

- SETTING GUIDEBOOK - ICEWIND DALE



Uncover the Frozenfar's secrets
in this comprehensive manual



- SETTING GUIDEBOOK - ICEWIND DALE



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ON THE COVER

Bob Greyvenstein depicts three Reghed barbarians engage a ferocious white dragon in blizzarding combat.



*"The reality of existence here in Icwind Dale is harsh indeed,
an environment unforgiving, where one mistake will cost you your life."*

-Drizzt Do'Urden



Introduction

A freezing wind rolls over Kelvin's Cairn and down across the barren tundra that spans the most northern point of the Sword Coast, crippling anything that tries to grow in this inhospitable land. Even as the rest of Faerûn basks in warmth during the summer months, Icewind Dale remains unforgiving. The

days might be longer and the sun's rays most welcome, but there remains little respite from the cold. From the high walls of Bryn Shander to the peninsula outcropping where Easthaven resides on the coast of Lac Dinneshire, not much helps the communities that form the Ten-Towns to stay warm.

Those who choose to inhabit these unwelcoming lands are a hardy folk. Some reside in one of the smaller towns bordering a body of water to fish Knucklehead trout, while the rest call the dale's trading hub of Bryn Shander - the biggest established settlement of the Ten-Towns - their home.

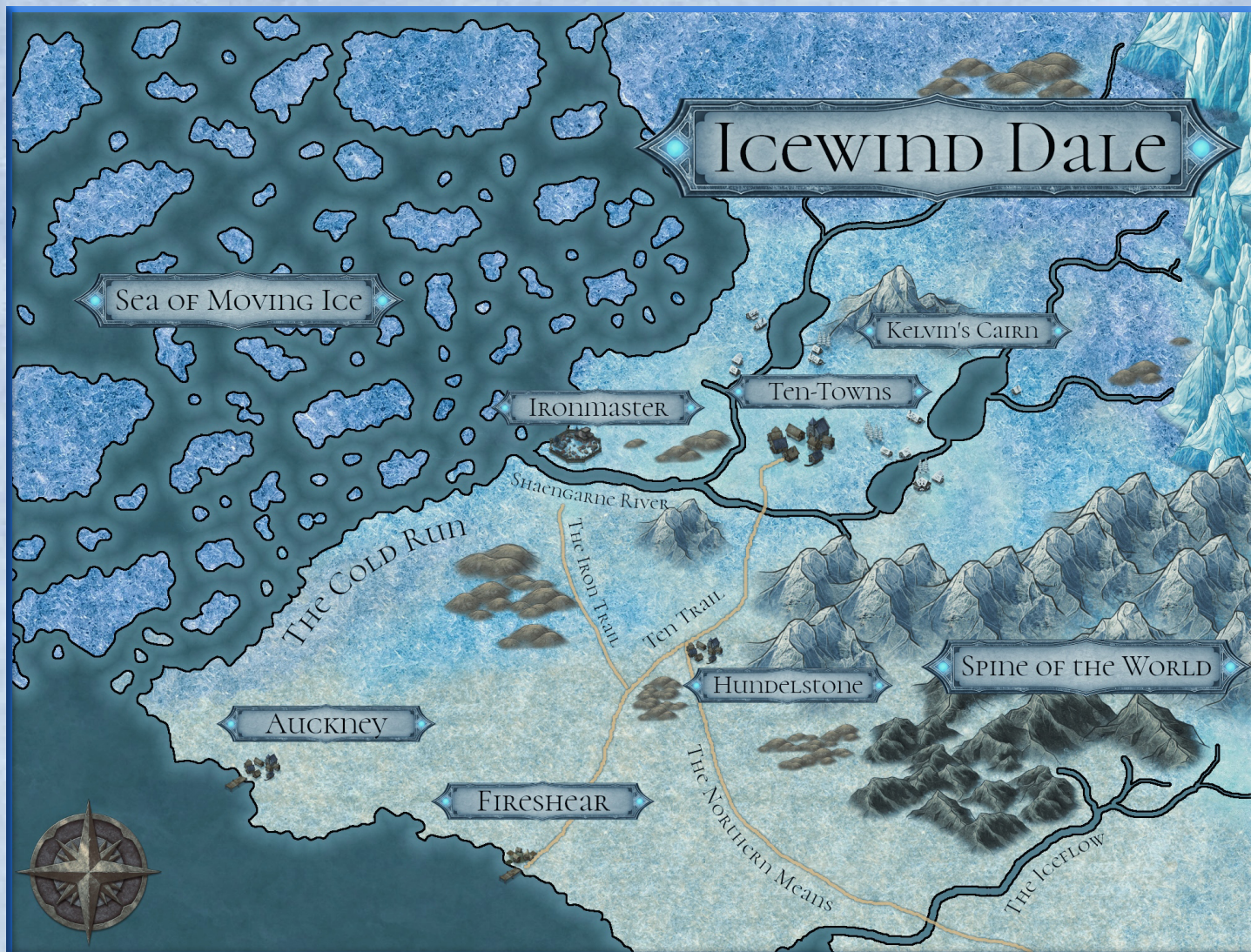
ENTERING ICEWIND DALE

Entry into Icewind Dale is done by traveling the Ten Trail, which is defined by navigating through the western tip of the Spine of the World Mountains. Starting at Fireshear, a coastal town along the Sea of Swords, the pass makes its way north. Should the weather be in their favor, travellers will reach the town of Hundlestone perched high in the mountain range, which marks the midway point of their journey - but the back half of the pass is the most dangerous.

The pass is known for its harsh and unpredictable weather conditions. Many travellers have reported storms bringing in enough snow to bury a caravan in a matter of hours, and while the heavy snowfall is cumbersome in its own right, it rarely travels alone! Gusting winds work to help the snow-blind travellers and assault them by tearing the cloaks from their backs and biting at their flesh. Ill-fated travelers often die of exposure.

Travelers are advised to seek out a guide to lead them through the passage. Should one be unavailable, maps sold in Hundlestone can be purchased to offer some semblance of assistance on the hard journey ahead, detailing the locations of the way stations that are present throughout the pass - sturdy stone huts that are stocked with dry wood and thick blankets granting warm respite to travellers waiting out unfavorable travel conditions.

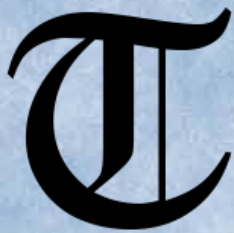
Should the trip through the pass be successful, a voyager's first sign of civilization will be the bulwark surrounding Bryn Shander off in the distance. The Ten Trail - or the Caravan Trail as referred to by the locals - leads directly up to the Southern Gates of the capital city of Icewind Dale, which open to greet trading caravans with guards ready to assist should there be savage beasts lurking in the snowdrifts nearby. Once inside, the Bryn Shander's Market Square is a frequent destination for travers and adventures alike, which can be seen some 1,200 feet away as a straight shot down the main road through the city. The road, lined with small shops and residential dwellings, is a continuation of the Ten Trail, which heads north to the town of Targos.



The illustration depicts a dimly lit interior space, possibly a study or a library. A large, light-colored cloth is draped over a structure in the background, with icicles hanging from its edges. In the foreground, a patterned rug is partially visible, and a large, rolled-up scroll or book lies on the floor. Several lit candles provide the primary light source, casting a warm glow. The overall mood is mysterious and somber.

- Chapter One -

Settlements of the Ten-Towns



he Ten-Towns form a community of outskirt settlements found across the Frozenfar of the Sword Coast. Folks looking to redefine themselves have always been attracted to the seclusion and anonymity provided by Icewind Dale. Able to cast off their former life and engrain themselves in one of the

ten communities exemplified a welcome addition missing in the lives of many prior to finding themselves in the dale; a kindness required for survival in these harsh lands.

Icewind Dale is truly a territory segregated from the rest of the Sword Coast. As such, it operates under systems and policies removed from those practised to the south.

GOVERNMENT OF THE TEN-TOWNS

Official decisions for the towns are made by a council consisting of one influential member - referred to as a *Speaker* - from each town. During the summer when travel between the Ten-Towns is more conducive, these council members meet every month in the council building in Bryn Shander. During the snow blown winter months, meetings are typically held every three months instead.

In present times (1485 DR), the council of Icewind Dale is comprised of the following Speakers:

- **Bremen:** Dorbulgruf Shalescar
- **Bryn Shander:** Duversa Shane
- **Caer-Dineval:** Crannoc Siver
- **Caer-Konig:** Trovus (*Previously: A. Lowell*)
- **Dougan's Hole:** Edgra Durmoot
- **Easthaven:** Danneth Waylen
- **Good Mead:** Vacant (*Previously: K. Rielsbarrow*)
- **Lonelywood:** Nimsy Huddle (*Previously: A. Perth*)
- **Targos:** Naerth Maxildanarr (*Previously: G. Holfast*)
- **Termalaine:** Oarus Masthew (*Previously: S. Masthew*)

GEOGRAPHICAL FEATURES

The majority of the Ten-Towns were established near one of the three lakes in the region: Lac Dinneshere, Maer Dualdon, or Redwaters.

Resting in the shadow of Kelvin's Cairn, the lake of Lac Dinneshere embraces the settlements of Caer-Dineval, Caer-Konig, and the bustling community of Easthaven. Some 10 miles west rests the largest and deepest of the lakes - Maer Dualdon - around which are the towns of Bremen, Lonelywood, Targos, and Termalaine. On the shoreline of the Southern-most lake called Redwaters, the smallest of the Ten-Towns can be found: Dougan's Hole and Good Mead.

The tenth town, Bryn Shander, was nestled between all three lakes and acts as a trading hub for the dale communities due to its central proximity and maintained roads leading into the town. Given its prestige as the first and last stop for those traveling to Icewind Dale, the town is commonly referred to as the gateway that leads to southern civilization.

OVERVIEW OF THE TEN-TOWNS

What follows is a summary of each of the Ten-Towns, listed based on relative location to each other. A description, accompanied by notable establishments and sample quest hooks, are included that can be used to flesh out each of the ten towns. Accompanying maps for the sample quest hooks have been included in Appendix A.

BRYN SHANDER

Population: ~1,200

The walled establishment of Bryn Shander resides upon a hill, with snowy plains expanding out in all directions. There are three points of entry into the town - the north, south, and east gates - with each connecting Bryn Shander with the rest of the communities in the dale. Heading out of the Eastern Gate, a paved road approximately named The Eastway, connects Bryn Shander with the town of Easthaven. The Northern Gate connects Bryn Shander with the only other walled community in the Ten-Towns, Targos, before diverging west (towards Bremen) and east (towards Termalaine and then on to Lonelywood). The Southern Gate heads south and connects Bryn Shander (and the Ten-Towns as a whole) with the rest of the Sword Coast.

CREATURE COMFORTS IN THE COLD

After passing through one of Bryn Shander's gates, travelers are greeted with the hustle and bustle of a thriving community. In the Market Square, caravans from the south converge with traders from across Icewind Dale to foster the peddling of wares. Fishers, trappers, traders, and sells words swap stories in the town's taverns, while surly dwarves, naive travelers, and unsavory sorts congregate throughout the town's streets.

So welcoming are the fiery hearths and hearty stews found in the taverns of Bryn Shander that travelers to the region rarely leave the relative safety of town's sheltering walls. Those that do tend to travel only to one of the other Ten-Towns, calling it their final destination, as braving the roads could lead to an untimely end.

EPITOME OF THE TEN-TOWNS

The trade goods that flow through Bryn Shander represent a melting pot of cultures and traditions for the Ten-Towns. In return for goods from the south, the people of Icewind Dale hawk their wares with scrimshaw and raw knucklehead ivory being their most valued commodity, as they can only be found in the Frozenfar. However, rare ores mined by the dwarves in the chasms below Kelvin's Cairn and pelts fashioned into cloaks and boots are also highly sought after by the astute traders that travel to the Frozenfar as these items sell for a premium in the markets of Waterdeep and Neverwinter.

"Bryn Shander is the heart of Ten-Towns, and trade is its lifeblood. Caravans from the Sword Coast, traders from Ironmaster, dwarves from Kelvin's Cairn, fishers and crafters from Ten-Towns, and sometimes hunters from the barbarian tribes of the tundra all meet in the Market Square."

-Beorne Steelstrike

CAPITAL OF THE DALE

Bryn Shander is the largest of the ten towns in terms of population and land size, but it is also the youngest. Once the site of a lone cabin on the trail to Targos - previously the only walled town in Icewind Dale - a bustling community was built in this central location. Historians might lead the uneducated to believe that the nine towns came together in communion to accomplish the construction of Bryn Shander, but those who remember the old days know the folly of such a statement.

Bryn Shander's roots as a trade hub go back to the earliest days, when fishers from Targos came to the lone hilltop cabin to meet the caravans as they arrived, eager for goods and stories of the outside world. However, when scrimshanders - a common term to describe those carved the knucklehead ivory - from Termalaine decided to bring their wares to the cabin in an attempt to entice the caravans to make the longer trip to their town, trade war ensued.

Traders from each of the other towns began making the trip to meet caravans upon their scheduled arrivals. Other cabins were constructed to house the expanding guests, which naturally led to each of the towns establishing a perpetual presence on the hill. Businesses - mainly taverns and guard posts - were created up to provide goods and services for the budding population. As tensions grew amongst traders competing for the caravanner's attention (frequently leading to violence), all of the communities agreed to send speakers to the new outpost to regulate the business being conducted. The owner for one of the local establishments represented those who populated the outpost, which meant Bryn Shander could now hold its first council meeting with representation from each of the Ten-Towns.

PROTECTION FROM BEAST AND STORM

Although Bryn Shander is best known for its Market Square far south beyond the dale, the people of Ten-Towns know the settlement for its sturdy walls. Its construction is simple enough - a towering palisade that surrounds Bryn Shander, standing some thirty feet high and defined by two rings of wooden poles. The area in-between the rings is filled with dirt and rubble, with the outer ring rising above the top of the wall to offer a rampart for guards to be stationed on a raised wooden platform. The massive fifteen-foot tall hinged gates can be barred from the inside, ensuring only those welcome in the town can enter.

The palisade surrounding the town is not its only defense. Bryn Shander was strategically constructed on the tallest foothill south of Kelvin's Cairn, giving it a tremendous view of the surrounding lands. Those approaching the town are seen well off in the distance, allowing archers to rain arrows down upon their intruders well before any danger befalls the town.

Inside the walls, a garrison of roughly 20 guards operate under the order of a sheriff who reports directly to the Speaker of Bryn Shander. When times might become dire, the town can conscript fighting force of roughly four hundred - mostly townsfolk outfitted with spears and longbows. Commonly, adventurers can be found frequenting the local watering hole, and can typically be persuaded to help take up arms against a pending threat.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Bryn Shander.

- **BLOODRIL'S SNUG HAVEN**

The Snug Haven was poorly constructed. It stood high above ground level, which offered little protection from icy winds and freezing temperatures. Its poor construction of the ironically named Snug Haven left guests of the inn cold and shivering.

- **FAELFARIL'S INN**

A large inn with 20 rooms, a feasting hall, and good selection of drinks. However, the inn was built by someone who never spent a winter in Icewind Dale, and thus the inn is barely warmer than the air outside.

- **GELDENSTAG'S REST**

One of the oldest establishments in town, the inn's accommodations are fairly lackluster, but the proprietor of the inn's nosey nature often led those who had something to hide to avoid the inn.

- **HOOKEK KNUCKLEHEAD**

A longstanding inn that caters to the scrimshanders and traders from the other towns looking to do business in Bryn Shander.

- **KELVIN'S COMFORT**

The most popular taverns in town, owing to its extensive stock of dwarven ales and brandies. The tavern was famous for its signature drink, Flamebeard's Firebrand.

- **NORTHLOOK**

An inn dedicated to mercenaries and adventurers, giving it a (deserved) reputation for being the rowdiest place to stay in Bryn Shander. It is a great place get leads on profitable ventures, along with the latest news and rumors.

SHOPS

Below are the main shops in Bryn Shander.

- **BLACKIRON BLADES**

A small shop and smithy just north of the main square. Well known as a one-stop shop for adventurers with the cheapest supplies in the Ten-Towns.

- **MARKET SQUARE**

An impressive marketplace located near the center of town and featuring knucklehead trout, scrimshaw, vegetables, animal meat, and handicrafts.

- **RENDARIL'S EMPORIUM**

The largest trade house in Bryn Shander, which carries an assortment of the finest goods for sale in all of the Ten-Towns. The establishment was created from the first cabin from which Bryn Shander was formed.



LANDMARKS

Below are other notable landmarks in Bryn Shander.

- **ARMORY**

A weapon stockade for the local garrison, located at the edge of the Market Square.

- **COUNCIL HALL**

The primary meeting place for the Speakers of the Ten-Towns gather and discuss rising action.

- **HOUSE OF THE TRIAD**

A stone building that is the largest holy place in the Ten-Towns, dedicated to Ilmater, Torm, and Tyr.

- **SHRINE TO AMAUNATOR**

A small shrine dedicated to the Morninglord, located near the Market Square.

- **STATUE OF TIAGO BAENRE**

In 1466 DR, a drow warrior named Tiago Baenre defeated the balor Errtu on a plain outside the southern gates of Bryn Shander, endearing himself to the city. The land where the balor fell was forever blackened - no snow falls there, nor does any vegetation grow. In commemoration of that historic event, a statue of the drow was constructed on that spot with a plaque that reads: *"On this spot did Master Tiago slay the demon. And the snows will cover it nevermore."*

SAMPLE QUEST HOOK

A caravan has brought a rare - and particularly potent - hallucinogenic into Bryn Shander for trade in the Market Square. Deemed too dangerous for general consumption, the drug has since been outlawed by the sheriff and the traders told to return Waterdeep with their cargo. However, the traders decided to offload the drug to a band of local smugglers and be made available for sale on the black market. Can the players help the local guard find the smugglers and ensure the missing drugs stay off the streets of Bryn Shander?

See *Appendix A* for the map: **Bryn Shander's Smuggler Tunnels (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

EASTHAVEN

Population: ~750

Set on the coast of Lac Dinneshere, the prosperous town of Easthaven has seen a great expansion in recent years. Grow to the south to reach the The Redrun river, and to the west, cutting down much of the forest that once stood there. The scent of harvested pine trees fills the air as new construction continues to expand the town's perimeter ever outward. Inside the town proper, spacious shops, inns, and taverns welcome locals and travelers alike. Extravagantly painted signs bring wanted attention, with trappers looking to sell pelts from their latest catch inside shops that also offer the latest fashions from across the Sword Coast.

