

SONG OF THE MOUNTAIN

A PLAYER PRIMER ADVENTURE



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SONG OF THE MOUNTAIN



SONG OF THE MOUNTAIN IS INTENDED for a new party of heroes starting at level 1 and should take them to level 3. It consists of four chapters and should take one or two sessions to play with an average run-time of around 4-5 hours in total, though the DM can increase this by adding in their own encounters and battles to extend chapter 2 if required.

Because there are friendly NPCs accompanying the group, this adventure works well with smaller groups of 3-4 players. With a larger group, you may need to further increase the enemy numbers or strength in some encounters.

1. Introduction. The adventurers are introduced to the adventure, learn about the song of the mountain and the tale of Brigde and Melody, and set off accompanied by an enthusiastic bard named Anders.

2. The Tundra's Lament. The adventurers cross the dangerous tundra, experiencing the harshness and loneliness of the landscape, and meet up with Brigitte, a Reghed warrior who is on a similar path. During the trip it is clear that something is haunting and guiding them.

3. Sirenia's Discord. The adventurers discover that the mountain where Brigde and Melody fell has been occupied by Auril cultists led by an exiled fey of the winter court, and stop her manipulations of the mountain's song. Along the way, they observe echoes of past events in the mountain.

4. The Song of the Mountain. The adventurers climb the exterior of the mountain to the last resting place of Brigde and Melody. With the help of Brigitte, the adventurers put their spirits to rest before being betrayed by Anders in one final confrontation.

EXPERIENCE

Song of the Mountain uses milestone experience to quickly level the adventurers up as they travel. They should be level 2 upon ending chapter 2 and level 3 by the end of chapter 3. If you are using traditional experience point advancement then you can add some arctic themed creature encounters into chapter 2 or add extra experience rewards if necessary.

RUNNING THIS ADVENTURE

At its heart, Song of the Mountain is a ghost story, incorporating the cold, sadness, and lonely isolation of being lost and alone in the frozen north. While the adventurers are haunted by the spirits of Brigde and Melody as the adventure progresses, these spirits are always on the periphery and can't be directly interacted with.

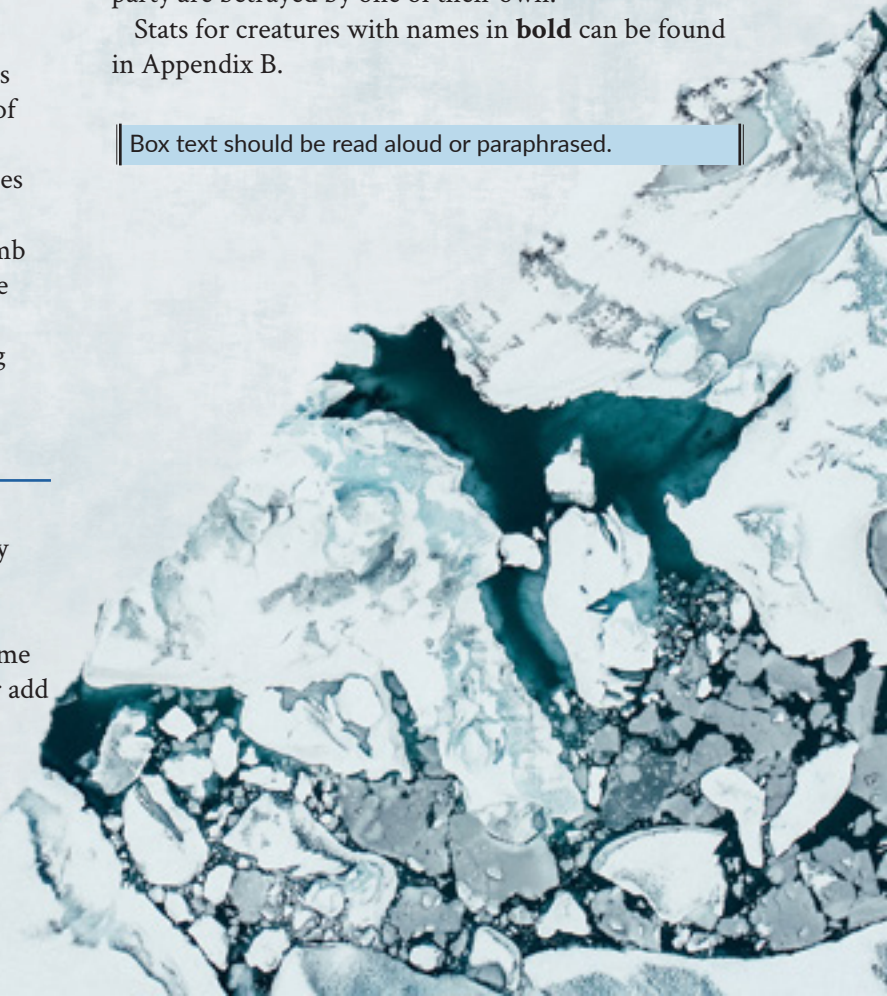
The first act of the adventure—crossing the tundra—can be played ideally without combat, focusing instead on the harshness of wilderness travel in the region and eerie encounters. However, you can insert some of your own arctic based creature encounters here in case you wish to extend this section or are using traditional experience awards.

The second act is a traditional dungeon crawl with a mix of combat and exploration. This section includes a challenging antagonist so you should be prepared to adjust the encounters to suit your heroes.

Finally, the last section concludes the adventure with a skill challenge to climb the mountain, as well as a roleplaying opportunity, and one final battle as the party are betrayed by one of their own.

Stats for creatures with names in **bold** can be found in Appendix B.

Box text should be read aloud or paraphrased.



I: INTRODUCTION



THE ADVENTURERS ARRIVE AT Lonelywood, the northernmost outpost of the Ten Towns, where they witness the arrival of a seasonal phenomena—a haunting, mournful song carried on the tundra winds.

Stopping off at the Whistling Gallows, an inn and tavern, they learn from the locals that this is an annual phenomena. The most popular explanation for the song is that it is the ghostly lament of Melody and Brigde, famous hunters and adventurers who were said to have fallen in love despite their rivalry. They disappeared while tracking a colossal remorhaz known as the Burrowing Death that terrorised the region decades ago. The beast's attacks stopped, but the lovers were never seen again. Many think that the song is the spirit of the wild commemorating their victory over the beast.



THE TRUTH

The Song of the Mountain was originally a natural phenomenon. The unique ice formations of the glacier amplify the sound of seasonal winds and send it across the tundra. However, since the death of Brigde and Melody (see below), a supernatural element has crept into the song.

This song has drawn Sirenia, an exiled fey, and her cult to the mountain where they have established a small shrine to Auril using a black ice shard discovered within the remains of the remorhaz.

Being fey, Sirenia is obsessed with the connections between music and the spirit world and plans on manipulating the mountain's song in a way that she believes will let her eventually force her way back into the Feywild from which she was exiled and claim the throne of the Winter Court for herself, in Auril's name.

MELODY & BRIGDE

The story told is mostly as the storytellers claim, they are just missing the ending.

The pair succeeded in their quest, locating the remorhaz in its lair. Through Brigde's strength and Melody's guile, the pair defeated the monster, but their success came at a terrible price. The remorhaz had been corrupted by a shard of black ice, and they underestimated its strength—Melody was fatally wounded by the creature's death throes, dying in Brigde's arms.

Heartbroken and exhausted, the barbarian took her from that place up to a lonely cave near the summit. There, she buried her love and watched over the grave until she succumbed to the cold.

Now, both of their spirits are trapped on the mountain, unable to rest or be together. Brigde's spirit is tied to the chamber where she died. When the wind passes through the chamber, her spirit mingles with it and she can manifest through the song, but only for as long as the season lasts.

Melody's ghost wanders farther, attempting to draw travellers to their resting place, eager to reunite with Brigde and finally rest. She is unable to communicate directly, but lost travellers will often see her in the distance.

Neither Brigde nor Melody manifest as a literal ghost, but their presence should be felt throughout the adventurer's journey to the summit of the mountain.



ADVENTURE HOOKS

The adventurers are gathered at the Whistling Gallows in search of adventure, fame, and fortune in the frozen North, huddled around the warm hearth and listening to the ghost stories and tales of the locals. They heard “The Song” first hand on arrival and have been listening to some of the tales the older townsfolk share about it while sheltering from the cold at the inn.

Any of the following story hooks can be used, paraphrased, or mixed together, but the search for the missing hunter should be the adventurer’s primary goal as they set out in chapter 2.

THE SEARCH PARTY

Lyra Breac, a young, headstrong hunter has not been seen in days. They are obsessed with the tale of Melody and Brigde because of their shared Reghed heritage, and they reportedly set out alone across the tundra to discover the truth behind the story.

A day later, upon seeing that Lyra has not returned, panicking family members will show up in the Whistling Gallows, seeking someone to go out on the tundra and track them down. The family doesn’t have a great deal to offer as payment, but they have managed to scrape together a sum of 15 gp per adventurer as a reward for bringing Lyra back alive and unharmed.

DISCORD ON THE TUNDRA

The strange song that carries on the wind every winter season has never changed in the past, but this year something seems to have affected the melody. Discordant tones break through on occasion. When they do, some folks have disturbing nightmares, and others can’t seem to sleep at all. Someone is needed to investigate the source of the song and find out what has gone wrong. The town has put together a reward of 50 gp for discovering the cause of this disruption and ideally putting an end to it.

