

COMPANIONS OF ICEWIND DALE



JEFFREY LUDWIG

**Unique sidekick characters of levels 1 -12 for
adventures in the frozen north**



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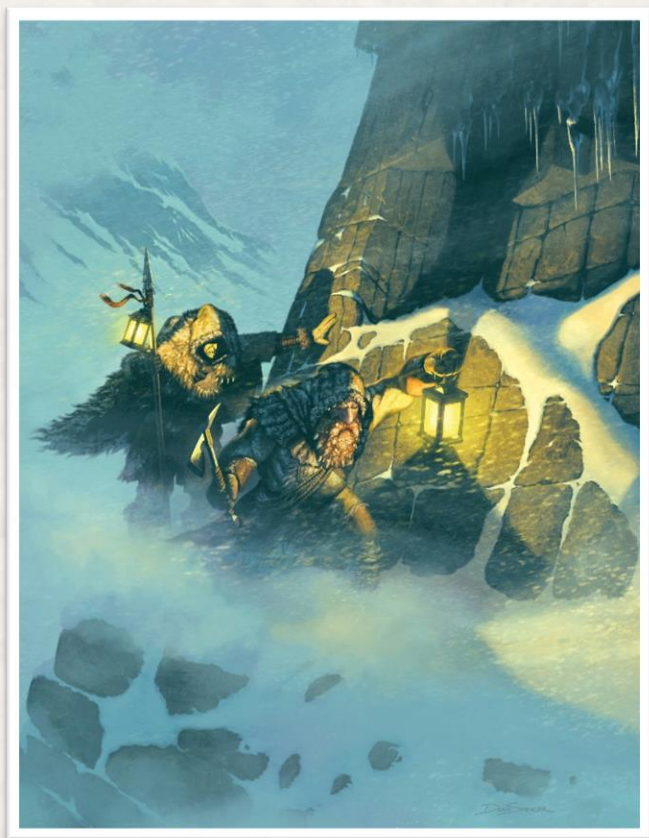
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ON THE COVER

A dwarven adventurer and his companion fight against a blizzard as they make their way up to a stone doorway somewhere on the slopes of Kelvin's Cairn.

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USING THIS BOOK

Adventuring can be a hazardous profession, especially in the frozen wilds of Icewind Dale! There is safety to be found in numbers, but what happens when there are too few heroes to watch each other's backs?

Enter sidekicks. As introduced in *D&D Essentials*, sidekicks are simplified characters who can serve as companions for solo adventurers or to help round out a smaller party. Sidekicks can be run by either the DM or the player, but in either case they are intended to play a supporting role to the main player character. It is the player character—not the sidekick—who is the hero of the story!

In the pages that follow you will find eight unique characters suitable for use as sidekicks. Each has a short backstory connecting them to Icewind Dale, as well as traits, ideals, bonds, and flaws to aid in roleplaying. The characters' main stat blocks present them at 1st level, while the accompanying charts allow progression up to 12th level. Most of the spells and abilities referenced in the stat blocks can be found in full in the *Player's Handbook*—those that cannot are described following the character's main stat block.

As you read over *Companions of Icewind Dale*, you may notice that some of the sidekicks in these pages are missing racial features that would typically be present for a player character, while others have features and abilities that are not available to PCs. That's because each of the sidekicks herein are unique individuals, not archetypal representations of a particular race or class. Have fun exploring their powers and personalities without worrying about whether they fit the mold.

When it comes to selecting a sidekick for use in your game, there are a few things to keep in mind. First is the role you're looking to fill in the party. If the player character is a front-line fighter, they would probably benefit from a sidekick with healing magic or ranged attacks. On the other hand, spellcasting PCs might need a sturdy sidekick who can toe the line in melee. Also think about which skills the PCs lack training in and see if there is a sidekick who can help fill in the gaps. Consider, too, the player characters' personalities and motivations and how they compare to the sidekick. Your goal here isn't necessarily to match the sidekick to the PC—after all, the most fun and memorable companions in stories are often those who serve as foils for one another! Just make sure the sidekick's inclinations aren't so opposed to the PC's that the conflict ends up detracting from the play experience. Finally, make sure that the sidekick isn't one who is going to make the player feel redundant. While all the sidekicks here are intentionally less powerful than equal-level PCs, some of their abilities can still spoil a particular character's fun (for instance, a PC who is focused on healing magic won't have much to do if they're adventuring with Damarya, who isn't affected by healing spells).

You can either have the heroes start their adventures with a sidekick already in the party, or the DM can introduce one or more sidekicks as NPCs in the course of the game—this can be a fun way to show off their personalities and let the players decide who to bring along on their travels! Whomever they choose, adventure awaits both characters and their companions in Icewind Dale ...