THRIVING TOWN

Easthaven missed out on the initial boom of the Frozenfar, languishing while its neighbors - primarily Caer-Dineval and Caer-Konig - thrived. However, with the completion of The Eastway, trade began to flow into Easthaven, allowing it to overtake its fellow Lac Dinneshere towns. Easthaven now rivals both Bryn Shander and Targos in the traders looking to peddle their wares.

Travelers, traders, and adventures alike are typically drawn to Easthaven's booming economy. There is more than enough coin to go around, and the competition amongst local establishments means deals are plentiful. You can always find a bargain in Easthaven.

CONFLICT ON THE WATER

While the boom of Easthaven has expanded all types of trade goods, few saw as much growth as the town's fishing fleet, which now dwarfs that of Caer-Konig and Caer-Dineval. However, legacy accords passed by the Council of the Ten-Towns means that Easthaven is relegated to fish only occupying a small fraction of Lac Dinneshere. Signed when Easthaven was but a small hamlet, Caer-Dineval and Caer-Konig refuse to renegotiate the outdated agreements, which keep Easthaven from completely dominating the other two communities on their shared lake.

The ongoing dispute overfishing rights on the lake has caused Easthaven's fisheries to suffer; the only livelihood many have ever known has seen an explosion in the number of boats on the lake fighting over an ever-dwindling bounty. Inevitably, the largest boats with the most experienced crews claim most of the fish, while everyone else fights over the scraps. Resentment is growing among the fishing communities towards the inability of the Easthaven Speaker to negotiate a fair deal with the rest of the Ten-Towns.

THE TRADE ROAD

As the only paved road in Icewind Dale, The Eastway was a saving grace for the town of Easthaven. Its construction linked Lac Dinneshere with Bryn Shander and allowed the caravans that came to the Frozenfar an option to sell their goods beyond the capital's Market Square. Paving this road resulted in the explosive growth of Easthaven, which saw trade gradually shift away from Targos and the other communities surrounding Maer Dualdon.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Easthaven.

- **BANROCK'S MITHRAL POT**

The most popular tavern in all of the Ten-Towns, with a reputation that extends beyond Icewind Dale. Folks from across the Sword Coast make the trip to Easthaven just to sample the fabled pottage made here.

- **BIG FAT KNUCKLEHEAD**

A boisterous lakeside tavern that caters to fishermen.

- **CAIRN'S CROSSING**

The oldest of Easthaven's inns. Most of the traders coming to Easthaven stay here out of habit, so the inn does a respectable business.

- **SNOWDRIFT INN**

An inn near the harbor surrounded by racks of drying knucklehead trout, giving surrounding area an offensively fishy smell.

- **WHITE LADY INN**

A popular inn and tavern located near the harbor, which enjoys beautiful views overlooking Lac Dinneshere. The inn takes its name from a local legend about the ghost of Lac Dinneshere: a spectral being that hovers above the surface of the lake on the clearest of nights.

- **WINTER'S CRADLE TAVERN**

A cozy tavern that caters to adventurers. Its warm hearth keeps the northern chill at bay.

SHOPS

Below are the main shops in Easthaven.

- **HARBOR MARKET SQUARE**

While not quite as large as the Market Square in Bryn Shander, the Harbor Market in Easthaven is a sight to behold in its own right.

- **RURDEN'S ARMORY**

An outlet for adventurers to equip themselves with dwarven-made blades and mail forged in the valley below Kelvin's Cairn.

LANDMARKS

Below are other notable landmarks in Easthaven.

- **REDRUN**

A shallow river that flows from Lac Dinneshere into Redwaters. It is normally calm enough to cross on foot by wading into the chest-high water, except during late spring, when the waters rage with frothing whitecaps.

- **SILVANUS'S TEMPLE**

White birch trees form a grove roughly two miles outside of Easthaven. Atop the hillside overlooking Lac Dinneshere, those who wish to bask in the Oak Father's wisdom congregate under the full moon each month.

SAMPLE QUEST HOOK

The fishing crisis predominant in Easthaven has turned violent. Many of the independent fisherfolks have banded together and are planning to assault a boat belonging to one of the larger fishing crews.

See *Appendix A* for the map: **Easthaven's Fishing Crisis (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

CAER-DINEVAL

Population: ~100

Prior to the completion of The Eastway, caravans would forgo travelling to Easthaven. Instead, they would make their way east from Bryn Shander and head north, following the unkempt trail along the shore of Lac Dinneshere. This allowed Caer-Dineval to maintain a semblance of power and predominance among the Ten-Towns.

In current times, few traders make the journey, choosing instead to head to Easthaven to peddle their goods. Those wishing to visit the small town also first travel to along The Eastway to Easthaven, and then hire a ferry to take them across the lake. This gives travelers ample time to loosen their purse strings before arriving in Caer-Dineval, much to the town's chagrin.

A CAER ABOVE THE REST

Although the town only employs a small amount of its former prestige, it does maintain one fantastic monument: a caer built over four hundred year ago when the Ten-Towns existed as little more than a few scattered camps across the Frozenfar. The time between its creation and present day tells a story bathed in a bloody history, but the caer now stands a symbol of a time when the folks of the Frozenfar united to purge rampaging orcs from its lands and claim Lac Dinneshere as their own.

Today, the caer serves as a glorified residence for the town's Speaker.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Caer-Dineval.

- **DINEV'S REST**

The first building travelers see when arriving by caravan, the inn is quite spacious, more so when compared to the town's other buildings.

- **THE UPHILL CLIMB**

A tavern in the northeastern part of town that serves brews from Good Mead.

SHOPS

Below are the main shops in Caer-Dineval.

- **CULVER'S**

Not a shop in the traditional sense, instead this establishment is home to a collection of unique goods collected over the years.

LANDMARKS

Below are other notable landmarks in Caer-Dineval.

- **CAER**

The only standing castle in the Ten-Towns.

- **RUINED WATCHTOWER**

A destroyed guardhouse that once overlooked the town's harbor.

- **KNUCKLEHEAD HARBOR**

This small anchorage that serves the town's fleet of ships.

SAMPLE QUEST HOOK

The caer is under attack from raiding orcs that have come down from Kelvin's Cairn. The Speaker of Caer-Dineval requires the aid of adventures to drive the orcs back, as most townsfolk have retreated to the safety of Bryn Shander.

See *Appendix A* for the map: **Caer-Dineval's Caer is Under Attack (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

CAER-KONIG

Population: ~150

Found perilously close to the Icewind Pass, Caer-Konig rests on the southern slope of Kelvin's Cairn and just north of Lac Dinneshere. Visible to all who approach by boat is the destroyed caer that gave this town its name.

While traders can travel to Caer-Konig along the trail that continues north from Caer-Dineval, most do not. Instead, those who choose to travel to the most northern point on Lac Dinneshere do so by boat, although many choose not to bother with the journey at all. Caer-Konig is commonly referred to the town as "the poor man's Caer-Dineval", a name most certainly coined by natives of Caer-Dineval, and only exemplified to those who set their eye upon the limited selection of shops and markets.

With trade being practically non-existent in the town, Caer-Konig looked to secure a different form of clientele: adventurers. Resting at the base of Kelvin's Cairn, an outpost called Frozenfar Expeditions serves as a gathering point for those looking to head out on treks up the mountainside.

A CAER RAZED TO THE GROUND

After the townfolk of Caer-Dineval reclaimed their caer from rampaging orcs, they felt it necessary to build an outpost farther up the lakeside that would act as a lookout for discern oncoming threats. The location that choose, a site at the bottleneck of the Icewind Pass, served a well to spot anyone crossing the tundra. A Caer, on they hoped would be similar to the one they reclaimed in Caer-Dineval, was constructed and named after Konig, leader of the project. Thus, a town was born.

However, this new stronghold shared few resemblances to the one constructed in Caer-Dineval. That mighty caer was constructed by trained workers under the capable hand of a master builder. In contrast, this one was put together by guardsmen. Although they put in great effort, they knew little about construction. The pylons were not buried deep enough to withstand the harsh winds and the piles of loose stone were too sparse to stop the melting snow from eroding the foundation. Already weathered after a few short seasons, the caer was no match for the first band of orc raiders that made their way down from the Icewind Pass. Defenders fled, and the caer was raised to the ground.

While the orcs were driven back into their mountain homes and the town eventually reclaimed - a debt Caer-Dineval has yet to let the natives of Caer-Konig forget - the ruined remains caer itself continues to serve as a sore spot for the townsfolk.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Caer-Konig.

- **HOOK, LINE, AND SINKER**

The busiest establishment in town, owing its popularity to the free half-pints of ale on a table near the front door. The first one is always free, as they say...

- **NORTHERN LIGHT**

The town's sole inn, where adventurers rest in-between expeditions to Kelvin's Cairn.

SHOPS

Below are the main shops in Caer-Konig.

- **MARKET SQUARE**

A small market near the harbor, typically stocked with fishing or mountaineering gear.

LANDMARKS

Below are other notable landmarks in Caer-Konig.

- **FROZENFAR EXPEDITIONS**

Although it has a small storefront, this establishment serves as Icewind Dale's make-shift adventurer's guild. Postings to slay beasts or find missing loved ones populate its boards.

- **RUINED CAER**

The destroyed caer after which the town was named. It has been rebuilt a few times, but always ends up sharing a similar fate.

SAMPLE QUEST HOOK

Frozenfar Expeditions has a job posting for an adventuring party to find two townsfolk that went missing in the night. The last word from those missing was that they were scavenging on the side of Kelvin's Cairn and did not return. Yetis are believed to be the cause, and the posting details directions to a known yeti cave just outside of town.

See *Appendix A* for the map: **Caer-Konig's Yeti Hunt (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

TARGOS

Population: ~1,000

As the only other walled community in Ten-Towns, Targos frequently shares comparisons with Bryn Shander. While both towns are overly active, it is the bustling docks that support Targos' fishing industry serving as the distraction instead of a vibrant market as in the capital.

This distinction is present in the way townsfolk conduct themselves throughout the day. While those in Bryn Shander can be seen populating the streets and markets during the day, conversing with one another before populating taverns in the evening of shared drink, the townsfolk of Targos are focused solely on their livelihood. Always walking with a purpose - focused solely on their tasks during the day before retiring to bed at night to prepare for the next morning.

LARGEST FLEET IN THE TEN-TOWNS

While the lakes provide for most of the Ten-Towns populace, this is exemplified in Targos. Almost every single person is involved in some aspect of fishing. As a result, Targos has always enjoyed the biggest fishing fleet, the highest quality ships, the most knowledgeable sailors, and, as a result, the biggest hauls.

Although other towns, most predominantly with the boom of Easthaven, have tried to give Targos a run for their money, none have yet to be successful. Their knucklehead trout and scrimshaw trade are known throughout the realms and shows no signs of slowing.

THE ORIGINAL WALLED TOWN

Targos, much like the capital, is encircled by a wooden wall that protects the town against raids and savage beasts alike. However, Targos prides itself in being the first town with high walls, which have the unique design that reaches out into the lake of Maer Dualdon to shield its harbor from the elements.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Targos.

- **LUSKAN ARMS**

The oldest taphouse in Ten-Towns, established back when Bryn Shander was still just "the cabin on the hill". The inn and tavern were fashioned to attract many of the old traders who made the trip from Luskan.

- **THREE FLAGS SAILING**

A quiet tavern that caters to fishermen coming in off the lake after a grueling day of work. The tavern typically has a solemn atmosphere.

- **TRIP AND SHUFFLE**

A rowdy tavern founded by a Purple Dragon knight that fled from a death sentence in Cormyr.

- **WOLF'S PELT INN**

A modest inn with a barroom, common room, private rooms, storage, and a kitchen.

SHOPS

Below are the main shops in Targos.

- **GALLAWAY TRADE DEPOT**

A general store located in the main town at the top of the cliffs.

- **GRAENDEL'S FINE DWARVEN CRAFT**

A smithy that makes fine supplies. Everything sold is made-to-order.

- **MARKET SQUARE**

Once a prestigious market, it has dwindled in size as most folks choose to sell their wares in Bryn Shander.

- **TRIGLIO**

A general store, named for one of the chanteys that the fishers often sing when hard at work upon the lake: "Triglee-oh, lads, an' 'oist upon the line - Triglee-oh, lads, an' bring yon fishers in."

LANDMARKS

Below are other notable landmarks in Targos.

- **THE DOCKWORKERS' GUILDHOUSE**

Targos is the only community in Ten-Towns that has a guild - namely, the dockworkers' guild, representing the town's shipwrights, warehouse workers, and loaders.

SAMPLE QUEST HOOK

Cultists devoted to Auril have been active in the area along the trail between Bryn Shander and Targos. A few traders have gone missing, causing others to be hesitant in braving a trip to sell their fish in the capital. Should a party of adventurers investigate, they will find a cave devoted to The Frostmaiden, where her worshipers are sacrificing townsfolk in her name.

See *Appendix A* for the map: **Targos' Cult of Auril (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.



TERMALAINE

Population: ~600

Nestled in between the shores of Maer Dualdon to the west and a forest to the east, few of the Ten-Towns hold the beauty of Termalaine. While employing an adequate fleet, crafters and artisans are as numerous here as fishermen, and their work serves to improve the town's natural beauty. The town has a tranquil elegance that is only enhanced by the populous that live here. Intricate carvings brand the log-work buildings, with scrimshaw ornaments hanging as wind chimes from their windows.

While the people who live here are as hard-working as those from their other Ten-Towns, they tend to be openly friendly, good-natured, and welcoming of visitors. They are proud of the town they have created and want to share its charm with the few foreigners that make the trip from Bryn Shander.

AT ENDS WITH TARGOS

Although generally happy people, a scowl will cross the face of townsfolk from Termalaine when Targos is mentioned. A rivalry bred over competing fishing lines, being unable to match the grandeur of Targos' fleet has made the people of Termalaine to grow quietly resentful while they explored other professions.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Termalaine.

- **EASTSIDE**

A comfortable and spacious inn considered one of the best accommodations in all of Icewind Dale.

- **BLUE CLAM**

A tavern catering to fishermen, decorated with scrimshaw carvings.

SHOPS

Below are the main shops in Termalaine.

- **MARKET SQUARE**

A small market located near the harbor.

LANDMARKS

Below are other notable landmarks in Termalaine.

- **GEM MINE**

A small cave entrance set into a low hill near Termalaine contains a mine plentiful with tourmaline gemstones. However, the mine goes deeper than the townsfolk have explored, and creatures from the Underdark are known to seek access to the surface through the mine. When this happens, the mine is sealed off until the threat has been dealt with.



SAMPLE QUEST HOOK

Noises have been echoing deep within the Termalaine gem mine and townsfolk have pre-emptively boarded up the entrance. The town's Speaker is looking for a group of adventurers to investigate.

See *Appendix A* for the map: **Termalaine's Gem Mine (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

LONELYWOOD

Population: ~100

The most northern town in the Frozenfar is also its most polarizing. While the town is not without those engaging in fishing or forestry, its townsfolk don't always possess the most noble of origins. An unspoken anonymity exists amongst the folks of Lonelywood: don't ask questions for which you don't want the answers. Each person assumes everyone else has a secret to hide, and so they live together in a community built on mutual ignorance.

TIMBER EXPORTS

Similar to the other communities residing on one of Icewind Dale's lakes, Lonelywood also has a fleet of ships and fisherfolks that set sail for knucklehead. However, the fleet makes up a much smaller portion of Lonelywood's population, as at least half of their population engages in forestry; clearing pine trees and readying them for export across the Ten-Towns. These trees have been used in everything from constructing ships in Easthaven to fortifying the walls of Bryn Shander.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Lonelywood.

- **LUCKY LIAR**

A favorite local tavern to fishers and woodcutters, where they spend the evenings telling tall tales.

- **RAMSHACKLE**

An appropriately named inn, whose hasty construction is shown in the roof and walls that do little to combat the dale's harsh winter months.

SHOPS

Below are the main shops in Lonelywood.

- **HAPPY SCRIMSHANDER**

A small shop with scrimshander trade goods.

- **PAVEL'S USED GOODS**

A general store with limited selection.

LANDMARKS

Below are other notable landmarks in Lonelywood.

- **SHRINE TO MIELIKKI**

Catti-brie constructed a small garden shrine devoted to the Forest Queen in the woods a short distance from Lonelywood.

SAMPLE QUEST HOOK

Stories leaving the lips of patrons in the Lucky Liar tavern tell tales that the forest surrounding the town - which locals have begun calling the Fell Woods - has become home to a dreadful serpent.

See *Appendix A* for the map: **Lonelywood's Fell Woods (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

BREMEN

Population: ~150

Sitting in solitude on the west bank of Maer Dualdon, a trip to Bremen does not carry a lot of interest to those who cannot travel by boat. With a small trail - which is perilously washed away during the flooding season by the Shaengarne River - travel by caravan is ill advised much most of the year.

HARSH CLIMATES

The townsfolk of Bremen have mastered living in some of the harshest lands of the Ten-Towns. Biting winds blow across the tundra during the coldest months, assaulting the unprotected northern section of the town. Bremen doesn't - usually fair better in the spring and summer months either, as melting snowpack and glaciers contribute to the rising tide of Maer Dualdon, which struggles to drain into the Shaengarne River, causing the town's southern banks to flood.

TREASURES ON THE SHORE

While the flash floods have been devastating to the town's harbor, shops, and homes, it does come with a benefit. Unique objects swallowed up by the lake over time have been known to wash ashore as the lake flows into the river. Jewelry, scrimshaw, and even magical items have been found after a flood has receded. With such predominance are items found along Bremen's southern shores in the late summer months that it has become an attraction, with interested folks planning their visit to the town during this time in the hopes of striking it rich.

GOODS AND SERVICES

INNS & TAVERNS

Below are the main inns in Bremen.

- **BURIED TREASURES**

This inn makes its namesake by catering to those who come from other parts of Ten-Towns to spend a few days panning the riverbanks. While busy in the late summer months, it is sparsely occupied during the rest of the year.

