

STRANGE TIMES IN THE TEN-TOWNS

Carl Vandal

A four to six hour adventure, for 1st—3rd level characters.

Set in the Forgotten Realms.



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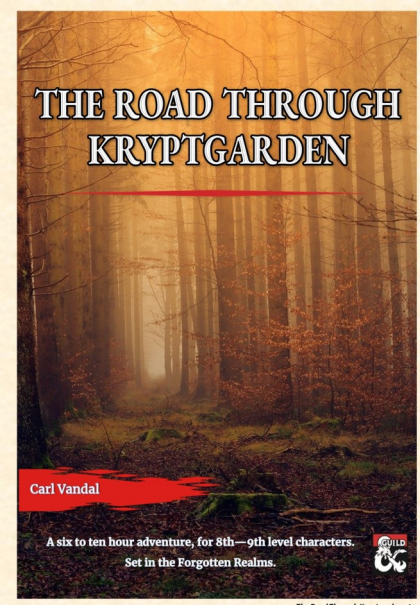
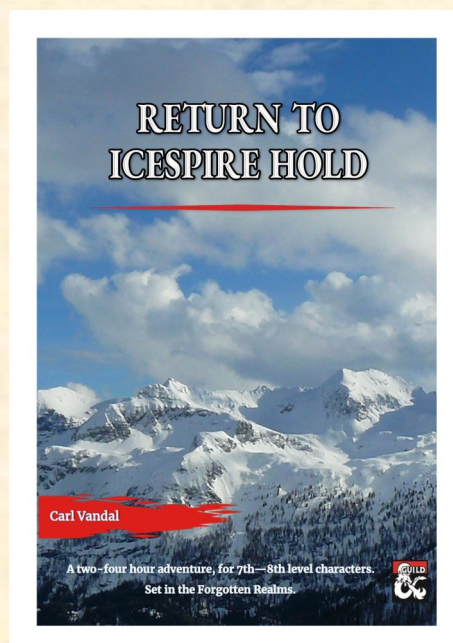
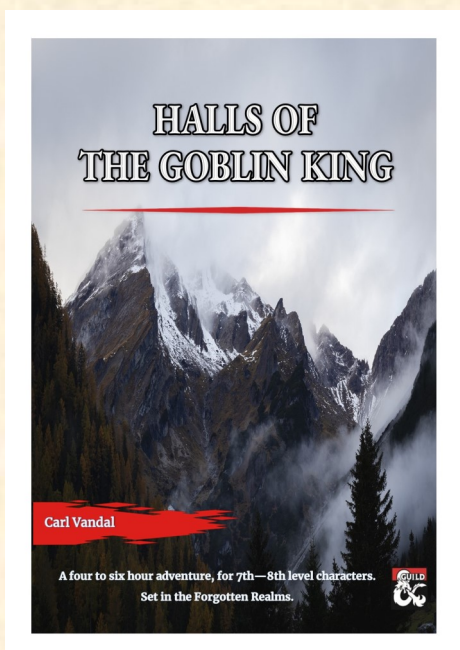
NOTES

All the creatures and magic items detailed in this adventure can be found on www.dndbeyond.com, either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

ABOUT THE AUTHOR:

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Map of the Sword Coast—created by Christian Zeuch (www.czrpg.com)

INTRODUCTION

This adventure is for five to six 1st-3rd level Dungeons & Dragons 5th Editions characters. By the end of the adventure the characters should reach 5th level. The material contained in this document can serve as a one-shot adventure, or a quick side adventure for your established game. This adventure is set in the Forgotten Realms and can act as an add-on to “Icewind Dale: Rime of the Frostmaiden”, although it is written as taking place after the events of that adventure, or it can be used as a fresh start point following the events of that adventure.

BACKGROUND

North of the Spine of the World and west of the towering Reghed Glacier is the frigid expanse known to its inhabitants as The Ten-Towns and Icewind Dale. Few dare to explore, let alone inhabit this area.

This icy land of windswept tundra was, until recently, locked in a perpetual, dark winter without reprieve. Auril the Frostmaiden, the divine embodiment of winter’s fury, dominated the land.

A small group of brave adventurers took it upon themselves to oppose the will of the Frostmaiden, and after a number of chilling encounters, they succeeded in lifting the everlasting winter. However, there is always a new problem that will arise in Icewind Dale to challenge brave heroes.

TENDAYS AND DALERECKONING

In the Forgotten Realms setting, a week is ten days long and is referred to as a tenday. There are three tendays per month and twelve months in a year. For more information on the calendar of the Forgotten Realms, see “[The Calendar of Harptos](#)” sidebar in the [Dungeon Master’s Guide](#).

Dalereckoning (DR) is the most common year measurement. This adventure is assumed to take place in 1492 DR or later.

ADVENTURE HOOK

The characters start off in the area of the Ten-Towns. Following an initial attack on the settlement by a small party of ice goblins, the party is approached by the Speaker of the Town and asked to investigate the appearance of this new threat.

Tracking the ice goblin raiding force back to their lair leads the party to a small cavern complex. In the complex they encounter the ice goblin tribe and learnt that they have been forced to move south to the local area due to incursions from ice warriors.

Once the characters report back to the Speaker with this information, they may then be asked to investigate further. However, that is beyond the scope of this scenario.

CHARACTER ADVANCEMENT

In this scenario, level advancement is handled as follows:

- The characters advance to 2nd level after completing Assault On The White Lady.
- They advance to 3rd level after completing The Streets Of Easthaven and Battle At The Town Hall,
- They advance to 4th level by after completing the journey across Icewind Dale to confront the ice goblins in The Ice Goblin Caverns

By the end of the scenario the characters will have reached 4th level and will be ready to face any further challenges that Icewind Dale might throw at them.

ICEWIND DALE OVERVIEW



The winds sweeping down from the Reghed Glacier, continuously wash over anything and anybody that tries to grow or breathe in Icewind Dale. Inevitably, these winds find a way to overcome every attempt to resist them.

The returned sun offers little respite from the winter’s fury. The days are short, the nights dark. A curtain of light continues to weave across the starry sky—an aurora that no longer portends an everlasting winter but still suggests more threats to the inhabitants of Icewind Dale.



Nomadic humans continue to follow herds of reindeer through their migrations, while others still dare the treacherous waters of the Sea of Moving Ice in search of fish, seals, walruses, and whales to sustain them.

The cold and dangers presented by Icewind Dale, however, are insufficient to deter brave individuals from making the journey to this harsh winter-scape, seeking opportunities and adventure.

SURVIVAL IN ICEWIND DALE

As the players explore The Ten-Towns and embark on adventures in the icy, windy, cold reaches of Icewind Dale, the following should be taken into account.

Avalanches

If the terrain that the players are traversing is prone to avalanches this is evident to the players with a DC15 Intelligence ([Nature](#)) or DC15 Wisdom ([Survival](#)) check. Once the players are aware of the danger they are in they have the option of trying to find another route, which will add time to their journey, or to proceed. Should they choose to proceed then they each need to make a DC15

Dexterity ([Stealth](#)) check. Should more than half the party fail this check, they start an avalanche.

The avalanche cannot be avoided, and each adventurer must make a DC 15 Strength saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. They must also make a DC15 Strength ([Athletics](#)) check to dig themselves out of the snow. Those that fail this must then make a DC15 Constitution check or suffer one level of exhaustion. This cycle continues until either the character digs themselves out of the snow or they suffer fatal exhaustion.

If assistance is given by members of the party that have dug themselves out of the snow, then those still buried need to only make a DC12 Strength ([Athletics](#)) check to free themselves.

Becoming Lost

Travelling across the tundra that is Icewind Dale can be very confusing for the characters. With little in the way of landmarks to assist in navigation, it is entirely possible that the characters may find themselves becoming lost.

The party navigator must make a DC15 Wisdom ([Survival](#)) check every three hours of travel. If they

have tundra as a favored terrain, then they make this check with advantage.

If the Wisdom ([Survival](#)) check succeed, the party travels in the desired direction without becoming lost. If the check fails, the party inadvertently travels in the wrong direction and becomes lost. The characters spend 1d4 hours travelling in the wrong direction before they can make another check to get back on course.