COMPANIONS OF ICEWIND DALE

BRAK STONEFIST

Brak used to work as a hired sword for a smuggler running exotic creatures in and out of Luskan, until a mishap involving a juvenile basilisk resulted in a rare case of partial petrification. Unable to afford magical restoration and no longer able to wield a sword properly, Brak turned to the city's fighting rings to scrape out a living.

However, as Brak gained a reputation for shattering opponents' bones with his bare fists, other fighters stopped accepting matches with him. Eventually Brak left Luskan and travelled north to Icewind Dale, taking fights and coin in each town before moving on to the next. With willing opponents now few and far between, Brak is looking for other opportunities to put his skills to profitable use.

Personality. "My fists are like hammers, and this problem looks like a nail."

Ideal. "What doesn't kill you makes you stronger."

Bond. "When you agree to something, whether it's a job or a fight, you see it through. Win or lose."

Flaw. "I spend money like there's no tomorrow, because in this line of work there often isn't."



BRAK STONEFIST

1st-level Medium humanoid (human), neutral

Armor Class 13 (studded leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Con +4

Skills Athletics +4, Intimidation +3

Senses passive Perception 10

Languages Common

Proficiencies simple and martial weapons, light and medium armor

Pugilist. Brak's unarmed strike counts as a light weapon for the purpose of two-weapon fighting.

Stone Fists. Brak's unarmed strikes deal 1d4 damage. Brak has advantage on Strength checks made to break objects. He has disadvantage on attack rolls using weapons other than his unarmed strike and on ability checks using tools held in his hands.

Partial Stone Skin. Brak has a chance to reduce any nonmagical bludgeoning, piercing, and slashing damage he takes. Whenever an attack roll or saving throw would result in Brak taking such damage, Brak has resistance to the damage if the unmodified d20 roll is an odd number—otherwise he takes the damage as normal. If the damage is not the result of an attack roll or saving throw, roll a d20 to determine whether Brak has resistance to the damage.

ACTIONS

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

BRAK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Two-Weapon Fighting. When Brak engages in two-weapon fighting, he can add his Str. modifier to the damage of the second attack.
3rd	26 (4d8 + 8)	Brutal Brawler. When Brak successfully grapples or shoves a target, he deals bludgeoning damage to the target equal to his Str. modifier.
4th	32 (5d8 + 10)	Ability Score Improvement. Brak's Str. score and Dex. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: Armor Class, the Athletics bonus, and the bonuses to hit and damage of Brak's attack.
5th	39 (6d8 + 12)	Proficiency Bonus. Brak's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the weapon attack by 1.
6th	45 (7d8 + 14)	Extra Attack. Brak can attack twice, instead of once, whenever he takes the Attack action on his turn.
7th	52 (8d8 + 16)	Knockout. When Brak scores a critical hit with his unarmed strike, the target must succeed on a DC 14 Con. saving throw or be knocked unconscious for 1 minute, or until the target takes damage or another creature spends an action to shake or slap the target awake.

BRAK BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. Brak's Con. score increases by 2, raising the modifier by 1, so increase the Con. saving throw by 1.
9th	75 (10d8 + 30)	Proficiency Bonus. Brak's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, increase the Knockout DC by 1, and increase the bonus to hit of the weapon attack by 1.
10th	82 (11d8 + 33)	Deadly Fists. The damage die for Brak's unarmed strike damage increases to a d6.
11th	90 (12d8 + 36)	Setup Strike. Whenever Brak attacks a target with his unarmed strike and misses, the next attack roll he or an ally makes against the same target before the end of Brak's next turn is made with advantage.
12th	97 (13d8 + 39)	Ability Score Improvement. Brak's Str. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the Athletics bonus, the Knockout DC, and the bonuses to hit and damage of Brak's attack.



DAGNUL DARKFIRE

Dagnul was among the dwarves who followed king Bruenor Battlehammer to Gauntlgrym after the reclamation of the ancient dwarven city. Upon settling into her new home there, Dagnul found a raven that had made its nest in the old building. Every day Dagnul would chase the bird out, only to find it returned the following morning. At first the raven would come back with scraps of cloth or fur to line its nest, but soon it began returning with other objects—bones, coins, and gemstones. That was when Dagnul stopped chasing the bird and started following it. Each day, the raven would lead Dagnul deeper into the ruins of Gauntlgrym, where she discovered not only treasures but some of the city's long-forgotten secrets.