- **FIVE TAVERN CENTER**

A group of five taverns that makes up Bremen's nightlife. Of the taverns, the one named Stones is the most popular. Due to the tavern's close proximity to one another, many-a-fisticuffs have broken out in the town's square.

SHOPS

Below are the main shops in Bremen.

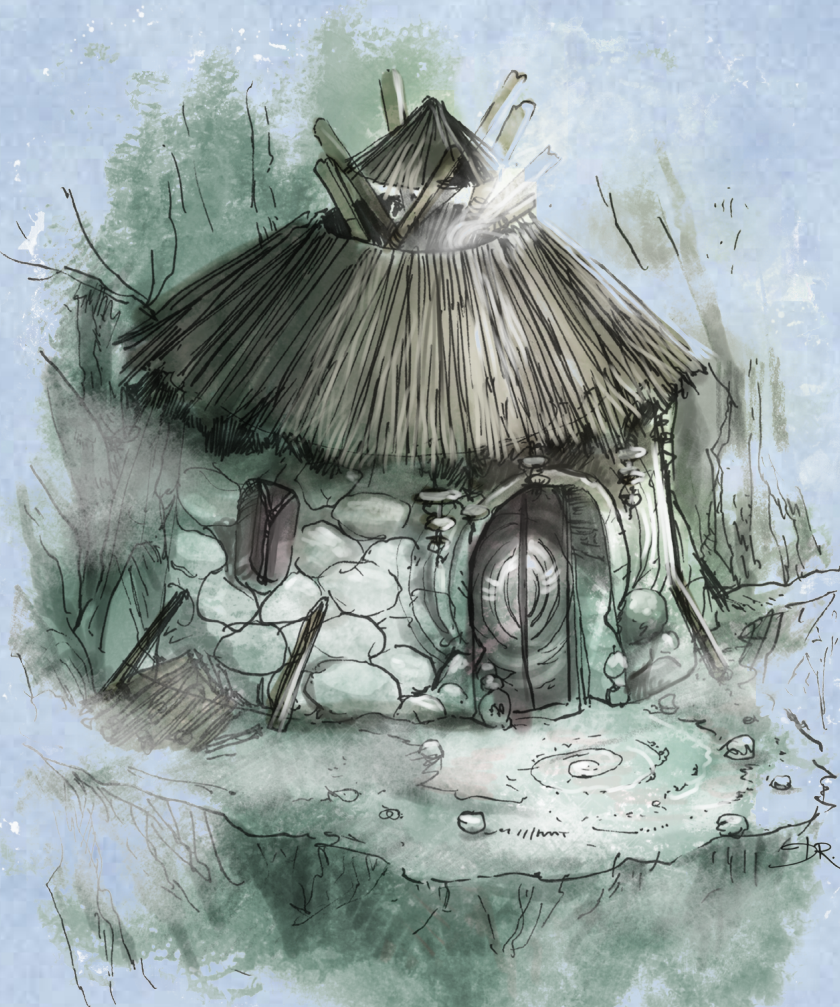
- **EWIN'S TRINKETS**

A small shop which buys magical items that treasure seekers find on the riverbanks, which it then sells at a favorable mark-up.

SAMPLE QUEST HOOK

A massive greataxe has washed up on the shore of Bremen, and its markings give credence to the existence of a frost giant's keep on the side of Kelvin's Cairn long thought to only be a rumor.

See *Appendix A* for the map: **Bremen's Frost Giant Keep (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.



GOOD MEAD

Population: ~100

The small town of Good Mead is known for one thing, the mead hall stands out on the only road through town. Donning carvings in the likeness of wyverns that are said to roost in Kelvin's Cairn, the mead hall is usually the only stop for visitors passing through town.

NO LONGER A FISHING TOWN

While Good Mead has its roots in fishing and trading its catch in the Bryn Shander markets, the larger towns ultimately forced the folks of Good Mead to look into other avenues for export. Good Mead's trade in its justly famous brew began to outstrip the proceeds from its fishing hauls to the point where most of the town's fishers took up mead brewing instead.

GOODS AND SERVICES

Below are the main inns in Good Mead.

- **MEAD HALL**

A massive two-story building with an adjoining storage structure for casks. Much of the building's expansion was constructed out of the town's ships that were no longer needed on lake Redwaters.



LANDMARKS

Below are other notable landmarks in Good Mead.

- **SHRINE TO TEMPUS**

An old shrine devoted to the Lord of Battles shows its age with chipped and faded paintings.

SAMPLE QUEST HOOK

Someone has robbed the mead hall, stealing many casks from their inventory in the night. Eyewitness reports from drunken patrons say the thieves sailed away with the cargo. Should a party investigate, they may find a cavemouth off the far shores of lake Redwaters.

See *Appendix A* for the map: **Good Mead's Missing Ale (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

DOUGAN'S HOLE

Population: ~50

The town of Dougan's Hole has never had much of a namesake in the Ten-Towns, being the smallest of Icewind Dales communities. Synonymous with the town where they are built, its roads are unkempt with barely enough gravel on them to halt the overgrowth during the summer months. The winter is even harsher, as the paths are frequented with enough snow to stop travel in and out of town completely.

FISHING OUT OF NECESSITY

The townsfolk of Dougan's Hole depend on the knucklehead trout they fish from Redwaters for their livelihood. While they cannot compete with the impressive fishing fleets from the other towns, they are typically able to obtain enough raw ivory their exploits to generate a stable living.

GOODS AND SERVICES

There are no inns, taverns, or shops in Dougan's Hole.

LANDMARKS

Below are other notable landmarks in Dougan's Hole.

- **TWENTY STONES OF THRUUN**

A megalith structure consisting of twenty granite slabs arranged in an equilateral triangle that overlooks the town. Researchers across Faerûn believe that Thruun was a god who disappeared from the pantheon long ago, but no one really knows for sure.

SAMPLE QUEST HOOK

Buried deep beneath the Twenty Stones of Thruun lays the entrance to a long-forgotten tomb, covered by years of overgrowth and neglect.

See *Appendix A* for the map: **Dougan's Hole's Crypt Beneath the Megalith (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

THE DWARVEN VALLEY

A hollow in the land that stretches from the base of Kelvin's Cairn towards Bryn Shander is better known as the Dwarven Valley. Originally inhabited by dwarves hailing from Clan Battlehammer, they've mined here for as long as anyone cares to remember, harvesting iron from its cavernous walls and fashioning out a home from tunnels left behind.

When Bruenor Battlehammer found the long lost Mithral Hall, many of his clanmates joined the mighty dwarf in reclaiming it, abandoning Icewind Dale in the process. Those few who stayed worked in solitude and productivity drastically decreased, threatening their very existence. Fortunately, they were not forgotten; fond memories instilled a nostalgic feeling of the inclement climates of the north, and dwarves began returning over the coming years. One such family of dwarves was the Silverstreams (cousining dwarves to the legendary Battlehammer line), who now reside as the ruling family of the Dwarven Valley.

THE DWARVEN HALLS

Sheltered from the blowing winds that terrorize the surface above, the dwarves here have carved out homes, shops, and smiths in the barren mines left behind from years of exploitation of the iron veins that run underneath the snow-blown tundra. However, standing at the valley's edge gives little indication of the thriving community below. Only faint strikes of mine pick on stone, or hammer of molded steal can be heard echoing from above on uncharacteristically calm days.

Each side of the valley held its own hall - dug into the western and eastern walls, comprising their respective living quarters, dining areas, storerooms, and armories. At the heart of each hall was its forge, a massive area that served as the lifeblood for the dwarven communities.

THE IRON MINES

The initial iron deposits along the valley's walls were the first - and easiest - to be carved out by the Battlehammer dwarves shortly after arriving in the dale. After they were quickly exhausted, expansion proceeded down deeper into the hillside on both slopes of the valley. Now, after centuries of activity, the mines extend into the bowels of Kelvin's Cairn itself.

While still rich in resources, the dwarves who mine iron ore in the Dwarven Valley need to travel further and further into the recesses of the subterranean of the Frozenfar to extract the materials needed for their trade - a trade which supplies the finest weapons and armor throughout the dale communities.

THREATS IN THE DARKNESS

With their continued expansion deep into the dark underbelly of Icewind Dale, there have been many instances of foul beasts uncovered in the darkness below. When the miners are outmatched by a new threat, they have employed strategic cave-ins to great effect, trapping savage creatures in earthen tombs away from the dwarven populations.



REMINANTS OF A TIME FORGOTTEN

Merely mentioning the malevolent monolith of Cryshal-Tirith that once stood outside Bryn Shander's walls still sends a chill down the spine of even the bravest of Icewind Dale's inhabitants.

Rumor has it that a substance called Black Ice has been found deep within the dwarven valley and fashioned into weapons and armor by the dwarves. Unbeknownst to most is that this substance is actually a remnant from the once towering structure, which is now found throughout the realms.

THE OPEN TUNDRA

The nomadic denizens that inhabit the harsh lands between the Reghed Glacier and Sea of Moving Ice are a proud people. Primarily of human decent, the Reghed are a tall folk - with many of their most imposing warriors reaching 7 feet tall. They are blue-eyed and fair-haired. Commonly referred to as barbarians by people of the Ten-Towns due to the outward disdain they portray towards civilization.

The Reghed people formed small tight-knit communities called tribes. Each tribe is ruled by a king and devotes themselves to a spirit animal. The known tribes were the Tribe of the Elk, the Tribe of the Wolf, the Tribe of the Bear, and the Tribe of the Tiger. While smaller tribes have been formed over the years, such as the Tribe of the Seal and the Tribe of the Caribou, they have a difficult time carving out territory in the dale. To date, even the Tribes of the Tiger and Wolf have been brought close to extinction.

A PEOPLE SUSPICIOUS OF MAGIC

Practitioners of the arcane arts are non-existent throughout the tribes, so when a Reghed barbarian is confronted with magic, they are apprehensive and untrusting of its source. It is not uncommon for the tribes to refuse to work with those who employ mysticism, or band together and attack if the source is deemed a threat.

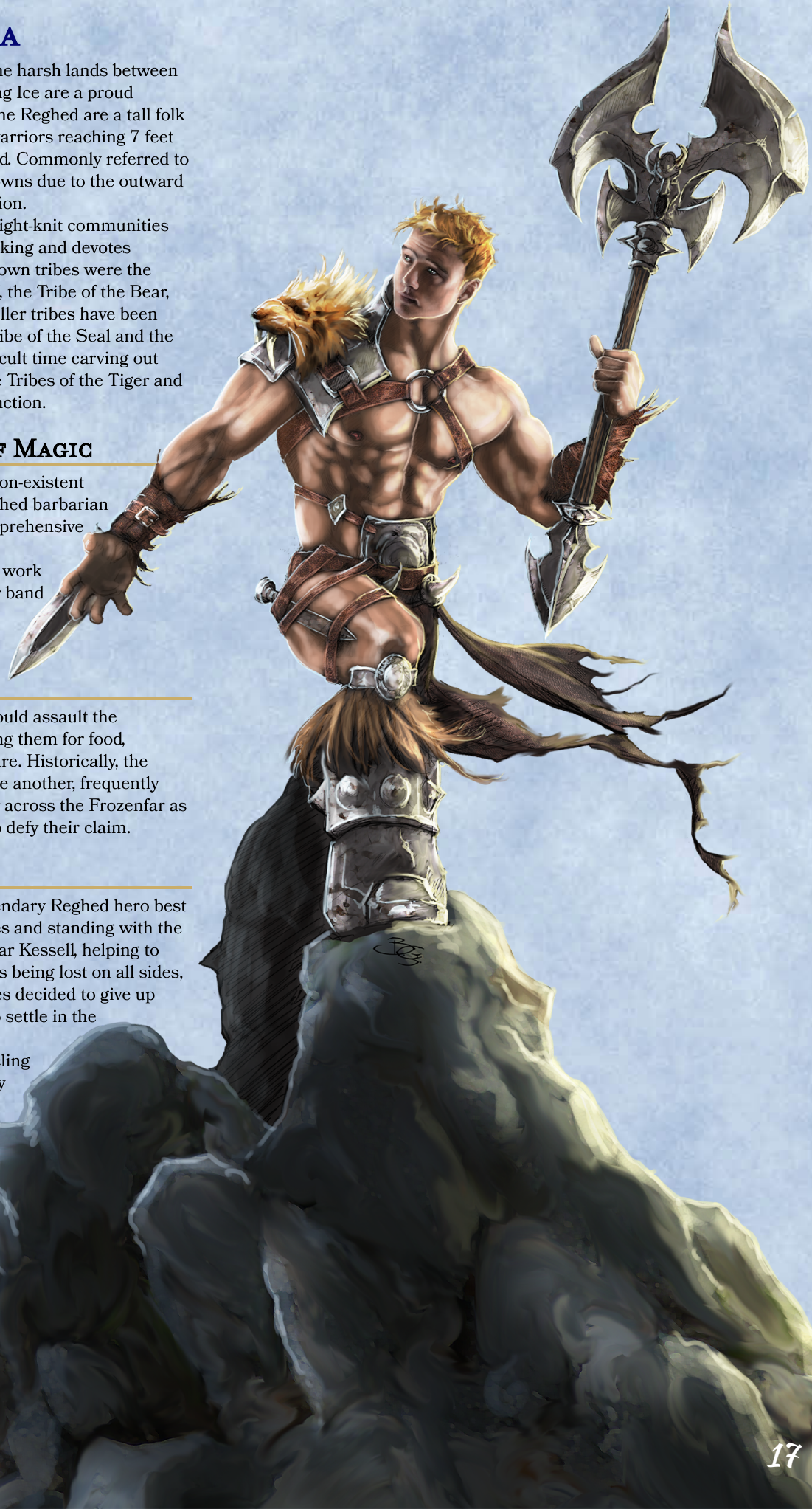
AREA OF CONFLICT

In times past, the barbarian tribes would assault the communities of the Ten-Towns, raiding them for food, supplies, and - in many cases - pleasure. Historically, the tribes have also been at odds with one another, frequently carving out large sections of territory across the Frozenfar as their own and waring with those who defy their claim.

STUFF OF LEGEND

Wulfgar, son of Beornegar, is the legendary Reghed hero best known for uniting the barbarian tribes and standing with the Ten-Towns against an attack from Akar Kessel, helping to drive away his forces. With many lives being lost on all sides, some members of the barbarian tribes decided to give up their previous way of life, choosing to settle in the towns of Bremen and Caer-Konig.

In current times, the Reghed that cling to their traditional way of life typically belong to the Tribe of the Elk or the Tribe of the Bear.





KELVIN'S CAIRN

Towering out of the tundra at the heart of the dale; viewable for miles in every direction is the lonely mountain known as Kelvin's Cairn. Every noteworthy place in the Frozenfar is defined by its position in relation to the solitary peak, which has long stood the test of time.

Its mountainous sides easily give way under foot, forcing many to stick to one of the two narrow trails to traverse the mountain: Icewind Pass (eastern slope) and Bremen's Run (western slope) are the two passes running along the mountain. Savage creatures looking to assault the Ten-Towns must come down one of these two trails, typically giving adequate warning to the inhabitants on Maer Dualdon or Lac Dinneshere to find refuge.

LANDMARKS

Below are notable landmarks on Kelvin's Cairn.

- **BRUENOR'S CLIMB**

A protrusion sticking out above the gradual climb up the side of Kelvin's Cairn. This was a favorite location of Bruenor, which looks out over the Dwarven Valley below.

- **BRUENOR'S "TEMPLE"**

A small grotto at the base of the mountain, which contains an anvil and small forge employed by Bruenor during his time in the dale.

- **DALEDROP**

Near the mountain's southern face, the Dalesrop is a natural switchback that descends from the tundra into the Dwarven Valley.

- **VERBEEG LAIR**

Some way up the mountain exists a cave entrance partially obscured by a large boulder. The cavern served as a dwarven outpost until verbeegs in service to Akar Kessel claimed it for themselves. They occupied this place until the Companions of Icewind Dale stamped them out. While largely considered abandoned, it has been home to many types of creatures over the years, that is until a bigger creature claims it for itself.

SAMPLE QUEST HOOK

A white dragon has taken up residence in the abandoned outpost known to the locals as the Verbeeg Lair. The dwarves are enlisting help in driving it out from this cave, given its close proximity to the Dwarven Valley.

See *Appendix A* for the map: **Kelvin's Cairn's Assault on Verbeeg's Lair (DM)**, which has been supplied as a resource for Dungeon Masters wanting to expand on this sample quest hook.

- Chapter Two -



Player Options

BARBARIAN: PATH OF THE VOLATILE LANDS

The Path of the Volatile Lands represents a union; one where the barbarian becomes one with the hostile land where it resides. Having learned to embrace the cold lessons taught by nature, you become impervious to its most debilitating effects.

SCORN THE ELEMENTS

Starting when you choose this path at 3rd Level, you are able to resist the elements. While you're raging, you have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder. You may choose a different damage type each time you begin raging.

SURVIVAL OF THE FITTEST

At 3rd level, you learn how to salvage the remains from creatures you slay in the wild. If you kill a Medium or larger creature, you are able to spend 1 hour to create simple hunting weapons from its remains, which can be done during a short rest. You can craft your choice of 1 dagger, 1d2 spears, 1d4 javelins, or 1d20 arrows. You must be proficient with a set of artisan's tools to use this feature.

EMBRACE NATURE'S FURY

Beginning at 6th level, you can channel elemental devastation into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your Barbarian level. The extra damage is the same type as the type of damage you chose to resist with your *Scorn the Elements* feature.

ONE WITH THE LAND

Beginning at 10th level, the elements no longer seem to hinder you. While you're raging, you are immune to the damage type selected by your *Scorn the Elements* feature and difficult terrain does not affect your movement.

WARCRY

Starting at 14th level, your furious blows bring with them bellows that ring across the land and rally your allies. When you score a critical hit with a weapon attack while raging, each friendly creature that can hear you and is within 60 feet of you can use its reaction to move up to half of its movement speed and make one weapon attack. This effect can only occur once per turn.





MONK: WAY OF THE FROZEN DISCIPLE

The Way of the Frozen Disciple lives atop snowy mountains in secluded monasteries, removing distractions from their mind. The frozen disciple's training gives them clarity when engaging with a foe, granting insight into oncoming attacks and allowing them to react with an opportunistic action.

