

PLAYER PRIMER: Icewind Dale



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FOREWORDS

I've loved Icewind Dale since I was a young man, when my father gave me a copy of R.A. Salvatore's *The Crystal Shard*. It's been a pleasure getting to bring the setting to life through the Dungeon Masters Guild. I'd like to extend a special thanks to Steve of Vorpal Dice Press, whose *Amarune's Adventures* series afforded me the opportunity to rekindle my love of this setting. It's my sincere hope that this supplement helps other people discover and enjoy the beauty and horror of Icewind Dale. Enjoy.

—Steve Pankotai, June 2020

Stories of bitter elements have been told since the dawn of time—visceral, poignant stories about the endurance of mortals against the unyielding universe. What persists, time and time again, against the howling and frigid winds is community. That ability to share warmth, share meals, share shelter. I can think of no better medium, one driven by community and cooperation, in which to explore the Icewind Dale. While there are far greater threats this time—looming and terrible hauntings in the ice—that is what creates the stories of heroes. Go forth and adventure.

—Sadie Lowry, June 2020

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PLAYER PRIMER: ICEWIND DALE



WELCOME TO ICEWIND DALE. THE furthest edge of the world of Faerûn, this icy landscape is home to some of the most hardy, ferocious creatures and people.

This supplement is designed as a primer—a document to give you everything you need to know to begin playing in the world of Icewind Dale. Here you can find basic information on the environment, geography, and people of Icewind Dale. We have also adapted the Heroic Chronicle system to help you create a character centered in the region. At the end of this document is a short list of further reading options, should you want to further delve into this environment. Enjoy!

LIFE IN ICEWIND DALE

Icewind Dale is a harsh and unforgiving landscape. It is the very edge of the explored world, the last stop for travelers and civilized society. The vast open tundra, bordered by the Reghed Glacier on the east and the Sea of Moving Ice to the west, is buffeted by heavy winds thick with snow. War is common, both inside and against the cities. With wood, meat, and plants all in short supply, Icewind Dale is a difficult environment in which to survive. Nevertheless, people persevere.

At the edge of The Spine of the World mountain range, Icewind Dale is rocky and rich with minerals. A single mountain, Kelvin's Cairn, stands alone near the center of the Dale, its waters feeding three massive lakes: Redwaters, Lac Dinneshere, and Maer Dualdon. Around these lakes, the community known as Ten-Towns has formed to reap the benefits of the knucklehead trout that flourish there. Most towns in Icewind Dale rely on trade with the southern cities of the Sword Coast to get by.

While humanoid life may struggle in Icewind Dale, other forms of life thrive. White dragons are common amid the mountains, and violent spirits and gods often wreak destruction. But on a clear night, the sky is full of stars intertwined with auroras. Many of Icewind Dale's inhabitants consider the region to be beautiful once you overcome its challenges. It is a place where a person is tested, but also where a person may be free to live as themselves.



COME GATHER 'ROUND
HARDY MEN OF THE STEPPES
AND LISTEN TO MY TALE
OF HEROES BOLD AND FRIENDSHIPS FAST
AND THE TYRANT OF ICEWIND DALE
OF A BAND OF FRIENDS
BY TRICK OR BY DEED
BRED LEGENDS FOR THE BARD
THE BANEFUL PRICE OF ONE POOR WRETCH
AND THE HORROR OF THE CRYSTAL SHARD
—R.A. Salvatore, *The Crystal Shard*

THE STORY SO FAR

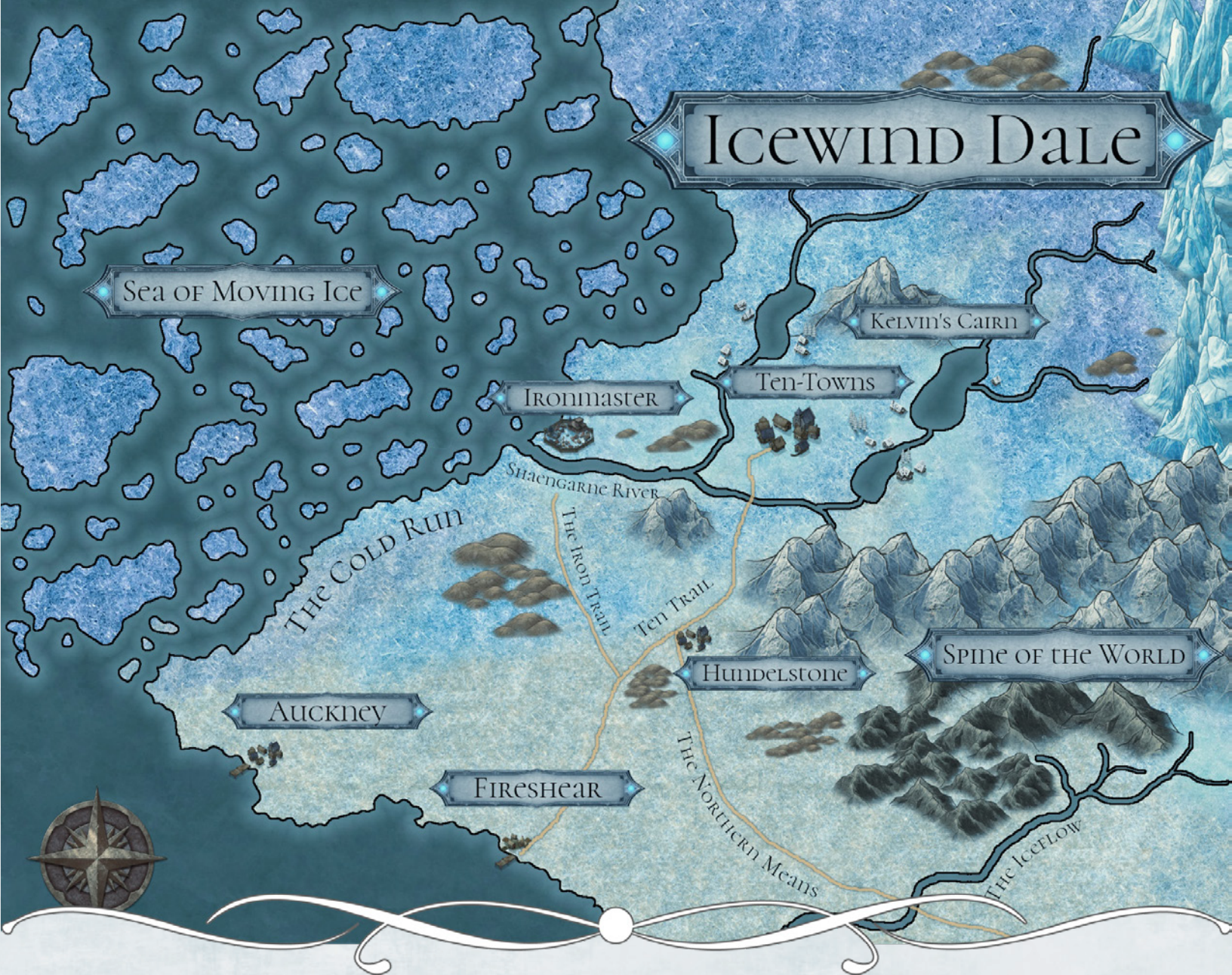
Several major events have impacted Icewind Dale, their ramifications resonating into the modern day.