TROUBLESOME CULTISTS

Hunters from Lonelywood are being harassed by a sect of Auril cultists who have been operating in the region. Recently they have become violent and several disappearances have been attributed to the cult. Lonelywood is in need of mercenaries to track the cultists down and make sure they stop causing trouble by whatever means necessary. The last known sighting of the troublemakers was close to where the tundra meets the Reghed glacier. The town will offer 50 gp for a group that succeeds in this task.

PERSSON’S MAGNUM OPUS

Whatever the initial hook, the party will be approached at the end of their evening in the tavern by the bard, Anders Persson, who offers to accompany them. He claims to be gathering material for a ballad he is writing about Brigde and Melody.

Despite feigning concern for the missing hunter, he has no interest in whether they find them or not. If the party absolutely refuses to allow Anders to travel with them, then he will simply follow them at a distance with his hired mercenaries, let the party clear a safe route to his objective, and confront them at the peak of the mountain in the finale as per chapter four.

MAJOR NPCs

LYRA BREAC

Lyra is one of the youngest hunters and trappers in Lonelywood. Human, but with clear signs of Reghed blood, they have the fiery bright red hair of the tribe folk, but tan colored skin, weathered a little beyond their years due to exposure to the tundra. Lyra is fascinated by stories of the Reghed and their way of life, and the tale of Melody and Brigde in particular has captured their imagination.

Motivation: Make a name for themselves by discovering the source of the Song In the Mountain.

LYRA BREAC

Medium humanoid (human), neutral good

Armor Class 13 (padded armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Stealth +4, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Reghedjic

Challenge ½ (100 XP)

Keen Hearing and Sight. Lyra has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Lyra makes two melee attacks with her spear.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 feet. or range 20/60 feet., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

ANDERS PERSSON

Anders is a ruggedly handsome human man with lightly tanned skin and unshaven stubble. He has a pleasant smile, but his eyes often have a steely, hard-set look to them. Most of the time he is dressed in a well worn chain shirt, accessorized with belted plaid. A weathered lute with “Dahlia” carved into its surface is strapped to his back when not in hand, and a pair of twin shortswords sit at his belt.

Anders is secretly a spy for the Arcane Brotherhood, initially sent to gather intelligence on the leading voices within the Ten Towns, and is in command of a small group of mercenaries who are also in town, disguised as trappers. He is currently searching for a way of gaining influence and favor with the Reghed tribespeople in the region.

Anders carries a small, leather-bound journal on him at all times, containing a list of names, locations, and dates in Undercommon. Careful examination reveals that the names and locations correspond to important figures of influence throughout the Ten Towns. Some names are crossed out, while others are circled or have question marks after their entries.

Motivation: Anders is convinced a magical item, a Reghed hunting horn, is the source of the song and that recovering it will provide a means of ingratiating himself with the Reghed tribes. If he can trick others into doing most of the dirty work to recover it for him, all the better.



ANDERS PERSSON

Medium humanoid (human), neutral evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +4, WIS +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Common, Undercommon

Challenge 2 (450 XP)

Spellcasting. Anders is a 4th level spellcaster. His spellcasting is Charisma (spell save DC 12, +4 to hit with spell attacks). He knows the following bard spells:

Cantrips (at will): *mage hand*, *vicious mockery*, *message*

1st level (4 slots): *bane*, *tasha's hideous laughter*, *faerie fire*, *distort value*, *comprehend languages*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. Anders can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Anders can confer this benefit on himself as well.

Taunt (2/day). Anders can use a bonus action on his turn to target one creature within 30 feet of him. If the target can hear Anders, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the Anders's next turn.

ACTIONS

Multiattack. Anders make two attacks with his shortswords or one with his crossbow.

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

Light Crossbow. *Melee Weapon Attack:* +4 to hit, range 80 feet./320 feet., one target. *Hit:* 5 (1d8 + 2) piercing damage.

SIRENIA OF THE WINTER COURT

An impossibly pale eladrin elf, Sirenica has almost translucent white skin. Her otherwise perfect features are marred by a blackening corruption from her exposure to black ice.

Seemingly undernourished and with milky, rheumy eyes that suggest the onset of some manner of blindness, she nevertheless demonstrates a degree of ferocious inner strength and confidence. Both her hands are blackened with what looks like some sort of malignant frostbite, but she seems oblivious to any pain from it.

Exiled to the Prime Material Plane by an archfey of the Winter Court for her experiments using esoteric musical cues and tones to fuel dangerous appetites, Sirenica was drawn north into the cold embrace of the Spine of the World. She quickly discovered Auril—a master as bitterly cold as her former mistress, but one who indulged and encouraged her particular skills.

Motivation: Sirenica is obsessed with using music as a means of unlocking untapped power. The Song of the Mountain has an energy to it that Sirenica wishes to exploit for her own purposes, by manipulating the sounds created as the ‘music’ passes through the old remorhaz lair using what remains of the creature’s corpse.

She has little interest in anything else, and the party could bargain with her for safe passage, providing they do not interfere with her creation.



SIRENICA OF THE WINTER COURT

Medium humanoid (eladrin elf), chaotic neutral

Armor Class 15 (chain shirt, 17 with shield of faith)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Religion +4, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, Elvish

Challenge 2 (450 XP)

Spellcasting. Sirenica is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following spells available:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*, *ray of frost*, *toll the dead*

1st level (4 slots): *ice knife*, *shield of faith* (active), *inflict wounds*, *healing word*

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

3rd level (2 slots): *sleet storm*

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

Fey Step (Recharge 4–6). As a bonus action, Sirenica can teleport up to 30 feet to an unoccupied space she can see, providing there is a layer of snow or ice present.

ACTIONS

Multiattack. Sirenica makes two melee attacks with her unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) cold damage.

Potions of Healing. Sirenica has two potions of healing that she tries to save in case she has to flee battle while wounded.

BRIGITTE OF THE TUNDRA'S CRY

Brigitte is a light skinned Reghed woman in her mid-forties, tall and muscular with long red hair tied back in braids peppered with trailing wisps of grey strands. She wears the pelt of an elk, its head forming a hood that can be pulled down over her face.

Twisting blue woad patterns are daubed across her bare arms and legs, in repeating cycles. Brigitte is out on the tundra seeking her mother's spirit. She recognizes something in the song carried on the unnatural winds in this place and is convinced that both Brigde and Melody are still trapped here, unable to properly rest.

As a child she resented the stranger, Melody, who she believed had stolen her mother away from her, something she feels extremely guilty about today.

Brigitte uses the calcified bone of some unidentified creature as a club. She also carries clumps of ice moss, a natural medicinal plant found on the tundra. She has enough for four applications, which can be applied as an action to immediately stabilize an unconscious creature.

Motivation: Above all Brigitte wants to ensure that the spirits of her mother and Melody are at rest. Knowing that her tribe would not permit Brigde to be buried with an outsider, she has prepared a funeral ritual to be sung at a graveside ceremony, to set the two of them to rest together where they lie.

Throughout her time travelling with the party, Brigitte will occasionally hum and recite words in the Reghed tongue under her breath, as she practices the burial rite she has rehearsed.

If she is fatally wounded during her travels with the party, she will divulge her plan to the adventurers with her last breath, handing them the written ritual to follow and pleading for them to put the lovers' souls to rest in Tempos's name.



BRIGITTE OF THE TUNDRA'S CRY

Medium humanoid (human), chaotic good

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	11 (+0)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common, Reghedjic

Challenge 2 (450 XP)

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

Fortitude. If reduced to 0 hp, Brigitte can make a Constitution saving throw with a DC of 5 + the damage sustained, unless the damage is from a critical hit. On a success, she drops to 1 hp instead.

Practiced Command (1/Short Rest). Brigitte can use her bonus action to give an order to any ally within 90 feet of her. This ally can immediately use its reaction to make one melee attack.

ACTIONS

Club. Melee Weapon Attack: +5 to hit, reach 5 feet., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage.

LONELYWOOD

Lonelywood is the most remote and northerly of the Ten Towns, nestled between thick evergreen woodlands and the cold waters of Maer Dualdon. The hardy folk that exist here have been toughened by harsh winters, raiding Reghed tribes, and far stranger things that have risen from the ice in years past.

Trade: The town survives through fishing, hunting and trading lumber with its southern neighbours.

Goods and Supplies: Provisions and equipment can be purchased either from the Happy Scrimshander or the local temple of Waukeen

Religion: In addition to Waukeen's temple, there is a small garden shrine to Mielikki in the forest on the outskirts of town.

Accommodation: The Whistling Gallows is the primary inn for travellers in the region. A cozy, stone-walled building sunk into the ground for extra warmth, it's a popular spot for locals and visitors to escape the cold and indulge in gossip and storytelling.

2: THE TUNDRA'S LAMENT

THE ADVENTURERS SET OFF IN SEARCH of their quarry. The journey across the tundra will take three days with the adventurers requiring shelter for the night twice. Travel will lead to a mountain on the edge of the Reghed glacier. Refer to Chapter 5 of the *Dungeon Masters Guide* for rules on harsh wilderness travel.

Events will unfold each day and night as follows below, but you should feel free to add your own environmental challenges should the party lose their way, or add suitable combat encounters if using traditional experience point advancement.

Adventurers should be level 2 by the time they have reached the base of the glacier and begin part three.