Dagnul began venerating Dumathoin, the dwarven god of secrets, and thought of the raven, whom she named Niku, as an emissary from her new-found patron. As Dagnul's devotion grew stronger, she began receiving visions from Dumathoin leading her to ever-darker secrets, as well as powers from the god to help her bring those secrets to light.

A few months ago, Dagnul had a vision of a terrible secret hidden somewhere in the frozen wastes beyond the Spine of the World. Making the long journey to Icewind Dale with Niku flying overhead, Dagnul waited for further guidance from Dumathoin, but instead her visions ceased. All she sees now in her dreams is a faceless companion. Dagnul has begun scouring Ten Towns in hopes of recognizing the figure in her dreams, trusting that once she does Dumathoin will reveal the next step in her path.

Personality. "I know secrets that would curl your hair and chill your bones. I'll tell you one of mine ... if you tell me one of yours."

Ideal. "The gods lay a path for each of us; our duty is to follow it."

Bond. "I will discover the lost secrets of Icewind Dale."

Flaw. "Caution is just another word for lack of faith. My faith is strong."

TOLL THE DEAD

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Source: *Xanathar's Guide to Everything*

DAGNUL DARKFIRE

1st-level Medium humanoid (dwarf), lawful neutral

Armor Class 16 (ring mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4

Skills Arcana +2, Investigation +2, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Proficiencies simple and martial weapons, shields, all armor

Dwarven Resilience. Dagnul has advantage on saving throws against poison, and she has resistance against poison damage.

Spellcasting. Dagnul's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *thaumaturgy*, *toll the dead*

1st level (2 slots): *healing word*

ACTIONS

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.



DAGNUL BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Spellcasting. Dagnul learns another 1st-level spell: <i>bane</i> .
3rd	26 (4d8 + 8)	Spellcasting. Dagnul gains one 1st-level spell slot. She also learns another 1st-level spell: <i>shield of faith</i> .
4th	32 (5d8 + 10)	Ability Score Improvement. Dagnul's Str. score and Wis. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, the passive Perception score, and the bonuses to hit and damage of the weapon attacks. Spellcasting. Dagnul learns another cantrip: <i>resistance</i>.
5th	39 (6d8 + 12)	Proficiency Bonus. Dagnul's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Dagnul gains one 1st-level spell slot and two 2nd-level slots. She also learns one 2nd-level spell: <i>spiritual weapon</i>.
6th	45 (7d8 + 14)	Delve for Secrets. Dagnul learns <i>detect magic</i> and gains the ability to cast it as a ritual without having to prepare it. In addition, she can cast <i>see invisibility</i> once without expending a spell slot. She can't do so again until she finishes a long rest.
7th	52 (8d8 + 16)	Spellcasting. Dagnul gains one 2nd-level spell slot. She also learns another 2nd-level spell: <i>enhance ability</i> .
8th	58 (9d8 + 18)	Ability Score Improvement. Dagnul's Wis. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, and the passive Perception score. Spellcasting. Dagnul learns another 2nd-level spell: <i>blindness/deafness</i>.
9th	65 (10d8 + 20)	Proficiency Bonus. Dagnul's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Dagnul gains two 3rd-level slots. She also learns one 3rd-level spell: <i>spirit guardians</i>.

NIKU (RAVEN)

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Source: Monster Manual

DAGNUL BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
10th	71 (11d8 + 22)	Spellcasting. Dagnul learns another cantrip: <i>mending</i> . She also learns one 3rd-level spell: <i>protection from energy</i> .
11th	78 (12d8 + 24)	Spellcasting. Dagnul gains one 3rd-level spell slot. She also learns one 3rd-level spell: <i>dispel magic</i> .
12th	84 (13d8 + 26)	Ability Score Improvement. Dagnul's Wis. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, and the passive Perception score.

DAMARYA KOTESK

Damarya was a young but devoted paladin of Torm, god of duty, who traveled to Icewind Dale as the sworn guardian of a Harper agent investigating worrisome rumors in the area. Tragically, both Damarya and her ward were caught out in a blizzard on the tundra after yetis scared off their pack dogs, and without shelter they both perished in the snow.

However, Damarya's spirit did not rest easy in death. Ashamed to meet her god after having failed in her oath of guardianship, Damarya arose the next day as a revenant, cursing Auril, god of cold, and swearing vengeance against the forces of winter itself. She now wanders about the fringes of Ten Towns, searching for a worthy hero to whom she can pledge her service in hopes of fulfilling her oath and redeeming herself in the eyes of Torm.

Personality. "Enjoy the warmth of food and fire while you can. It doesn't last."

Ideal. "We serve the gods by serving each other."