Blizzards

Despite Auril have been beaten, the blizzards that ravage Icewind Dale continue. A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

A blizzard's howling wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom ([Perception](#)) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. A creature falls at the end of its turn if it is flying by nonmagical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom ([Perception](#)) checks that rely on sight due to blowing snow.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

The characters can continue travel in the blizzard but are at a vastly increased risk of getting lost due to the inclement weather. Should they choose to continue the need to all make two DC15 Wisdom ([Survival](#)) checks. If more than half of these are successful the party manages to stay on their route, although the weather adds 2d6 hours to their journey. Should the party become lost then they need to make a further two DC15 Wisdom ([Survival](#)) checks to find their way back, adding a further 2d6 hours to their journey each time this has to be repeated.

If the characters choose to find somewhere to wait out the weather, they need to all make a DC15 Wisdom ([Perception](#)) check to find a suitable location to wait

out the weather. If they fail this check, they are unable to find suitable cover and have to continue their journey. If they find cover, they need to wait for the blizzard to pass, at which point they are able to resume their journey.

Extreme Cold

A creature exposed to the cold must succeed on a DC10 Constitution saving throw at the end of each hour or gain one level of [exhaustion](#). Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather clothing (thick coats, gloves, and the like) and creatures naturally adapted to cold climates, such as reindeer and snowy owlbears.

Temperatures. The average temperature in Icewind Dale is -30 degrees Fahrenheit (-35 degrees Celsius). Wind chill can lower these temperatures by as much as 30 degrees.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of [exhaustion](#). Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Illumination

With the ending of the Everlasting Rime, natural light in Icewind Dale has returned to a more normal cycle. In normal conditions, the sun rises in the morning, with twilight lasting for two hours following sunrise, after which daylight last for six hours, followed by two hours of twilight before sunset. Icewind Dale is otherwise dark until the aurora or the full moon appears in the night sky.

On any single night there is a one in three chance that the aurora will appear. When it does, it lasts for 1d4 hours, providing illumination for the full time.

Overland Travel

The fastest way to travel across the tundra is by

dogsled. But dogs are expensive and require food, water, and shelter. Unless they have more equipment than they can carry, adventurers are better off traveling on foot.

The speed that characters can travel across Icewind Dale's rough, snowy tundra is given in the Overland Travel table. Travel is less time-consuming on the snowy roads and trails that connect the settlements of Ten-Towns.

<i>Method of Travel</i>	<i>Distance per hour</i>
Dogsled	2 mile
Axebeak	3 miles
On Foot	
- with snowshoes	1 mile
- without snowshoes	1/2 mile

Mountain Travel

Traversing the mountains that surround Icewind Dale, or are within Icewind Dale, is particularly arduous because of the unforgiving mountain terrain. At the end of each hour, the character leading the expedition must make a DC15 Wisdom ([Survival](#)) check. On a successful check, the hour's journey was not hindered by weather or terrain. On a failed check, the party comes to an impasse and must backtrack, which costs an extra hour of travel. If the check fails by 5 or more, the party is caught in an avalanche as it backtracks.

The Mountain Travel table shows how fast the characters can move through the mountains on foot or by dogsled. Even in the best of cases, a journey in the mountains takes twice as long as one of the same distance across the tundra.

<i>Method of Travel</i>	<i>Distance per hour</i>
Dogsled	1 mile
Axebeak	1.5 miles
On Foot	
- with snowshoes	1/2 mile
- without snowshoes	1/4 mile

(Please note that travel times have been corrected from those given in Icewind Dale: Rime of the Frostmaiden. These times assume the characters are travelling across difficult terrain. Travel on The Eastway or The Ten-Trail is doubled in comparison.)

ENCOUNTERS IN ICEWIND DALE

Traveling across Icewind Dale requires ability checks to avoid hazards and threats. Any time the party fails at one of these ability checks, roll on the Icewind Dale Tundra Encounters table.

For every three hours of travel the adventurers need to make a DC12 Wisdom ([Survival](#)) check. Additionally, when they set up camp for the night they need to make one DC12 Wisdom ([Survival](#)) checks. If any adventurer has Tundra as a favored terrain, they make these rolls with Advantage.

Icewind Dale Tundra Encounters

<i>1d10</i>	<i>Event (see below for details)</i>
1	Pretender Drizzt
2-3	Concealed Ice Chasm
4	Orphaned Snowy Owlbear Cub
5-6	Heavy Snowfall
7	Frozen Corpse
8-9	Wounded Crag Cat
10	Ice Goblin Ambush

Concealed Ice Chasm

The route that the characters have chosen to follow has led them over an area of freshly fallen snow that is concealing an ice chasm. Anyone succeeding on a DC12 Wisdom ([Perception](#)) or Wisdom ([Survival](#)) check will recognise the signs that the area may be unsafe to traverse. Moving around the area adds 1d4 hours to the journey time. Travelling across the area requires that each adventurer make a DC15 Dexterity ([Acrobatics](#)) or Dexterity ([Stealth](#)) check. If more than half of the party fail these checks then the snow gives way beneath them. If this happens the characters need to make another DC15 Dexterity ([Acrobatics](#)) check to avoid falling into the chasm.

Any adventurer that does fall into the ravine suffers 2d6 (7) bludgeoning damage. Climbing out of the ravine requires a DC12 Strength ([Athletics](#)) checks. Should this check be failed, the character plunges down the ravine again, taking 1d6 (3) bludgeoning damage. If assistance is given by members of the party that have not fallen into the chasm

themselves, then those climbing out need to only make a DC10 Strength ([Athletics](#)) check.

Frozen Corpse

As the characters move across the snowfield, if any of them that succeed on a DC12 Wisdom ([Perception](#)) check they spot a shape lying in the snow and ice ahead of them.

As they approach, they will realize that the shape is a body. A success on a DC12 Intelligence ([Investigation](#)) or Wisdom ([Survival](#)) check will find evidence that there was a fight.

The body is of a human male, dressed in cold weather gear. A shortbow lies discarded near the body. A success on DC12 Intelligence ([Investigation](#)) or Wisdom ([Perception](#)) check will find marks on the body that indicate he died from wounds caused by animal bites. The cold makes it almost impossible to determine how long ago the person died.

If the characters search the body, they find a pouch containing 4gp and 16sp, and a silver-chained necklace with an amethyst pendant (25gp). Unfortunately, there is nothing to indicate the identity of the individual, though it may be possible that someone in the Ten-Towns will recognise the necklace.

Heavy Snowfall

The weather changes suddenly and a heavy snowfall starts, and lasts for 1d4 hours. This weather is not as extreme as a Blizzard but can have a similar impact.

The characters can continue travel in the snowfall but are at greater risk of getting lost due to the inclement weather. Should they choose to continue the need to all make a DC15 Wisdom ([Survival](#)) check. If more than half of these are successful the party manages to stay on their route, although the weather adds three hours to their journey. Should the party become lost then they need to make a further DC15 Wisdom ([Survival](#)) check to find their way back, adding a further three hours to their journey each time this is repeated.

If the adventurers choose to find somewhere to wait out the weather, they need to all make a DC15 Wisdom ([Perception](#)) check to find a suitable location to wait out the weather. If they fail this check, they are unable to find suitable cover and have to continue their journey. If they find cover, they need to wait for

the snowfall to dissipate, at which point they are able to resume their journey.

Ice Goblin Ambush

While the characters are making their way across the tundra, they come across a small party of ice goblins that are out foraging for food for their tribe. The ice goblins have prepared an ambush for unwary travelers.

All characters need to make a DC12 Wisdom ([Perception](#)) check. Should more than half the party succeed on this check, they become aware of the ice goblins before they launch their attack, and the goblins do not get surprise. If the characters fail this check, the ice goblins gain one round of surprise.

The ice goblin ambush consists of one ice goblin plus one additional ice goblin for every two characters in the party, supported by one ice goblin slinger for every three characters in the party.



Orphaned Snowy Owlbear Cub

As the characters clear a rise in their journey across the snow-covered plains, they come across a sad scene of the tundra.

A Snowy Owlbear lies outstretched across their path, its blood having soaked into the snow and ice around

it.

Sat in front of the creature is a small bundle of snow-white fur, occasionally nuzzling into the prostrate corpse and mewling softly.

Any character succeeding on a DC12 Wisdom (Animal [Handling](#)) check will be able to ascertain that the cub is roughly three weeks old, and will not survive in the harsh terrain of Icewind Dale without its mother's protection.