A frozen disciple is typically stoic in demeanor and always considers the effect their actions will have on others.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in the Medicine or Nature skill (choose one) if you don't already have it. The time spent in a mountain peak monastery has taught you to live off what few resources the land has to offer. You also gain proficiency with herbalism kit if you don't already have it.

MOMENT OF CLARITY

At 3rd level, you are able to clear your mind of emotions, bolstering your Patient Defense. Whenever you use Patient Defense, you are able to add your Intelligence modifier to your armor class for the duration.

SERENITY

At 6th level, you are able to calm your mental state at will. After you make a skill check or saving throw, but before you know the result, you can spend 1 ki point to roll a d6 and add the result to your score. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

END THE SUFFERING

Beginning at 11th level, you gain the ability to repress harm dealt onto you by others. As a bonus action, you can expend up to 3 ki points to gain resistance to different types of damage. The number of damage types you become resistant to equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again.

DEAL ONTO OTHERS

At 17th level, your mastery of maintaining an internal balance allows you to redirect your foe's enmity towards you. If an opponent hits you with a melee attack that deals damage, you can use your reaction to use up to 3 ki points to make an unarmed strike against the attacking creature. The number of unarmed strikes you make equals the number of ki points you spent.

PALE MASTER: ELEGY OF ALGID

Pursuing knowledge of the necromantic arts in chilly underground archives has fostered a curiosity in the frozen undead, with the dreaded winterwights becoming your main focus. These vindictive undead creatures have been formed from the souls of those who died in the coldest of winters.

UNDEAD GRAFT: FROSTBITTEN ARM

Beginning when you select this elegy at 3rd level, the flesh on your arm dies, leaving behind skin that is black and mummified.

Your undead graft becomes a spellcasting focus for your magic, allowing you to cast spells with it and perform the somatic components of spells even when you have weapons or a shield in one or both hands. Additionally, you may attack with your graft as if it were a simple weapon with which you are proficient. To do so, you make a melee spell attack against a creature, dealing 1d8 necrotic damage on a hit.

At 6th level, your graft gains a +1 bonus to melee attacks and damage rolls. This increases to a +2 bonus at 12th level and a +3 bonus at 17th level.

REBUFF THE COLD

The comfort you enjoy in chilled conditions make you renitent to the cold.

At 3rd level, you gain resistance to cold damage, and you don't suffer the effects of extreme cold as described in the Dungeon Master's Guide.

FRIGID TOUCH

Starting at 6th level, when you hit a creature with a melee spell attack from your undead graft, you can instill rigor mortis. The target takes an additional 1d8 necrotic damage, 1d8 of cold damage, and must succeed on a Constitution saving throw or its speed is reduced by half for 1 minute.

You can use this feature once per long rest at 6th level. You gain an additional use at 12th level and again at 17th level. Expended uses are regained when you finish a long rest.

CURTAIN THE QUICK

Starting at 6th level, you can cast the *slow* spell using one of your spell slots, but it does not count towards your number of prepared spells. When you cast *slow*, a target suffers the spell's normal effects, but also must succeed on a Constitution saving throw at the start of each of its turns. On a failure, its movement speed is 0 for that turn.

UNDEAD COHORT: FROZEN SPECTER

At 10th level, you are able to taint the soul of a recently slain creature. You choose the corpse of a creature that has died in the last 24 hour and infuse it with energy fueled by winter's chill, causing its soul to rise as a frozen specter under your control.

The frozen specter dissipates when it drops to 0 hit points or when 1-hour passes. The frozen specter is friendly to you and your companions for the duration. Roll initiative for the frozen specter, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you).

If you don't issue any commands to the frozen specter, it defends itself from hostile creatures but otherwise takes no actions. The DM has the frozen specter's statistics.

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

INSUSCEPTIBLE TO THE COLD

By 14th level, your continued study into the formation of the winterwights has taught you how to harness some of their gifts, making you immune to cold damage.

Additionally, when you are hit with a melee attack, you can use your reaction to half the damage taken and force the attacker to make a Constitution saving throw. On a failure, the attacker loses any remaining movement speed it has for that turn and can't take reactions until the start of its next turn.

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



ROGUE: SHADOW SCROUNGER

Melding into the darkness, shadow scroungers make a name for themselves by stealing from anyone - no matter how paltry the sum. Should their target become aware, the shadow scrounger can move about a twilight battlefield with the greatest of ease.



ONE WITH THE NIGHT

When you choose this archetype at 3rd level, you are a master at remaining unseen. Whenever you make a Dexterity (Stealth) check to hide, treat a roll of 7 or lower on the d20 as an 8.

Additionally, you can attempt to hide even when you are only lightly obscured by dim light.

WHAT'S YOURS IS MINE

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check. If you make the check against a creature that is unaware of your presence, the check is made with advantage.

UNSEEN

At 9th level, if you use your Cunning Action feature to dash while you are in dim light or darkness, you gain double the movement speed.

TERROR IN THE DARK

At 13th level, if you are hidden from a creature before you take the Attack action against it and it takes damage from your Sneak Attack, it must succeed on a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or become frightened of you until the end of the creature's next turn.

UMBRAL STRIKE

At 17th level, you have mastery over the shadows. If you are in dim light or darkness and make an attack that reduces a creature to 0 hit points, you can immediately move up to your movement speed and make one additional attack. This attack can benefit from your Sneak Attack even if you have already used it this turn.

SORCERER: FROZEN SOUL

Your innate magic commands the sleet and snow, stemming with a blizzard's ferocity inside your soul. Maybe you were touched by a Chraal from the Para-Elemental Plane of Ice, or you are a descendent of a Chosen Disciple of Auril. Either way, it is up to you to contain the storm's fury, or be consumed by it!

ARCTIC EMBRACE

Starting at 1st level, are unbothered by cold climates and can alter them to your benefit. You automatically save on any saving throws related to extreme cold weather and you do not suffer from difficult terrain caused by ice or snowy terrain.

TOUCH OF ICE

Starting at 1st level, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

HEART OF FROST

At level 6, you gain resistance to cold damage. In addition, when you cast a spell that deals cold damage, add your Charisma modifier to that damage.

FRIGID AMELIORATION

At 14th level, your cold spells bolster your defenses. When you expend a spell slot to cast a spell that includes a cold damage roll, you gain temporary hit points equal to the slot's level + your half of your sorcerer level.

ESSENCE OF FROST

Beginning at 18th level, you gain immunity to cold damage.

You also are able to manifest a blizzard around you. As an action, you create a 30-foot-radius sphere of freezing rain and sleet to swirl violently, centered on yourself. The follow effects occur:

- The area is heavily obscured to everyone other than yourself.
- Exposed flames in the area are doused.
- The ground in the area is covered with slick ice, making it difficult terrain.
- When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.
- If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

The effects do not require concentration to maintain, and last for 1 minute or until you dismiss them as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.



- Chapter Three -

Dungeon Master Optional Rules



cewind Dale is an unforgiving place. The following optional rules outline the hinderances of various cold weather conditions when taking a long rest, given a player's general preparedness. These rules have been presented in a manner that they can work alongside the extreme cold rules found in the Dungeon Master's Guide, allowing you to run

adventures that are truly representative of hardships faced in Icewind Dale when camping on the open tundra or the cliff-face of a mountain.

ICEWIND DALE WEATHER CONDITIONS

d20	Weather Conditions
01-07	Calm
08-14	Blowing Winds
15-18	Howling Winds
19-20	Blizzarding

RESTING IN COLD WEATHER

The following section can be used if the party decides to rest outside in Icewind Dale, demonstrating how the cold might impact their ability to make camp. Each table assumes the players are able to set up a basic campsite suitable for rest.

When resting in areas that are exposed to the elements, one save will be done for the entire 8-hour period to exemplify the conditions experienced throughout the rest in the specified location. Any damage taken is applied at the end of the rest, but the long rest is still considered successful.

Players may wish to explore other options than just warm clothing or campfires. DMs can use the scaling DCs found below to assign suitable difficulties depending on what the players come up with.

Additionally, an Icewind Dale Weather Conditions table has been created to show Dungeon Masters how to add some randomness to the local climate throughout the Frozenfar, challenging players should they be ill prepared for resting in the wilds.

OPEN TUNDRA

Time of Day	Preparedness	Save	Penalty
Day	None	DC 13 Constitution saving throw	1d6 cold damage per hour
Day	Warm clothing	DC 8 Constitution saving throw	1 cold damage per hour
Day	Warm clothing & Campfire	None	None
Night	None	DC 18 Constitution saving throw	2d6 cold damage per hour
Night	Warm clothing	DC 12 Constitution saving throw	1d6 cold damage per hour
Night	Warm clothing & Campfire	None	None

ADDITIONAL WEATHER CONDITION HARDSHIPS

- Blowing Winds (+2 DC, additional 1d6 cold damage)
- Howling Winds (+4 DC, additional 2d6 cold damage)
- Blizzarding (+6 DC, additional 4d6 cold damage, extinguishes campfires)

MOUNTAINSIDE

Time of Day	Preparedness	Save	Penalty
Day	None	DC 18 Constitution saving throw	1d8 cold damage per hour
Day	Warm clothing	DC 10 Constitution saving throw	1 cold damage per hour
Day	Warm clothing & Campfire	None	None
Night	None	DC 22 Constitution saving throw	2d8 cold damage per hour
Night	Warm clothing	DC 16 Constitution saving throw	1d8 cold damage per hour
Night	Warm clothing & Campfire	DC 8 Constitution saving throw	1 cold damage per hour

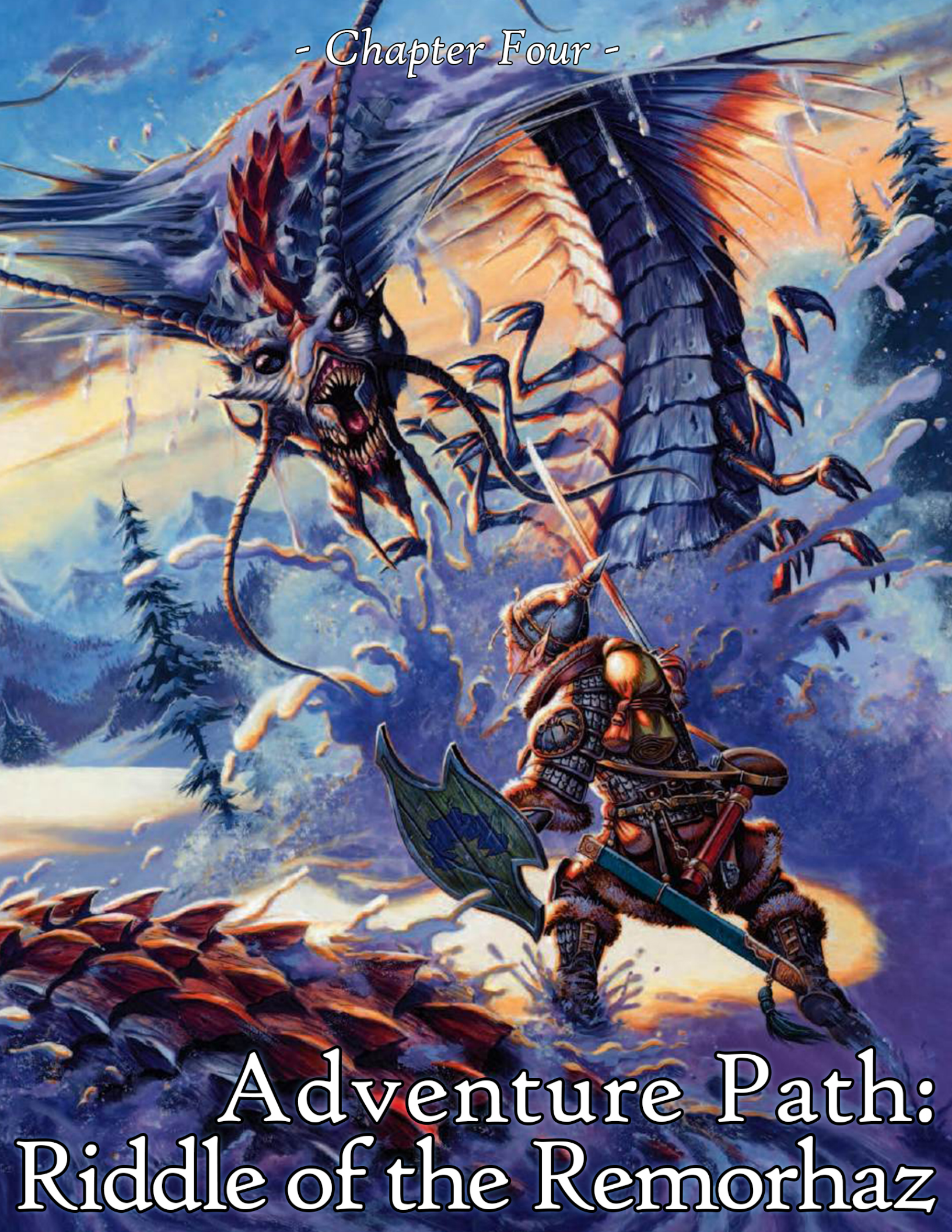
ADDITIONAL WEATHER CONDITION HARDSHIPS

- Blowing Winds (+3 DC, additional 1d8 cold damage)
- Howling Winds (+6 DC, additional 2d8 cold damage)
- Blizzarding (+9 DC, additional 2d8 cold damage, extinguishes campfires)

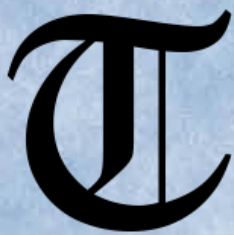
OPTIONAL PENALTIES:

- Half damage on a successful saving throw
- A -1 penalty to a player's Constitution Ability Score when failing a saving throw (regained when completing a long resting in warm conditions)

- Chapter Four -



Adventure Path: Riddle of the Remorhaz



his drop-in adventure was created with the purpose to be easily added to your *Icwind Dale: Rime of the Frostmaiden*, *Legend of the Crystal Shard*, or any other adventure campaign set in the far northern reaches of the Sword Coast. This adventure uses some of the lore and

items found within this book to present a fun quest set within the snowy tundra of Icwind Dale.

INTRODUCTION

In the *Riddle of the Remorhaz*, the characters hear rumors of a new barbarian tribe from the far north, possibly even further north than the Reghed Glacier. These barbarians are a lost tribe. They have survived in the harshest conditions on the planet by some extreme means.

This adventure is intended to fit a party of four to five characters of 5th level. But it could easily be adapted for characters of higher level by adding additional barbarians in the combat encounters.

CONTENT WARNING

There are references of cannibalism within this adventure, but these elements can be downplayed or ignored entirely. In every instance where cannibalism is mentioned or hinted at, an alternate descriptive text or explanation has been provided.

ADVENTURE BACKGROUND

This adventure is based in Icwind Dale, the far north of Faerûn and is centered around a lost tribe of barbarians - the Tribe of the Remorhaz. These barbarians are descendants of the Reghedmen like the other tribes, but hundreds of years ago, the tribes united against the Tribe of the Remorhaz and drove them north into the glacial lands.

After centuries, the other tribes began to forget about the battle they engaged in to rid themselves of the evil tribe. While the tribe inhabiting the tundra across Icwind Dale may have forgotten, the Tribe of the Remorhaz has not - they were driven from the lands of Icwind Dale because they refused to worship the god of warfare, Tempus.

Instead, the Tribe of the Remorhaz worships Auril, the Frostmaiden, and they have once again heard their deity's call. They have moved south off the glacier and begun systematically attacking the other tribes. Those who resist, die. Those who comply and swear allegiance to Auril, are permitted to join the tribe.

A handful of members of the other tribes have managed to escape, some even as far as to the Ten-Towns.

ADVENTURE HOOKS

Below are two different ways you can hook the characters into investigating the Tribe of the Remorhaz.

REFUGEE

While the characters are in one of the towns of Ten-Towns, a young barbarian woman comes out of the tundra, stumbling, starving, frostbitten, and wounded. She tells a tale of a new tribe of barbarians that attacked her tribe, killing most, but demanding others to swear allegiance to the Frostmaiden. The barbarian woman begs anyone in Ten-Towns who might have the ability to help, venture north in hopes that her friends and family can be saved from the barbaric tribe.

DESTRUCTION

While the characters are exploring the tundra, they come across the destroyed remains of a barbarian tribal encampment. The huts are burned and smoking, the food stores and weapons have all been looted. In the center of the camp, the characters find the tribe's leader, impaled on a spike. Nearby, an old woman who hid during the attack is searching through the refuse in hopes of finding something to eat. She will tell the characters what happened.

The Tribe of the Remorhaz attacked, quickly overpowering the tribe's defenders and capturing everyone. They stripped everyone of weapons and gave them the choice to submit to worshipping Auril or death.

Cannibalism. If you wish, you can have the players notice that none of the dead can be found except the tribe's leader. This hints at the cannibalism that the Tribe of the Remorhaz practices.

ADVENTURE SYNOPSIS

This adventure consists of several days of travel and tracking while the players attempt to determine where the Tribe of the Remorhaz located. You will find several optional areas of interest that the characters can find along their journey, which should ultimately lead them to the ice cavern where the Tribe of the Remorhaz has made their home for the past few months. The players should find the tribe's cave when much of their "army" is out on patrols, hunting, or tracking one of the other tribes.

Through the optional encounters as they track down the Tribe of the Remorhaz, the players should learn enough to know that the evil barbarians are not to be reasoned or negotiated with. These barbarians are a menace and must be stopped.

When they find the Tribe of the Remorhaz, they can make their way through the areas of their camp inside the ice cave. Most players will probably wish to do so quietly and stealthily, tracking down the leaders of the tribe and cutting off the Tribe of the Remorhaz by the head. Besides the tribe's chieftain, the Tribe of the Remorhaz is also led by a witch, a powerful warlock whose patron is Auril herself.

RIDDLE OF THE REMORHAZ

In this description of the adventure, it is assumed that the party is composed of 5th-level adventurers and that they have already received the quest hook to investigate the Tribe of the Remorhaz.

TRACKING THE TRIBE

Due to the blowing snow, tracking the tribe's movements from where they've been swings from easy to difficult. Should the characters fail a **Wisdom (Survival) check** to track the tribe, they may get lost for a few hours and possibly have a random encounter, but should ultimately be able to repeat the skill check and get back on track.