Bond. "Auril stole my life from me. I will not allow her to claim yours."

Flaw. "Good deeds are never done in anger, but anger is all that warms me now."



DAMARYA KOTESK

1st-level Medium undead, lawful good

Armor Class 15 (chain shirt, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Wis +3

Skills Athletics +4, Insight +3, Medicine +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 11

Languages Common

Proficiencies simple and martial weapons, shields, all armor

Regeneration. Damarya gains hit points at the start of her turn equal to 1 + half her level. If Damarya takes fire or radiant damage, this trait doesn't function at the start of her next turn. Damarya's body is destroyed only if she starts her turn with 0 hit points and doesn't regenerate.

Rejuvenation. If Damarya's body is destroyed, her soul lingers. The next day at dawn, her soul inhabits and animates another humanoid corpse somewhere in Icewind Dale and regains all its hit points.

Turn Immunity. Damarya is immune to effects that turn undead.

Undead Nature. Damarya doesn't require air, food, drink, or sleep.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

REACTIONS

Protection. Damarya imposes disadvantage on the attack roll of a creature she can see within 5 feet of her whose target isn't Damarya. Damarya must be wielding a shield to use this ability.

DAMARYA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Divine Smite. When Damarya hits a creature with a melee weapon attack, she can cause the attack to deal 2d8 extra radiant damage, or 3d8 extra radiant damage if the target is an undead or fiend. Once Damarya uses this feature, she can't use it again until she finishes a short or long rest.
3rd	26 (4d8 + 8)	Aura of the Guardian. When a creature within 10 feet of Damarya takes damage, she can use her reaction to magically take that damage as radiant damage, instead of the creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.
4th	32 (5d8 + 10)	Ability Score Improvement. Damarya's Str. score and Cha. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.
5th	39 (6d8 + 12)	Proficiency Bonus. Damarya's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.
6th	45 (7d8 + 14)	Extra Attack. Damarya can attack twice, instead of once, whenever she takes the Attack action on her turn.
7th	52 (8d8 + 16)	Extra Smite. Damarya can use her Divine Smite feature twice between rests.
8th	58 (9d8 + 18)	Ability Score Improvement. Damarya's Str. score increases by 1, raising the modifier by 1, so increase the following numbers by 1: the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.
9th	65 (10d8 + 20)	Proficiency Bonus. Damarya's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.
10th	71 (11d8 + 22)	Aura of Protection. Whenever Damarya or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +2 bonus to the saving throw.
11th	78 (12d8 + 24)	Improved Smite. The bonus damage of Damarya's Divine Smite increases by 1d8.
12th	84 (13d8 + 26)	Ability Score Improvement. Damarya's Str. score increases by 1, raising the modifier by 1, so increase the following numbers by 1: the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.



FYRDIN FROSTWHISPER

Fyrdin's mother was an elven druid for whom even the deepest glades of the High Forest were not wild enough, and who eventually made her way to the desolate tundra of the frozen north. There, Fyrdin was born in the snow, under a night sky blazing with ribbons of color. Able to slip between the form of a half-elf and an arctic fox, Fyrdin doesn't know whether he was born as a man or a beast, but in both forms his eyes shimmer with the pearlescent hues of the northern lights.

Fyrdin has spent most of his years living alone on the tundra and is utterly at home there. Sometimes, when the winters get especially cold or when the loneliness begins to gnaw at his soul, Fyrdin shelters in Ten Towns for a time. There he makes his way by selling meat and fur, and occasionally by hiring on as a guide for would-be adventurers set on braving the wilds of the dale.

Personality. "When we are on the tundra, you must do as I do, step where I step ... and above all, run when I run."

Ideal. "All beings should be free to live as they will."

Bond. "If I lead you onto the tundra I will see you safely to your destination, come what may."

Flaw. "I pay little heed to custom or authority, and I understand nothing of politics."



FYRDIN FROSTWHISPER

1st-level Medium humanoid (half-elf), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Proficiencies simple and martial weapons, light armor

Fey Ancestry. Fyrdin has advantage on saving throws against being charmed, and magic can't put him to sleep.

Lookout. When Fyrdin rolls for initiative and isn't surprised, he can grant allies within 30 feet who can see or hear him a +2 bonus on their initiative rolls as a free action.

ACTIONS

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

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wild Shape. Fyrdin can assume the shape of an arctic fox (see stat block below). This works like the druid's Wild Shape feature except that Fyrdin cannot assume any shape other than an arctic fox.