The snowy owlbear cub is frightened and hungry. It will quickly respond to any character that feeds it or offers it something to drink, and will start to follow the character around.

A snowy owlbear cub will initially cost the party 1 gp to feed each day, and reaches maturity within four months. Each month adds a further 2gp to the daily cost of feeding the cub.

Once the cub reaches maturity, the party can either try to release the creature into the wild or keep it as a pet.

Pretender Drizzt

As the party make there wat across the tundra, read the following to them:

As the sun descends below the horizon, you feel the temperature starting to drop. You quickly seek shelter from the night in a rocky outcropping.

As you enter the sheltered area, you noses are assailed by the unmistakable aroma of burning wood. Smoke leads you to small camp.

Sat beside the fire is a slender figure, shrouded by their cloak. As they move around the campfire, you can see their charcoal skin and catch a glimpse of a pair of scimitars around their waist.

The individual is a drow from Menzoberranzan but is not the famous Drizzt.

Kyorlin Do'Urden is a distant relative of the famous ranger, and has made his way to the North to make a name for himself. However, as he quickly learned, he was nowhere near as skilled as his cousin.

In an attempt to improve his chances of survival, Kyorlin made the decision to imitate his cousin.

If the characters approach Kyorlin, he will invite them to join him at the campfire, claiming to be

Drizzt. He will regale them with tall tales about his many adventures. Unfortunately, although his appearance is enough to fool most, he knows very little about the adventures of his cousin, and can quickly be caught out by the lies he tells.

A success on a DC12 Wisdom ([Insight](#)) check will tell the characters that there is something not right about the stories they are being told. If pressured, Kyorlin will initially try to maintain his deception but if challenged further admits to the truth, and tells the characters his sorry tale.

Wounded Crag Cat

While moving across the tundra, any character that succeeds on a DC12 Wisdom ([Perception](#)) check spots a trail of fresh blood.

Should the party choose to investigate the trail, a success on a DC10 Wisdom ([Survival](#)) check will find allow them to track it to its source.

The trail leads to a small cave in an outcropping of rocks. A success on a DC12 Wisdom ([Animal Handling](#)) or Wisdom ([Survival](#)) check will enable the party to identify tracks outside the cave as belong to a crag cat. A success on a DC15 Wisdom ([Animal Handling](#)) or Wisdom ([Survival](#)) check will allow the characters to identify that there is only one set of tracks present.

Should the characters enter the cave, about 20ft inside they will find a wounded crag cat, literally liking its wounds. If approached, the creature will attempt to crawl away deeper into the cave. If cornered, it will attempt to fight. The wounds it has suffered have reduced it to half-hit points, and it fights with disadvantage.

PART 1: THE TEN-TOWNS

Most who travel to Ten-Towns are outcasts, fugitives, or pariahs in search of a place where they can be tolerated, if not accepted. Some came here determined to make their fortunes. Others come for the solitude, or to escape notice and stay out of the reach of the law of the southern cities. Many folk are here because they were born here, grew up here, and expect to die here. They are fishers, loggers, miners, hunters, trappers, furriers, and traders accustomed to the harsh climate, the slow pace, and the isolation. Like the hardy lichens and determined reindeer of the tundra, residents endure and do what is necessary to survive.

Icewind Dale has few trees, so lumber is cut from the slopes of the Spine of the World or the depths of the Lonelywood Forest. Stone from the hills and valleys surrounding Kelvin's Cairn supplements wood as a building material in Ten-Towns. Homes have sharply pitched roofs to prevent snow from accumulating on them.

The people of Ten-Towns wear layers of woolen clothing often topped off with fur cloaks. Under these heavy clothes and cloaks, one resident looks very much the same as another. Outdoors, it's hard to tell the people of Ten-Towns apart—and easy for clever monsters to hide in their midst.

The Ten-Towns are:

- Bremen
- Bryn-Shander
- Caer-Dineval
- Caer-Konig
- Dougan's Hole
- Easthaven
- Good Mead
- Lonelywood
- Targos
- Tremalaine

Of these, only Bryn-Shander and Targos have any form of palisade wall surrounding them. Bryn-Shander is the largest of the Ten-Towns, with Targos, Easthaven and Tremalaine coming close after. The remainder are less towns than large villages. All, except for Bryn-Shander, are situated on the shores of the three lakes, Maer Dualdon, Redwaters and Lac Dinneshere.

The characters start their adventures in Icewind Dale in Easthaven. If you wish to change this, please feel free to do so.

Assault On The White Lady

The party have settled down for the evening in the local inn, The White Lady. As they readying themselves for sleep, read the following to them:

After a night of fine entertainment from Rinaldo, the resident bard of The White Lady, you retire to your rooms, planning on getting a good nights rest before

heading out in the morning towards Bryn Shander.

You have only just started to turn down your bedsheets when you hear a commotion from out on the downstairs. You quickly grab your gear and rush downstairs to investigate further. As you reach the common room you find yourselves facing a group of goblin-like creatures that appear to be covered in ice.

They have broken down the door to the inn and are ransacking the common room. You can also hear noise coming from the kitchen.

An ice goblin raiding party has assaulted Easthaven, searching for food for their new home.

The White Lady Inn Locations

W1. Common Room

The Common Room is a large space with a stage area in the southwest corner of the L-shaped room. On a busy evening the room is usually full of locals and travelers, and is bussing with noise. Bartaban would be serving behind the bar, with his wife, their two sons, and his five grandchildren serving food from the kitchen. Rinaldo would be on the stage providing entertainment to those willing to listen to the halfling's tales and songs.

When the characters enter, the room is in semi-darkness, with moonlight coming through the windows and the embers from the two fireplaces providing the only sources of illumination. The smell of the whale oil permeates the room.

There is one ice goblin plus an additional ice goblin per two adventurers. They are supported by one ice goblin slinger for every three adventurers.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch.

W2. Kitchen

During the day and the evening, the kitchen is normally a hive of activity. Bartaban's wife, Esme, runs the kitchen like a dwarven drill instructor. Her two sons help prepare the food while their children serve the tables.

The hatch in the northeast corner leads down to the cellar where the food, wine and ale are stored.

As with the Common Room, the kitchen is in semi-darkness, illuminated only by the moonlight through



the windows.

When the characters enter the kitchen, they find one ice goblin plus an additional ice goblin per three characters in the party. They are trying to open the hatch to the cellar. Unfortunately for them, Esme has the key and is hiding upstairs.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch.

W3. Small Private Rooms

The three private rooms are in regular use throughout the day and evenings. At least once a month, Bartaban hosts a card game in the southernmost of the three rooms.

The northernmost and second northernmost room are empty, and in semi-darkness. The ice goblins have not yet had the opportunity to search them.

In the southernmost room they find one ice goblin plus an additional ice goblin per three characters in the party.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch.

W4. Large Private Room

Bartaban hires out this large room for special occasions. It is also the room that Rinaldo uses when he wants to run his seances.

The room appears empty and, like the rest of the

ground floor, is in semi-darkness. Rinaldo is hidden under the table at the eastern end of the room. He will only emerge once he knows that the ice goblins have been vanquished.

W5. Stairs to Accommodations

The stairs here lead to the upper floor of the inn, where Bartaban rents out rooms to travelers, adventurers and wanderers.

The room is in semi-darkness when the characters descend the stairs to investigate the commotion in the Common Room.

To avoid being heard by the ice goblins, each character needs to succeed on a DC12 Dexterity ([Stealth](#)) check as they come down the stairs. If more than half the group are successful, they will be able to surprise the ice goblins in the Common Room.

W6. Privies

The privies are sectioned off by heavy woolen curtains that allow for the privacy of the occupants while in use.

The privies are empty and are only partially illuminated by moonlight.

Aftermath

Bartaban and Esme will appear shortly after the end of the fight. Esme will be dismayed by the mess and dead bodies that she has to clear up before she can use the kitchen.

Bartaban will thank the characters profusely, and will promise them free board at The White Lady anytime they are in Easthaven. He will also pour each of the characters a drink of their choice to celebrate their victory.

As the characters finish their drinks they will hear screams from outside of the inn, residents of Easthaven shouting for help. Bartaban will encourage them to go out and help the militia fight off any other ice goblins attacking Easthaven.

Awarding Experience

Having dealt with the numerous ice goblins and ice goblin slingers invading the inn, and having spoken with Bartaban and Esme, the characters will be able to advance to level 2.