Over 150 years ago, a wizard named Akar Kessel stumbled across a powerful magical relic known as Crenshinibon, the Crystal Shard. Crenshinibon was a powerful, evil, sentient artifact that intended to use Kessel to conquer Icewind Dale. Kessel was eventually stopped by Icewind Dale's most famous heroes, the Companions of the Hall, but the Crystal Shard and its power remained for some time. The Shard was eventually destroyed, but not until the wars that had been fought for it and its necromantic energy had permanently scarred the landscape with deadly black ice.

Since that time, Icewind Dale has been the site of several major conflicts. Among the disparate and distant people of Icewind Dale, threats seem constant: goblin armies, dragons, barbarian raids, and dark magicians are but some of the would-be conquerors of the Dale, all of whom have been turned away by the populace's sheer stubbornness—and the occasional hero. There has been an increase in finds of chardalyn, a malleable crystalline substance with strong magically conductive properties. Chardalyn seems to have a knack for corrupting those who wield it, and may be connected to the infamous Crystal Shard.

Most recently, Hedrun Arnsfirth, a child of the barbarian Tribe of the Elk, was granted power as the Chosen of the evil ice goddess Auril. With this power, Hedrun became known as the Ice Witch and nearly conquered all of Icewind Dale before her defeat at the hands of a team of adventurers.

The story continues in the official DUNGEONS & DRAGONS adventure *Icewind Dale: Rime of the Frostmaiden*!



FOR THE REST OF THEIR LIVES, TWO MEMORIES WOULD RING CLEAR IN THE WIZARDS' MINDS WHENEVER THEY THOUGHT ABOUT THIS TRIP, TWO FACTS OF LIFE ON ICEWIND DALE THAT TRAVELERS HERE NEVER FORGOT. THE FIRST WAS THE ENDLESS MOANING OF THE WIND, AS THOUGH THE LAND ITSELF WAS CONTINUOUSLY GROANING IN TORMENT. AND THE SECOND WAS THE EMPTINESS OF THE DALE, MILE AFTER MILE OF GREY AND BROWN HORIZON LINES.

—R.A. Salvatore, *The Crystal Shard*

REGIONS OF ICEWIND DALE

THE COLD RUN

This region is the area between the Iceflow river and Ten-Towns. The region is primarily mining territory, with wealthy iron deposits fueling regional trade. The rocky frozen terrain makes for difficult travel anywhere except for well-established trade routes: the Northern Means, Ten Trail, and Iron Trail.

COLD RUN SETTLEMENTS

AUCKNEY

Located off of the main trade routes, this small fiefdom is rarely visited. A small harbor village holds a few hundred inhabitants, but the only noteworthy building nearby is Castle Auck. More a large manor than a true castle, Castle Auck houses the reigning Auck family and their servants.

FIRESHEAR

The southernmost settlement in Icewind Dale, Fireshear is a mining city that sits next to a shallow bay in a crater formed by a long-ago meteor strike. The bay is known to freeze over in the deepest winter. To protect against the harsh winter, most of Fireshear's buildings are carved from unwelcoming stone, built with thick walls and deep basements. Most inhabitants are miners, and treat outsiders with wariness—there are no inns in Fireshear, only guesthouses where travelers may sleep briefly before they pass on somewhere else.

Fireshear trades for most of its essential supplies and forms one end of the lucrative and dangerous Ten Trail, or Caravan Trail, with Ten-Towns. It is governed by merchant leaders who share responsibility for the settlement.

HUNDELSTONE

A common stop along the Ten Trail to Ten-Towns, Hundelstone is a modest town. Its denizens primarily subsist on the mining trade, with the occasional sellsword making a living by keeping the Ten Trail clear of threats. The buildings are carved into the ground to keep warm during the winters, and a few guesthouses are kept up for any travelers who may find themselves too late to beat the winter snows into Ten-Towns.

IRONMASTER

This isolated dwarven city is located in the Ironmaster Vale within the Cold Run cliffs. Ironmaster is known to be a reclusive city, rarely allowing anyone but dwarves access. Rich veins of iron are mined beneath the city, crafting the fine dwarven goods used to trade for anything the city can't produce itself.

Ironmaster sits along the Shaengarne River near the Sea of Moving Ice. Clever aqueduct systems siphon water for use and to stop floods.

TEN-TOWNS

A conglomeration of ten small towns situated around the three lakes of Icewind Dale: Redwaters, Lac Dinneshere, and Maer Dualdon. The towns vary in size and resources, but they come together in their chosen capital of Bryn Shander to trade and defend each other.

The primary resource in Ten-Towns is knucklehead trout, a plentiful fish with a fist-sized head. Found only in the lakes of Icewind Dale, the knucklehead trout's ivory is well valued, and talented artists in Ten-Towns carve it into fine sculptures known as scrimshaw. Many inhabitants of Ten-Towns work with knucklehead trout in some form, and bitter rivalries have formed between towns competing for space on the lakes.

In the shadow of the solitary mountain Kelvin's Cairn, Ten-Towns is considered the last bastion of civilization in the North. People from everywhere find themselves here, often escaping from the south or hiding from their past.

The settlements are detailed below in order of size (smallest to largest).

TEN-TOWNS SETTLEMENTS

DOUGAN'S HOLE

The smallest of the towns, Dougan's Hole is located on the western bank of Redwaters. Barely a village, the only structure of note in Dougan's Hole is the Twenty Stones of Thruun, a series of vertical granite standing stones aligned in a triangle with a single stone in the center.

GOOD MEAD

Located on the northwestern shore of Redwaters, Good Mead is among the smaller villages in Ten-Towns. Its share of Redwaters yields a comparably small amount of knucklehead trout, so Good Mead's economy is largely based around its titular mead. A mead hall dominates the center of town—the lifeblood of the village.

EASTHAVEN

With a solid trade route to Bryn Shander, Easthaven is a burgeoning center of Ten-Towns life. Located along the southern shore of Lac Dinneshere, Easthaven is home to a sizable fleet of fishing boats.

CAER-DINEVAL

Caer-Dineval was built around the Caer castle overlooking the Knucklehead Harbor from the Cliffs of Dinev. They have an ongoing rivalry with neighboring Caer-Konig, squabbling over fishing rights in Lac Dinneshere.

CAER-KONIG

On the northern shore of Lac Dinneshere, Caer-Konig is the sister city to Caer-Dineval. The two often feud over fishing rights, though the water is legally shared. A ruined castle sits on the north of town. Caer-Konig, along with Bremen, was once given as a reward to barbarian tribes who aided Ten-Towns in the Battle of Icewind Dale (DR 1356), but a new populace reclaimed the town after the barbarians abandoned it for their tundras.