LEAVING LONELYWOOD

The woods of Lonelywood give way to the bleak expanse of open tundra. Miles of white extend as far as you can see. Harsh winds howl across the expanse, bringing with them the occasional fleeting note of that strange, sad music, as lonely and desolate as the landscape.

At this point Anders will suggest a song to brighten the mood to 'set us off proper, hmm?' While Anders is with the party he should regularly break out into song, playing cheerful ditties from his repertoire. This is secretly so that his mercenaries can easily track him,

and to pass on predetermined coded messages. He will also use his Song of Rest ability whenever the party sets up camp for the night, just to ingratiate himself with the group further.

If ever prevented from playing, he will resort to using the *message* cantrip whenever he can to pass on instructions to his men.

The trip to the glacier is split into three days, with some optional nighttime events while camping to add context to the events of the story and keep the adventurers on their toes. It should feel like there is a constant, unnatural presence watching and guiding the party across the tundra.

THE DISCORDANT SONG REPEATED

Throughout the adventure, until Sirenia's construction is destroyed, The Discordant Song will regularly surround the party and overwhelm their senses. Whenever the party takes a short or long rest, each adventurer must succeed on a **DC 12 Wisdom** saving throw or roll 1d6, consulting the table below.

1: There is something immediately different about the song to your ears this time: a cacophony of unpleasant notes that's almost painful to hear. You take 1d4 psychic damage. If you are in the midst of a long rest then you have a troubled sleep and do not reduce your exhaustion level as normal, though all other benefits still apply.

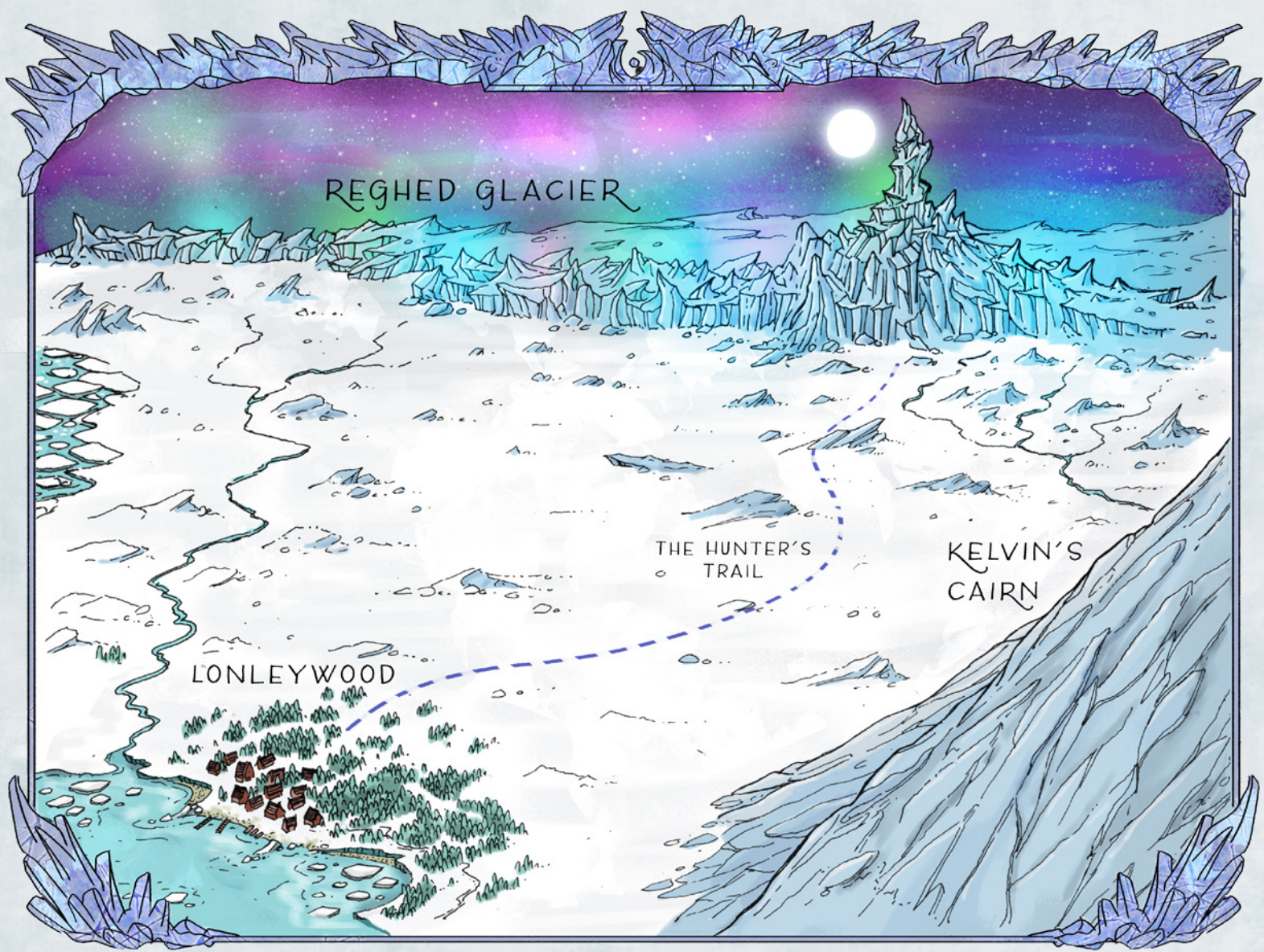
2-3: You experience a sensation of great sorrow, loss, and loneliness. You have disadvantage on your next attack roll, skill check or saving throw.

4-5: Though the song is heartbreaking, it has no physical effect on you.

6: You have an almost euphoric reaction to the song, an empowering hope of the love that transcends the physical form. This emotional boost grants you advantage on your next attack roll, skill check, or saving throw..

DAY ONE

As the first day of travel progresses, determine which adventurer(s) take the lead as navigators. They need to succeed at a **DC 10 Wisdom (Survival) check**. Failure means the group ends up travelling off course across difficult terrain for most of the day, gaining a level of exhaustion. You can insert your own additional encounters here if you wish to extend this part of the adventure, otherwise the day passes without incident until early evening when the weather starts to turn bad.



2.A BY THE LONELY LAMPLIGHT

Clear skies darken as evening falls and the wind whips up around you. A flurry of heavy snow begins to fall, cutting your visibility dramatically, and as night approaches you are soon pushing up against a raging tempest of ice and wind, numbing you.

In the air, The Song is louder than ever, making your head buzz. But out of the corner of your eye, just for one brief second, you see a figure on a nearby ridge, the glow of a lantern held high, beckoning you over. In the next instant, the figure vanishes behind drifting snow.

If the party presses on, they won't find anywhere suitable to shelter and will need to make a **DC 10 Constitution** saving throw or take one level of exhaustion before the storm passes enough to take what little rest they can.

Tracking the location of the figure takes them to the remains of an abandoned camp, snuggled between a cluster of rocks that form the perfect windbreak: an ideal place to set up camp. There is no sign of the figure, nor any evidence that anyone has been here recently.

While setting up camp, a successful **DC 13 Intelligence (Investigation)** check will reveal the following . . .

DC 5+ A rusted old lantern, half buried in snow. It looks very much like the same style of lantern that the figure they spotted was carrying.

DC 10+ A frozen lump of parchment pages, fragile but preserved by the cold. It looks to be the remains of an old sketchbook with a lot of environmental drawings, as well as portraits of a striking Reghed woman carrying a formidable looking greatsword. The final readable page is a sketch of a towering mountain of ice surrounded by illegible handwriting and one legible phrase, underlined: "We have you now, monster!"

DC 13+ Scratched into the base of one of the sheltering rocks is a phrase, repeated twice—once in common, once in Reghedjic. "Sing loud the song of Melody and Brigde and remember us fondly. Should we fall, we fall together".

During Night One

The first adventurer on watch will see a hooded figure some distance away on a nearby rise. Lamp in one hand, she raises her other hand, pointing eastwards into the distance, before walking behind a cluster of rocks. Investigating the area where she was spotted reveals no tracks or evidence that there was ever anyone there at all.

DAY TWO

The second day is dull and overcast with low visibility. The party scouts need to succeed on a **DC 15 Wisdom (Survival) check** to stay on course. Failure again means the party needs to make a successful **DC 12 Constitution** saving throw or take a level of exhaustion, or you can add your own extra combat or environmental hazard as an alternative.

2.B: BRIGITTE OF THE TUNDRA'S CRY

Around mid-day, the following encounter happens:

A piercing cry sounds in the air and large fur-clad bodies rise up from the snow around you—axes and spears bristling with threat. The stern face of Reghed tribes-folk surrounds you. Their leader, a colossal woman with stern features, approaches barking something in Reghedjic, before switching to common. "I am Brigitte of the Tundra's Cry. Huntress of the Elk tribe. And I am curious . . . what brings ones so soft as you this far east?"

Brigitte and the hunters number about a dozen and are well armed. It should be clear to the party that they aren't going to win a fight here. Brigitte has neither the interest nor the authority to start trouble with the Ten Towns so should they approach Brigitte with honesty and explain the reason for their travel she will call off the rest of the hunters.

The hunting pack has seen traces of Lyra's camps as she moved across the tundra and can confirm she was headed east towards the glacier.

A successful **DC 16 Charisma (Persuasion) check** could be used to trade and exchange goods with the hunters if needed. They have plenty of fresh caribou meat to spare and would be willing to trade for practical equipment.