Although hit points will be gained by doing this,

spells will not be renewed and new spells will not be learned until the characters have a long rest.

PART 2: THE STREETS OF EASTHAVEN

The attack by the ice goblin raiding party went undetected initially. Captain Imdra Arlaggath and the militia responded as soon as they became aware of it. However, the ice goblins are spread out throughout the town and there are a few locations near The White Lady Inn where the characters could provide assistance in the defense of Easthaven.

Bartaban will suggest that the characters should head towards the Town Hall, as that is likely to one of the areas that the ice goblins will have targeted in their assault.

As the characters wander the streets to provide help, roll on the Easthaven Assault Encounters table to discover what they find in their search. Once they have completed at least four encounters (including both Ice Goblin Raiders and Pitched Battle) move on to the Battle At The Town Hall.

Easthaven Assault Encounters

1d20	Event (see below for details)
1	Scared Child
2-3	Pitched Battle (once only)
4	Militia Barricade
5-6	Quiet Street
7	Looter
8-9	Ice Goblin Raiders (once only)
10	Wounded Militia

Ice Goblin Raiders

As the characters turn the corner of the street they come across a group of ice goblins trying to break into a local residence.

There is one ice goblin plus an additional ice goblin per two characters in the party. They are supported by one ice goblin slinger per two characters in the party.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch.

Looter

The characters are suddenly confronted by an

Easthaven local who is clearly using the attack on Easthaven for their own gain. If challenged, the resident will shrug and try to escape.

If the characters give chase they need to succeed on a DC12 Wisdom ([Survival](#)) check every other round to keep track of the local. He has a 20ft head-start on them and moves at 15ft per round. He escapes if they fail on two consecutive checks or three checks out of six.

If the characters catch up with the looter, he will surrender rather than fight them. How the characters then deal with their prisoner is entirely up to them.

Militia Barricade

Upon rounding the corner of the street the characters find themselves behind a militia barricade. Three wagons have been dragged across the street to block passage and members of the militia are manning the barricade, armed with crossbows and a variety of melee weapons.

The militia soldier in charge of the barricade is pleased to see the adventurers, and is happy to direct them towards areas that are in pressing need of their support.



If the characters have a looter in toe as a prisoner, the militia will gladly take him off their hands. The militia will also happily look after the scared child, if the characters have her in toe.

If the characters follow the directions given by the militia soldier then their next encounter will be the Pitched Battle.

Pitched Battle

From ahead of them the characters can hear the sound of fighting. As they turn the corner of the street they walk directly into the middle of a battle between members of the Easthaven militia and the ice goblin raiders. Bodies of militia members and ice goblins are strewn across the street.

There are three ice goblins plus an additional ice goblin per character in the party, and they are supported by one ice goblin slinger per two characters in the party.

There are six militia members, reduced by one for every two members of the party. Half of the militia are armed with swords and shields, and the other half have crossbows.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch.

Quiet Street

Turning the corner of the street the party come across a normal street in Easthaven. From the appearance of the street, you would not suspect that the town is currently under attack.

Scared Child

As the characters are walking down what appears to be another deserted street in Easthaven, have each of them make a DC12 Wisdom ([Perception](#)) check. Anyone who succeeds at the check becomes aware of a whimpering sound coming from beneath one of porches of the houses.

Investigating leads to the discovery of a little girl dressed in cold weather gear. Her name is Frigga, and she has been separated from her family. She hid under the house to avoid the ice goblins.

Coaxing the girl out from beneath the house is only possible if one of the characters succeeds on a DC12 Charisma ([Persuasion](#)) check. At that point they can either send her to The White Lady Inn or have her

accompany them.

Wounded Militia

Bodies are strewn across the street, a mixture of Easthaven militia and ice goblins. There is also the body of a crag cat with an ice goblin crushed beneath it.

As the characters proceed through the carnage, they need to make a DC12 Wisdom ([Perception](#)) check. If any character succeeds on the check they will hear the cries for help from one of the piles of bodies.

Underneath a pile of ice goblins lies a militia soldier that has suffered severe wounds. She is in urgent need of medical assistance. A healing spell or a success on a DC12 Wisdom ([Medicine](#)) check will stabilize her wounds.

Even once stabilized, she is in no condition to move. She will suggest a route to the characters that she believes may be safer for them to follow to reach the town hall.

If the characters follow this route then their next encounter will be the Militia Barricade.

Aftermath

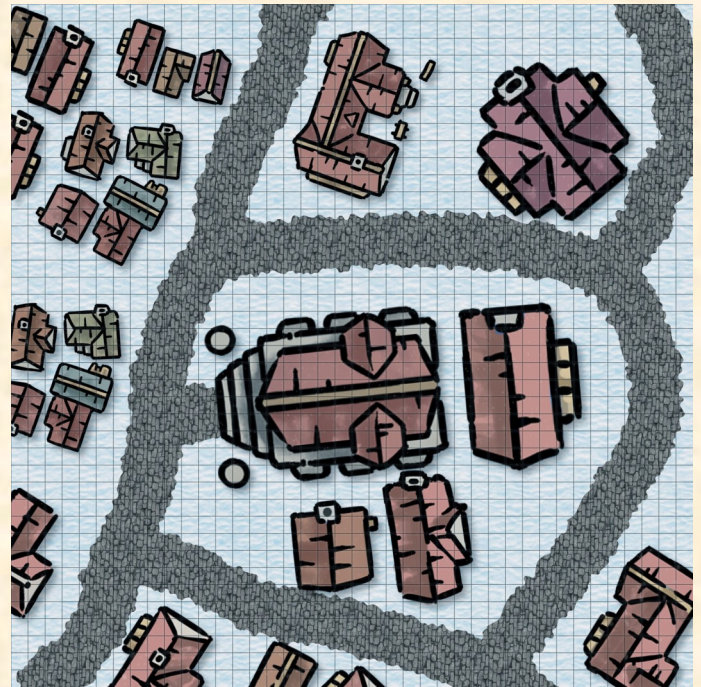
The characters will have discovered that Easthaven is under a major assault by ice goblins, and will have helped to deal with a large proportion of the invading creatures.

This information will spread throughout the town, improving the reputation of the party within Easthaven, and ensuring that they will receive a positive reception from residents of the town.

Both Speaker Danneth Waylen and Captain Arlaggath will look favorably upon the party, and will seek them out to complete tasks for them that they believe the party would be well suited for.

News of the attack and the actions of the party will spread throughout Icewind Dale over time (within a tenday).

This will lead to a slight increase in positive reputation for the party in Bryn Shander, Dougan's Hole and Good Mead. However, it will lead to slight suspicions in Caer-Dineval and Caer-Konig because of the rivalry between Easthaven and these two towns.



PART 3: BATTLE AT THE TOWN HALL

As the characters get closer to the Town Hall, read the following to them:

As you make your way through the moonlight streets of Easthaven, you can hear the sounds of battle ahead of you.

Shouts and screams echo off the buildings. Howls of anger and the roar of crag cats mix in with the cries of people's voices.

As you turn the corner of the street, you are confronted by the chaos of the battle for Easthaven Town Hall.

The characters arrive just as the ice goblins are making their final assault on the militia forces defending the Town Hall.

There are three ice goblins plus an additional ice goblin per character in the party. They are supported by one ice goblin slinger per two characters in the party and by an ice goblin crag cat rider (and their crag cat) per three characters in the party.

The militia force defending the Town Hall is composed of Captain Arlaggath (a half-elf veteran) and six militia members, reduced by one for every two members in the party.

The militia have constructed a crude barricade across the road and are positioned on the northern

side it. The ice goblin force are attacking from the southern side, and this is the direction from which the characters area approaching.

If the characters try to approach with stealth, to gain an element of surprise, they will need to succeed on a DC10 Dexterity ([Stealth](#)) check. If more than half the characters are successful, then the party gains surprise for the first round of combat.

The ice goblins will receive reinforcements during the battle as follows:

- if all the ice goblin crag cat riders and their crag cats are defeated before the third round of combat, an additional rider and crag cat will arrive to provide support.
- If more than half of the ice goblins are defeated before the third round of combat, and additional ice goblin for every two members in the party will arrive to provide support.
- On the fifth round of combat a further ice goblin per two members of the party will arrive, supported by an ice goblin slinger per three members of the party.