LONELYWOOD

Surrounded by the Lonely Wood on the northern part of Maer Dualdon, Lonelywood provides much of the lumber used across Ten-Towns. It is the northernmost town in Ten-Towns and has a reputation for being the hideout for rogues seeking the cover of Icewind Dale.

BREMEN

Originally founded by gold prospectors, Bremen is located along the southwestern edge of Maer Dualdon. It is susceptible to seasonal flooding, but the townspeople have long since learned to manage that. Bremen, along with Caer-Konig, was once given as a reward to barbarian tribes who aided Ten-Towns in the Battle of Icewind Dale (DR 1356), but a new populace reclaimed the town after the barbarians abandoned it for their tundras.

TERMALAINE

Termalaine is often considered to be the most beautiful town in Ten-Towns. Its tourmaline mine produces fine gems ... when it is not flooded with monsters from the Underdark. Many craftspeople ply their trade here, proudly displaying scrimshaw and gemwork that can sell for generous coin. Lying along the eastern shore of Maer Dualdon, Termalaine has a bitter rivalry with Targos over fishing rights.

TARGOS

Targos is the second largest town of Ten-Towns and owner of the largest fleet, making them a formidable rival for Termalaine over fishing rights on Maer Dualdon. Their harbor allows for the construction of larger ships, and their fleet takes in more knucklehead trout than the other three cities on Maer Dualdon combined.

BRYN SHANDER

The “tenth town” of Ten-Towns, Bryn Shander was the last to be founded and has become the largest. As the official capital of Ten-Towns, it is where the other towns gather to meet with the rest of the world. The lucrative Ten Trail ends in Bryn Shander, and thus most of the region's trade moves through the city.

Bryn Shander is unique among Ten-Towns in that it is not built along one of the region's lakes. Instead, it is built upon a defensible hill and has served as shelter for citizens of other more vulnerable cities during times of crisis.

THE TUNDRA

Past the edges of civilization, life is at its most extreme. Great beasts vie for supremacy as life itself struggles to exist. The most extreme temperatures on the continent can be found here, and only the strongest humanoids carve out a living amid the snow and ice. Anyone caught unprepared in the tundra of Icewind Dale is surely doomed to die.

TUNDRA SETTLEMENTS

There are no formal settlements north of Ten-Towns. The Reghedmen tribes, detailed in the “Factions of Icewind Dale” section, build temporary nomadic settlements that move each season with the migration of the reindeer herds.

FACTIONS OF ICEWIND DALE

THE ARCANE BROTHERHOOD

Based out of the Sword Coast city of Luskan, south of Icewind Dale, the Arcane Brotherhood believes it to be their right to rule the North. To accomplish this goal, they seek arcane and economic dominance over all others. The Brotherhood was at the height of their power over a hundred years ago until they succumbed to their own darkness in an event that destroyed the seat of their magical power, the Host Tower of the Arcane. Since then they have remained quiet, slowly rebuilding their power. Their agents have infiltrated many of the powerful cities of the Sword Coast, and there are whispers that they wait only for the right moment to make their move.

BATTLEHAMMER DWARVES

The large dwarven kingdoms are located on the other side of the Spine of the World, but they maintain a strong presence in Icewind Dale. The dwarves of Clan Battlehammer especially maintain a foothold in and around Kelvin's Cairn, where they mine metals and trade with the people of Ten-Towns. The dwarves here are distant relations to Bruenor Battlehammer, the king of Mithral Hall and hero of Icewind Dale. They usually keep to themselves, but have been known to stand alongside Ten-Towns when a threat against the Dale emerges.

FOLLOWERS OF AURIL

Auril, also known as the Frostmaiden, is a dark goddess of cold and winter. She is rarely worshipped, choosing instead to be feared. She is cruel and spiteful, often punishing even those who have shown her proper respect. Her intentions were made clear when she named Hedrun Arnsfirth, the Ice Witch, as her Chosen. The Ice Witch led an assault on Ten-Towns, attempting to conquer Icewind Dale with Auril's bitter cold.

While the Ice Witch was defeated, there are still those that follow Auril. These cultists believe it is their sacred duty to snuff out warmth in all its forms—including humanoid bodies. Even so, many in Icewind Dale leave offerings to the Frostmaiden, as it is never wise to invoke her wrath.

REGHED TRIBES

Named for the Reghed Glacier to the East, Reghedmen are a nomadic people following the seasonal migrations of reindeer. Considered barbarians by the other settlements in Icewind Dale, these people look down on the "soft" lives led by those in the South. These barbarians are broken into four tribes: Wolf, Bear, Elk, and Tiger.

There is little difference between each Reghed tribe, at least in terms of daily life. They live in small camps made of deerskin, wood, and bone. Each tribe also generally denies magic, worshipping war-god Tempus and their own specific animal totems. Presently, the Tribe of the Elk is the most prosperous tribe, with Tiger and Wolf barely surviving. A hardy people, Reghedmen are skilled in survival and brutal combat. They have at times been enemies of Ten-Towns, and at other times mighty allies.



CHARACTER CHRONICLE: ICEWIND DALE



The chronicle is a system that allows players and Dungeon Masters to work together to build a compelling character story. When used at the beginning of character creation—before the race, class, or background for their character is chosen—the chronicle establishes a character in solid concepts, background, and identity. A player who already has a character concept in mind can choose options from the table instead of rolling randomly and ignore anything that doesn't fit their character concept. You may also find yourself changing aspects of your character concept as you create a backstory from these tables. These tables are meant to inspire your imagination, not limit it.

The “Backstory” section of the chronicle settles the character firmly in the Icewind Dale by establishing their nation, home, settlement, and relationships, as well as the character’s connection to their homeland and allies. It offers major events that happened to the character before the campaign begins, allowing the character to take shape via defining events.

The “Omen” section of the chronicle, meanwhile, looks to the future. It offers motivations and goals that drive the character to act as they do and inspires engaging hooks for DMs and players to interact with. It creates the mythic feeling of a character achieving something foretold, and when completed, the prophecy goal rewards the character with a mechanical benefit.

Dungeon Masters can use the chronicle to create engaging villains, each with their own histories and motivations grounded in the frozen Icewind Dale.

BACKSTORY

Every character has a story before the campaign begins. This section provides a thorough exploration of who they are—their homeland, their previous work, their social status, and their relationships, including both allies and rivals. You then bridge the gap with a fateful event: the moments that took them from their home and carried them off toward adventure.

HOME REGION

Icewind Dale is divided into three main regions. From south to north, these are the Cold Run, Ten-Towns, and the tundra. Each is described in the “Regions of Icewind Dale” section of this supplement. Roll a d100 to determine which region is currently your home. This may be the place you were born, or simply the place you currently call home. Icewind Dale is a place where people from across Faerûn arrive to live.