FYRDIN BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Cunning Action. On Fyrdin's turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.
3rd	26 (4d8 + 8)	Speak with Animals. Fyrdin can cast <i>Speak with Animals</i> twice. He regains expended uses after finishing a long rest.
4th	32 (5d8 + 10)	Ability Score Improvement. Fyrdin's Dex. score and Wis. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: Armor Class; the Dex. saving throw bonus; the Acrobatics, Perception, Sleight of Hand, Stealth, and Survival bonuses; the passive Perception score; and the bonuses to hit and damage of Fyrdin's attacks.
5th	39 (6d8 + 12)	Proficiency Bonus. Fyrdin's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, increase the passive Perception score by 1, and increase the bonuses to hit of the weapon attacks by 1.
6th	45 (7d8 + 14)	Extra Attack. Fyrdin can attack twice, instead of once, whenever he takes the Attack action on his turn.
7th	52 (8d8 + 16)	Pass without Trace. Fyrdin can cast <i>Pass without Trace</i> twice. He regains expended uses after finishing a long rest.
8th	58 (9d8 + 18)	Ability Score Improvement. Fyrdin's Dex. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: Armor Class, the Dex. saving throw bonus; the Acrobatics, Sleight of Hand, and Stealth bonuses; and the bonuses to hit and damage of Fyrdin's attacks.
9th	65 (10d8 + 20)	Proficiency Bonus. Fyrdin's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, increase the passive Perception score by 1, and increase the bonuses to hit of the weapon attacks by 1.
10th	71 (11d8 + 22)	Uncanny Dodge. When an attacker that Fyrdin can see hits him with an attack, Fyrdin can use his reaction to halve the attack's damage against him. If he is in arctic fox form, Fyrdin can instead use his reaction to negate the attack's damage against him.

FYRDIN BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
11th	78 (12d8 + 24)	Conjure Animals. Fyrdin can cast <i>conjure animals</i> twice. He regains expended uses after finishing a long rest.
12th	84 (13d8 + 26)	Ability Score Improvement. Fyrdin's Dex. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: Armor Class, the Dex. saving throw bonus; the Acrobatics, Sleight of Hand, and Stealth bonuses; and the bonuses to hit and damage of Fyrdin's attacks.

ARCTIC FOX

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	11 (+0)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Stealth +4

Damage Resistances cold

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Snow Camouflage. The arctic fox has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

ACTIONS

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

ILSA ALDERRUN

Ilsa Alderrun has spent her life in the service of Tyr, god of justice. Blind since birth, Ilsa's devotion to Tyr started in childhood, as she felt that only a blind god could see her soul properly. As she grew older, Ilsa realized that she, too, could see others' souls just by listening to their stories, and so she joined Tyr's priesthood as a confessor. Since then, she has spent decades travelling the length and breadth of the Sword Coast, offering counsel, judgment, and redemption to those who seek it.

Recently, Ilsa decided to travel to Icewind Dale, one of the few places on the Sword Coast she has never been. Ilsa's insight into the minds and hearts of others has always made her more compassionate than is typical for a follower of Tyr, and the harrowing tales she has heard from the people of Ten Towns have moved her deeply. Convinced that it is Auril's pitiless grip on the dale that is responsible for the suffering of its people, Ilsa has begun seeking out adventurers who might work to break the Frostmaiden's stranglehold, intent on aiding them however she can.

Personality. "Don't forget to put on an extra pair of socks. My spells can mend wounds, but they won't regrow toes."

Ideal. "Good deeds don't erase the bad, but they do help tip the scale."

Bond. "I never judge another until I've heard their own account for their actions."

Flaw. "Sometimes I give second chances to people who don't deserve them."

ILSA ALDERRUN

1st-level Medium humanoid (human), neutral good

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Wis +4

Skills Insight +4, Persuasion +4, Religion +3

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages Common

Proficiencies simple weapons, light armor

Blind Senses. Ilsa can't use her blindsight while deafened.

Confessor's Blessing. Ilsa can cast *comprehend languages* once without expending a spell slot. She can't do so again until she finishes a long rest.

Empathic Healer. Whenever Ilsa uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to Ilsa's Wis. modifier.

Spellcasting. Ilsa's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*
1st level (2 slots): *cure wounds*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.