Unfortunately, there are no additional militia forces arrive to provide support.

Treasure: Each of the ice goblins has 1d6gp and 2d6sp in a pouch. Each of the crag cat riders has 2d6gp and 1d6 gems worth 20gp each.

Aftermath

After the second wave of ice goblins are dealt with, a horn sounds the all-clear. Captain Arlaggath will approach the party and thank them for their assistance. If any of them are seriously injured she will call for someone to treat their wounds.

Shortly afterwards, Speaker Waylen will emerge from the Town Hall. He will speak with Captain Arlaggath first, and will then approach the party.

As he speaks, read the following to them:

Speaker Waylen takes a moment to survey each of you in turn before he starts to speak.

"It would appear that Easthaven is in your debt, good people. In gratitude, I will arrange for payment of your bill at the White Lady Inn for the next tenday."

He pauses, his eyes reviewing the aftermath of the

battle. Bodies of dead militia, ice goblins and crag cats strewn across the street.

"Come back tomorrow, we have a task for you."

Awarding Experience

The characters have now accomplished another major milestone. As such, they should now reach level 3.

They can return to The White Lady Inn and have a long rest.

PART 4: LAIR OF THE ICE GOBLINS

Having spent the night at The White Lady Inn, when they rise the party find that Esme has prepared them a hearty breakfast in gratitude for their efforts in saving the inn from the ice goblins.

While they are eating Captain Arlaggath enters the inn and comes across to join them, waving a greeting to Bartaban as she does so.

Read the following to the party:

Arlaggath looks exhausted. She has clearly not had any opportunity to sleep since the assault last night. As she sits, she hails over one of Bartaban's grandchildren and orders herself a hot drink from the kitchen. The girl rushes off to fulfil the order.

Arlaggath turns to you all, "So, Waylen wants to speak with you urgently. He sent me to ensure you come to the Town Hall immediately."

As she finishes talking, Bartaban's granddaughter returns with captain's drink.

"Though, we can wait until I've finished this," she says, gulping down the hot brew.

Arlaggath accompanies the party to the Town Hall where Speaker Waylen is waiting for them.

As they walk through the streets they will notice that the attack had very little lasting impact on Easthaven. The dead bodies have already been removed and life is returning to normal for Icewind Dale.

Arlaggath leads the party round to the entrance on the northern side of the building and directs them into the Speaker's Office.

Read the following to them:

Tapestries and painted landscapes adorn the walls of the chamber, and in the middle stands a large table surrounded by high-backed chairs.

Speaker Waylen is sat at the head of the table and gestures for you to all take a seat.

"Greetings, good fellows. Please sit, we have much to discuss."

Arlaggath will sit next to Waylen and there are enough chairs for all members of the party to be able to sit down.

Once everyone is ready Arlaggath and Waylen will go over the situation with the characters. Arlaggath provides details regarding the attack on Easthaven and the strategic significance of the assault, and Waylen explains what actions he believes are now needed.

Arlaggath has the following information to share:

- The ice goblins attacked as night was falling, taking the guards at the edge of town unawares.
- There was a considerable force involved in the attack, the number of dead ice goblins exceeds fifty, and they have twelve crag cat bodies as well.
- As this was not all of the force, it suggests a major threat from the ice goblins.
- Ice goblins are not normally found this far into Icewind Dale, preferring to live in the mountains or on the Reghed Glacier.
- The attack suggests that something has forced a large ice goblin tribe to relocate somewhere nearby.
- Given the number of ice goblins slain in the attack, the remaining ice goblins are likely to be small in number.
- Arlaggath's scouts managed to locate the trail of the ice goblins and he shows the characters exactly where to start looking, in the mountainous area to the southeast of Easthaven.

Waylen has the following information to share:

- Although he has not been in touch with any of the other speakers, he knows they would all

share his concerns.

- This is a threat not only to Easthaven but to all of the Ten-Towns.
- He needs to know why the ice goblins have been forced to relocate.
- He wants the characters to either reach an accord with the ice goblins, force them to leave the area, or eliminate the threat that the tribe poses.
- He is willing to pay the characters for their services, a bag of gems worth a total of 1200gp.

If the characters negotiate for a higher fee, then they need to succeed on a DC12 Charisma ([Persuasion](#)) check. A success will result in Speaker Waylen sweetening the pot with the offer of a further 300gp.

Into The Wilds

Once the characters have finished negotiating with Speaker Waylen, they need to prepare themselves for the search for the ice goblins' lair.

Remind them of the extreme weather conditions in Icewind Dale and their need for appropriate cold weather gear.

There are several merchants in Easthaven that the characters can visit to acquire items they might need.

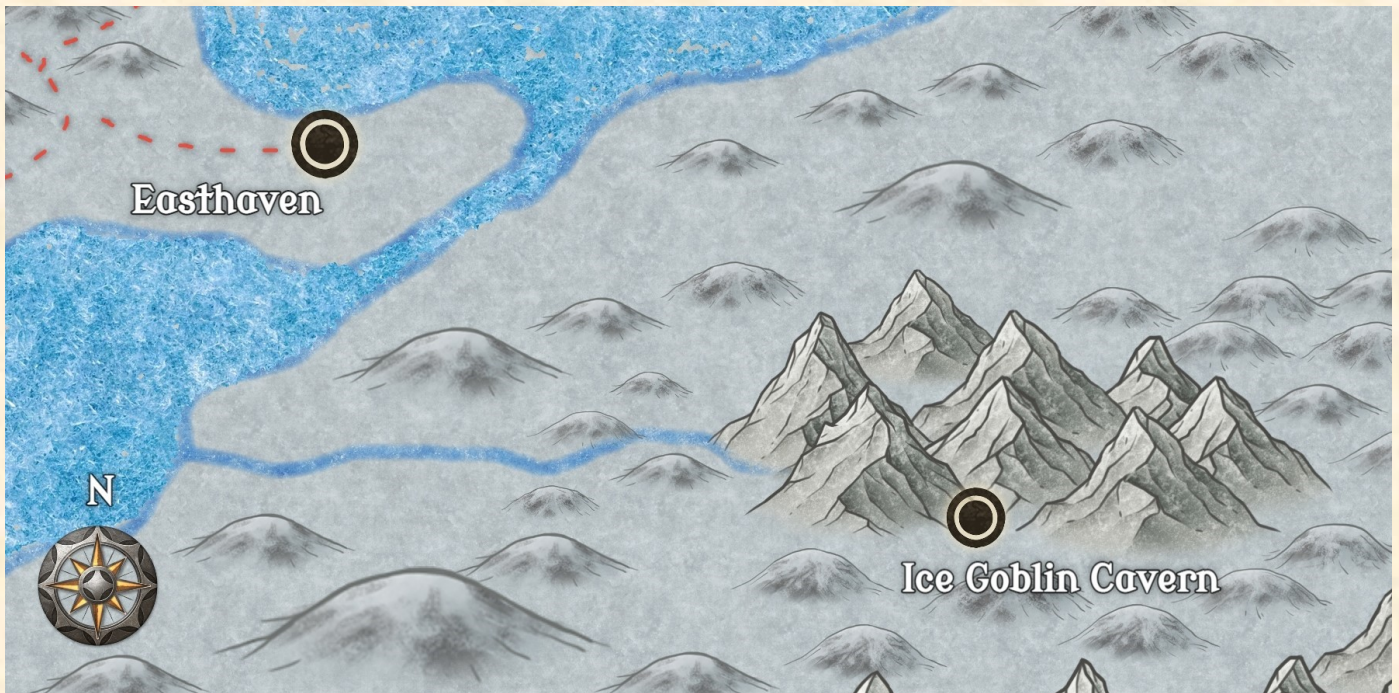
If they wish to purchase axebeaks, Arlaggath will direct them to the stables. There are enough axebeaks available and due to the reputation that the characters have garnered from their defense of Easthaven, the stable-master is willing to sell them to the characters for 30gp each.

Travelling Around Icewind Dale

The table on Page 8 shows speed of travel over difficult terrain depending on method of travel. The following additional details need to be taken into account when travelling around Icewind Dale.

Travel by dogsled is more complicated than shown on the table. The dogs can pull the sled 4 miles in one hour but then must take a short rest, so every four miles actual take two hours. The characters will also require a long rest after twelve hours of travel.

Riding axebeaks allows the characters to travel at 3 miles per hour. An axebeak will require a long rest



after every twelve hours of travel.