HOME REGION

d100	Region
01–49	The Cold Run
50–89	Ten-Towns
90–00	Tundra



BACKGROUNDS

Your background is how you fit in the howling tundra of Icewind Dale, determining your items, goal, and proficiencies gleaned from your experience. Your background can be rolled randomly on the Backgrounds table or chosen to fit your character's concept and upbringing. This table includes new backgrounds and adapted backgrounds from this supplement (PP:ID) as well as backgrounds from the *Player's Handbook* (PH). New and adapted backgrounds are described later in the chapter.

BACKGROUND		
d20	Background	Reference
1	Acolyte	PH
2	Charlatan	PH
3	Criminal	PH
4	Entertainer	PH
5	Folk Hero	PH
6	Guild Artisan	PH
7	Guild Artisan (Scrimshander)	PP:ID
8	Hermit	PH
9	Miner	PP:ID
10	Noble	PH
11	Outlander	PH
12	Outlander (Mountaineer)	PP:ID
13	Outlander (Reghed Barbarian)	PP:ID
14	Sage	PH
15	Sage (Arcane Brotherhood)	PP:ID
16	Sage (Aurora Cartographer)	PP:ID
17	Sailor	PH
18	Sailor (Ten-Towns)	PP:ID
19	Soldier	PH
20	Urchin	PH

SOCIAL STATUS

d20	Background	Cold Run	Ten-Towns	Tundra
1	Acolyte	-	1 ally	1 ally (Tempus), 1 rival (other faith)
2	Charlatan	1 rival	1 ally	1 rival
3	Criminal	1 rival	1 ally and 1 rival	1 rival
4	Entertainer	1 ally	1 ally	1 ally
5	Folk Hero	1 ally	1 ally	1 ally
6	Guild Artisan	1 ally	1 ally	-
7	Guild Artisan (Scrimshander)	1 ally	1 ally and 1 rival	-
8	Hermit	1 rival	-	1 ally
9	Miner	1 ally	1 ally and 1 rival	-
10	Noble	1 rival	1 rival	1 rival
11	Outlander	1 ally and 1 rival	1 ally	1 ally
12	Outlander (Mountaineer)	1 ally	1 ally and 1 rival	1 ally and 1 rival
13	Outlander (Reghed Barbarian)	1 rival	1 rival	1 ally
14	Sage	-	-	1 rival
15	Sage (Arcane Brotherhood)	1 rival	1 ally and 1 rival	1 rival
16	Sage (Aurora Cartographer)	1 ally	1 ally and 1 rival	1 rival
17	Sailor	1 ally	1 ally	-
18	Sailor (Ten-Towns)	1 ally	1 ally and 1 rival	-
19	Soldier	1 ally and 1 rival	1 ally	1 ally
20	Urchin	1 rival	1 ally and 1 rival	1 rival

SOCIAL STATUS

In Icewind Dale, life is a struggle to survive. Very few people manage to escape the cycle of survival in such a difficult place—but as an adventurer, you are one such individual. You have a background, and that background has different advantages and disadvantages depending on where you are. The social status associated with your background may change over the course of your story.

Consider how your backstory helps you fit into your home settlement using the information below. Then use the Social Status Relationships chart to determine how many allies and rivals you'll roll for later in this section.

Cold Run. Settlements in the Cold Run primarily subsist on trade, yet are often wary of strangers. Labor can get you far, but coin will get you farther. In the eyes of most Cold Run citizens, a person's value is determined by the tactile physical value they can add to a community much more than an invisible value such as music or mirth.

Ten-Towns. Each of the ten towns have a unique personality, but they all depend on the nearby lakes and the knucklehead trout within. Skilled mariners can go far in Ten-Towns, as can those able to work the art of scrimshaw.

Ten-Towns, as the last bastion of northern civilization, is a common terminus for journeys. People of all backgrounds can be found in the towns, a true melting pot of people at the edge of the world.

Tundra. The barbarians of the northern tundra keep to themselves, save for the occasional raid on a southern city. They are wary of magic, and any magic user can easily gain rivals in such an environment. The tribes value physical strength and have little use for superfluous arts. They are not known for bringing in outsiders, but anyone who can help a tribe survive another year may at least find an ally.

HOME SETTLEMENT

Once you have determined your home region and backstory, it is time to determine your specific home settlement. Each settlement is detailed in the "Regions of Icewind Dale" section of this supplement. Icewind Dale does not have many settlements, so you may either roll randomly or simply choose the settlement that suits your character most closely.

COLD RUN SETTLEMENTS

d100	Settlement Name	Type
01–14	Auckney	Village
15–39	Fireshear	Town
40–80	Hundelstone	City
81–00	Ironmaster	City

TEN-TOWNS SETTLEMENTS

d100	Settlement Name	Type
01–04	Dougan's Hole	Village
05–10	Good Mead	Town
11–23	Easthaven	Town
24–30	Caer-Dineval	Town
31–37	Caer-Konig	Town
38–43	Lonelywood	Town
44–49	Bremen	Town
50–59	Termalaine	City
60–74	Targos	City
75–00	Bryn Shander	City

TUNDRA SETTLEMENTS

d100	Settlement Name	Type
01–34	Tribe of the Bear	Nomadic Village
36–74	Tribe of the Elk	Nomadic Village
75–84	Tribe of the Tiger	Nomadic Village
85–00	Tribe of the Wolf	Nomadic Village



INITIALLY THE NINE VILLAGES ON THE LAKES WERE NO MORE THAN THE SHANTIES WHERE INDIVIDUAL FRONTIERSMEN HAD STAKED OUT A CLAIM ON A PARTICULARLY GOOD FISHING HOLE. THE TENTH VILLAGE, BRYN SHANDER, THOUGH NOW A WALLED, BUSTING SETTLEMENT OF SEVERAL THOUSAND PEOPLE, HAD BEEN MERELY AN EMPTY HILL SPORTING A SOLITARY CABIN WHERE THE FISHERMEN WOULD MEET ONCE A YEAR, EXCHANGING STORIES AND GOODS WITH THE TRADERS FROM LUSKAN.

—R.A. Salvatore, *The Crystal Shard*



RACE

In previous works published by Wizards of the Coast, most citizens of Icewind Dale are human, with sizable contingents of dwarves and some gnomes. There is canonical racial tension in Icewind Dale, specifically involving orcs, but we as the writers of this supplement do not believe that race and morality are intertwined. We believe that you should be able to play the character that you want to play without prejudice or consequence, and so while we have noted canonical information, such as Ironmaster being an insular dwarven city, we have specifically not imposed racial limitations. It may be unlikely for a non-dwarf to live in Ironmaster, but that may also be an important and interesting story. You should speak with your DM and fellow players to ensure everyone is comfortable with any racial themes in your game.

For a more nuanced take on race in DUNGEONS & DRAGONS, we suggest [Ancestry & Culture: An Alternative to Race in 5e](#) by Arcanist Press.

FAMILY

Your family are the people closest to you. Most commonly, these are your birth parents and siblings, but may be anyone that you identify as family. You may have more than two parents if your parents are polyamorous or if they have remarried. Perhaps you were raised by an uncle or close family friend. Similarly, siblings could include step-siblings, half-siblings, or even lifelong close friends.

