying eyes. Lonelywood's timber is taken by cart down the north road where most of it is sold in Termalaine and Targos. Less frequently, Lonelywood's timber drivers bring a load to market in Bryn Shander, where the wood sells at a higher price.

NOTABLE LOCATIONS

Speaker's House (Private). The residence of Avandro Perth, Lonelywood's speaker on the Ten Towns Council.

INNS

Ramshackle (Modest). The only Inn in town, also the place where they store a lot of spare timber. Even so, it's not in the best state of repair, but all the doors in the place have very functional locks.

RELIGION

Shrine to Waukeen. A shrine to Waukeen, the Golden Lady and deity of Commerce, is established in Lonelywood and cared for by Quinn Silverfinger.

SHOPS

Happy Scrimshander (Tools Supplier). A small shop near the docks that sells scrimshaw tools and artwork. Known as the seller of the highest-quality tools in the Dale.

Pavel's Used Goods (Reseller). Styles itself as a general store, but sells some very special items, often a little too cheap and with not enough information about what the buyer is getting for their money.

TAVERNS

The Lucky Liar. The most popular local tavern catering to woodcutters and fishers in the evenings. Famous for the local story telling, most of the outrageous stories are less than true, but every so often, they are completely true.

TERMALAINE

Population: ~600

Speaker: Shaelen Masthew (c. 1485 DR)

Defense: Termalaine has a respectable townguard and the hardy gem miners have the potential to form a respectable militia

Commerce: Termalaine is named after the wealth of Tourmaline gemstones found in a cave behind the town.

Exports. Fish, scrimshaw, tourmaline

The most attractive town in Icewind Dale, curving around Maer Dualdon with broad avenues, planted trees and spacious houses. The fishing fleet often gets into fights with fishers from Targos and the rivalry between the towns runs hot and deep. While the people of Targos are hardworking and grim, the people of Termalaine seem to be exactly the opposite. They still work hard in rough conditions, but they hang wind chimes and have pride in their lovely township.

NOTABLE LOCATIONS

Gem Mine (Private). The mine is rich in tourmaline gems, but it connects to the Underdark and occasionally needs to be sealed up until adventurers can go in and deal with whatever dangers have come up from the deep.

INNS

The Eastside (Comfortable). An inn that caters to visitors, with many sprawling and cozy rooms over what looks like a cluster of buildings, but is just the one venue. As is typical, the sleeping quarters consist of cots in the underground cellars of the building, a common practice in Icewind Dale

SHOPS

Market Square (General Goods). The market square of Termalaine is capable of supplying whatever an adventurer might need to brave the wilderness.

TAVERNS

The Blue Clam. A dockside tavern catering to fishers, famous for its spiced chowder and displays of scrimshaw art. Like all the buildings, all the wood is carved in knotwork patterns.

WATERS OF ICEWIND DALE

FISHING

A character can spend 10 minutes fishing, which requires making a Wisdom (Survival) check using fishing supplies. The DC of the check corresponds to the availability of fish in that body of water.

FRESHWATER FISHING (ICEWIND DALE)

1d6 + 1d8	Fish	Size (lbs.)
2	Toothfish	6d8 + 6
3	Halibut	5d8 + 5
4	Giant knucklehead trout	4d6 + 4
5	Walleye	3d6 + 3
6	Knucklehead trout	2d4 + 2
7	Perch	1d4 + 1
8	Arctic char, young	1d4
9	Bream	1d4 + 1
10	Knucklehead trout	2d4 + 2
11	Arctic char, adult	3d6 + 3
12	Bass	4d6 + 4
13	Lingcod	5d8 + 5
14	Sturgeon	10d20 x 10

Knucklehead Trout. Without the knucklehead trout, there would be no Ten Towns. The lakes freeze over in winter so the fishing season is fiercely competitive, you can hear the canons being fired by fishing boats when they find families of the fish out on the lakes. The fishing is very dangerous and many people die each season, but the fish is the staple of the economy. Every part of the fish is used, from compost to arrow heads to highly valued trout-skull ivory scrimshaw carvings.