Brigitte will state that she's personally interested in finding the source of the song and will elaborate on what she knows (see the NPC section for her details and motivations). She will prefer to join forces and offers herself as a guide, sending the other Reghed off to continue their hunt without her.

2.C: BRIGDE'S DIRGE

Night approaches again, the sky darkening to stars and the pale light of Selune. As you search for a place to camp for the night, you are startled by the sound of a woman singing. Not the strange alien noise on the wind, but a deep voice, close by and full of sorrow. The words of the dirge are indistinct and hard to make out, but the tone is one of bitter loss and heartbreak.

Brigitte will look startled for a second, then easily lead the group towards the source of the singing. If any adventurers can speak Reghedjic they can recognise it as the spoken language but can't make out any words. Brigitte will not reveal the fact that she recognises the voice, but a successful **DC 16 Wisdom (Insight) check** will reveal that she is very clearly emotionally affected by it.

The party arrives at the site of another old, abandoned camp. Brigitte will suggest making use of it if the adventurers do not.

Making a successful **DC 12 Intelligence (Investigation) check** while setting up camp will uncover a carved scrimshaw figurine of a tiefling buried in the snow. It is worn with age but carved with meticulous care and attention to detail. An inscription on its base in Reghedjic reads "An infuriating love, but love all the same."

Brigitte will immediately recognise this phrase as something her mother had said when she was a child and will quietly ask to keep the carving, admitting that she believes it belonged to her mother.

During Night Two

The clear sky will be lit up by a breathtaking display of swirling colors of the northern lights. Anyone on watch who succeeds on a **DC 12 Wisdom (Perception) check** will see, off in the distance, a lonely yellow light somewhere on the tundra ahead, moving away from them, before blinking out.

DAY THREE

The third day's travel is remarkably easy with Brigitte leading the group, and by mid-day the party will have arrived at the glacier.

2.D: AT THE BASE OF THE MOUNTAIN

The ice of the great Reghed Glacier rises up like the walls of a fortress, stretching endlessly as far as you can see. Taller still is the twisted mountain of ice before you. Formed by countless years of crushing weight by the pressure of the surrounding ice, this spiralling peak is beautiful and intimidating. The source of the song lies somewhere within this terrible wonder.

A successful **DC 14 Wisdom (Survival)** check from a party member while investigating the base of the mountain will lead to a half built campfire. Brigitte will point it out if necessary.

Nestled between two low flat rocks is a small shelter. It looks as if the person setting up was interrupted. A fire pit remains half formed, and the body of an uncooked rabbit sits abandoned.

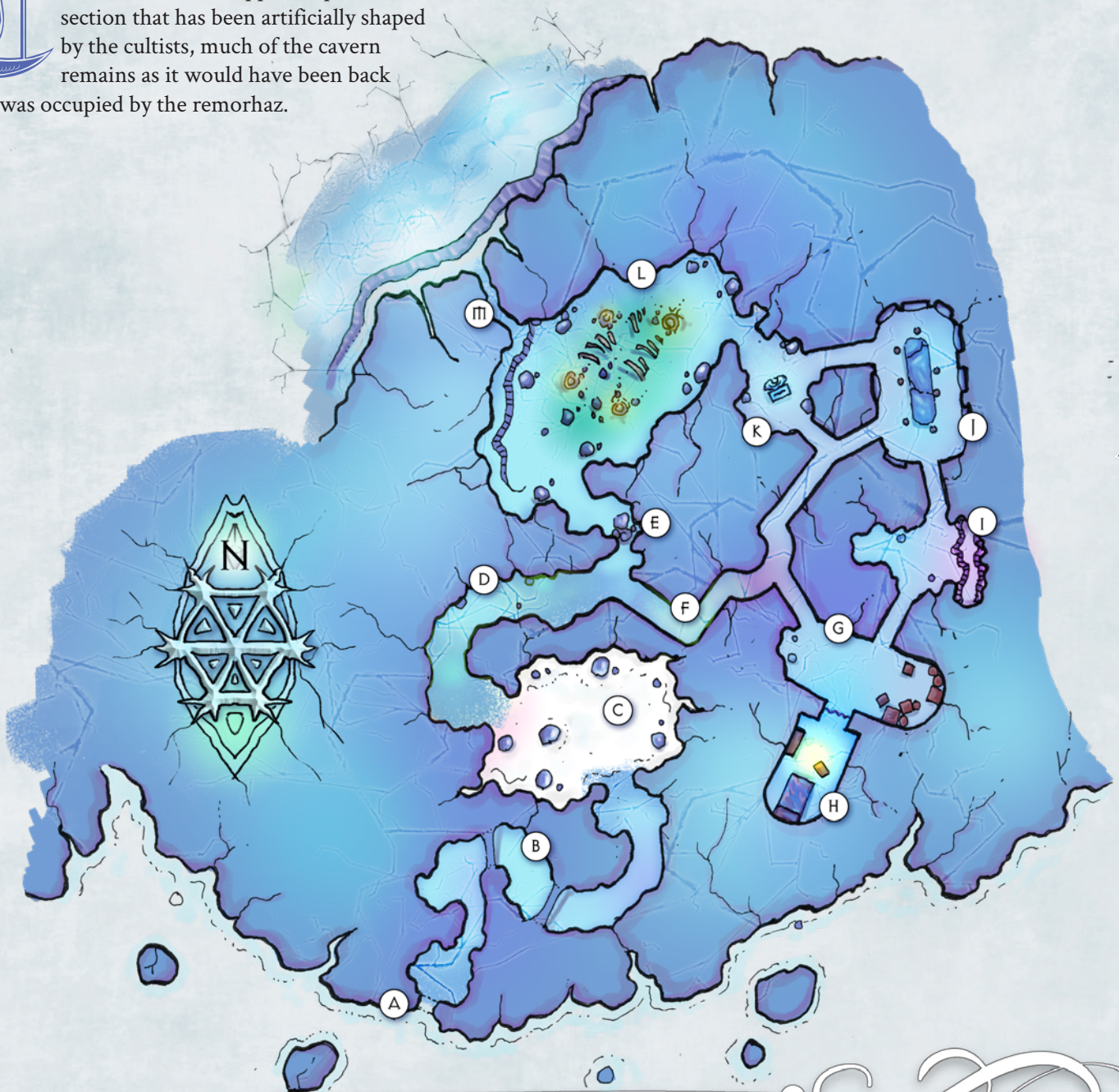
There are signs of a struggle, and the tracks of several humanoids lead a short distance to an otherwise nondescript section of the ice wall. The tracks lead to the illusion-hidden entrance to the mountain burrows, continued in Part Three.

3: AURIL'S DISCORD

THE BULK OF THE INTERIOR OF THE ICE mountain now serves as a shrine for a cult of Auril worshippers. Apart from a section that has been artificially shaped by the cultists, much of the cavern remains as it would have been back when it was occupied by the remorhaz.

Unless otherwise noted, most tunnels are of smoothed ice with rounded, polished walls rising to tapered ceilings of at least 10' in height. Some effort has been made by the occupants to carve texture into floor surfaces to prevent slipping, but it can still be treacherous. Anyone using the Dash action in combat or otherwise running quickly across a surface runs the risk of slipping and falling prone if they fail a **DC 10 Dexterity** saving throw.

The Auril cult forbids the use of any artificial light sources in the caves, but the natural luminescence of ice means most areas can be considered dimly lit during daylight hours.



THE DISCORDANCE

Until Sirenja's construct is destroyed, every ten minutes of game time that passes within the mountain, roll 1d6. On a 5 or a 6, a discordant shockwave of disparate notes reverberates through the tunnels, echoing outwards from Sirenja's Discord (3.M). Any creature within the burrow entrance (3.C) or deeper is affected by it.

Each creature with hearing must succeed on a **DC 12 Wisdom** saving throw or take 1d4 psychic damage from the shockwave. The shockwave will also extinguish any open flames the party might be carrying. Magical light is unaffected.

Echoes

The curious magic permeating this place has captured echoes of the fateful battle between the lovers and the Burrowing Death. These are noted in each area description. Brigitte in particular should react strongly and emotionally to these scenes if she is present to witness them.

3.A: ILLUSIONARY ENTRANCE

The drag marks in the snow seem to abruptly stop a short distance from the base of the mountain. A steep surface of flat ice, reflects your faces back at you. It is as if whatever was being dragged just disappeared . . .

A narrow arch of ice leads into the interior of the mountain which the cultists have hidden beneath an illusion, making it indistinguishable from the surrounding ice.

A successful **DC 12 Intelligence (Investigation) check** of the area reveals a section of the smooth glacial wall which does not reflect any creatures standing in front of it—an illusion hiding a narrow gap leading into the mountain.

If the investigation check is failed, Brigitte will eventually spot and point out the anomaly, but in doing so will step inside and automatically set off the silent *alarm*.

Detect magic will reveal the illusion, and regular methods of dispelling illusions apply. The illusion leads to a narrow arched passageway that widens into a winding tunnel.

The arch has been enchanted with a silent *alarm* that will activate if anyone passes under it. A successful **DC 12 Wisdom (Perception) check** will reveal delicate etchings in the frost. A successful **DC 16 Intelligence (Arcana) check** can identify key symbols that can be defaced to disable the trap.

3.B: ICE ARCHES

The narrow passage widens into a breathtaking arched tunnel that winds its way deep into the mountain. Mirrored blue-tinged walls reflect infinite images of you across their surfaces, supported by naturally occurring crystalline archways of time-worn ice.