In Icewind Dale, death is an unfortunate reality faced by many parents. Children are usually trained from a young age in both the family trade and arctic survival. It is generally expected that the eldest child will continue the family business and legacy in Icewind Dale, while younger siblings tend to wander farther from the icy wilderness in search of friendlier climates. The exception to this is the barbarians of the tundra, who typically remain in insular units as a matter of survival.

Roll twice on the appropriate family chart as determined by your home settlement. One roll determines your number of living parents, and the second your number of living siblings.

FAMILY SIZE (VILLAGE, TOWN)

d100	Number of Parents	Number of Siblings
01–10	3 or more	2d4 + 2
11–50	2	2d4
51–89	1	1d4
90–00	0	0

FAMILY SIZE (CITY)

d100	Number of Parents	Number of Siblings
01–05	3 or more	2d4 + 2
06–60	2	2d4
61–80	1	1d4
81–00	0	0

FAMILY MEMBER TRAITS

Once you've determined the size of your family, choose the gender and age of each family member.

POWERFUL FAMILY RELATIONSHIPS

Your family forms your earliest, and possibly strongest, bonds and rivalries. Roll a d3 to determine the number of powerful family relationships you have. Roll once on the Family Relationships table for each powerful family relationship you have.

FAMILY RELATIONSHIPS

d100	Relationship
01–10	You betrayed this family member for coin in your greedy youth, never expecting to meet again—but they neither forgive nor forget. You gain one rival.
11–20	You abandoned this family member in the mines or ice after an accident, certain they would die to the elements. If they ever return, they will remember your cowardice. You gain one rival.
21–30	You set a violent spirit upon this family member for gain, but they destroyed it before it could kill them. The last thing the spirit rasped was your name. You gain one rival.
31–40	You and this family member could both succeed your grandparent in a family business that controls most of the area. Friendly or otherwise, you have grown up trying to best each other to prove your worth as a successor. You gain one rival.
41–50	This family member left you to pursue greatness, only for you to climb higher than they did in the time of their absence. They grow more bitter by the day. You gain one rival.
51–60	This family member protects you because you are important to the family's success; they would rather not, but they do what they must. You gain one ally.
61–70	You know a secret about this family member that keeps them beholden to you. They'll help you out if necessary, but only until they are freed from the secret's clutches. You gain one ally.
71–80	This family member disappeared into the mountains in your youth, leaving only a mysterious note that they would return for you "under a crimson aurora." You gain one ally.
81–90	This family member couldn't save your parents from an accident that took them both. In their grief, they have devoted themselves to your protection. You gain one ally.
91–00	This family member has always favored you most. Their love for you is unshakable. You gain one ally.

ACQUIRED ALLIES & RIVALS

This section will help you define any allies or rivals you gained based on your background and homeland. Roll once on the Ally Relationships table or the Rival Relationships table for each of your allies and rivals. Alternatively, you can work with your DM to define relationships meaningful to your character's story.

Once you've determined your relationships, roll for each of your allies and rivals on the Ally and Rival Identities table to define their game statistics. This table includes monsters and NPCs from the *Monster Manual*.

Some particularly powerful allies and rivals cause a fateful moment in your backstory. Learn more about fateful moments in the next section.

ALLY RELATIONSHIPS

d100	Relationship
01–10	You saved this small mammal from dying to the cold, and it has never left your side since. Rather than rolling on the Ally and Rival Identities table, choose one beast of CR 1/8 or lower as your pet.
11–20	As two young outcasts, you and this person once swore that you would always be there for each other.
21–30	You nursed this person back to health after a devastating accident. If you are in need, they will be your shelter.
31–40	You and this person heard an eerie sound from the mountains late one night. Whatever this portent means, they await it alongside you.
41–50	This person has promised to teach you something special when you've proven yourself, for they see a spark of greatness in you.
51–60	You and this person have exchanged letters for years, and over the course of correspondence, they fell in love with you. They eagerly await meeting you—but even if you don't reciprocate, they will remain a steadfast friend.
61–70	This person is like a parent to you. Whenever things were difficult in your youth, you would seek refuge in their home instead of your own.
71–80	You and this person survived a creature's ravenous assault—and you were the only two on the crew to do so. You have bonded over your survivor's guilt.
81–90	You and this person each possess a half of a broken geode that function as sending stones. You have not met them yet, but they give you advice when you most need it.
91–00	This person looks up to you and hopes to follow in your footsteps. They consider you a hero in every aspect.

RIVAL RELATIONSHIPS

d100	Relationship
01–10	This person saw it fated in the stars that you would kill them someday. They are determined to kill you first.
11–20	This person believes you are the culprit behind a murder and hunts you relentlessly.
21–30	This person wields political power and influence to improve your life—but only in the ways they deem fit.
31–40	You survived an encounter with a white dragon in your youth. Believing it a dark omen, this person is determined to figure out why.
41–50	This person imitates you—enough that you believe they're trying to be a better you.
51–60	You and this person were to be married until a fateful event called you to adventure. They are now trying to sabotage your efforts to bring you back home.
61–70	You spoke unthinkingly and tarnished this person's reputation among your small community. Now they will not stop until your name is slandered everywhere.
71–80	You found this person frozen in a sheet of ice and freed them. After they woke up, they claimed you trapped them there, declared you their sworn enemy, and now seek to trap you as they were trapped.
81–90	This person believes your real self is trapped in a mirror of ice, and that if they kill you, they will free the original you from its clutches.
91–00	This person went into the mountains to speak to the spirits, yet witnessed the spirits speak to you instead. They believe you have stolen their destiny and will kill you to get it back.

ALLY & RIVAL IDENTITIES

d100	Stat Block
01–05	Commoner
06–10	Acolyte
11–15	Bandit
16–20	Bandit Captain
21–25	Berserker
26–30	Cultist
31–35	Cult Fanatic ; gain one fateful moment
36–40	Druid
41–45	Gladiator
46–50	Guard
51–55	Knight
56–60	Priest
61–65	Scout
66–70	Spy
71–75	Tribal Warrior
76–80	Veteran
81–84	Mage ; gain one fateful moment
85–88	Doppelganger ; gain one fateful moment
89–92	Assassin ; gain one fateful moment
93–94	Frost giant ; gain one fateful moment
95–96	Good or neutral werebear (DM's choice); gain one fateful moment
97–98	Evil werebear or werewolf (DM's choice); gain one fateful moment
99	Archmage ; gain one fateful moment
00	Adult white dragon ; gain one fateful moment



FATEFUL MOMENTS

Fateful moments are the important turning point where the path of your life twists to that of an adventurer. This moment may be fantastic or mundane, but it always sets you on the journey that will lead to greatness.

Roll once on the Fateful Moments table for each moment you gained from your allies and rivals in the previous section. If the fateful moment grants you a proficiency you already had, choose any proficiency of the same type (armor, skill, language, tool, or weapon). If the fateful moment doesn't make sense for your character (for example, if your siblings perished but you don't have any siblings), roll a new event or work with your DM to smooth out the details. As always, you may forego rolling if you would prefer to work with your DM to create a fateful moment specifically tailored to your character.