ILSA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. Ilsa learns another 1st-level spell: <i>bless</i> .
3rd	22 (4d8 + 4)	Spellcasting. Ilsa gains one 1st-level spell slot. She also learns another 1st-level spell: <i>shield of faith</i> .
4th	27 (5d8 + 5)	Ability Score Improvement. Ilsa's Int. score and Wis. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, the Insight and Religion skill bonuses, and the passive Perception score. Spellcasting. Ilsa learns another cantrip: <i>guidance</i> .
5th	33 (6d8 + 6)	Proficiency Bonus. Ilsa's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Ilsa gains one 1st-level spell slot and two 2nd-level slots. She also learns one 2nd-level spell: <i>aid</i> .
6th	38 (7d8 + 7)	Confessor's Gift. Ilsa can cast <i>detect thoughts</i> once without expending a spell slot. She can't do so again until she finishes a long rest.
7th	44 (8d8 + 8)	Spellcasting. Ilsa gains one 2nd-level spell slot. She also learns another 2nd-level spell: <i>hold person</i> .

ILSA BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Improvement. Ilsa's Wis. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, the Insight skill bonus, and the passive Perception score. Spellcasting. Ilsa learns another 2nd-level spell: <i>spiritual weapon</i> .
9th	55 (10d8 + 10)	Proficiency Bonus. Ilsa's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Ilsa gains two 3rd-level slots. She also learns one 3rd-level spell: <i>mass healing word</i> .
10th	60 (11d8 + 11)	Spellcasting. Ilsa learns another cantrip: <i>resistance</i> . She also learns one 3rd-level spell: <i>revivify</i> .
11th	66 (12d8 + 12)	Spellcasting. Ilsa gains one 3rd-level slot. She also learns one 3rd-level spell: <i>dispel magic</i> .
12th	71 (13d8 + 13)	Ability Score Improvement. Ilsa's Wis. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, the Wisdom saving throw bonus, the Insight skill bonus, and the passive Perception score.



QUELANTHE ROSEWIND

Quelanthé hails from the fair city of Silverymoon, where she has spent years studying the Art at that city's famed university of magic. As part of her graduate thesis on the nature of prepared versus spontaneous spell-casting, Quelanthé has traveled to Icewind Dale in order to study rumors of sorcery manifesting amongst the Reghed tribes. These rumors have proven difficult for Quelanthé to substantiate, however, as the barbarians' intense mistrust of arcane magic has resulted in the death or exile of most tribe members suspected of having such powers (and also makes the Reghed leery of speaking to an elven wizard about such matters).

But in addition to her official studies, Quelanthé's sojourn serves another purpose. In her research at the Conclave, Quelanthé came across old references to a band of elven heroes who employed a style of bladesinging based on the phoenix. Inspired by tales of their battles against evil, Quelanthé began piecing together clues about their methods and secretly started training herself as a bladesinger. Now, Quelanthé sees her expedition to Icewind Dale as an opportunity to put her training into practice and hopes to find like-minded companions with whom to adventure.

Personality. "I can sing you a song that will ease your troubles or one that will break your heart. My blade sings too, but its songs aren't meant for you."

Ideal. "I will face down evil wherever I find it, like the heroes of old!"

Bond. "I must gain the trust of the Reghed folk if I'm ever to finish my research."

Flaw. "Sometimes people say I'm condescending, but that's only because they don't realize how much more I know than they do."

GREEN-FLAME BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack damage deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Source: Sword Coast Adventurer's Guide

QUELANTHE ROSEWIND

1st-level Medium humanoid (elf), neutral good

Armor Class 13 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	13 (+1)

Saving Throws Wis +2

Skills Arcana +4, History +4, Performance +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Proficiencies simple weapons, rapiers, shortswords, longswords, shortbows, longbows, light armor

Fey Ancestry. Quelanthé has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Quelanthé's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *flame bolt*, *green-flame blade*

1st level (2 slots): *burning hands*

ACTIONS

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



QUELANTHE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. Quelanthe learns another 1st-level spell: <i>shield</i> .
3rd	22 (4d8 + 4)	Spellcasting. Quelanthe gains one 1st-level spell slot. She also learns another 1st-level spell: <i>fog cloud</i> .
4th	27 (5d8 + 5)	Ability Score Improvement. Quelanthe's Int. score and Cha. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks; and the Arcana, History, and Performance skill bonuses. Spellcasting. Quelanthe learns another cantrip: <i>friends</i> .
5th	33 (6d8 + 6)	Proficiency Bonus. Quelanthe's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Quelanthe gains one 1st-level spell slot and two 2nd-level slots. She also learns one 2nd-level spell: <i>flaming sphere</i> .
6th	38 (7d8 + 7)	Phoenix Song. Quelanthe's speed increases by 10 feet. When Quelanthe makes a melee attack against a creature, she doesn't provoke opportunity attacks from that creature for the rest of the turn.
7th	44 (8d8 + 8)	Spellcasting. Quelanthe gains one 2nd-level spell slot. She also learns another 2nd-level spell: <i>misty step</i> .