Echo: A deep woman's voice whispers in the ear of one of the trailing party members and there is the sudden sensation of a heavy hand falling on your shoulder and squeezing firmly.. "This is it. The beast is unaware . . . are you ready?"

3.C: THE BURROW MOUTH

The passage widens into a tall, open-ceilinged natural courtyard, choked with snow and ice rubble. Deep scars from some long past battle criss-cross through the ice walls in violent patterns. At the opposite end of this open space, an impossibly smooth and rounded opening runs deeper into the mountain.

There are normally two **cultists** visibly on guard here, but if the alarm at the entrance was triggered there will be one cultist per character and NPC present, hidden in the snow here to ambush the adventurers. A passive Perception of 14 or a successful **DC 16 Wisdom (Perception) check** before entering the room will detect the ambush, otherwise the party will be surprised.

SCALING THE BATTLE

Since the party has Brigitte and Anders on their side, you might find you need to increase the number of cultists to make the fight a decent challenge. If so, you can have more reinforcements arrive during the fight via the tunnel at 3.D. If the party is likely to struggle, some of the cultists might flee into the caves to warn Sirenja of intruders to lower the numbers..

Echo: During battle here, events of the past will bleed into the present, appearing briefly as the adventurers fight. Suggestions include:

- "A large woman in fur and leathers rushes past you, bellowing with rage at some unseen foe, before vanishing."
- "An explosion of ice crystals detonate as part of the cave wall splinters, as if something huge was just thrown against it."
- "The deafening sound of a bellowing roar fills your ears for a split second, though you can't see where it came from."
- "There is a flash of red and black as a spry tiefling woman drops down from above, striking her flashing blades together creating a shockwave of sound . . . then vanishes from view."

3.D: ICE TUNNEL

The entrance leads to an elongated oval tunnel that resembles the throat of some colossal creature. The sensation of travelling deep within this esophagus of ice is distinctly unnerving. Occasional fragments of discordant horns and music echo down the tunnel from the darkness ahead.

Echo: There is a breathy chuckle and a flash of red as the reflected image of a middle aged tiefling woman with curved horns and scarlet skin appears momentarily in the ice. Dressed in leather armour stained almost black with blood, she stops as if to catch her breath, clutching at a wound in her side. The adventurers hear, in a trembling voice, "We have that thing right where we want it now, my dear!" Still chuckling, the figure regains her breath and runs ahead, vanishing.

3.E: COLLAPSE

Ahead, the tunnel seems to twist and collapse in on itself, thick ice blocking further progress.

It would take several days of careful cutting or magic to breach the ice here. Making too much noise here will alert the cultists in the living quarters (3.K) to intruders.

3.F: EXCAVATED TUNNELS

The natural packed glacial ice has been neatly carved here, forming a narrow passageway in the ice.

The excavated tunnels are narrow (5' in width and 10' tall) but much more stable to walk through. The floor of the tunnel is textured with ridges, making it relatively easy to traverse without worrying about slipping.

3.G: GALLERY OF REFLECTION

The flat walls of this chamber are inset with fresh ice murals—delicate carvings honoring the Frostmaiden. Most seem to be works in progress, and ice chips and abandoned cutting tools litter the cave.

One half of the room is set aside for stacked goods, crates, and supplies, and a heavy hide curtain conceals an archway to the south.

The murals are intricate dioramas of winter scenes, incorporating imagery of Auril, white dragons, and other creatures specific to Icewind Dale. The detailing is immaculate but most seem to be works in progress and are half finished.

The goods contain cured meats and supplies, as well as climbing and winter gear, enough to fully equip the adventurers if necessary. Succeeding a **DC 10 Intelligence (Investigation) check** will reveal an area where it looks like someone was tied up briefly, before escaping. Strands of severed rope litter the ice around a wooden stool, having been cut by an exposed metal band on one of the crates.

3.H: SIRENIA'S BEDCHAMBER

This bedchamber is dominated by a bed carved from sheet ice, covered in luxurious animal furs and pelts. Delicate wood furnishings, a table, chair, and chest take up much of the remaining floor space. The central feature, however, is the stunning mural on the wall behind the bed's headboard: a bas relief depiction of a fairytale winter forest and castle.

The bas-relief scene depicts a view from Sirenia's former home in the Feywild.

A full search of the room requires a successful **DC 12 Intelligence (Investigation) check**. Doing so will uncover a journal tucked inside a carefully concealed hollow in the ice wall. It's written in Sylvan and coded, so will require an understanding of the language and study for at least 24 hours to decipher its contents without the use of magic. Success reveals it to be mostly a ranting diatribe promising vengeance against the Winter Court, as well as obsessive observations about the magic behind music and song.

The wooden trunk contains Sirenia's personal belongings.

Treasure:

- A shattered, broken tiara inset with 2 moonstones worth 50 gp each.
- A collection of soapstone animal carvings worth 100 gp in total
- Spell scrolls for *ray of frost* and *armor of Agathys*.
- A delicate silver music box that radiates enchantment magic.

A successful **DC 10 Intelligence (Investigation) check** reveals a phrase along the edge of the music box written in Sylvan: "Hear my song and join its chorus." Anyone in earshot of the box when it is opened will hear a sweet but faintly unnerving melody. The box itself radiates enchantment magic and is worth around 10 gp. DMs can expand on its functions later if required (see Further Adventures).

3.I: ICE FISSURE

The smooth, worked ice gives way to a natural fissure here that drops down towards a disgusting heaped pile of garbage, waste, and a disturbing number of bones—not all of which look like animal carcasses. The stench is horrific.

The cultists dispose of their refuse and previous sacrifices to Auril here. The pit is about 20 feet deep but filled with enough decaying muck to take its height to 10 feet, should anyone fall in or decide to climb down. Anyone falling in or searching the muck risks infection and needs to make a **DC 14 Constitution** saving throw or be poisoned for the next hour while they recover from the experience. Any activity in this chamber risks alerting the remaining cultist from 3.K of their presence.

3.J: ACOLYTE'S QUARTERS

Low shelves have been cut into the walls of this chamber and turned into uncomfortable bedding for its occupants. Several rime-coated footlockers are tucked in beneath a flat table of ice, surrounded by several wooden stools.

The cultists use this as a living space. If the party manages to avoid setting off the *alarm* spell at the entrance then four **cultists** will be present here when they arrive, otherwise there will only be two, the others having joined the ambush at the entrance.

A **DC 15 Dexterity (Stealth)** check can be used to sneak up on the occupants, and in doing so catch the end of a discussion about a hunter who had been captured but slipped their bonds and escaped through the 'rear entrance.' They seem worried that they might disrupt their high priestesses's work.

Treasure:

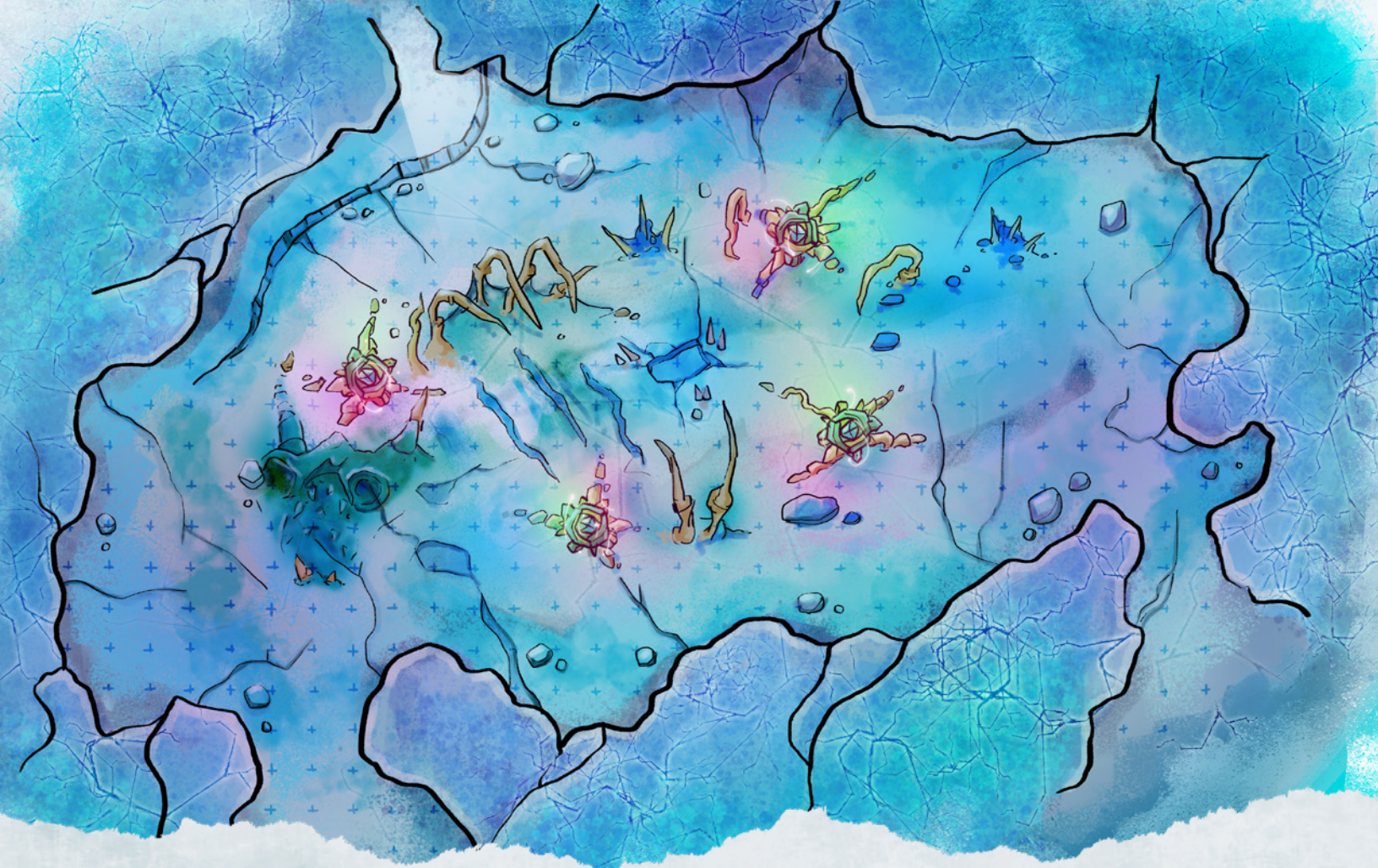
- 25 sp, 5 gp.
- 2 soapstone carvings of Auril worth about 5 gp each.