Whenever the characters wish to track the tribe, first determine if the tribe's tracks have been obscured by weather (wind, snow, etc). Roll 1d4. On a result of 1-3, the tribe's tracks are visible in the tundra snow and easily tracked with a **DC 12 Wisdom (Survival) check**. On a result of 4, recent weather conditions have obscured the tracks making it a **DC 15 Wisdom (Survival) check** to track the barbarians.

OPTIONAL ENCOUNTERS

The following encounters and scenes can be strung together in a chain of events or you can choose only some or even none of these encounters. All of them shape the story of the Tribe of the Remorhaz as the player characters learn more about the tribe and its horrible deeds in the tundra of Icewind Dale.

But if you're planning just a short adventure, you can skip many of these encounters and just have your players make several tracking checks to find the tribe's cave.

TRIBE OF THE ELK

This encounter is best used after the player characters have lost the tracks of the Tribe of the Remorhaz and gotten lost. Or it can be used early in the adventure path as a place where an NPC has suggested that the players might find more information about the Tribe of the Remorhaz and what's going on in the northern tundra.

Read the following to the players:

As you stomp through the snow drifts and clumps of sturdy tundra plants, you can see a small encampment as you cross over a small rise. The encampment consists of several tents and huts made primarily of animal hides. Smoke lazily drifts up through the tops of these huts and you can see that while these barbarians live a simple life, they are warm and from the stretched skins, you assume that the past spring has been good to them--they are well fed.

The banners and totems that decorate the camp display images and representations of the Elk. Horns sound as scouts and sentries spot your approach, and quickly a handful of sturdy men and women come tromping out through the tundra to meet you.

The Tribe of the Elk has a good relationship with the people of Ten-Towns, so these barbarians should be wary of newcomers, but not hostile. They will welcome the adventurers as guests and invite them into the encampment to trade, talk, and feast.

If the characters ask about the attacks from a new tribe, the tribal chieftain will speak on this matter:



When you ask about the new tribe that is rumored to be attacking the other tribes, the chieftain nods and says, "Yes, we have heard these rumors as well."

"But the stories of our ancestors tell almost nothing of a lost tribe. There is one old and obscure tale that does speak of a tribe of lost men who worshipped an enemy of Tempus and were driven out onto the glacier when they refused to renounce their faith in the evil god."

"How they possibly survived for generations far north of here where the snows and winds never stop, and the animals almost never roam - seems impossible."

If the players bring up the possibility of **cannibalism** and you do not wish to entertain this aspect of the adventure, you can have the chieftain dismiss this idea entirely, saying:

"No warrior of the tribes would ever do something so horrible and dishonorable."

On the other hand, if you want to include this aspect, you can have the players make a **DC 15 Persuasion (Charisma) check**. If successful, the chieftain will admit:

"There are tales that in our past, sometimes during harsh winters, our people survived by such measures, but it is not something we wish to speak about."

WARNINGS

This encounter scene is designed to give the player characters a taste of what the other tribes in the tundra wastes must have been experiencing as these terrifying new barbarians move into their territory. This scene has elements of **cannibalism** that can be ignored or downplayed if you wish.

The players will encounter a cluster of totems and banners that have been placed at the top of a hill in the tundra. When they move in to examine them, they will find the totems, banners, and dead bodies make a sort of display that is intended to warn and intimidate.

If the characters approach the hill to look closer at the totem display and you don't mind hints of **cannibalism**, read the following to your players. For a description without hints of **cannibalism**, use this same description, but skip the last paragraph:

The top of the low hill has a fifteen-foot diameter circle of human heads that just barely peek out of the snow that round the three totems that have been planted. Two banners hang from crossed spears that have been planted behind the center totem so that when standing in front of the center totem, the banners hang between the three totems.

The center totem is carved out of a single piece of a large whale's rib bone and depicts a rearing remorhaz. The two side totems depict all of the animals of the other tribes of the barbarians of Icewind Dale but are topped by kneeling barbarians which hold the snowflake emblem of the Frostmaiden, as if they are worshipping Auril.

The two banners display a crude remorhaz curled around a more carefully drawn representation of Auril in her humanoid form. The "paint" on the white banners appears to be dried blood.

Scattered around the totems on the ground are a dozen human bodies, some headless, but all have evidence of their bodies being carved up, as if large portions of their muscle were cut away--as if harvested for meat.

HUNTING PARTY

The party comes across a group of Tribe of the Remorhaz hunters in this encounter. By circumstance or luck, they manage to see the hunters from a distance before the hunters see them. Read the following to the players to start the scene:

Cresting the top of a low hill in the tundra, you immediately see something in the distance and instinctively crouch low to hide your silhouette. You see two barbarians over a hundred yards away that appear to be hunting. You can see they are slowly moving behind some brush towards a small group of caribou.

Suddenly, the ground erupts beneath the caribou and most of them scatter. One old buck tries to jump away, but its leg is caught up in something. You watch as the hunters charge in and finish off their prey - and in that moment - you see the centipede-like polar worm that erupted from the ground. The tribesmen then cut off the entire hindquarter that the young remorhaz had bit into and toss it to the beast as a reward.

If the characters wish to approach or attack these hunters, the two members of the Tribe of the Remorhaz are **berserkers (MM)** and they fight with the **young remorhaz (MM)** on their side.

If the characters want to follow the hunting party back to their lair, they can do so with a successful **DC 12 Dexterity (Stealth) check** to follow the hunters - keeping them in sight but without being detected. A failure by any party member means the hunters know they are being followed and will begin leading the characters away from their ice cave camp and try to slip away undetected in the night.

If the characters want to follow the barbarian's tracks to avoid being spotted, they can track these barbarian hunters. Use the same rolls for weather and tracking found above but gives the players advantage on the **Wisdom (Survival) checks**.



TRIBE OF THE REMORHAZ CAVE

The final location in this quest line is the ice cave where the Tribe of Remorhaz has made their home. When the players come across this cave, most of the tribe is out hunting and searching for other tribes to conquer.

The caves are dark, even during the daytime, so the tribe keeps the fires and torches burning inside. The cave was formed over centuries by a bubbling geothermal spring deep beneath the glacier. That spring still bubbles up and flows out of the mouth of the cave, which the tribe uses it as a source of fresh water.

Use the following Dungeon Master's map for this encounter. The map has been labelled with letters, and their corresponding descriptions on the following pages illustrate how this part of the adventure could play out and your players investigate.

AREA A: CAVE ENTRANCE

When the players enter the cave, read the following description:

The walls of this cave are made of solid glacial ice that appears to have been carved from the hot springs water that is bubbling up from a spring at the back of this cavern entrance that falls a few feet down and then is directed by hundreds of placed white stones that direct the water out of the cave.

The cavern is dark, but there is a large fire with slow-cooking pots that smell of stew nearby. Two barbarians in furs sit on stones near the fire stirring the cook pots and arguing about whether the stew needs more elk root or not.



The barbarians cooking here are ostensibly on guard and easily be surprised. Any character that passes a **DC 8 Dexterity (Stealth) check** can achieve surprise when attacking these two **berserkers** (one of which does an additional 2 cold damage with each melee hit and is immune to cold damage).

If the fight lasts more than two rounds, these barbarians will call out on the third round and alert the others in the cavern complex. The berserker barbarians from area E will arrive on round five if the guard/cooks call out. The **Remorhaz Chieftain** will arrive in 2d6 rounds if they call out.

If searched, one of the barbarian guards here in the entrance is wearing a set of **Bracers of Frost**, the description for which is in *Chapter Five: Magical Items*.

AREA B: CHIEFTAIN'S CAVE

If the chieftain wasn't alerted by barbarians in another area crying out an alarm, he is here, sleeping with his wife. The door to his room is a crude wooden door with no lock.

However, the crude construction means it makes quite a bit of noise when opened, which wakes the barbarian chieftain and his wife. The **Cruel Maul** can be found in *Chapter Five: Magical Items*. The chieftain's wife uses the statistics of a **berserker**.

Once the **Remorhaz Chieftain** takes any damage in a fight, he uses his Remorhaz Trainer ability to call a nearby remorhaz into battle to fight alongside him. Unfortunately, all the tribe's fully grown remorhaz are out on patrols and hunting. There are two **young remorhaz** in Area G. If the chieftain uses his ability, both will come to his aid.

AREA C: WITCH'S CAVE

This cavern which has a noisy crudely constructed door that is barred from the inside. The door can be broken down with a **DC 12 Athletics (Strength) check**. The witch barred the door to prevent interruptions as she is removing organs from a body and then sacrificing them to Auril.

The witch will not answer any knocks or attempts to communicate through the door. The barbarians of the tribe know that when **Auril's Witch** is worshipping Auril, she doesn't wish to be disturbed.

If the players break down the door and enter, read the following:

As the doorway opens, inside you see an old human female wrapped in leather clothing hunched over a table where a fresh human corpse lay. She turns, holding up the liver she just harvested from the body and chanting strange words, she throws it into the fire and it bursts into blue flames as it does not burn, but instead is consumed by frost and shatters into pieces at the bottom of the fire.

The witch lets out an inhuman scream that echoes throughout the halls as she sees you bust down her door. No doubt, any other members of the Tribe of the Remorhaz heard that scream and will come running.

Any barbarians in the cave complex that are still alive will come running to the witch's aid and arrive on round 2 of combat.

AREA D: COMMUNAL REST

Read the following description to the players if they reach this area and the barbarians resting here have not joined battle elsewhere:

While this cavern is big enough and there are furs and bedrolls for many, there are only three sleeping humanoid figures under the furs as you enter.

The three barbarians resting here are **berserkers**. However, in most cases, the barbarians resting here have already moved away due to a cry of alarm and have battled the player characters. In this case, use the following description instead:

While this cavern is big enough and there are furs and bedrolls for many, it is currently empty.

AREA E: TOTEMS

You can read this description of this area to the players when they enter:

Where the cave tunnel splits, there are a number of totems in the process of being carved. Most of them have animals of the other tribes or depictions of a rearing remorhaz.

AREA F: SLAUGHTER ROOM

In this room, the barbarians slaughter whatever animals, and captives, they need to provide food for the tribe. The first room description includes hints of **cannibalism**. If you don't wish to include this aspect, don't read your players the last paragraph of this description:

Entering this large icy cavern, the smell of death hangs in the air. The torches light a table covered in blood and viscera. Along the east wall are several hooks, some of which have carved and prepared raw meat, kept cold by the room's cooler temperature. In the north alcove, there is a huge pile of bones from various creatures.

To the south, you see several wrapped up humanoid bodies and you shudder to think why they're being kept here in this slaughterhouse.

Underneath the pile of bones are two **young remorhaz** sleeping, unless they have been called elsewhere by the **Remorhaz Chieftain**.



AREA G: TREASURE ROOM

This room is where the Tribe of the Remorhaz keeps all of the treasure it has acquired by attacking the other tribes and stealing their valuables. The door to this room is not locked, as the tribe believes it can trust its members not to steal.

Behind the door of this room is a dark cave, but the light from the torches behind you causes the pile of coins and treasure to sparkle before your eyes. This must be the collected wealth of the entire Tribe of the Remorhaz, as well as the other tribes that have been attacked and had their wealth stolen.

This pile of treasure is mostly composed of copper coins, but there is a smattering of silver and gold in the pile as well. The treasure consists of:

- 4,500 copper pieces, 500 silver pieces, and 60 gold pieces.

In addition to this coinage, there is a crate with:

- 12 healing potions,
- +1 steel shield,
- A mithral chain shirt,
- 15 gemstones worth 100gp
- A potion of gaseous form.

WRAPPING UP THE ADVENTURE

With its leadership destroyed, the Tribe of the Remorhaz is no longer much of a threat to the Icewind Dale region or the other barbarian tribes. They especially are no longer a threat to the people of Ten-Towns.

If you wish to add more flavor and content to your Icewind Dale campaign, you can add hints that many of the former members of conquered tribes that joined the remorhaz tribe have begun returning to their tribe or to other tribes.



- Chapter Five -



Magical Items



Cruel Maul



Glacier Blaze



Bracers of Frost



Dwarven Puzzle Box

MAGIC ITEMS A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

BRACERS OF FROST

Wondrous item, uncommon (requires attunement)

These fur-lined bracers make you resistant to cold damage, and you automatically succeed on skill checks and saving throws related to cold weather.

The bracers also allow you to harness any cold damage that you would otherwise receive and return it back to your attacker. Half of the amount of cold damage you resist from a single attack, spell or spell-like effect is stored in the bracers, and can be dealt as additional cold damage to a creature when you make a successful weapon attack against it. The bracers can only store one instance of this cold damage at a time, keeping the most recent source.

CRUEL MAUL

Weapon (maul), rare (requires attunement)

A large dwarven-forged mithral maul. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, on a hit the target takes an additional 1d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

DWARVEN PUZZLE BOX

Wondrous item, rare

The winters are long and cold in Icewind Dale, and the dwarves that live there can only tunnel so deep. When they aren't mining or smithing, sometimes a bored dwarf will come up with a new ingenious puzzle idea. As such, the dwarves of the dale are somewhat infamous for their decidedly hard puzzle cubes.

Hidden inside is usually a gem, magic item, or some other bauble. Solving a cube requires a successful **DC 25 Wisdom (Insight) check**. If the skill check is failed, it can't be retried for 24 hours.

GLACIER BLAZE

Weapon (any sword), legendary (requires attunement)

Stories say this legendary sword was not crafted by any humanoid but borne from the icy breath of a northern white wyrm. The jewel in its pommel is said to be the true source of its power, but the blade and its cold sharp edge are why it is sought by many an adventurer or collector.

You gain a +3 bonus to attack and damage rolls made with this magic weapon and have immunity to cold and fire damage. You automatically succeed on saving throws and skill checks related to the effects of extreme cold and hot weather. Additionally, the sword deals an additional damage die of cold damage and fire damage on a successful hit.

The jewel in the pommel glistens, allowing you can use the sword to cast the *sleet storm* spell as an action (DC 21). This property of the sword can't be used again until the next dawn.



Melkor's Finery



Numb Studded Leather



Wintergreen Bow



Goodberry Bow



Wand of Scorning

GOODBERRY BOW

Weapon (any bow), uncommon

The cold north is a dangerous place, and food can be scarce. Druids in service to Silvanus, the Oak Father, would enchant the bows of their hunters to produce food should they travel too far away from camp while tracking prey.

While holding this bow, you can cast *goodberry* once per day, which recharges at dawn.

MELKOR'S FINERY

Wondrous item, very rare

These fine clothes were made for a famous bard by one of his adoring fans and have a magical enchantment upon them that always keeps them clean and free of stains and unwanted dirt.

While you wear them these fine clothes, your Charisma Score can't be lower than 16.

NUMB STUDDED LEATHER

Armor (studded leather), legendary (requires attunement)

According to legends dating nearly a millennia ago, a traveler from the south came to Icewind Dale in hopes of meeting the tribes of the North. After a misunderstanding between their cultures, he was severely injured, and his spine was mangled. However, the barbarians were not so unkind that they would leave the traveler perish in the frozen cold. Instead, they took in the traveler and cared for him. Their tribe's shaman enchanted the adventurer's armor with magical healing properties, and so long as the adventurer continued to wear the armor, it allowed the injured southerner to walk normally.

While wearing this armor, you gain a +2 bonus to AC, and gain 1 hit point at the start of each of your turns. Additionally, you can cast *mage hand* and *detect magic* at will as if they were prepared spells.

WAND OF SCORNING

Wondrous item, rare (requires attunement by a sorcerer, wizard, or warlock)

While you hold this wand, each time you succeed on a ranged spell attack against a creature you gain a cumulative +1 bonus to future ranged spell attacks against that creature. This bonus can't exceed your spellcasting ability modifier and is reset to 0 if you make a ranged spell attack against a different creature.

WINTERGREEN BOW

Weapon (any bow), very rare (requires attunement)

Carved from the rarest of rare tundra-growing stunted bushes, these elven-made bows are hardy and nigh-unbreakable. They are forged with the deepest magic found in the lands of Icewind Dale and their power is often inexplicable.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you have resistance to thunder damage and successful weapon attacks you make with this bow deal an additional 1d8 thunder damage.

You may also cast the *faerie fire* spell once per day, which recharges at dawn.

CONSUMABLE ITEMS A-Z

Consumable items are presented in alphabetical order. An item's description gives the item's name, its category, its rarity, and its magical properties, which are intended as one-time use in nature.

BLUE FUR MUSHROOM

Adventuring gear (consumable), rare

These mushrooms are quite rare and only grow in the caves and dark ravines of the tundra of Icewind Dale. They do not grow where light shines and are not nearly as hardy as some other plants of the tundra. They are delicate and glow blue in the darkness, which often attracts those who would eat them.

Those who eat them become immune to cold damage and the effects of extremely cold weather for 24 hours. In addition, they feel well fed by just one of these little blue mushrooms.

BOILING TOOTH MUSHROOM

Adventuring gear (consumable), uncommon

These pinkish mushrooms grow white fang-like protrusions all over their crown. Eating them causes the consumer one piercing damage per mushroom eaten, but the eater's mouth begins to heat up. Any bite Attack the eater makes for the next four hours adds 1d4 fire damage.

BURNING TOOTH MUSHROOM

Adventuring gear (consumable), uncommon

These red mushrooms grow white fang-like protrusions around their top and stalk, which makes picking them a delicate process to be sure. Eating them causes the consumer one piercing damage per mushroom eaten, but the eater's mouth begins to drip with acidic saliva. Any bite Attack the eater makes for the next four hours adds 1d4 acid damage.

FREEZING FLASK

Adventuring gear (consumable), uncommon

This viscous white liquid glistens like snow reflecting the sun's rays. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged Attack against a creature or object, treating the freezing flask as an Improvised Weapon. On a hit, the target takes 2d6 cold damage and must make a DC 12 Constitution saving throw. On a failure, the target's movement speed is 0 until the end of your next turn.

FROST BLOSSOM

Adventuring gear (consumable), common

These blue weeds are some of the hardest plants throughout the realm; they are able to grow where almost nothing else can. Many barbarians have survived the long winter months by finding these blooms in the deepest snowpack. They are able to grow in the frost and bloom all year long. In addition to their nutritional value, the frost blossom also grants those who eat it darkvision for 8 hours.