QUELANTHE BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Improvement. Quelanthe's Int. score increases by 1, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, and the Arcana and History skill bonuses. Spellcasting. Quelanthe learns another 2nd-level spell: <i>suggestion</i> .
9th	55 (10d8 + 10)	Proficiency Bonus. Quelanthe's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Quelanthe gains two 3rd-level slots. She also learns one 3rd-level spell: <i>fireball</i> .
10th	60 (11d8 + 11)	Spellcasting. Quelanthe learns another cantrip: <i>mage hand</i> . She also learns one 3rd-level spell: <i>fly</i> .
11th	66 (12d8 + 12)	Spellcasting. Quelanthe gains one 3rd-level slot. She also learns one 3rd-level spell: <i>dispel magic</i> .
12th	71 (13d8 + 13)	Ability Score Improvement. Quelanthe's Int. score increases by 1, raising the modifier by 1, so increase the following numbers by 1: the spell save DC and the bonus to hit of spell attacks, and the Arcana and History skill bonuses.



RAKKA JARNHALM

Rakka is a proud warrior of the Tribe of the Bear, one of the handful of barbarian tribes that have lived in Icewind Dale since before the founding of Ten Towns. Rakka's father was an orc who found a home amongst the Reghed, and ever since his death defending the tribe from marauding ettins Rakka has aspired to live up to his example.

However, Rakka has grown impatient with her tribe's leadership. Every winter now seems longer and harsher than the last, and the threats of the wild grow stronger and more numerous. Rakka knows that both the tribes and Ten Towns need all the strength they can muster to stand against the cold, but in spite of her plea to join forces with the other peoples of the Dale, the Tribe of the Bear has retreated further into isolationism. Rakka has now left her tribe to seek out allies in Ten Towns who have the will to stand against the forces of winter.

Personality. "I've got your back, friend. You'd better have mine."

Ideal. "We are always stronger standing together."

Bond. "My father gave his life defending a people who were not his own. I would do the same."

Flaw. "I don't back down from a fight."



RAKKA JARNHALM

1st-level Medium humanoid (half-orc), chaotic good

Armor Class 13 (hide)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +3

Skills Athletics +4, Intimidation +2, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Proficiencies simple and martial weapons, all armor

Relentless Endurance. When Rakka is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead. She can't use this feature again until she finishes a long rest.

Two-Weapon Fighting. When Rakka engages in two-weapon fighting, she can add her ability modifier to the damage of the second roll.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

RAKKA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Second Wind. Rakka can use a bonus action on her turn to regain hit points equal to 1d10 + her level. If she does so, she can't use this feature again until she finishes a short or long rest.
3rd	26 (4d8 + 8)	Improved Critical. Rakka's attack rolls now score a critical hit on a roll of 19 or 20 on the d20.
4th	32 (5d8 + 10)	Ability Score Improvement. Rakka's Str. score and Dex. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: Armor Class, the Dex. saving throw bonus, the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.
5th	39 (6d8 + 12)	Proficiency Bonus. Rakka's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.
6th	45 (7d8 + 14)	Extra Attack. Damarya can attack twice, instead of once, whenever she takes the Attack action on her turn.
7th	52 (8d8 + 16)	Remarkable Athlete. Rakka can add half her proficiency bonus (round up) to any Str., Dex., or Con. check she makes that doesn't already use her proficiency bonus. In addition, when Rakka makes a running long jump, the distance she can cover increases by a number of feet equal to her Str. modifier.
8th	58 (9d8 + 18)	Ability Score Improvement. Rakka's Str. score increases by 2, raising the modifiers by 1, so increase the following numbers by 1: the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.
9th	65 (10d8 + 20)	Proficiency Bonus. Rakka's proficiency bonus increases by 1, so make the following changes in her stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.
10th	71 (11d8 + 22)	Indomitable. Rakka can reroll a saving throw that she fails. If she does so, she must use the new roll, and she can't use this feature again until she finishes a long rest.
11th	78 (12d8 + 24)	Defense. While Rakka is wearing armor, she gains a +1 bonus to AC.
12th	84 (13d8 + 26)	Ability Score Improvement. Rakka's Str. score increases by 2, raising the modifiers by 1, so increase the following numbers by 1: the Athletics skill bonus, and the bonuses to hit and damage of the weapon attacks.



WINDLE SPARKSTONE

Windle spent many years apprenticed to a venerable gnome wizard in Hundelstone before abandoning his studies after coming into possession of a strange ring. The ring was carved from black ice, a mysterious substance found only in the wilds of Icewind Dale, and it seemed to grant Windle's illusions a vividness that even his teacher's spells lacked.