FATEFUL MOMENTS

d20	Fateful Moment	d20	Fateful Moment
1	You witnessed a white dragon flying overhead and grabbed one of its scales as it dropped out of the sky. The next morning, you discovered you could speak Draconic.	11	Something tore apart your fishing village, leaving only you alive. Roll on the Ally and Rival Identities table to determine the type of creature that killed them. You have proficiency in the Stealth and Survival skills.
2	Your caravan was ransacked on its way to Ten-Towns. Captured, you managed to escape after several months of indentured servitude. You have proficiency with thieves' tools.	12	When lost in the mountains, you were surrounded by whirling colors that lifted you into the sky. The wind whispered something to you in a language you couldn't understand, then lowered you and hissed away. You can cast <i>feather fall</i> once per day.
3	While out on Redwaters, you heard an ominous voice from the lake. You looked, only to be pulled in by an unknown entity. You awoke on the shore, able to cast <i>shape water</i> at will.	13	When you caught sick as a child, you were plagued with feverish visions for several days of something lying deep under the Dale. Your dreams still sometimes call you below. You have proficiency in the Arcana or Religion skill (your choice).
4	You broke a rare scrimshaw sculpture, only to find a piece of paper hidden inside. This paper is a map that leads to a lost Icewind Dale location of the DM's choice, where something incredible is said to be hidden away.	14	You were the only person standing between a lost child and a frenzied werebear, and you fought for the child's life. You still don't know what spurred the werebear's rampage. You have proficiency with martial weapons and shields.
5	A robed figure pushed a crystal into your hands before crumpling to the ground. Its last words were that you would be the one to "finish the work." The crystal seems to sing with an unnatural hum. You have proficiency in the Arcana skill.	15	An inhuman spirit howled and screeched against your tent for three nights in a row, screaming in voices that sounded like people you love. You, trembling, endured it. You can cast <i>protection from evil and good</i> once per day.
6	You were born with blue-tinged skin, naturally more tolerant of cold weather. You recently learned that you were adopted after being abandoned by your birth parents. You have advantage on Constitution saving throws against cold effects, including weather.	16	While foraging, you inhaled a strange shard of ice that nearly froze you over from the inside out. You barely survived being petrified for eternity. You can cast <i>ray of frost</i> at will.
7	You were caught in a terrible blizzard, but awoke in your home. You are unsure how you survived, but ever since you've seen will-o-wisps floating near the edge of your vision. Your vision has increased by one level (you gain low light vision if you have no special vision, and darkvision if you have low light vision).	17	You nearly got caught in a snowstorm when a mysterious elk with shifting colors between its antlers sheltered you safely back to town. The elk now loyally follows you wherever you go. It is controlled by the DM but obeys your commands if treated well.
8	While working in the mines, you found a vein of glowing material that grew brighter until you collapsed. When you arose, the rock was dark, but your veins now glow the same color when you feel strong emotions and you can cast <i>mold earth</i> at will.	18	You saw a shadow in the ice, one that infected you with a stasis rot that slowly consumed your body. The healers couldn't remove it completely, but they contained it to your hand. You can cast <i>chill touch</i> at will.
9	After the sky flashed on the day of your birth, your superstitious parents left you to the wolves. The wolves took you in and protected you. You have a wolf mount and a saddle, and you have proficiency in the Animal Handling skill.	19	A vision of dancing spirits on a frozen lake held you captivated, and in their song you found awakened in you an ancient melody that they say will awaken a slumbering titan. You have proficiency in Performance and occasional visions of something calling to you to awaken it.
10	While exploring the Dale, you stumbled through thin ice into an underground cavern. A strong song echoed through the caves, and though you couldn't understand it, it sang truth in your bones. You can cast <i>augury</i> once per day.	20	A demigod or god has chosen you to bring Icewind Dale to glory. You are given 100gp to ensure your passage to powerful cities, a holy symbol from the deity, and instructions to reform the area however you see fit.

FAVORITE FOOD

Depending on your home settlement, food in Icewind Dale may be plentiful or very, very scarce. Roll on the appropriate table or select or create a favorite option of your own.

Cold Run. The Cold Run is a wide area of tundra with a variety of life to be found. Western settlements have access to oceans and rivers for fish, while Hundelstone to the east has plentiful rabbits in the hills and mountainland. Most settlements in the Cold Run trade for the resources needed to have any true variety in meals.

Ten-Towns. Knucklehead trout is an unavoidable constant in the diet of almost every resident of Ten-Towns. Since the towns depend on the fish for sustenance and trade, every possible variation of cooking them has been attempted, usually utilizing spices bought through southern trade. However, in towns with heavy external trade, such as Bryn Shander, more exotic foods can be purchased outside the dead of winter if you've got the coin.

Tundra. The people of the tundra are hunters and gatherers. The barbarian tribes follow the migration of reindeer across the land, subsisting primarily on their meat. There are rare plants that may be found to provide spice and alternative substance, but the diet of the tundra is one of pure survival more than any pleasure.

FAVORITE FOODS (COLD RUN)

d8	Food
1	Jugged hare—rock hare cooked in a jug in a pan of hot water, served with dry spice and carrots
2	Hare stew—rock hare meat slow-cooked in a pot with potatoes, onions, and carrots
3	Curried skewered hare—salted rock hare meat served with a thick tomato curry sauce
4	Fried spiced hare—pan-fried rock hare sprinkled with crackleleaf (an herb that grows along the lakes of Ten-Towns and provides meat a salty-spicy tang) for flavor
5	Caravan bread—a thick bread that remains edible and filling over long journeys
6	Braised goat—glacier goat rump meat braised with vegetables
7	Miner's Lunch—a hearty but portable meal of vegetables cooked inside a large potato
8	Radish salad—a healthy mixture of locally-grown radish, lettuce, and mushrooms served with a berry vinaigrette

FAVORITE FOODS (TEN-TOWNS)

d8	Food
1	Pan-fried knucklehead—knucklehead trout fried in a hot pan
2	Knuckle Sandwich—pulled and preserved knucklehead trout served between two slices of bread
3	Smoked knucklehead chowder—smoked knucklehead trout in a thick stew of scallions, garlic, and potatoes
4	Crackleleaf-crusted trout—knucklehead trout coated in crackleleaf (an herb that grows along the lakes of Ten-Towns and provides meat a salty-spicy tang) and seared in a hot pan
5	Good Mead—a honey-sweet alcohol and the titular drink of the town of Good Mead
6	Sashimi—raw knucklehead trout served over lettuce with imported soy sauce
7	Shaved ice—ice shavings flavored with berry juice
8	Rumblebelly Oysters—baked oysters served with sauteed onion and spinach

FAVORITE FOODS (TUNDRA)

d8	Food
1	Roasted reindeer—bloody meat cooked just enough to aid digestion, seasoned with crackleleaf (an herb that grows along the lakes of Ten-Towns and provides meat a salty-spicy tang)
2	Snow fox stew—cooked snow fox meat reinforced with ice moss (a thin but nutrient-rich moss)
3	Walrus stew—a rich, savory broth made from boiling walrus meat, enhanced by small amounts of blubber from the same beast
4	Skewered wolf—wolf meat, cut into chunks and roasted over an open flame
5	Remorhaz gizzard—savory gizzard harvested and cooked within the still-hot insides of a freshly slain remorhaz
6	Reindeer jerky—reindeer meat preserved to last across long winter months
7	Icegleam jam—icegleam flowers, mashed into a nutrient-rich, flavorful paste and spread over thin bread
8	Roasted White Star—leaves of the White Star plant rolled up and roasted over flame, dipped into mead for honey-nut flavor

MYSTERIOUS SECRET

Mysterious secrets are yours, and yours alone. You may have a strange object or be keeping a deadly secret. How you choose to use these secrets is entirely up to you. Roll once on the Mysterious Secrets table or work with your DM to create a secret.