3.K: AURIL'S SHRINE

This funnel-like chamber of swirled ice tapers up to a point where a sliver of natural light illuminates an imposing figure carved from ice. Auril, the Frostmaiden glares at your trespass from behind a low altar made from a block of roughly cut ice. Inky tendrils of black swirl through the altar's surface, radiating out from what looks like a shard of black ice trapped within. On the far side of the room, a whooping cacophony of noise shrieks into the chamber from another tunnel.

The altar contains the black ice shard taken from the frozen corpse of the remorhaz. Any attempts to interfere with the shrine or altar incur Auril's wrath and those involved will need to make a **DC 16 Charisma** saving throw or become cursed. Until the curse is removed, the victims will be vulnerable to cold damage. The altar itself is as hard as steel and impossible to break but the statue can be easily (but noisily) destroyed.





3.L: SIRENIA'S DISCORD

This cavern is vast and partially open to the elements. Snow flurries drift around the monstrous corpse of a great remorhaz. The cadaverous worm-like body looks as if it has been torn apart—the shattered bones rebuilt into four delicate pylons, held in place by spirals of black, unpleasant looking ice.

As the song echoes through the chamber, you can see this edifice react to it. Drawing the music in and . . . twisting it into something jarring and deeply unpleasant. In the midst of this din stands a pale, elfin woman in ice-blue robes, surrounded by cowed followers. . . seemingly revelling in the cacophony. In between the noise, you can almost make out agonised screams, voices faintly echoing in the chamber from some distant place above you.

Sirenia will defend her creation from the invaders with impressive zeal, along with one **cultist** guard per adventurer. Sirenia herself has a connection with the construct that surrounds her. Whenever Sirenia is reduced to 0 hit points each remaining spire will send off a pulse of spectral blue energy, restoring her health by 1d6 hit points each. If all four spires are destroyed first, then she will be permanently killed instead.

Each spire has an AC of 10 and can be destroyed by two successful attacks which each inflict more than 10 damage in a single strike. As soon as three spires are destroyed, Sirenia will try to retreat and escape, using her Fey Step to try to bypass the party and flee, taking

the knowledge she has gained from this experiment with her to try again at some later date.

While at least one spire remains active, anyone not aligned with the cult who can hear the Discord must succeed on a **DC 12 Wisdom** saving throw at the beginning of each of their turns or suffer 1d4 psychic damage.

SCALING THE BATTLE

Sirenia is a tough opponent for a level 2 party, even with the NPCs on their side. Aside from removing the extra cultists, you could reduce the strength of each pylon so that each only takes one successful hit to destroy instead of two. Alternatively, more cultists can arrive via 3.K as reinforcements if the adventurers are having too easy a time of it.

With the destruction of the last pylon, there will be a final triumphant blast of noise. Everyone in the chamber must succeed on a **DC 14 Dexterity** saving throw or be knocked prone. As the sound dims, the song returns to its usual tempo and cadence.

Echo: For a moment, the party will spot a figure standing at an exit to the cave some distance overhead—a barbarian woman carrying a crumpled red skinned woman in her arms. Brigitte will insist they continue up and that they must be close now.

3.M: MOUNTAINSIDE ENTRANCE

A sloping path around the exterior of the cavern winds upwards to an exit opening to an exterior mountain trail.

Howling wind buffets you as you reach a breach in the cavern wall. Snow and wind shriek and tear through you. Beyond the opening, a narrow trail winds upwards.

The ledge widens into a trail that begins to lead up, skirting the mountain exterior.

A torn scrap of fur and leather from the material of Lyra's winter clothing flaps in the wind from a sharp edged chunk of ice at the opening.

4: THE SONG ON THE MOUNTAIN



THE ADVENTURE CONCLUDES WITH A skill challenge to climb the treacherous exterior of the mountain, a final twist in the form of Anders' betrayal, and an emotional funeral ceremony to cap off events.

SKILL CHALLENGE

A skill challenge should present the adventurers with the chance to use their skills, spells, and abilities to overcome some significant challenge through collaborative storytelling. You present obstacles to the players (in this case, the dangers of a hostile mountain environment) and assign each a DC, then they come up with creative ways to attempt to circumvent these challenges.

Each skill or method of passing a challenge can only be used once by the same character. Four successes are required to win this challenge and will take them to a jagged vertical split near the mountain's peak where they will find the last resting place of the lovers Brigde and Melody.

Three failures will force them to retreat back to the shelter of the lower cavern to rest and regroup until they can try again.

Adventurers should be encouraged to be creative with their choices of skills to use while ascending this stretch of mountain and you can determine the DC of each attempt depending on the actions chosen and the character involved. Examples could include:

- A **DC 15 Dexterity (Acrobatics) check** to leap a dangerous crevasse.
- A **DC 12 Wisdom (Survival) check** to navigate a safe route ahead.
- A **DC 18 Strength (Athletics) check** to move a boulder of ice from the path.

Guiding Soul: Melody's spirit helps to guide the adventurers up the mountain. For each skill check, roll 1d6. On a 6, she will provide aid giving the adventurer advantage.

THE SOURCE OF THE SONG

Near the summit of the ice mountain, the party discovers the opening that leads to the final resting place of Melody and Brigde, about twenty feet inside the mountain.

The narrow tunnel opens into a circular cavern with a tall, fluted ceiling. Wind echoes down from above, loudly reverberating through the chamber. In the center lies a small, lonely grave, marked by a domed cairn of loose rocks capped by a crossed pair of blades. Acting as a headstone is a formidable greatsword, covered in etchings and Reghedjic text.

Kneeling beyond it is the frozen body of a Reghed woman, long dead but preserved by the freezing ice, protectively shielding the resting place.

Lyra is alive, huddled in one corner for warmth around a small fire. They have a level of exhaustion but are otherwise unharmed and will be grateful for the rescue. The body beneath the cairn, and the one frozen above it are indeed Brigde and Melody. Brigde's greatsword *Frostvakt* marks the grave like a headstone, and Melody's weapons *Aria* and *Cadence* lie atop the stones of the grave.

ANDERS'S BETRAYAL

Frostvakt would be the perfect prize to use to gain the favour of the Reghed, so **Anders** uses *message* to signal his men to approach. They will arrive as the adventurers are tending to Lyra but before Brigitte has a chance to begin arranging her funeral rites. (Alternatively, you could choose to have them interrupt the funeral ceremony).

The clink of metal chain and squeak of leather breaks through the howling wind, as several armoured figures step into the chamber—grizzled fighters in hooded fur cloaks.

"A touchin' scene," one of the figures barks. "But WE'LL be takin' all the goodies. Right, Anders?"

Anders shrugs at the rest of you. "Sorry, but I'm afraid I'll be taking that sword my friends. Nothing personal."

Anders is not prone to monologuing and will never knowingly betray his connections to the Brotherhood, but if pressed he might let slip that 'his employers' demand results and that he has little choice but to comply.

There is one **bandit** per adventurer and NPC, and at least one **bandit captain**. Anders will fight to the death, fearing the alternative if he fails the Brotherhood.

SCALING THE BATTLE

The party is likely to be wounded and lacking in spell slots by this stage, so adjust the number of regular bandits accompanying the group to suit the party's current strength. You can also have Lyra join the fight on the adventurers' side to make up the numbers, though they stay back and attack from range.

THE FUNERAL RITE

With Anders's betrayal dealt with, Brigitte turns her attention to the grave again, gently pulling out a small bowl and parchment. *"I need to prepare the proper rites, so that their spirits can be together and pass on to Tempos's halls . . . Will you help me?"*

The funeral rite proceeds as follows.

Stage one: Brigitte asks each adventurer to put a personal item or piece of themselves (such as a lock of hair) in a clay bowl, which she then sets alight. She places a cut braid of her own hair in the bowl, while Lyra offers up a carved wooden childhood toy.

Stage two: Brigitte asks each adventurer to relate a moment that granted them peace, so that the spirits can witness and live by example. Brigitte states "When I forgave the stranger I thought stole my mother from me," and Lyra states "When I was first accepted for who I am".

Stage three: Brigitte will sing her funeral dirge. (see sidebar).

When the ceremony is over. The song fades, silence falls on the chamber, and the spirits of Brigde and Melody are seen briefly together next to the grave before fading away. Brigitte emotionally declares the ceremony complete.