Frost Blossom



Blue Fur Mushroom



Boiling Tooth Mushroom



Burning Tooth Mushroom



Freezing Flask

- Chapter Six -



Frigid Folio

AURIL'S WORSHIPERS

Sacrifices to the Frostmaiden are plentiful in the Frozenfar region of the Sword Coast, as folks hoped pleasing Auril lead to lessening the crushing winter months. The Cold Goddess has used this misplaced trust to enthrall many servants to do her dreadful bidding.

AURIL'S DISCIPLE

Medium humanoid (any race), neutral evil

Armor Class 11 (14 with mage armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	15 (+2)	12 (+1)	7 (-2)

Skills Arcana +4, Religion +4

Senses passive Perception 11

Languages any three languages

Challenge 2 (450 XP)

Dark Devotion. The disciple has advantage on saving throws against being charmed or frightened.

Intuitive Nature. When the disciple rolls initiative, it can add its Intelligence modifier to the result.

Spellcasting. The disciple is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +2 to hit with spell attacks). The disciple has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *frostbite*, *ray of frost*, *resistance*

1st level (4 slots): *absorb elements*, *charm person*, *frost fingers*, *mage armor*

2nd level (3 slots): *darkness*, *Snillloc's snowball swarm*

3rd level (3 slots): *counterspell*, *hunger of Hadar*

Actions

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

Embrace the Cold (1/Day). The disciple prays to The Cold Goddess and gains 18 (4d8) temporary hit points.

Reactions

Cloak of Cold (1/Day). In response to taking damage, the disciple turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

AURIL'S MARAUDER

Medium humanoid (any race), chaotic evil

Armor Class 14 (hide)

Hit Points 68 (8d8 + 32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	16 (+3)

Saving Throws Con +6

Skills Intimidation +5

Damage Immunities cold

Senses passive Perception 10

Languages any one language

Challenge 1 (200 XP)

Brutal Critical. The marauder can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Reactions

Counterattack. If a creature within 5 feet of the marauder hits the marauder with a melee attack, the marauder can make a greataxe attack against the creature.



AURIL'S WITCH

Medium humanoid (any race), neutral evil

Armor Class 15
Hit Points 27 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Cha +5
Skills Arcana +3, Deception +5, Investigation +3, Nature +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 3 (700 XP)

Auril's Blessing. The witch can add its Charisma modifier to its armor class and as additional damage on its *eldritch blast* cantrip.

Awakened Mind. The witch can touch the minds of other creatures. It can communicate telepathically with any creature it can see within 30 feet of it. The witch doesn't need to share a language with the creature for it to understand its telepathic utterances, but the creature must be able to understand at least one language.

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

Frozen Familiar. The witch can cast the *find familiar* spell as a ritual.

Spellcasting. The witch is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *spare the dying*

1st-2nd level (2 2nd-level slots): *charm person*, *darkness*, *enthrall*, *misty step*, *hellish rebuke* (cold damage)

Actions

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

Reactions

Auril's Favor (1/Day). The witch grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The witch can make this choice after the roll is made but before it hits or misses.

Witches that pledge themselves to Auril are given extraordinary gifts for their servitude, but few know the price that comes with such endowment.



CHRAALS

Chraals exist as spiteful remains from elemental spirits dwelling in Para-Elemental Plane of Ice. When manifested, they resemble blue demon-like monstrosities of bluish-black ice and their innards glow with a deep blue fire. Typically, they wander in solitude on the border between the Elemental Planes of Air and Water. It has been said that some of Auril's Chosen have been able to summon these bitter elementals to the Material Plane.

CHRAAL

Large elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	11 (+0)	18 (+4)	9 (-1)	10 (+0)	12 (+1)
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Saving Throws Con +7

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages unable to speak but can understand simple phrases

Challenge 5 (1,800 XP)

Cold Absorption. Whenever the chraal is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Death Throes. When the chraal dies, its body lets out a blast of cold, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage and 10 (3d6) damage on a failed save, or half as much damage on a successful one.

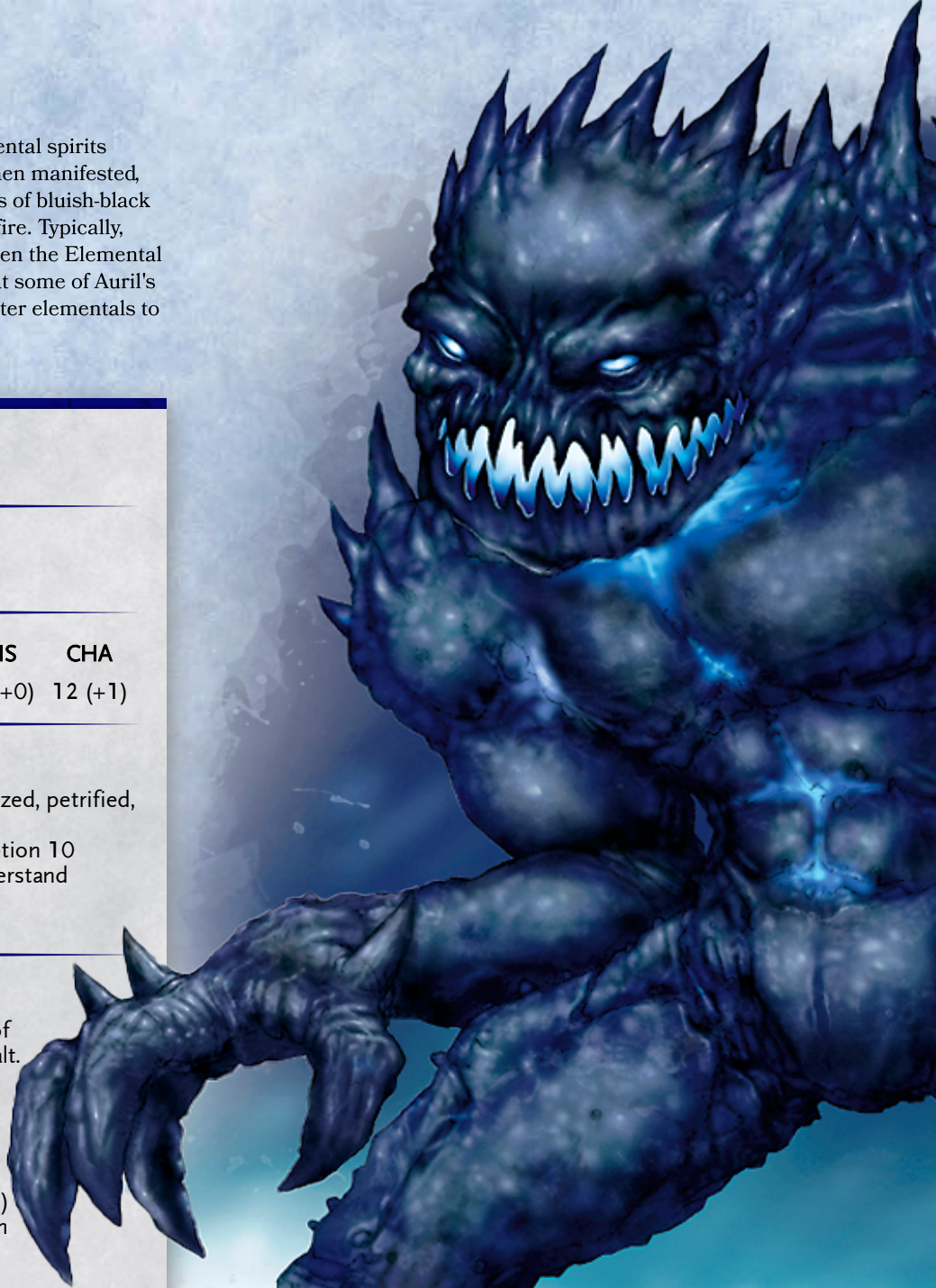
Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, plus 3 (1d6) cold damage.

Cold Breath (Recharge 5-6). The chraal exhales cold in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.





DALE DROWNED

The dale drowned lost their lives in one of the deep lakes populating Icewind Dale; a fate worse than death. The drowned are immediately from other undead due to the never-ending gasping and gurgling that saturates their being, an aftereffect from death that now manifests itself as a rage-filled magical aura to repress the living.

Sodden Appearance. While representative of the humanoid that passed before it, dale drowned typically weigh more due to their waterlogged body. While motionless, the dale drowned is indistinguishable from a bloated corpse.

Undead Nature. A dale drowned doesn't require air, food, drink, or sleep.

DALE DROWNED

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +7

Damage Resistances cold

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages unable to speak but can understand simple phrases

Challenge 4 (1,100 XP)

Drowning Aura. Each creature that requires air to breathe and starts its turn within 30 feet of the drowned must make a DC 14 Constitution saving throw. On a failed save, a creature takes 4 (1d8) cold damage and has disadvantage on attack rolls and skill checks until the start of its next turn.

False Appearance. While the drowned remains motionless, it is indistinguishable from a bloated corpse.

Actions

Multiattack. The drowned makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, plus 4 (1d8) cold damage.

Reactions

Scorn (1/Day). If a creature that the drowned can see hits the drowned with an attack, the drowned scorns the creature. For the next minute, that creature has disadvantage on attack rolls made against the drowned, including the triggering attack.

FROST WORMS

Growing to a length of 40 feet long and up to roughly 8,000 pounds, frost worms are frightful predators that hide under snowy fields and wait patiently for their food to come near. Should the element of surprise be insufficient, frost worms can emit a shrieking trill, bringing those that hear it to their knees.

They also possess a cold breath, employed to weaken large groups of prey, and finish them off with a bite from their massive mandibles. If slain, a fallen frost worm's form becomes unstable, exploding into a flurry of icy shards.



FROST WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	2 (-4)	11 (+0)	11 (+0)

Saving Throws Con +11, Dex +5, Wis +5

Skills Perception +5, Stealth +5

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 13 (10,000 XP)

Death Throes. When the worm dies, it explodes, and each creature within 60 feet of it must make a DC 16 Dexterity saving throw, taking 39 (6d12) cold damage on a failed save, or half as much damage on a successful one.

Frozen Tunneler. The worm can burrow through solid ice or stone at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

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

Actions

Multiattack. The worm makes two bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage, plus 26 (4d12) cold damage.

Cold Breath (Recharge 6). The worm exhales chilled air in a 30-foot cone. Each creature in the area must make a DC 16 Constitution saving throw, taking 52 (8d12) cold damage on a failed save, or half as much damage on a successful one.

Trill (1/Day). The worm emits a shrieking noise. Each creature that isn't a frost worm within a 120-foot radius must succeed on a DC 16 Wisdom saving throw or be stunned for 1 minute. A stunned creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



FROZEN MAMMOTH

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	22 (+6)	3 (-4)	11 (+0)	6 (-2)

Damage Immunities cold
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 7 (2,900 XP)

Frozen Body. A creature that starts its turn within 10 feet of the mammoth must succeed on a DC 17 Constitution saving throw or take 9 (2d8) cold damage.

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Frozen mammoths are similar to their woolly cousins in almost every way, except for the frozen ooze that pumps through their veins.

FROZEN SPECTER

Medium undead, chaotic evil

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	17 (+3)	11 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Frozen Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) cold damage. If the target is a creature, its speed is reduced by 10 feet until the end of the creature's next turn.

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



GLACIEX

In fables passed down by shamans to the tribe's impressionable youth, their stories speak of mystical birds formed from ice, called glaciex, which are said to bring with them snowfalls severe enough to blanket the lands in an eternal whiteout. While there are no accounts that glaciex, or snowbirds as they are also called, actually exist, the tales are used to teach that every creature should only take what they need from the land, never more - as the greedy shall be punished.

Keeping the Balance. Most tall tales contain a bit of truth, and the lore on snow birds is no different. Rooted in their being is an instinctual compulsion to remove creatures that seek to up upset the balance of nature. Naturally, as many devastations have occurred throughout the realms with little consequence, one may begin to question the very existence of these legendary birds.

GLACIEX

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 186 (12d12 + 108)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	28 (+9)	12 (+1)	25 (+7)	20 (+4)

Saving Throws Con +13, Cha +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 17

Languages -

Challenge 12 (8,400 XP)

Blizzard. As a bonus action, the glaciex can create or dismiss a 60-foot radius sphere centered on itself that is made of sleet and snow. The area is heavily obscured, and exposed flames in the area are doused. If the area touches a surface, it is covered with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a DC 21 Dexterity saving throw or fall prone. If a creature is concentrating in the spell's area, the creature must make a successful DC 21 Constitution saving throw or lose concentration.

The glaciex's vision is not affected by its Blizzard.

Flyby. The glaciex doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Icy Death. When the glaciex dies, it explodes. Each creature within 60-feet of it must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) cold damage and is restrained until the end of its next turn. On a success, a creature takes half as much damage and is not restrained.

Legendary Resistance (3/Day). If the glaciex fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The glaciex makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) cold damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or be restrained until the end of its next turn.

Icy Talons. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) cold damage.

ICE WRAITHS

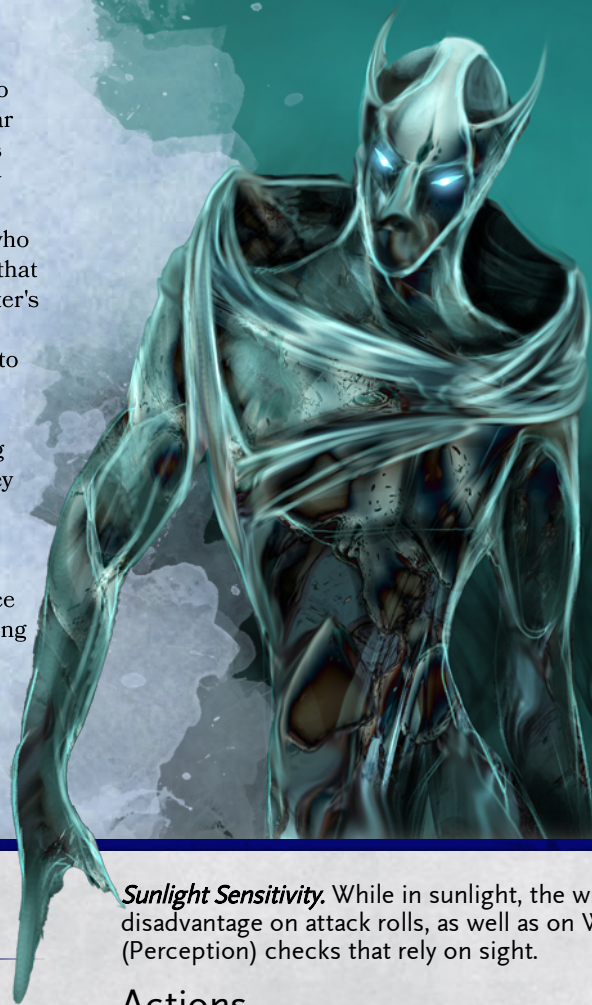
Not dissimilar to their unchilled brethren who only care to seek out life and destroy it, ice wraiths also share a similar origin. A being bound to eternal damnation due to actions they took in life, ice wraiths differ from other wraiths only because of actions another took upon them in life.

Once members of the Rheged barbarian tribes, those who become ice wraiths did such disservice to their tribe folk that they were publicly beaten, bound, and left waiting for winter's chill to take them into the afterlife. However, it is at this moment that the soul was corrupted, and its spirit bound to the Material Plane, seeking revenge towards those who instilled such a horrific fate.

Spiteful Existence. An ice wraith's hatred for the living runs deep, something they are unable to control when they sense the warmth of life near them. They will seek to obliterate the living out of spite for the life they no longer possess.

Frigid Command. Due to the nature of their passing, ice wraiths become immune to the cold, going so far as to being healed by it. They also possess limited control over this element and are able to wield it as weapon against the living.

Undead Nature. An ice wraith doesn't require air, food, drink, or sleep.



ICE WRAITH

Medium undead, neutral evil

Armor Class 14

Hit Points 85 (10d8 + 40)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	18 (+4)	9 (-1)	13 (+1)	19 (+4)

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Cold Absorption. Whenever the wraith is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage, plus 9 (2d8) cold damage. The target must succeed on a DC 15 Constitution saving throw or take one level of exhaustion.

Frost Breath (Recharge 5-6). The wraith exhales a 60-foot cone of freezing air. Each creature in the area must succeed on a DC 15 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed saving throw or half as much damage on a successful one.

Legendary Actions

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

Move. The wraith moves up to half its speed.

Cold Embrace (Costs 2 Actions). If the wraith is in a cold environment, it gains 4d8 temporary hit points.

Frost Breath (Costs 3 Actions). The wraith uses its frost breath if it is available.

JARL OF THE FROST GIANTS

Hailing from frozen thrones atop mountainous peaks, Jarls rule over their frost giant clan with a firm hand. It was not luck that brought them to lead, but rather through conquest and glory that they demonstrated their ability to guide their clanmates towards prosperity.



FROST GIANT JARL

Huge Giant, neutral evil

Armor Class 17 (splint)
Hit Points 296 (16d12 + 192)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	30 (+10)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +14, Con +13, Wis +6, Cha +8
Skills Athletics +14, Intimidation +8, Perception +6
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 16
Languages Common, Giant
Challenge 14 (11,500 XP)

Arctic Embrace. If the jarl starts its turn in a cold environment, it gains 26 (4d12) temporary hit points.

Legendary Resistance (3/Day). If the jarl fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The jarl makes two attacks with its greataxe.

Greataxe. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 41 (5d12 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, reach 80/320 ft., one target. Hit: 35 (4d10 + 9) bludgeoning damage.

Frigid Warcry (Recharge 6). The jarl invokes an arctic blast to freeze its foes. Each creature within 60 feet of the jarl must make a DC 23 Constitution saving throw. On a failure, a creature takes 52 (8d12) cold damage and is restrained until the end of the jarl's next turn. On a success, a creature takes half damage and is not restrained. Creatures immune to cold damage automatically succeed on the save.

Legendary Actions

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

Move. The jarl moves up to half its speed.

Grapple. The jarl makes attempts to grapple a creature.

Leader of Giants. The jarl commands an ally that can see or hear the jarl to attack. The ally can use its reaction to make one weapon attack against a creature within range.