MYSTERIOUS SECRETS

d20 Secret

- 1 I have an unnatural knowledge of what metal something is constructed from at a glance.
- 2 On the bank of Lac Dinneshere, I found a key that seems to vibrate lightly when near water.
- 3 As a child, I once witnessed the town leader slip a waterproof sack to a glowing humanoid peering up from the shallows of Maer Dualdon. I am not sure if this was a singular event.
- 4 I found a strangely well-preserved scrap of paper buried in the snow. It seems to be a page from the journal of a man named Akar Kessel.
- 5 I possess a small bell that causes nearby metal to freeze over when rung.
- 6 Sometimes, I can read books in languages I never learned.
- 7 I once had a dream where I was a great white dragon soaring through a blizzard. When I awoke, a thin layer of frost was covering my body.
- 8 I once witnessed a yeti transform into a barbarian human.
- 9 One of my parents once went out in the middle of a snowstorm carrying their sword. They returned with no sword and a scar over their right hand. They have never spoken of what happened that night.
- 10 I once fell through ice, and while swimming back towards the surface of the water I saw a magic word written on the underside of the ice. When I investigated later, that entire section of ice had melted away.
- 11 I once had the same dream for a week straight, where a massive horned snow owl charged at me from an ice cave.
- 12 While cleaning a knucklehead trout, I found a golden ring with the sigil of Luskan.
- 13 I was once attacked by wolves and was rescued by a stranger. This person never spoke, and for a moment I could see right through them. I think they may have been a spirit.
- 14 I have clear memories of my parent singing me to sleep with this song: "The night of rime makes a perilous climb/the Maiden rises, soon in your time." I know the melody well, but when asked about it, my parent claims to have never sung it or even heard it before.
- 15 I once witnessed a snowman stand up and walk away.
- 16 One night, I saw a dark-skinned, tattooed dwarf digging through the snow. When they spotted me, they took off running into a nearby cave. I suspect this may not have been a dwarf at all, but a duergar.
- 17 When I was coming home from work, the mountains whispered to me, "Bones. Blood. Steel." I fell unconscious, waking up hours later with my hands tightly clutching an ornate dagger I did not have before.
- 18 A dying will-o-wisp took refuge in my heart to survive. Through its hissing and crackling, it told me we would need each other to survive the winter that would consume all.
- 19 A mournful spirit stood on the middle of a frozen lake, begging me to help it. I walked nearly halfway onto the ice before it started cracking; in fear, I fled, listening to the spirit's furious agony echo after me. I never saw it again.
- 20 Every time the village leader gives a speech, an unnatural howling of wolves rises in the valleys and mountains surrounding us. We are told they are hungry from the bitter winter. But I swear I saw the leader's eyes flash a strange color in the dimming light.

OMEN

Omens are portents of a character's future.

Omens are things that you want to achieve over the course of a campaign. Write down three: a short-term, medium-term, and long-term omen. You don't need all of them at character creation; just a short term omen is enough until you get a better sense of your character and the world they live in.

Each omen should have two parts: a goal, and a consequence of that goal. The consequence can be good or bad, but try to think creatively about what could come from reaching that goal. Omens will help keep your character motivated and working towards something, and they give the DM a way to shape their story in ways that include your character and their goals. When writing your omens, look back at everything your character has become in previous sections and try to think of omens that create a narrative link.

If you need inspiration, we've provided several omens in the Omen Inspirations table. If something doesn't fit perfectly, fine-tune it, roll again, or work with your DM to determine your character's omens.

OMEN INSPIRATIONS

d20 Omen

- 1 I will travel further north than anyone else ever has, even though it may kill me.
- 2 I will purge Icewind Dale of the evil remnants of Crenshinibon. This process will bring its corruption into my own body.
- 3 I will ride a remorhaz and live to tell the tale. Someone close to me will not be so fortunate.
- 4 I will learn the name of one of the leaders of the Arcane Brotherhood. This will put me directly in their crosshairs.
- 5 I will befriend an aquatic creature living in Lac Dinnershere. My kinship with the lake will cause jealousy and fear among the other fishers.
- 6 I will stand before Auril the Frostmaiden without knowing who she is and make a choice that will change Icewind Dale. I will not realize the gravity of my choice until much later.
- 7 I will save the life of the king of the Tribe of the Bear. My actions will directly lead to battle between his barbarians and Ten-Towns.
- 8 I will recover a powerful weapon from one of Icewind Dale's many battlefields. Doing so will force new revelations about the cause of that battle to come to light.
- 9 I will become a powerful magical force in Icewind Dale, but my power will disrupt the thin barrier between the Material Plane and the realm of spirits.
- 10 I will ascend to the peak of Kelvin's Cairn. From that vantage, I will witness an ancient message written across all of Icewind Dale.

FOR THE DUNGEON MASTER

The omens your players create will help you shape their personal narratives within your campaign. Consider how long your story is and try to pace characters' stories out evenly throughout the game. It can be interesting to follow one character's strong narrative arc, but remember to communicate with your players to make sure everyone gets an equal turn in the spotlight.

OMEN REWARDS

When a player completes an omen, they gain a reward of the DM's determination. Any of the following are suitable rewards for completing a goal, or the DM may decide on unique rewards of the same general level:

- For the next 1d10 days, the character has advantage on saving throws against environmental effects
- For the next 1d4 days, the character's weapon attacks deal an extra 1d6 damage of the weapon's type
- For the next 1d10 days, the character gains inspiration whenever they finish a long rest

d20 Omen

- 11 I will discover a secret mine run by the dwarves of Icewind Dale. This discovery will permanently change the politics of the region.
- 12 I will create an innovation that makes life more hospitable in Icewind Dale settlements. This creation will invoke the ire of Auril.
- 13 I will track down the white dragon wyrmling that carried away my sibling. The discoveries I make along the way will reveal shocking new truths about my lineage.
- 14 I will learn a secret about my parents that leaves me unprepared when danger arrives.
- 15 My actions will lead directly to a deadly accident aboard a fishing vessel, but this accident will also reveal a long-sunken treasure.
- 16 I will discover a lost Netherese city beneath Icewind Dale. This discovery will lead to the destruction of a settlement.
- 17 I will win a great victory against a frost giant without realizing I have been ignoring a deadly threat close to myself.
- 18 I will impress the Arcane Brotherhood and become favored within their ranks, not realizing the immense danger until it is too late.
- 19 My actions will release a host of spirits from their glacial prison within the caves. I will be the harbinger of their howling return.
- 20 I will hesitate in a crucial moment with devastating consequences. Because of this stasis Auril will name me Heir of the Rime, a title that will haunt my waking days.