Upon finishing, Brigitte will claim *Frostvakt*, her mother's sword, but will suggest someone else can give *Aria* and *Cadence* a new home. If someone in the party confronts her about *Frostvakt*, she will claim they can earn the right to wield her, if they can prove themselves worthy (see further adventures).

BRIGITTE'S DIRGE

*Tempos hear the Tundra's Cry
When We fall into the shadow of Ice and snow
The Elk Spirit guides our way home*

*Sing the Song of Reghed
Blood of my blood
Sing the Song of the Snow
Life of my life*

*Tempos bring these souls to your side
To hearth of song and fire
Warriors and lovers, lost in battle
To sit by your honored side*

*Sing the Song of Reghed
Heart of my Heart
Sing the Song of the Snow
Soul of my Soul*

*Brigde, mother, life of my tribe
Let your song fall silent
Melody of heart, beloved of my tribe
Let your song fall silent*

*Tempos, heart of Reghed
Sing them home from ice and snow
Tempos, soul of Reghed
Freed from bonds of ice and snow*

EPILOGUE



ONCE ANDERS'S BETRAYAL HAS BEEN dealt with, the spirits of Brigde and Melody are at rest, and Lyra has recovered, the adventure is essentially complete. The adventurers can advance to level 3.

Brigitte will part ways with the adventurers once they are outside the mountain, returning to her hunting group. If any adventurers wish to challenge her for *Frostvakt*, she will leave them a means of finding her tribe's current camp.

If Sirenia escapes alive, she will take the shard of black ice from the altar in Auril's shrine with her. On leaving the mountain, the adventurers will discover the altar shattered and the shard of black ice it contained missing.

Retracing their steps and travelling back to town should be uneventful and, with luck, they will return Lyra alive and well to a grateful town. Rewards are given out as per the story hooks, and a celebratory feast is offered at the Whistling Gallows, on the promise of an account of their adventures.

Though celebratory, the feast is tinged with a little sadness. The wind no longer carries that sad, mournful song with it, and somehow that only seems to enhance the loneliness of the tundra.

FURTHER ADVENTURES

SIRENIA'S LEGACY

If Sirenia survived, she has fled with the shard of black ice and a head full of ideas to expand on her experiments in the cavern. The corrupting influence of both could lead to greater problems for the region, as Sirenia seeks to establish a new base of operations and continue her work. If the party has her silver music box, then they may start experiencing disturbing dreams and portents as Sirenia's work progresses.

ANDERS & THE BROTHERHOOD

The Arcane Brotherhood is not happy with the loss of an accomplished spy, making the adventurers targets for retaliation. The adventurers could also follow up on some of the names in his 'little black book' which could lead them to a wider conspiracy.

THE GRAND HUNT

If an adventurer claims the right to wield *Frostvakt*, Brigitte will approach the party at some point in the near future with a suitable challenge. She would be honored to have the party join her in a grand hunt, to honor the spirit of her mother and Melody, and to win the right to wield the greatsword.

APPENDIX B: ENEMIES

BANDIT

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 feet., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 feet., one target. *Hit:* 4 (1d6 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws STR +4, DEX +5, WIS +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages Common, Undercommon
Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 feet., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

CULTIST (AURIL)

Medium humanoid (any race), neutral evil

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Deception +4
Damage Resistances cold
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 4 (1d6 + 1) slashing damage.

Auril's Touch (1/Day). The cultist touches a creature within 5 feet and creates a layer of damaging frost across their skin. The target must succeed on a **DC 10 Constitution** saving throw or take 2 (1d4) cold damage and suffer disadvantage on the next weapon attack roll it makes before the end of its next turn.

Auril's Spite (1/Day). *Ranged Spell Attack:* +4 to hit, range 60 feet, one target. *Hit:* 2 (1d4) piercing damage and 2 (1d4) cold damage.

APPENDIX C: MAGIC ITEMS

FROSTVAKT

Weapon (greatsword), rare (requires attunement)

Frostvakt is huge, even for a greatsword, its edge seems permanently frosted with ice and “Frostvakt” is etched on its surface in Reghedjic. The hilt and pommel are stylised in the form of a spiralling white dragon.

How this weapon reacts to a wielder depends on how worthy it considers them.

Chosen of Tempos. If the wielder has proven themselves to the Reghed people then the weapon has the following effects:

You gain a +1 bonus to attack and damage rolls made with this magic weapon and the wielder has resistance to cold damage. You are also able to instantly tell which way is north in an arctic or mountain environment.

Shield of Frost. A spectral frost covers you and your gear. When you complete a long rest you gain 10 temporary hit points. If a creature hits you with a melee attack while you have these temporary hit points, the creature takes cold damage equal to half the damage inflicted against your temporary hit points.

Hunters Eye. While in an arctic or mountain environment, you can cast *locate creature* without using a spell slot. Once you do so, you cannot do so again until the next dawn.

Scorn of Tempos. If the wielder attunes to the weapon without first proving their worth then the weapon has the following effects.

You gain a +1 bonus to attack and damage rolls made with this magic weapon and the wielder has resistance to cold damage.

Cursed. Attuning to *Frostvakt* curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one.

In addition, while the sword is on your person, you must succeed on a **DC 15 Wisdom** saving throw whenever you take damage in combat. On a failed save, you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it. The curse can be removed in the usual ways, or the wielder can seek out a tribe of Reghed and accept a challenge in order to become worthy of wielding the blade.

ARIA

Weapon (rapier), rare (requires attunement)

This intricately decorated rapier appears to have been modified with Reghed runic symbols around its guard, and it has a pommel and grip in the shape of a musical note.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to *Aria* the wielder has resistance to cold damage.

Duet. As an action, you can strike *Aria* against *Cadence* to create a sudden loud series of musical notes that are painfully intense. Hostile creatures within 20 feet of you take 2d8 thunder damage on a failed save and are stunned until the end of their next turn, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. You do not need to be wielding *Cadence*, but if you aren't, then *Cadence's* wielder must be attuned to it and use its reaction to allow you to activate this effect. Once you use this feature, you cannot use this ability with either weapon again until the next dawn.

CADENCE

Weapon (dagger), rare (requires attunement)

This elaborate, delicate dagger has a long, wavy blade and the image of a lithe tiefling playing a harp on its hilt.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

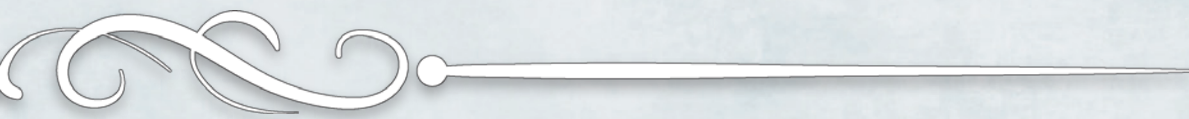
Duet. As an action, you can strike *Cadence* against *Aria* to create a sudden loud series of musical notes that are painfully intense. Hostile creatures within 20 feet of you take 2d8 thunder damage on a failed save and are stunned until the end of their next turn, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. You do not need to be wielding *Aria*, but if you aren't, then *Aria's* wielder must be attuned to it and use its reaction to allow you to activate this effect. Once you use this feature, you cannot use this ability with either weapon again until the next dawn.