MAER DUALDON

Salinity: Freshwater

Fishing Availability: Abundant (DC 12)

Azure blue, deepest of the lakes, and roughly larger than Lac Dinneshere. Maer Dualdon produces more fish and is well sheltered with trees on the shore and the wind cut down by Kelvin's Cairn.

LAC DINNESHHERE

Salinity: Freshwater

Fishing Availability: Scarce (DC 16)

Rocky bluffs make up the shores of Lac Dinneshere's sky blue waters. These steep, rocky banks prevent the winter flooding that happens around Bremen, Targos, Termaline, and Lonelywood. The bitter winds that blow down from Kelvin's Cairn make for rough sailing on the lake and its lack of fish compared to the other lakes make it the least popular of the three for fishermen.

THE REDRUN

Salinity: Freshwater

Fishing Availability: Limited (DC 14)

The stream that empties Lac Dinneshere into Redwaters. A frothing whitewater river that desperate fishermen fish at and mysteriously never return.

REDWATERS

Salinity: Freshwater

Fishing Availability: Limited (DC 14)

A beautiful, remote lake of emerald green. Smaller and more remote than Maer Dualdon and Lac Dinneshere. The frigid winds that sweep across the tundra plains cause frigid, choppy waters that make Redwaters the least favorable of the three lakes for fishing.

APPENDIX E: TIMELINE OF FROZENFAR

-4600 DR

Dwarves build Fortress Rethgaard on Ruathym.

-3389 DR

Dwarven population on Ruathym starts to decline.

-3089 DR

Humans arrive on Ruathym. Many of these mariners continued their journey north and east, leading to the proliferation of the Illuskan people on the mainland of Faerûn but some decided to stay, creating a tribal kingdom on the island that lasted in peace for three millennia.

-3000 DR

The city was founded around this date by Ruathen seafarers at the mouth of the River Mirar, displacing the local population of ice hunters.

-2103 DR

Illusk and its people were crushed under a giant-led orc horde. Even help from Jeriah Chronus and his Netherese arcanists couldn't save the city.

-425 DR

The Netherese returned to refound the city as a magocracy ruled by a Grand Cabal of mages led by Fynran the Flamelord.

-354 DR

Another Netherese arcanist named Melathlar arrived in Illusk, fleeing the phaerimms. Fearing that he would be followed, Melathlar sacrificed himself to magically erect the Host Tower of the Arcane as well as huge stone walls and spellwards. Over the next several years more and more Netherese refugees migrated to Illusk as their homes in Low Netheril were wasted by the phaerimm lifedrain magic.

-111 DR

Several orc hordes swept down from the Spine of the World at once and wiped out both Illusk and Gauntlgrym as well as most of Delzoun. Most of the citizens of Illusk managed to flee and the local elf population united to defeat the orcs. The resilient netherese descendants then began rebuilding their homes three years later, restoring Illusk to its former state.

-15 DR

The Grand Cabal became imperialistic and expand their borders south and east; as a result, they quickly met with elven resistance which then became organized.

-10 DR

In the Year of Burning Glades an elven army led by Lord Halueth Never attacked and defeated Illusk, though they failed to extinguish all Illuskan resistance. After long peace talks, the Illuskans and the elves agree on making the River Mirar the border between their realms in the Year of Pacts.

95 DR

Ruathens returned to Illusk, this time as invaders. They slew the Grand Cabal but the rest of the wizards retreated into the Host Tower. Expecting to be hailed as heroes, the Ruathens were surprised when the Illuskan people burned their ships and drove them out of the city. Over the next year, Stephan Blackspire drove most of the remaining wizards out of the city and established himself as Highlord of the city.

151 DR

Illusk, possibly weakened by its efforts to help rebuild Gauntlgrym, is captured by yet another orc horde and renamed Argrock. This change doesn't last, and after the orcs were driven out, the city was recolonized by settlers from Yarlith, Uthtower, and the Mlembryn lands. Taman Steeldrake rose to lead these colonists as the first Grand Prince of Illusk.