REMORHAZ CHIEFTAIN

Medium humanoid (human), neutral evil

Armor Class 14 (hide armor)
Hit Points 85 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +5, Wis +3
Skills Athletics +5, Survival +4
Damage Resistances cold
Senses passive Perception 12
Languages Common
Challenge 4 (1,100 XP)

Reckless. At the start of its turn, the remorhaz chieftain can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The remorhaz chieftain makes two cruel maul attacks.

Cruel Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 3) bludgeoning damage, plus 3 (1d6) necrotic damage. The remorhaz chieftain gains temporary hit points equal to half of the necrotic damage inflicted from the cruel maul.

Remorhaz Trainer (1/Day). The remorhaz chieftain summons a remorhaz to his side in a fight.

The savage leader of the long-forgotten Tribe of the Remorhaz. Rumors say that Auril's influence in the dale has caused this barbarian tribe to return from the Reghed Glacier.

REMORHAZ PATRIARCH

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	6 (-2)	12 (+1)	6 (-2)

Damage Immunities cold, fire
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 10
Challenge 15 (13,000 XP)

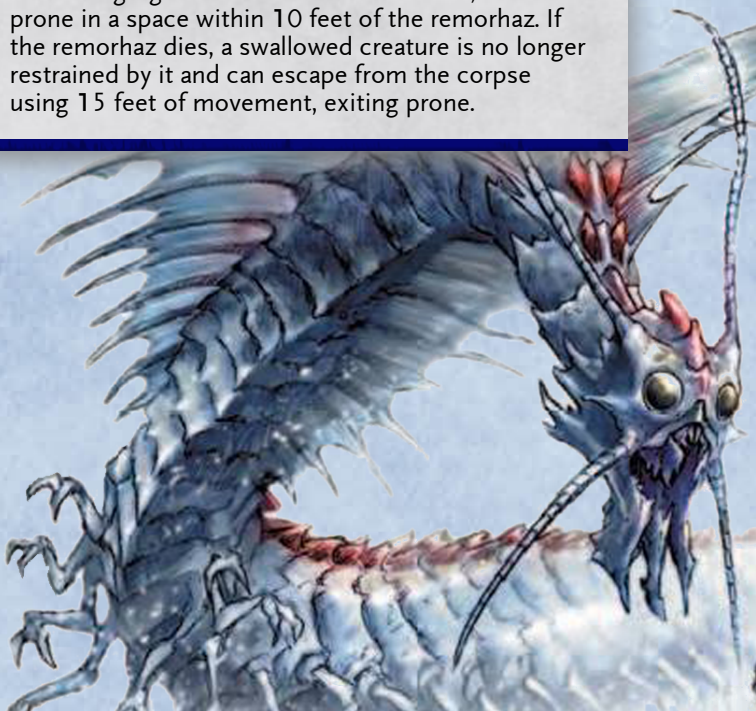
Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 26 (4d12) fire damage.

Legendary Resistance (3/Day). If the remorhaz fails a saving throw, it can choose to succeed instead.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage, plus 11 (2d12) fire damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 26 (4d12) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 50 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



WINTER WOLF, ALPHA

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 101 (10d12 + 36)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +8, Stealth +6
Damage Immunities cold
Condition Immunities frightened
Senses passive Perception 18
Languages Common, Giant, Winter Wolf
Challenge 6 (2,300 XP)

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

Leader of the Pack: An ally of the wolf that is within 120 feet of it that can see or hear the wolf can't be frightened.

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

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

Actions

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) piercing damage, plus 9 (2d8) cold damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 26 (4d12) cold damage on a failed save, or half as much damage on a successful one.

Chilling Howl (1/Day). The wolf lets out an eerie howl. Each creature of the wolf's choice that is within 120 feet of the wolf and can hear it must succeed a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the Effect on itself on a success.

WINTER WOLF, PUP

Medium monstrosity, neutral evil

Armor Class 12 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	13 (+1)	5 (-3)	10 (+0)	6 (-1)

Skills Stealth +2
Damage Immunities cold
Senses passive Perception 10
Languages Winter Wolf
Challenge 1 (200 XP)

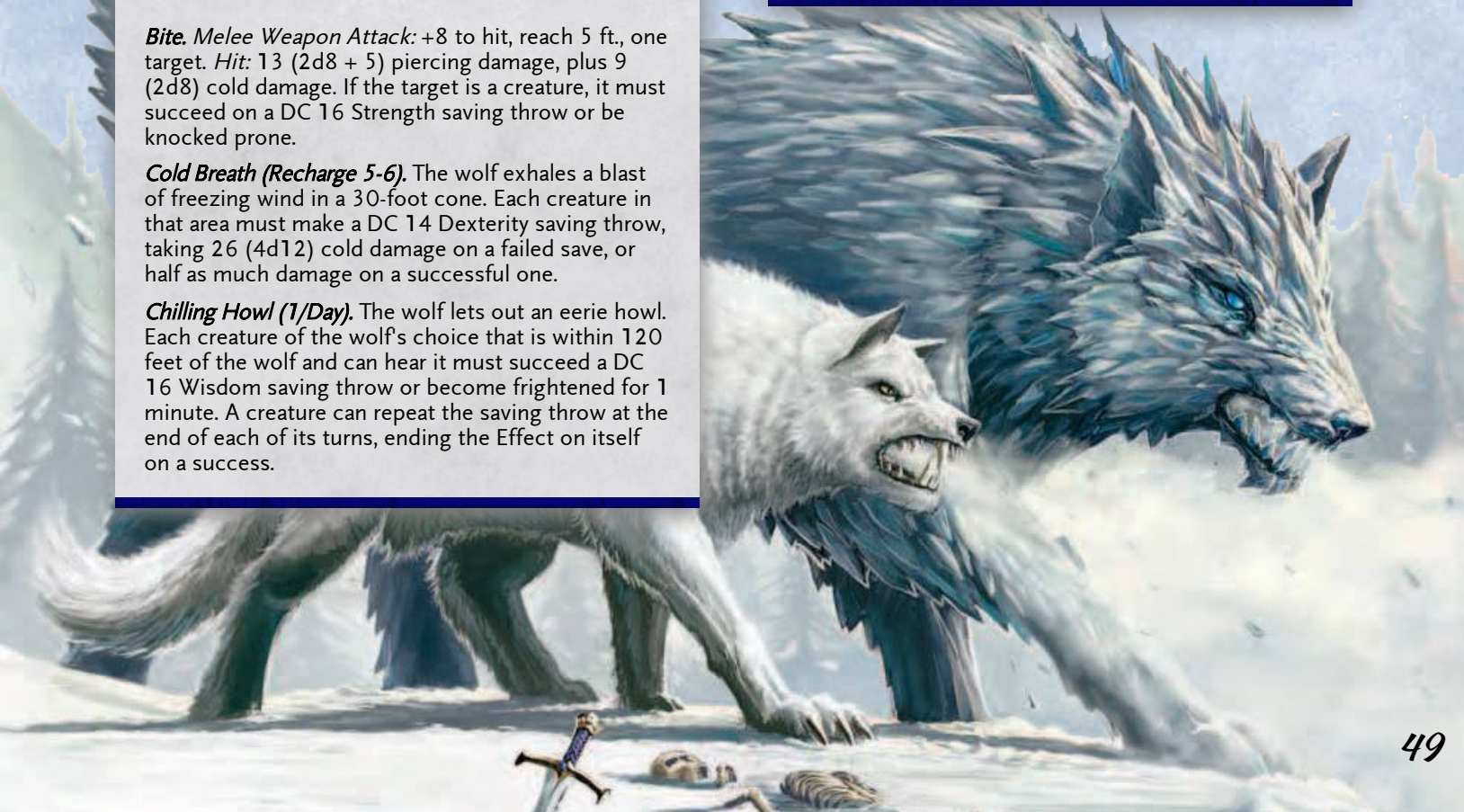
Pack Tactics. The wolf has advantage on an Attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Cold Breath (1/Day). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (4d4) cold damage on a failed save, or half as much damage on a successful one.





WINTERWIGHTS

Created from the souls of the unfortunate who perished in the dismal winter environments, winterwights now comb the tundra for prey to claim with their frigid, life-draining claws. Usually standing 7 feet tall, an icy grip has strengthened their frostbitten skin to form an impervious armor.

Winterwights take great joy in hunting and tormenting their victims, haunting them on the frozen plains for a time before openly confronting prey. Typically, winterwights can be found alone or possibly in pairs, but on rare occasions groups of several can be found, making the frozen tundra a truly horrifying place.

A Greater Purpose. There have been times where unmoral deities have cursed winterwights into their employ. Auril, Thyrn, and even Talos have used winterwights as heralds or assassins.

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

WINTERWIGHT

Medium undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 241 (21d8 + 147)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	24 (+7)	10 (+0)	22 (+6)	24 (+7)

Saving Throws Str +14, Cha +13

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Infernal

Challenge 18 (20,000 XP)

Blightfire. At the start of each of the winterwight's turns, each creature within 5 feet of it takes 10 (3d6) cold damage and must succeed on a DC 21 Constitution saving throw or its Constitution score is reduced by 1d6. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Innate Spellcasting. The winterwight's spellcasting ability is Charisma (spell save DC 21). The winterwight can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *control weather*, *dimension door*, *sleet storm*, *wall of ice*

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

Rend. If the winterwight attacks the same creature with two claw attacks on the same turn and they both hit, the creature takes an additional 36 (8d8) slashing damage.

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

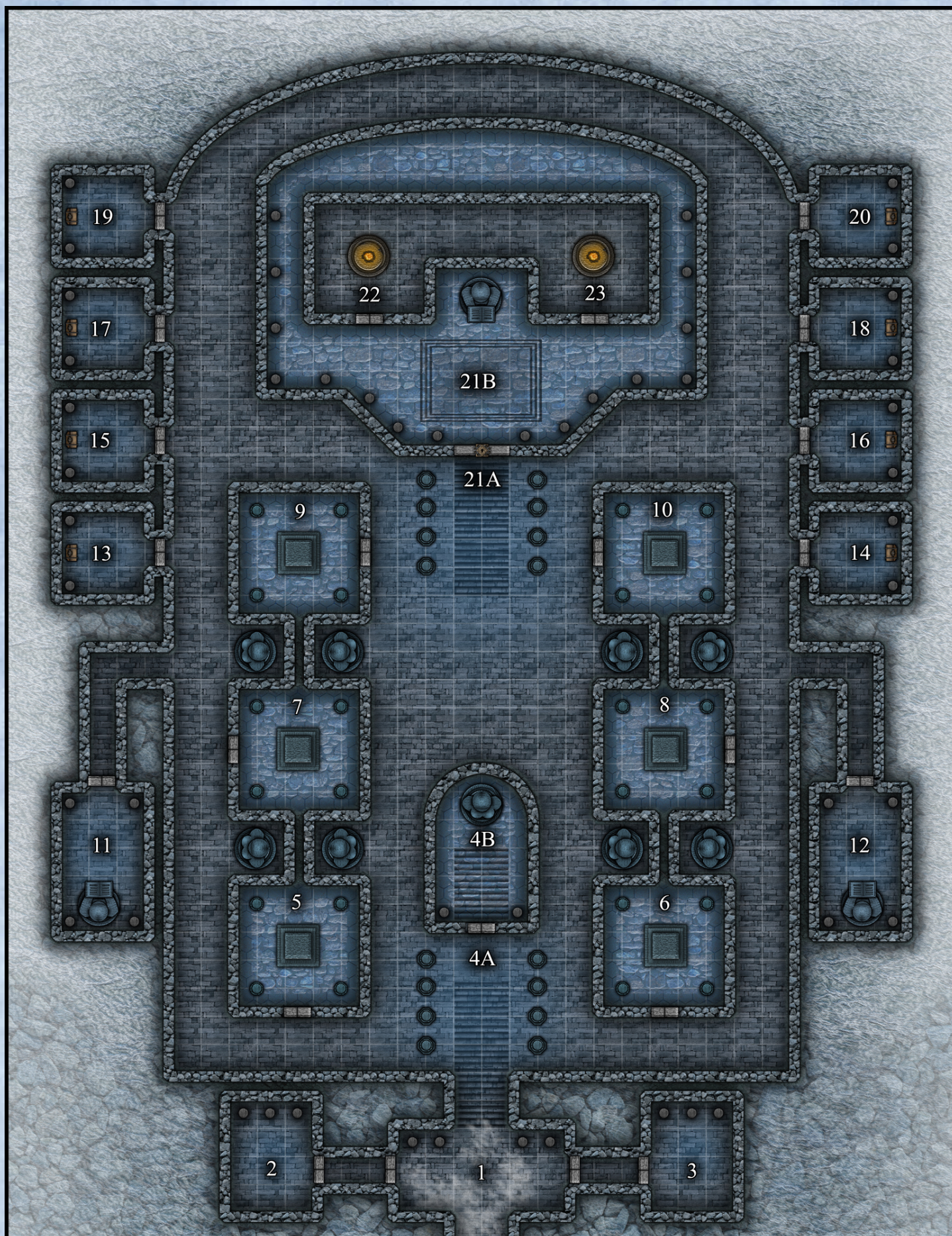
Actions

Multiattack. The winterwight makes two claw attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage, plus 18 (4d8) cold damage. The winterwight regains hit points equal to half the cold damage done. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or its hit point maximum is reduced by an equal amount to the damage taken. This reduction lasts until the target finishes a long rest. If this effect reduces the target's hit point maximum to 0, it dies, and its body is destroyed, leaving behind nothing but shards of ice.

APPENDIX A: ADDITIONAL MAPS

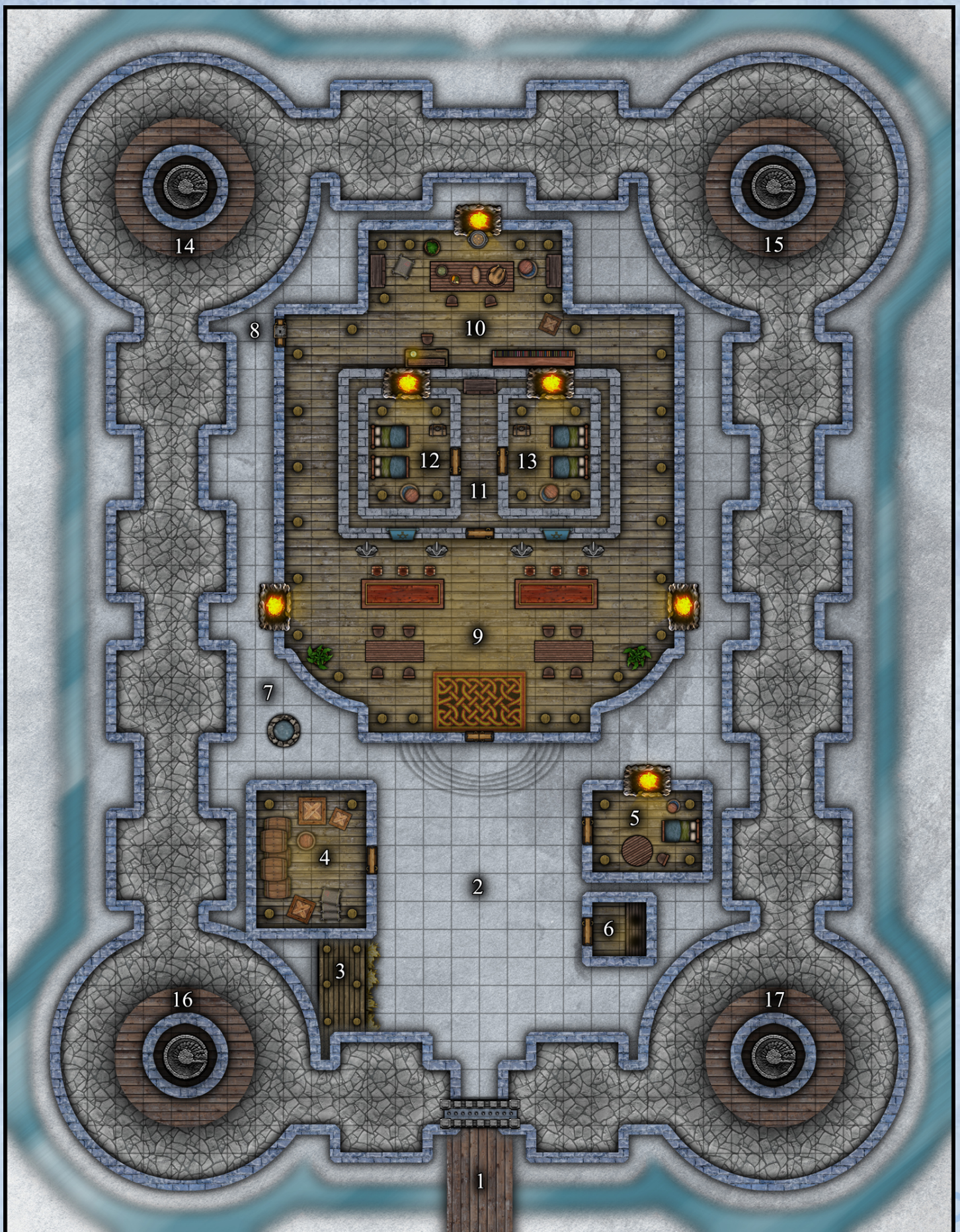
BREMEN'S FROST GIANT KEEP (DM)