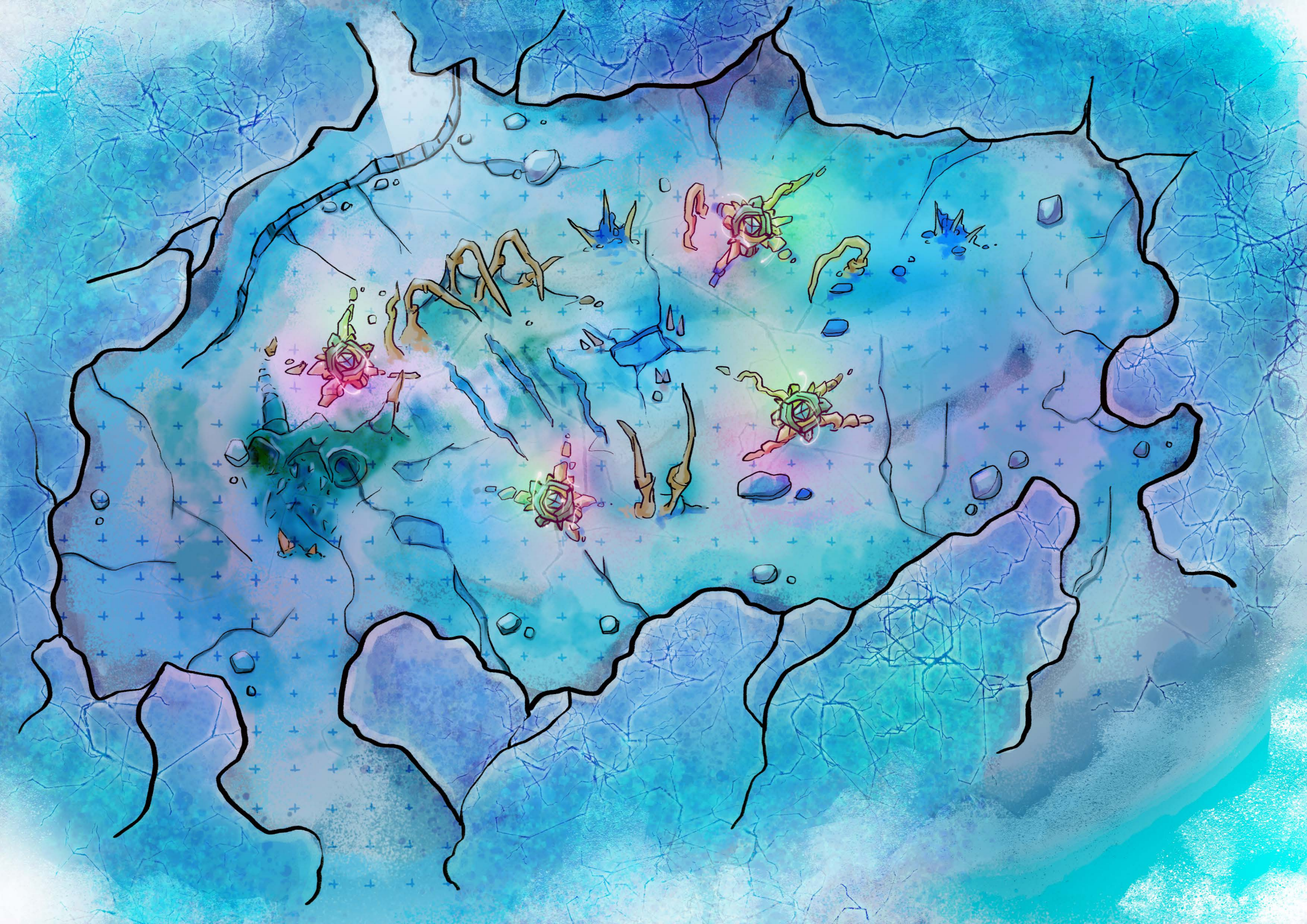


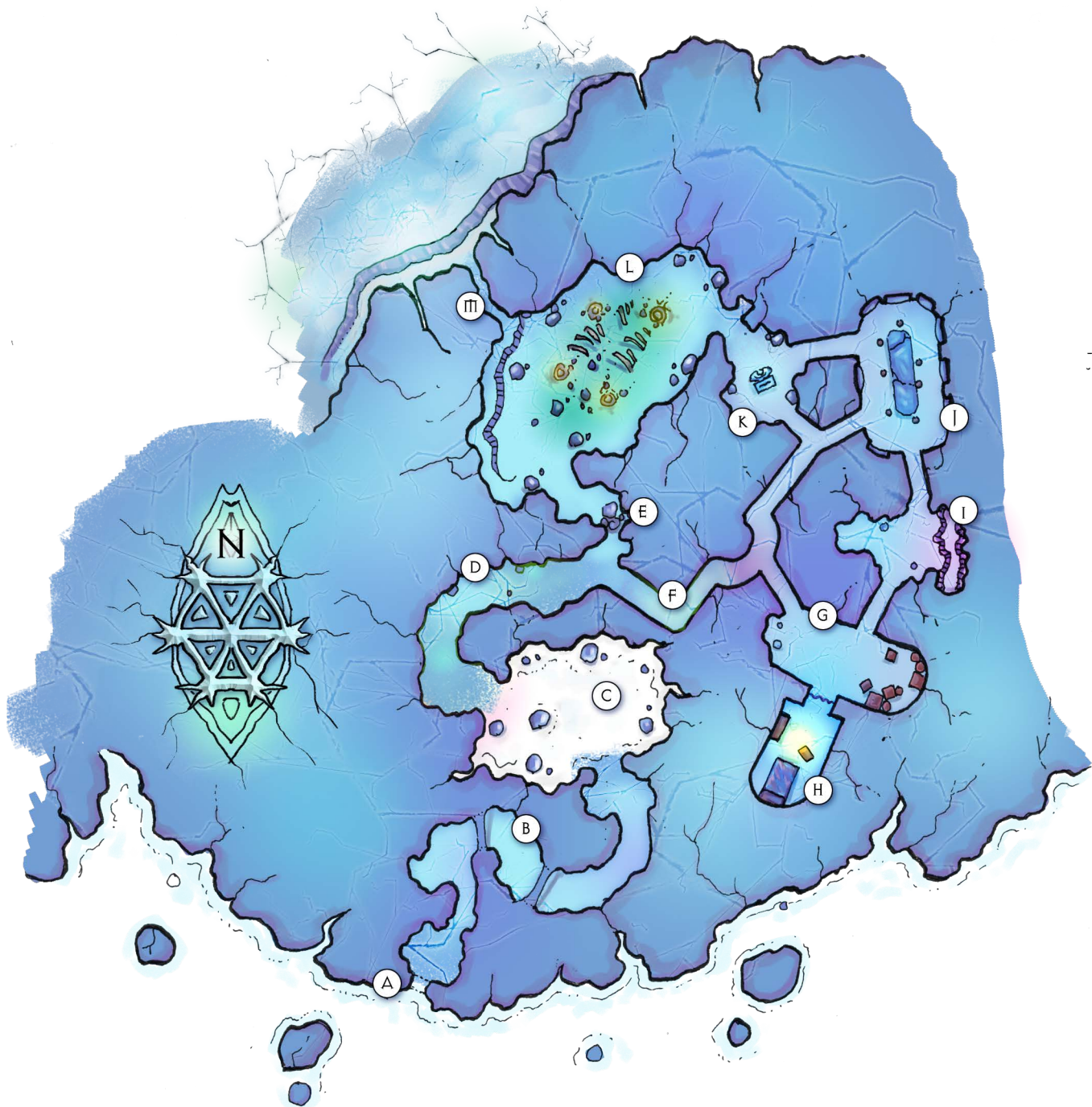
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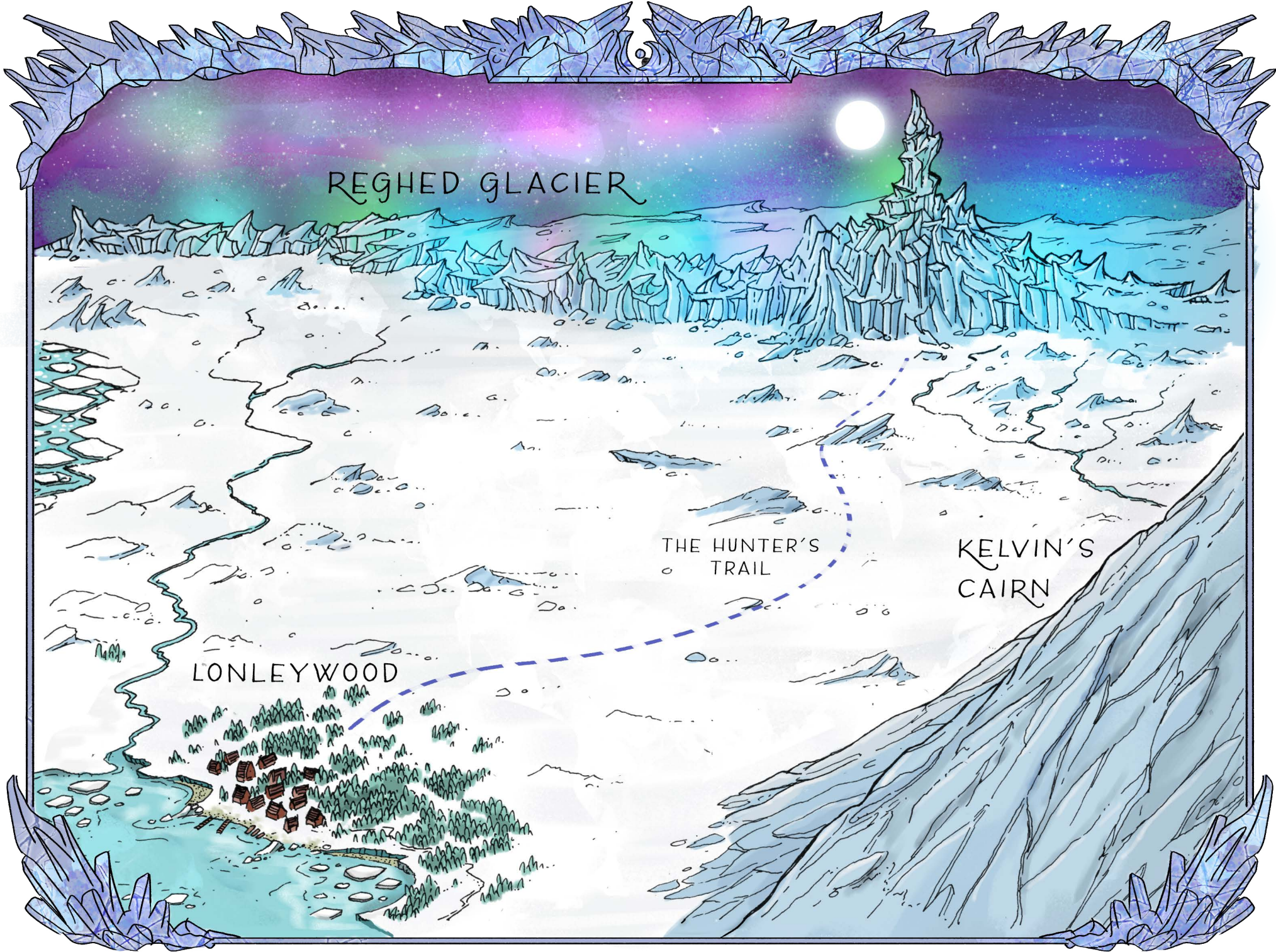
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