152 DR

The orcs were once again a serious threat. Elven outposts in the Spine of the World were overwhelmed and Illusk was again overrun. Human refugees began to swamp Iliyanbruen. To halt the tide, the host of Iliyanbruen marched to war against the orcs. In a campaign that lasted over 20 years, the face and nature of Iliyanbruen was changed completely.

177 DR

The end of the 2-year war against the orcs, Iliyanbruen was gone. Many elves had fallen against the orcs or departed for Evermeet. With victory achieved, the few remaining elves under Lord Never settled in Eigersstor, an Illusk refugee settlement, which was renamed Neverwinter in the Elf Lord's honor.

183 DR

Athalantar is founded by Uthgrael Aumar, the Stag King, to unite the leaderless farming communities.

212 DR

Elminster, son of Prince Elthryn of Athalantar is born in the village of Heldon.

224 DR

Athalantar is now under the rule of a group of Magelords.

306 DR

Illusk was attacked again by an orc horde, though this time it was defeated by an army of mercenaries.

611 DR

The Everhorde leaves the city in ruins with only the Host Tower surviving the assault.

806 DR

Laeral Silverhand, the witch-queen of Stornanter, sealed the liches of the Grand Cabal inside the Host Tower and began efforts to rebuild and resettle the ruins. By the time the construction was finished, the city was already prospering thanks to flourishing trade with Mirabar. This profit was used to obtain resources in order to build strong defensive walls. The city gained strong ties with Stornanter thanks to their mutual trading ties to Mirabar and then even more so when a Duke of Stornanter became the ruler of Illusk.

1050 DR

The Dinev family, displaced from Cormyr, build Castle “Caer” Divev, hoping to claim all of Icewind Dale for themselves.

1058 DR

Orc Siege of Caer Dineval eliminates towns population, Dinev family starves for three weeks inside the castle and are slaughtered by the Orcs.

1068 DR

Caer Dineval is taken back from the Orcs by ancestors of the current town population. The Caer is the only standing castle in the Ten Towns and marks the first permanent habitation by humans from the Southern Lands.

1125 DR

Clan Battlehammer are driven from Mithral Hall by the shadow dragon Shimmergloom and his Duergar minions. They travel to Icewind Dale and settle the valley under Kelvin’s Cairn.

1235 DR

Another band of orcs, calling themselves the Bloody Tusk tribe, attacked and besieged Illusk. They continued the siege for 9 long years, ruining the city, until the last human resistance was defeated. The orcs used the ruins as a fortified bandit camp for 57 years until a Waterdhavian mercenary army cleared the ruins. With help from Neverwinter, the city was rebuilt and renamed Luskan by the next year.

1339 DR

Wulfgar, the barbarian hero of Icewind Dale is born.

1351 DR

- Heafstaag and his group of barbarians fail to conquer the settlement of Termalaine in their massive sweep of the Ten-Towns.
- Akar Kessell, an apprentice wizard of Luskan, murders his mentor Morkai the Red in Easthaven.
- Akar Kessel discovers Crenshinibon, the Crystal Shard, in Icewind Dale.

1354 DR

The Arcane Brotherhood consolidates its control over the High Captains of Luskan.

1356 DR

- Akar Kessel invades Ten Towns with a large force of orcs, goblins, verbeeg and Reghedmen barbarians, but is eventually killed on top of Kelvin’s Cairn fighting Drizzt Do’Urden.
- In Mithral Hall, Bruenor Battlehammer kills the shadow dragon Shimmergloom. Bruenor then drives out the duergar that served the dragon, and claims his inheritance as the Eighth King of Mithral Hall.

1368 DR

- The Tree Ghost tribe rediscovers the Grandfather Tree.
- The first Uthgardt Runemeet in generations happens and an alliance is forged with the forest dwellers.

c. 1400-1485 DR

A series of events during this time causes a political shift with all of the Uthgardt barbarian tribes and the speakers of Ten Towns.

1486 DR

- The events of *Storm King’s Thunder* take place.
- The Red Tiger tribe begins looking for the Grandfather Tree to claim it for themselves.

MORE FROM THE DESIGNERS