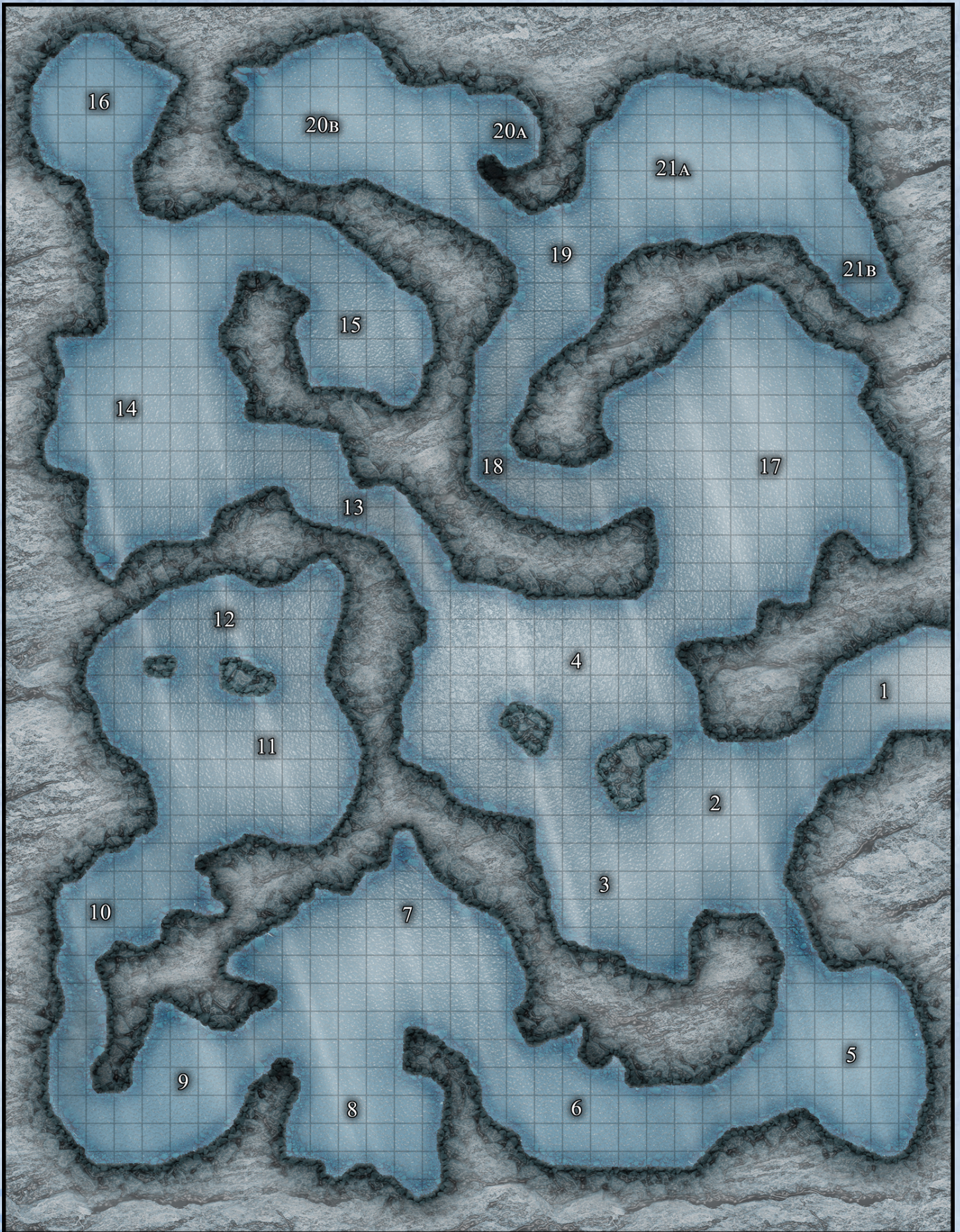
BRYN SHANDER'S SMUGGLER TUNNELS (DM)



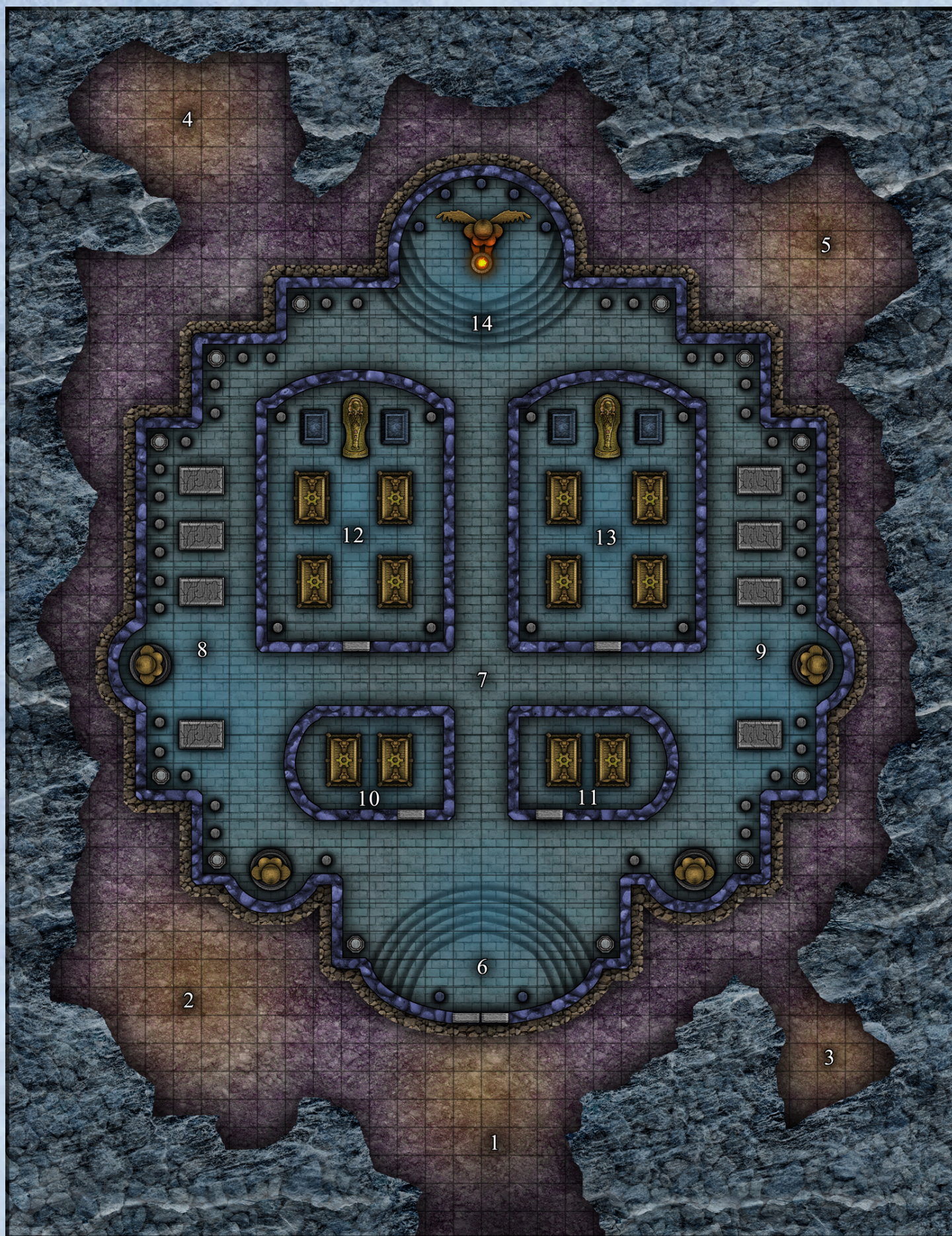
CAER-DINEVAL'S CAER IS UNDER ATTACK (DM)



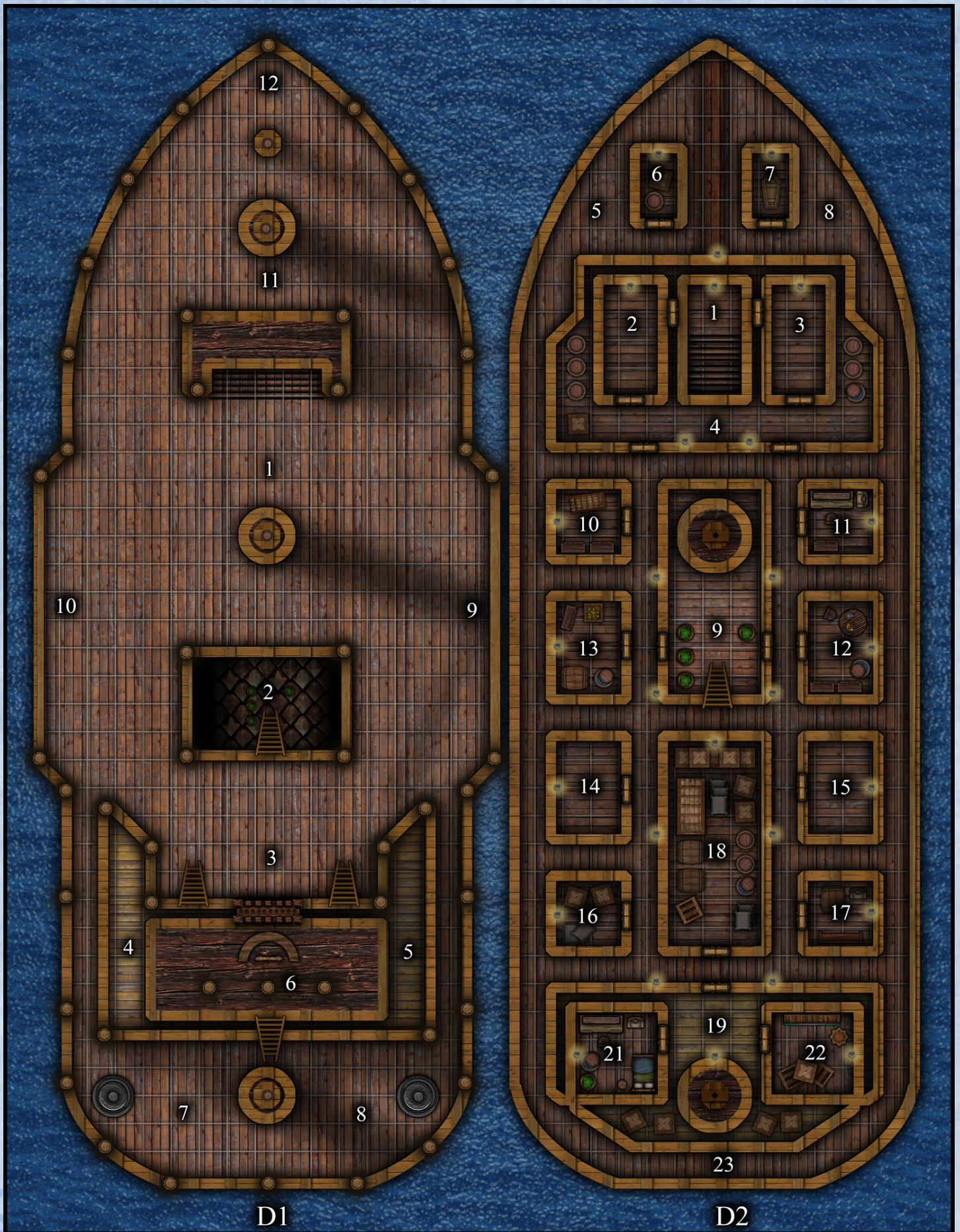
CAER-KONIG'S YETI HUNT (DM)



DOUGAN'S HOLE'S CRYPT BENEATH THE MEGALITH (DM)



EASTHAVEN'S FISHING CRISIS (DM)



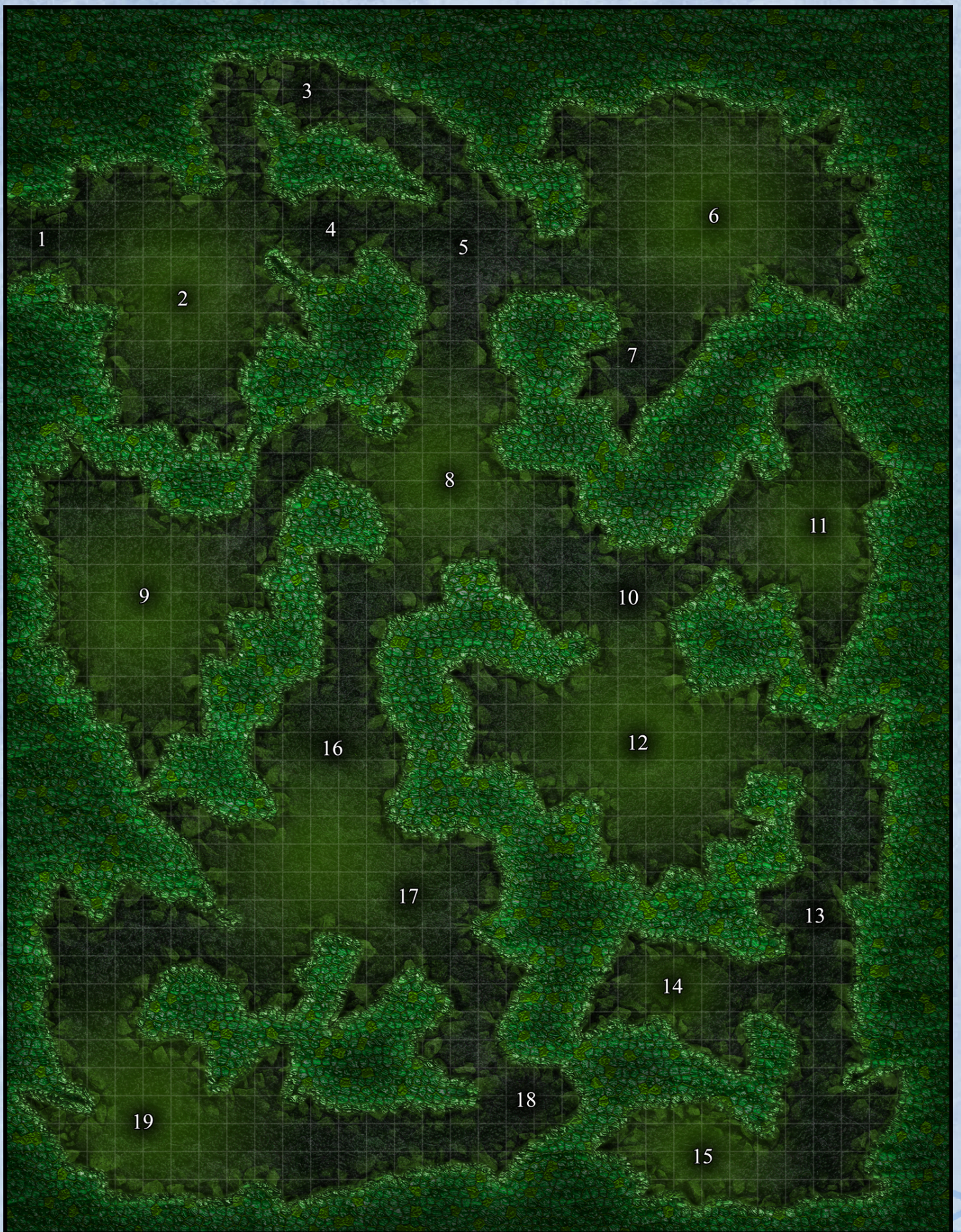
GOOD MEAD'S MISSING ALE (DM)



KELVIN'S CAIRN'S ASSAULT ON VERBEEG'S LAIR (DM)



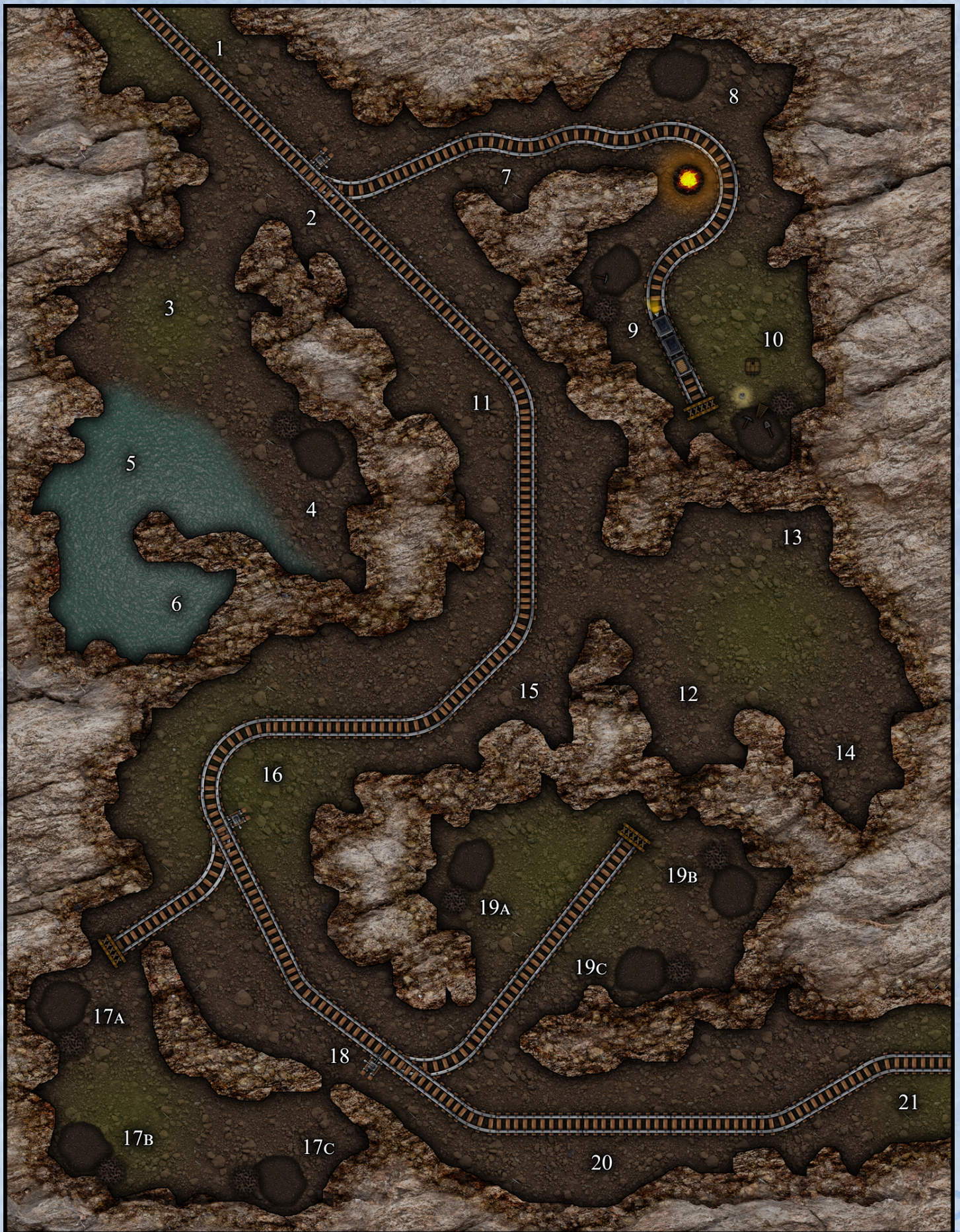
LONELYWOOD'S FELL WOODS (DM)



TARGOS' CULT OF AURIL (DM)



TERMALAINE'S GEM MINE (DM)



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