BACKGROUNDS

MINER

You are no stranger to the darkness below the surface. You have spent many long days toiling underground, digging up precious ores and gems. You have learned to read the underground as clearly as any signpost and can skillfully make your way through the secrets of the Underdark.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Mason's tools

Equipment: 1 shovel, 1 pickaxe, 1 oil lamp with oil, 50 ft. of thick rope, and a pouch containing 10 gp

FEATURE: BOUND BY THE DARK

You and your fellow miners share a bond forged by spending long hours together in the dark underground. You are able to easily find allies within a group of fellow miners. This relationship may be leveraged for a variety of social connections, from finding a reliable place to stay to passing on sensitive information. If this feature is abused without compensation, your fellow miners may turn their backs on you.

SUGGESTED CHARACTERISTICS

Miners are often considered hard-working and gruff, but there is a kinship between them and the others that understand the sub-surface world. Life in mines shapes their outlook on almost everything.

MINER PERSONALITY TRAITS

d8	Trait
1	I am driven by the thrill of discovery; there must be something good in these mountains.
2	I feel far more comfortable in the dark than in bright light or open air.
3	I once crawled down a shaft several hundred feet long to save a trapped ally. I would do it again without hesitation.
4	I lose track of the hours easily if I have something to be distracted by.
5	I was raised by the other miners; they're not coworkers, they're family.
6	I turn everything into a metaphor about geodes.
7	We go for so long working on our own sometimes that I am slow to speak.
8	Every small success is reason for a big celebration.

MINER IDEALS

d6	Ideal
1	Greater Good. It is every worker's responsibility to ensure the safety and happiness of the team. (Good)
2	Ownership. Discoveries are rightfully given to those who find them. (Lawful)
3	Glory. I will discover something that brings glory to Icewind Dale. (Any)
4	Fairness. We all do the work, so we all share in the rewards. (Lawful)
5	People. I'm committed to my crewmates, not to ideals. (Neutral)
6	Greed. I'm only in it for the money. (Evil)

MINER BONDS

d6	Ideal
1	The person who taught me the value of work is the most important person to me.
2	I pursue a great treasure to secure someone's love.
3	Nothing is more important to me than the other miners.
4	It is my duty to protect the secrets down in the mine.
5	I was cheated out of my fair share of a discovery and I want to get my due.
6	Ravenous creatures murdered the other miners and left me to die. Vengeance will be mine.

MINER FLAWS

d6	Ideal
1	I need to be the first to lay claim to a treasure.
2	I'm constantly alert for danger encroaching from the darkness.
3	I tend to pocket items of small value when I think no one is looking.
4	I think less of anyone hesitant to go places with little light.
5	I sometimes rush ahead instead of proceeding with caution.
6	I hold onto grudges and slights against myself for far too long.



ADAPTING BACKGROUNDS

Any of the backgrounds from the *Player's Handbook* fit within Icewind Dale. However, we have provided a few alternative options for adapted backgrounds that fit more specifically within this harsh environment.

GUILD ARTISAN (SCRIMSHANDER)

Scrimshaw is not an art form unique to Icewind Dale, but it is here that people have perfected it. Using the ivory harvested from knucklehead trout in the lakes of Ten-Towns, scrimshanders create detailed and beautiful carvings using delicate tools. The scrimshaw trade is not quite as influential as it once was, but it still provides a significant income for much of Ten-Towns and Icewind Dale. Your knowledge and mastery of this craft can make consistent coin and open many friendly doors in Ten-Towns.

OUTLANDER (MOUNTAINEER)

You are as comfortable on rocky cliffsides as most people are on flat ground. Icewind Dale is a difficult landscape, and the shadow of the Spine of the World looms large—to everyone but you. Where others see frightful heights, you see only a challenge to embrace. You understand mountains and are able to traverse them with relative ease, as well as guide your allies along the treacherous routes.

OUTLANDER (REGHED BARBARIAN)

You proudly count yourself among the barbarian peoples of Icewind Dale, surviving in an environment that most weaker people would consider no more than a wasteland. While the people of the southern settlements may look down at you, you understand the truth: you have a kinship with the land and a strength of will that dwarfs any other.

SAGE (ARCANE BROTHERHOOD)

The Arcane Brotherhood was once a dominant force of arcane power in the North. Over time, their fortunes have faded and the balance of power has changed—but the Brotherhood still exists, biding their time until they can reclaim their stranglehold.

The Arcane Brotherhood seeks to control the North through arcane and economic power. Its own members are often kept in the dark, so that the organization's members and movements remain obfuscated. Defectors are rare, as they are often easily hunted down by the Brotherhood's magical forces. If you are a member of the Arcane Brotherhood, you are likely working in secret to claim magical power. You should work with your DM to determine why you are traveling with a group of adventurers.

SAGE (AURORA CARTOGRAPHER)

The northern lands of Icewind Dale are one of the few places in Faerûn still to be mapped—but the Aurora Cartographer transcends mundane maps. You believe that woven into the natural beauty of the world there exists a secret: a map to the multiverse. This manifests in many forms, but the most common research study is that of the auroras of Icewind Dale. In their dancing lights, Aurora Cartographers see a pull to something beyond nature.

Aurora Cartographers exist on the fringes of organized study, and rarely have the backing of any major centers of learning. In fact, their studies are almost entirely ignored by mainstream study, but that doesn't stop them from wielding unique and often powerful forces.

SAILOR (TEN-TOWNS)

As a sailor of Ten-Towns, knucklehead trout are a major part of your life. They provide the infrastructure that makes up your entire way of life. Many people in Ten-Towns are such sailors, with hundreds of boats sailing each of Icewind Dale's three lakes every day. You know well how to navigate frigid waters, and you know how to defend yourself when the inevitable skirmish amongst the towns flares up on the lake. Depending on your home settlement in Ten-Towns, you may find yourself at odds with other sailors from rival towns.

FURTHER READING

[*The Icewind Dale Trilogy*](#), R.A. Salvatore

[*Legacy of the Crystal Shard*](#), R.A. Salvatore, James Wyatt, Jeffery Ludwig

[*Amarune's Almanac: Arctics of the Realms*](#), Steve Fidler, Ashley May, BornToDoStuff, Bryan Holmes, Ed Greenwood, Israel Moreira, Jean-Luc Caron, Ryan Langr, Sean vas Terra, Trevor Armstrong

[*Volo's Guide to the North*](#), Ed Greenwood