If the characters are walking, they will travel at 1 mile per hour wearing snowshoes and at 1/2 mile per hour without, and will need to take a long rest every twelve hours of travel.

The mountainous area to the southeast of Easthaven is approximately 15 miles distant, and it is here that the characters will need to commence their search for the ice goblin lair.

Travel Times

Method of Travel	Time for journey
Dogsled	7 hours
Axebeak	5 hours
On Foot	
- with snowshoes	15 hours + 1 long rest
- without snowshoes	30 hours + 2 long rests

Icewind Dale Encounters Checks

Method of Travel	Encounter Rolls
Dogsled	3 checks
Axebeak	2 checks
On Foot	
- with snowshoes	6 checks
- without snowshoes	12 checks

The rules for encounter checks and the table of encounters are on Page 8.

The Search Begins

Once the characters reach the vicinity where they have been directed to by Captain Arlaggath, they will need to start an intense search for the ice goblin lair.

They are now in more mountainous terrain, so their speed is slower and there are more dangers posed by the terrain and its inhabitants.

For every two hours spent searching make a roll on the Search Encounter Table. If the adventurers succeed on a DC12 Wisdom ([Perception](#)) or Wisdom ([Survival](#)) check, add 1 to the roll for every two points over the DC that they were successful by. If any adventurer has Tundra as a favored terrain, they make these rolls with Advantage.

Search Encounters

1d20	Event (see below for details)
1-2	Roll on table on Page 8
3-4	Avalanche Terrain
5-6	Ice Spider Lair
7-8	Frost Giant Burial Mound
9-13	No encounter
14-15	Yeti Ambush
16-17	Elemental Cloud
18-19	Ice Goblin Corpse
20	Ice Goblin Crag Cat Riders

Additionally, for every two hours spent searching, add 1 to the roll on the Search Encounter Table.

Avalanche Terrain

As explained on Page 6, the terrain the characters are traversing is prone to avalanches.

If the characters choose to avoid the area, they take an extra two hours before their next role on the Search Encounter Table.

Elemental Cloud (Cold)

This area has been touched by elemental essence. A light blue fog appears to hang in the air, and is unaffected by the wind. This will be evident to characters if they succeed in a DC15 Intelligence ([Nature](#)) or Wisdom ([Survival](#)) check. A Detect Magic spell will reveal the presence of faint magic in the area.

If a character enters the cloud they must make a DC12 Constitution saving throw, taking 11 (2d10) cold damage on a failed save (or half as much damage on a successful one). Cold weather gear does not provide protection from this elemental cold.

Any character that ends their turn in the cloud must make another saving throw.

Frost Giant Burial Mound

The characters find themselves in a small valley in the mountainous terrain. A large mound of stones, about twenty-five feet in length, are the only feature in the snow-covered location.

If the characters investigate further, a successful DC12 Intelligence ([Investigation](#)) or Intelligence ([History](#)) check will recognise this as being a burial mound. A second success will enable the character to identify it as a frost giant burial mound.

If the characters leave the mound alone there are no consequences for their actions. However, if they choose to disturb the site, then they will incur the wrath of the frost giant buried here, and he will rise to face them as a Frost Giant Skeleton.

Treasure: Buried along with the frost giant is a **greatsword+1**. Detect magic will reveal the presence of this blade.

Ice Goblin Corpse

The characters come across the body of an ice goblin scout. As the body is buried beneath the snow, the characters must succeed on a DC12 Wisdom ([Perception](#)) check. If they fail this check then they

fail to spot the body.

As they move through the area, any character who has a success on a DC12 Wisdom ([Survival](#)) check will spot tracks in the snow. These will also lead to the body.

The body is frozen solid, so has been here for at least three hours. Searching the body reveals a map leading to the location of the Ice Goblin Lair.

Ice Goblin Crag Cat Riders

The characters come across fresh tracks, leading southward. A DC12 Wisdom ([Survival](#)) check identifies them as belong to ice goblins and crag cats,.

If the party decides to follow the ice goblin force, it takes two DC12 Wisdom ([Survival](#)) checks to track them, and takes the characters three hours off of their route. When they finally find the ice goblins, they find them returning from successful raid.

The ice goblin force consists of two ice goblins crag cat riders plus an additional crag cat rider per three members of the party, and the same number of crag cats. The ice goblin force will attack the party immediately if they spot them. If the characters overcome the ice goblin force they find 35gp, 62sp and 47cp plus goods worth 200gp.

If the characters capture any of the ice goblins they will be able to get information from them regarding the location of the Ice Goblin Lair on a successful DC12 Charisma ([Intimidation](#)) or Charisma ([Persuasion](#)) check.

If they do not capture any of the ice goblins, then a search of the bodies, and a successful DC12 Wisdom ([Perception](#)) check will find a map identifying the location of the Ice Goblin Lair.

Ice Spider Lair

The characters find a cave entrance along their path. A success on a DC12 Wisdom ([Perception](#)) check will allow the characters to spot tracks in the snow that indicate a multi-legged creature has entered the cave recently. A success on a DC12 Wisdom ([Survival](#)) check will allow the characters to identify the tracks as belonging to spiders.

The cave is the lair for a small hive of ice spiders. There are two ice spiders plus an additional ice spider for every two member of the party.

Yeti Ambush

Hidden in the snow in the area that the characters are traversing are a group of yeti. Using their Snow Camouflage ability, they have concealed themselves with only their pale blue eyes visible.

Each character needs to make a Wisdom ([Perception](#)) check contested by the yeti's Dexterity ([Stealth](#)) check. If they fail this check then they will be surprised when the yeti attacks.

There is one yeti plus an additional yeti if there are more than four members in the party.



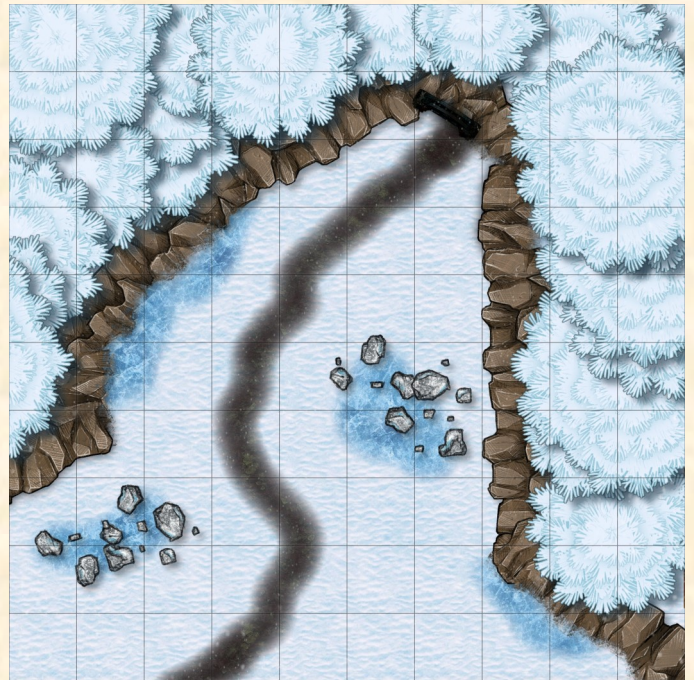
Ice Goblin Cavern Entrance

Following the directions they have found on either the ice goblin corpse or from the crag cat riders, the characters finally find themselves near the entrance to the ice goblin lair.

As they approach the entrance, success on a DC12 Wisdom ([Perception](#)) check will allow the characters to spot the ice goblins concealed in the snow near the entrance to the cave.

There is one ice goblin plus an additional ice goblin per three members in the party, supported by one ice goblin slinger per three members in the party.

The ice goblin slingers are hidden in the trees on the



cliffs above the cave entrance. It requires success on a DC16 Wisdom ([Perception](#)) check to spot them before they attack. The ice goblin slingers have half-cover once they attack.

If the characters approach peacefully, the ice goblins guards will listen to them. A character can persuade

ICE GOBLIN CAVERNS: GENERAL FEATURES

The ice goblin caverns are situated at the base of the mountains in a small gulley, about 15 miles southeast of Easthaven. The following features are common throughout.

Ceilings. Most of the caves and passages have steeply sloping ceilings that create icy stalactite-covered vaults rising 20 to 30 feet above the floor.