Windle left Hundelstone and traveled north to Icewind Dale with the intention of obtaining more black ice and discovering the secret of its power. However, as he traveled, Windle started to suffer from terrible nightmares, some of which began afflicting him even in his waking hours. Eventually Windle became convinced the ring was responsible for his nightmares, and upon arriving in Ten Towns he promptly threw it in Maer Dualdon.

Windle resolved not to seek out any more of the black ice, but in the years since he has never left Icewind Dale. Frequently he visits the shores of Maer Dualdon to fish, where he bemuses the other fishers by throwing back everything he catches. Windle's nightmares still lurk at the edges of his mind, coming to the fore whenever he dares tap the power the black ice awakened in him, and are kept at bay only by strong drink. Lately Windle has begun to wonder if the only way to be rid of the nightmares is to end whatever dark power holds sway in Icewind Dale.

Personality. "Did that skeleton just move? Don't tell me I imagined it—that just makes it worse."

Ideal. "Be careful about claiming power you didn't earn. There's always a price."

Bond. "There's a prize fish swimming at the bottom of Maer Dualdon, and I aim to catch it."

Flaw. "Pour me another ... I want to sleep soundly tonight."

WINDLE SPARKSTONE

1st-level Small humanoid (gnome), neutral

Armor Class 12 (leather)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Wis +3

Skills Arcana +4, Insight +3, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Proficiencies simple weapons, light armor, thieves' tools, tinker's tools

Fueled by Nightmare. When a creature Windle can see makes a saving throw against one of his illusion spells, Windle can force the target to make their saving throw with disadvantage. If he does so, Windle must then make a Wis. saving throw against his own spell save DC or be frightened of the spell effect for its duration. Once Windle uses this feature, he can't use it again until he finishes a short or long rest.

Gnome Cunning. Windle has advantage on all Int., Wis., and Cha. saving throws against magic.

Spellcasting. Windle's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *minor illusion*

1st level (2 slots): *color spray*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



WINDLE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d6 + 6)	Spellcasting. Windle learns another 1st-level spell: <i>silent image</i> .
3rd	22 (4d6 + 8)	Spellcasting. Windle gains one 1st-level spell slot. He also learns another 1st-level spell: <i>expeditious retreat</i> .
4th	27 (5d6 + 10)	Ability Score Improvement. Windle's Dex. score and Int. score both increase by 1, raising the modifiers by 1, so increase the following numbers by 1: his spell save DC and the bonus to hit of spell attacks, the Arcana and Sleight of Hand bonuses, Armor Class, and the bonuses to hit and damage of his weapon attack. Spellcasting. Windle learns another cantrip: <i>mage hand</i>.
5th	33 (6d6 + 12)	Proficiency Bonus. Windle's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Windle gains one 1st-level spell slot and two 2nd-level slots. He also learns one 2nd-level spell: <i>phantasmal force</i>.
6th	38 (7d6 + 14)	Illusory Self. When a creature makes an attack roll against Windle, he can use his reaction to interpose an illusory duplicate of himself, causing the attack to automatically miss. Once Windle uses this feature, he can't use it again until he finishes a short or long rest.
7th	44 (8d6 + 16)	Spellcasting. Windle gains one 2nd-level spell slot. He also learns another 2nd-level spell: <i>invisibility</i> .

WINDLE BEYOND 1ST LEVEL (CONT.)

Level	Hit Points	New Features
8th	49 (9d6 + 18)	Ability Score Improvement. Windle's Int. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: his spell save DC and the bonus to hit of spell attacks, and the Arcana bonus. Spellcasting. Windle learns another 2nd-level spell: <i>mirror image</i>.
9th	55 (10d6 + 20)	Proficiency Bonus. Windle's proficiency bonus increases by 1, so make the following changes in his stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonus to hit of the spell and weapon attacks by 1. Spellcasting. Windle gains two 3rd-level slots. He also learns one 3rd-level spell: <i>fear</i>.
10th	60 (11d6 + 22)	Spellcasting. Windle learns another cantrip: <i>message</i> . He also learns one 3rd-level spell: <i>vampiric touch</i> .
11th	66 (12d6 + 24)	Spellcasting. Windle gains one 3rd-level slot. He also learns one 3rd-level spell: <i>major image</i> .
12th	71 (13d6 + 26)	Ability Score Improvement. Windle's Int. score increases by 2, raising the modifier by 1, so increase the following numbers by 1: his spell save DC and the bonus to hit of spell attacks, and the Arcana bonus.