Light. Area 1 has some light coming from outside. Areas 6, 7 and 8 have light from the campfires. The rest of the caverns are dark. Any light-source in the caverns is amplified by the crystalline nature of the icy walls, so a single torch will easily illuminate a circle of 60 ft diameter.

Rubble. Areas of crumbling rock and gravel are difficult terrain (see "[Difficult Terrain](#)" in the Basic Rules).

Sound. Sound echoes around the caverns, amplified by the crystalline nature of the ice covering the walls. Characters can make a DC 12 Wisdom ([Perception](#)) check to attempt to hear activity in nearby chambers.

Stalagmites. These upthrust spires of rock can provide cover (see "[Cover](#)" in the Basic Rules.)

the guards to take them to the ice goblin shaman with a success on a DC12 Charisma ([Persuasion](#)) or Charisma ([Intimidation](#)) check.

Once the guards have been dealt with, the characters can proceed into the caverns.

Ice Goblin Cavern Locations

C1. Entrance

The passage from the cavern mouth slops downwards. The walls are covered in an icy crystalline structure that reflects light. The light from outside illuminates this area, allowing characters to see that the passage arcs round after about 30 ft and that there is a passageway off to the

left before that.

If the characters listen for any sounds, a success on a DC12 Wisdom (Perception) check provides the following information:

- from the passageway to the left they can hear a spattering of conversation in goblin, what might be dice rolling, and what sounds like faint snoring.
- from the passage that arcs off, they can hear a number of muted voices somewhere in the distance.
- there is a smell of smoke from the passage that arcs off.



C2. Guard Room

This area acts as a small guard post for the ice goblins. Two ice goblins are sat in here, in the dark, playing a game of dice. The dice have been painted with a luminous algae, and provide the only source of light in the room.

Other than the two ice goblin guards, the room is bare.

If the characters are using any form of illumination while exploring the caverns, the two guards will have been alerted to their presence and will be ready to fight. If the characters are exploring without any light source, then the guards can be surprised with a success on a DC15 Dexterity ([Stealth](#)) check.

Treasure: The ice goblins each have a small pouch of coins containing 1d6 gp and 2d4 sp.

C3. Crag Cat Sleeping Area

This area is used by the ice goblins to house the crag cats used by their crag cat riders. The floor of the cavern is covered in straw and hay. Crag cat dung is piled up in the north-east corner of the chamber to dry out, and is then used for fuel by the ice goblins.

Sleeping on the hay is one crag cat plus an additional crag cat per three members in the party. They are all snoring softly. They will awaken if the characters try to explore the chamber, and will attack at that point.

C4. Choke Point

Forming a natural choke point in the cavern system, the floor of this area is covered in ice and rough gravel, making it difficult terrain to traverse. Additionally, characters can only proceed through the northern exit in single file.

Just beyond the northern exit from the chamber are two ice goblin guards. If the characters are not being escorted to the ice goblin shaman, they will attack anyone trying to exit this chamber.

Treasure: The ice goblins each have a small pouch of coins containing 1d6 gp and 2d4 sp.

C5. Store Room

The ice goblins have turned this chamber into a storage area for the food and goods they have acquired in their raids on the Ten-Towns.

So far, they have only successfully raided Good Mead

and Dougan's Hole.

Treasure: The goods in the chamber are worth 400gp if the characters try to sell them in Easthaven. However, if returned to Good Mead and Dougan's Hole, the characters will generate good will in both of those settlements, and will receive 100gp reward from each town for recovering the goods.

C6. Sleeping Chamber 1

The small campfire in this chamber provides illumination for the entire area and to a distance of fifteen feet down the passageway. A pile of dried crag cat dung sits next to the fire and is used to keep it burning. The eastern wall is covered in bedding for the ice goblins to sleep on.

There is one ice goblin plus an additional ice goblin for each member of the party.

Treasure: The ice goblins each have a small pouch of coins containing 1d6 gp and 2d4 sp.

C7. Sleeping Chamber 2

As with Sleeping Chamber 1, the small campfire in this chamber provides illumination for the entire area and to a distance of fifteen feet down the passageway. Dried crag cat dung is piled up beside the fire and provides fuel to keep it burning. The eastern wall is covered in bedding for the ice goblins to sleep on. This chamber acts as the main housing chamber for the ice goblin tribe.

There are three ice goblins plus an additional ice goblin for each member of the party. Additionally, there are several ice goblin children present in the chamber. The ice goblin children are too small to be of any threat to the characters.

Treasure: The ice goblins each have a small pouch of coins containing 1d6 gp and 2d4 sp.

C8. Ice Goblin Shaman's Quarters

As with the other two chambers with a campfire, the one in this room provides illumination for the chamber and for fifteen feet out of the entrance.

This chamber is the residence of a single ice goblin. He is clearly older than the others, wears a crag cat fur cape and leans on a staff.

He is an ice goblin shaman and is the leader of the tribe. If the characters are escorted into his chamber he will happily speak with them. If they invade his

chamber, he will defend it and himself.

If the characters are able to speak with him and try to find out why the ice goblins have relocated, he will tell them very little except that his tribe were forced from their home and had to move west from the Reghed Glacier.

If the characters kill the shaman, they will find notes he has written that they can take back to Easthaven to have translated (if they do not speak goblin). These notes explain that the tribe was forced from their home and alludes to a greater threat coming from the Reghed Glacier.

Treasure: The ice goblin shaman has a small pouch of coins containing 2d6 gp and 3d6 sp. Additionally, he has a **periapt of health** around his neck.

Aftermath

Persuading the ice goblins to depart from their new home is an exceedingly difficult prospect. However, they might be able to forge an alliance between Easthaven and the Ten-Tens, and the ice goblin shaman and his tribe.

Eliminating the forces within the caverns is an alternative solution to ensure the safety of Easthaven and the Ten-Towns.

Should any of the ice goblins manage to survive and escape, then they will likely seek vengeance at a later point.

Speaker Waylen will be very interested in the threat from whatever forced the ice goblins from their home, and will likely task the characters with investigating this further.

The characters' reputation throughout Icewind Dale will increase as a result of dealing with the ice goblin tribe. This will benefit/hinder them in any future dealings with the various settlements of the Ten-Towns.

Awarding Experience

This is the final major milestone of the adventure, and the characters will reach level 4 at this point.

They are now ready to face the greater challenges that Icewind Dale can throw at them.



APPENDIX: CREATURES

CAPTAIN IMDRA

ARLAGGATH

Medium humanoid (half-elf) , lawful good

Armor Class 19 (Splint+Shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Skills Athletics +5, Intimidation +5, Perception +2, Survival +5

Senses Darkvision 60ft, Passive Perception 12

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Action Surge. Captain Arlaggath can push herself beyond her normal limits for a moment. On her turn, she can

take one additional action. She can do this once per combat.

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

Actions

Multiattack. Captain Arlaggath makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bonus Actions

Second Wind. Captain Arlaggath has a limited well of stamina that she can draw on to protect herself from harm. On her turn, she can use a bonus action to regain hit points equal to 1d10 + 10. She can use this feature once per combat.



Description

Captain Imdra Arlaggath spent a long time fighting in wars in the south before making her way to Icewind Dale. She settled in Easthaven and her skills quickly enabled her to rise to the position of commanding the militia of the settlement.

Arlaggath refuses to talk about her experiences in the south nor will she talk about her background before becoming a fighter. Anyone inquiring will find that they lose her trust very quickly if they continue to seek this information.

Her strategic knowledge is sound and she provides Speaker Waylen with a sound advice when it comes to defending Easthaven.

KYORLIN DO'URDEN

Medium humanoid (elf), neutral good

Armor Class 16 (Scale Mail)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	13 (+1)	10 (+0)	17 (+3)

Skills Perception +2, Stealth +4, Survival +4

Senses Darkvision 120 ft., Passive Perception 12

Languages Common, Elvish, Undercommon

Challenge 1 (200 XP) Proficiency Bonus +2

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

Innate Spellcasting. Kyorlin's spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

Bonus Actions

Off-Hand Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Description

Kyorlin grew up in Menzoberranzan hearing tales of his “infamous” cousin, and how evil he was for shunning the ways of the drow. Unfortunately, for Kyorlin, the stories struck a different chord and he started to secretly hero-worship his cousin.

When he finally got to an age that he could himself, flee from Menzoberranzan, he did so. Making his way North to Icewind Dale, he tried to emulate his cousin. Unfortunately, Kyorlin did not possess the same level of skills or good fortune as Drizzt.

Eventually he hit upon the idea of disguising himself and pretending to be his cousin. This has served him well but his lack of knowledge about the real incidents and adventures of his cousin limit the accuracy of the pretence

Crag Cat

Large monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages --

Challenge 1 (200 XP) Proficiency Bonus +2

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Description

The creature referred to in Northlander lore as the Hunter of Men is a sure-footed predator that can be found anywhere except the deep forest, preferring to patrol ledges and cliffs in the mountains. Its cry resembles a human scream of terror. It often elicits such sounds from its victims, for it prefers human flesh to all other fare.

Crag cats blend in with their surroundings. During winter, their fur turns white to blend in with the snow. At other times of the year, their fur is gray, enabling them to hide among the rocks more easily.

The crag cat knows its territory and often attacks when its prey is asleep, exhausted, or otherwise weakened. Although crag cats are typically encountered singly, they can be found in family groups of two parents and 1d4 small non-combatant cubs in the spring, or in hungry packs in severe winter weather..

Crag cats have been known to be tamed and used by ice goblins in a similar manner to the way goblins use worgs.

EASTHAVEN MILITIA

Medium humanoid (any race) , any alignment

Armor Class 16 (Scale Armor + Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	9 (-1)

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Pack Tactics. Militia fighters have advantage on an attack roll against a creature if at least one of their militia allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Description

Members of the Easthaven militia live and work in Easthaven in normal jobs. However, if the town is attacked, they are the first to respond.

FROST GIANT SKELETON

Huge undead , lawful evil

Armor Class 14 (Armor Scraps)

Hit Points 102 (12d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Cold, Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages understands Giant but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Unusual Nature. The skeleton doesn't require air, food, drink, or sleep.

Actions

Multiattack. The skeleton makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Freezing Stare. The skeleton targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

ICE GOBLIN

Small humanoid (goblinoid) , neutral evil

Armor Class 15 Natural Armor

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills [Stealth](#) +6, [Survival](#) +4

Damage Resistances Cold

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Nimble Escape. The ice goblin can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

Actions

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

Description

Ice goblins are small, ice-like humanoids that lair in frozen caves in the area around the Ten-Towns and Icewind Dale. Like their southern brethren, they are individually weak, so they gather in large numbers to torment other creatures.

Ice goblin slingers have mastered the use of the sling, and provide ranged support for their tribemates.



ICE GOBLIN SLINGER

Small humanoid (goblinoid) , neutral evil

Armor Class 15 Natural Armor

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills [Stealth](#) +6, [Survival](#) +4

Damage Resistances Cold

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Nimble Escape. The ice goblin can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

Actions

Sling. *Range Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

ICE GOBLIN CRAG CAT RIDER

Small humanoid (goblinoid) , neutral evil

Armor Class 15 Natural Armor

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills [Animal Handling](#) +4, [Stealth](#) +6

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 9

Languages Common, Goblin

Challenge 1 (200 XP) **Proficiency Bonus** +2

Crag Cat Master. The crag cat rider has expertise in [Animal Handling](#) and advantage on any animal handling checks toward crag cats and similar beasts.

Actions

Multi-attack. The crag cat rider can make two attacks when it takes the attack action.

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

Bonus Actions

Nimble Escape. The crag cat rider can take the [Disengage](#) or [Hide](#) action as a bonus action on each of its turns.

Crag Cat Strike. As a bonus action, the crag cat rider may command any crag cat, or similar creature within 15 feet of it to use its reaction to make one melee attack.

Description

Ice goblins are small, ice-like humanoids that lair in frozen caves in the area around the Ten-Towns and Icewind Dale. Like their southern brethren, they are individually weak, so they gather in large numbers to torment other creatures.

Crag cat riders are specially trained as scouts and are far more cunning and deadly than their kin. They particularly enjoy attacking in a circular firing squad. In the face of an enemy closing to melee, they use their crag cat mounts to execute close range attacks, disengage and retreat out of range.

ICE GOBLIN SHAMAN

Small humanoid (goblinoid) , neutral

Armor Class 16 (Studded Leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	20 (+5)	13 (+1)

Saving Throws WIS +8

Skills Nature +8, Perception +8

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Goblin, Sylvan

Challenge 6 (2,300 XP) Proficiency Bonus +3

Spellcasting. The shaman is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): frostbite, guidance, shillelagh,

1st level (4 slots): cure wounds, earth tremor, ice knife, thunderwave

2nd level (3 slots): barkskin, flaming sphere, spike growth

3rd level (3 slots): sleet storm, tidal wave, wind wall

4th level (2 slots): confusion, ice storm

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+8 to hit with shillelagh), reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage, or 8 (1d8+5) bludgeoning damage with shillelagh

Bonus Actions

Nimble Escape. The ice goblin shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Description

Ice goblins are small, ice-like humanoids that lair in frozen caves in the area around the Ten-Towns and Icewind Dale. Like their southern brethren, they are individually weak, so they gather in large numbers to torment other creatures.

Ice goblin shamans are the wisest members of their tribe, and can call upon powerful magics to protect themselves and others in their tribe.

ICE SPIDER

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Damage Resistances Cold

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1 (200 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. While restrained in an ice spider's web, a creature takes 1 cold damage at the start of each of its turns. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to poison, and psychic damage).

Description

Ice spiders have red eyes and white fur covering their bodies, and they weave liquid webs that crystallize quickly, forming frosty sheets and icy cocoons.

SNOWY OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight and Smell. The snowy owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The snowy owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (Natural Armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Proficiency Bonus +2

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Description

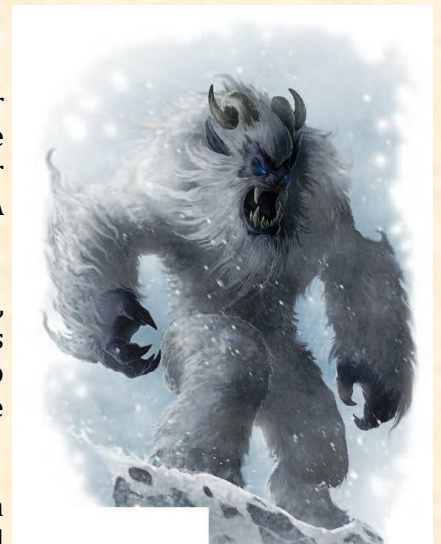
A yeti's windborne howl sounds out across remote mountains, striking fear into the hearts of the scattered miners and herders that dwell there. These hulking creatures stalk alpine peaks in a ceaseless hunt for food. Their snow-white fur lets them move like ghosts against the frozen landscape. A yeti's icy simian eyes can freeze its prey in place.

Keen Hunters. Folk of the high peaks travel in groups and go armed, knowing that yetis can smell living flesh from miles away. When it finds prey, a yeti moves quickly over ice and stone to claim its meal, howling to the thrill of the hunt. Even in a blizzard, the scent of its quarry draws the yeti through the cold and snow.

Yetis hunt in solitude or in small family groups. When creatures flee from a yeti or engage it in battle, other yetis might catch the scent of blood and close in. The territorial yetis fight one another for the spoils of such battles, and yetis slain in the fight are also eaten, amid euphoric howls.

Terrifying Howlers. Before an avalanche, a blizzard, or a deadly frost, the yetis' howls sweep down the mountain slopes on the icy wind. Some people of the alpine peaks believe that the voices of loved ones killed in avalanches and blizzards sound out in the wails of the yetis, crying warnings of ill omen. More pragmatic folk attest that the yeti's howl is a reminder that, despite the great accomplishments of civilization, the civilized become the hunted in nature's untamed domain.

Brutal Rampagers. When mountain herds are abundant, yetis stay clear of humanoid realms. Driven by hunger, they attack humanoid settlements in waves, breaking down gates and stockade walls that once might have daunted them, then devouring the creatures within.



STRANGE TIMES IN THE TEN-TOWNS

Easthaven, one of the larger settlements in the Ten-Towns, has come under attack from a hostile force. After defending the town, you are approached to find out why the attack occurred.

Travel beyond the Spine of the World, across the Reghed Glacier, and explore the frozen domain of Icewind Dale and the Ten-Towns, in this scenario for characters of 1st-3rd level.

