

BACKGROUNDS OF THE ICEWIND DALE

BY LAIR OF DRAGONS

REGHED TRIBESMAN

You are a member of the fair-haired Reghed barbarian tribe. Most Reghed tribesmen regard the Ten-Towns with hostility, but some consider these folk to be allies, even friends. Most live near the Reghed Glacier by the Sea of Moving Ice, where they live out a hunter-gatherer lifestyle, sometimes raiding settlements and warring with orcish tribes. Many Reghed tribesmen such as yourself honor animal spirits and the god Tempus, an aspect of the Faerunian god Tempus.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism Kit

Languages: Reghedjic

Equipment An insignia of your tribe, a hunting trap, a set of cold weather clothes, and a pouch containing 10 gp.

FEATURE: TRIBAL ALLEGIANCE

You have the respect, friendship, and ear of your fellow tribesmen. You are valued alongside every tribe member, and you will be assisted in times of your dire need. It takes a good deal of convincing for your tribesmen to risk their lives in assistance to you for a reason that does not affect them. This does not mean it is impossible, as any true Reghed barbarian is always up for a fight.

d6	Tribe	d6	Tribe
1	Seal	4	Tiger
2	Wolf	5	Elk
3	Bear	6	Caribou

KNUCKLEHEAD FISHERMAN

You are a career fisherman in the Icewind Dale. Your most common catch is the knucklehead trout, a large, reddish fish with a skull made of ivory. You supply much of the food in the Dale, and are thus respected by the townsfolk. You are also rife with folklore and tall tales, many of which you are inquired nightly about at the local tavern. You have great amounts of experience in the region, although some more haughty individuals regard you to be simple or common due to your occupation.

Skill Proficiencies: Performance, Animal handling

Tool Proficiencies: Vehicles (water)

Languages: One of your choice

Equipment: A fishing rod, a net, a set of cold weather clothes, and a pouch containing 10 gp

FEATURE: RACONTEUR

You are full of various tales, and many common folk of the Icewind Dale adore your stories. You can use this to gain the trust of a village, convince them of an external threat, or even to intentionally mislead them. No matter what you have to say, the folk of the Dale know that when a knucklehead fisher speaks, they ought to listen.

KNUCKLEHEAD SCRIMSHANDER

You are a scrimshander, a carver of ivory. The common knucklehead trout bears a skull made of ivory, and is thus your medium of carving. Knucklehead scrimshaw is a popular export out of the Icewind Dale, and skilled scrimshanders are relatively wealthy. In the Dale, scrimshaw is common, and only the best scrimshanders are able to make a living off of this ancient craft.

Skill Proficiencies: Sleight of hand, Nature

Tool Proficiencies: Mason's tools

Languages: One of your choice

Equipment: A set of mason's tools, a set of cold weather clothes, and a pouch containing 15 gp

FEATURE: RESPECTED CRAFTER

You have the respect and admiration of the folk of the Ten Towns. Some especially kind townsfolk might supply you with accommodations such as room and board, or information of other types. Your skills also might draw the interest of high society folk in the cities of the Sword Coast who are educated in the art of scrimshaw.

TEN TOWNS MERCHANT

You are a merchant of the Ten Towns, the villages of the Icewind Dale. Many resources are sparse, and you are one of the few people that can supply said resources. You may have always lived in the Dale, or you might have seen a financial opportunity and moved there. Some townsfolk think merchants to be greedy, but none would deny your importance to the Ten Towns.

Skill Proficiencies: Persuasion, Insight

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A license of business, a set of cold weather clothes, a wagon, and a pouch containing 20 gp

FEATURE: BUSINESS CONTACT

You are well acquainted with an individual or a group that supplies you with your products that you sell in various town markets. You have friendly relations towards this contact, and you have worked together for a while. In a pinch, you may be able to convince them to assist you in a situation that they feel may affect business.

d8	Product	d8	Product
1	Gems	5	Furs
2	Lumber	6	Clothes and Dyes
3	Foods and Spices	7	Weapons and Armor
4	Ales and Wines	8	Ivory

ICEWIND DALE MONSTER HUNTER

The Icewind Dale is filled with many creatures, from vicious orc tribes, to lumbering frost giants, to predatory white dragons. You have taken it upon yourself to seek out these monsters and to slay them. You are an expert in both tracking these monsters and slaying them. You may have been trained by a veteran monster hunter in the Dale, or a loved one may have been slain by an evil creature, causing you to declare vengeance against them. No matter your origin, the Icewind Dale has many monsters within it. Monsters which need to be slain.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: One instrument of your choice

Languages: One of your choice

Equipment: A hunting trap, a monster hunter's pack, a set of cold weather clothes, and a pouch containing 10 gp

FEATURE: FRIGID TRACKER

Your time hunting monsters have given you skills when it comes to tracking various monsters in the Icewind Dale. You can easily recognize the secretions of a remorhaz, the footprints of a yeti, and many other natural "tells" which indicate any monstrous presence in your area. You can easily use these to track them. You are an expert on all monsters of the Dale.

d6	Enemy	d6	Enemy
1	Frost Giant	4	Orc Tribe
2	Remorhaz	5	Yeti
3	Cult of Auril	6	White Dragon

ICEWIND DALE MINER

Frigid caves and caverns riddle the deep earth of the Icewind Dale. You are a miner within them. Many dwarvish clans toil in these mines, but you may or may not be a dwarf. Veins of gold, silver, and copper are common under the icy mountains of the Icewind Dale. You might work with a merchant in the Ten Towns, or you might cut and sell gems yourself. Mining is a lucrative trade, but the deep crevasses of the Dale are rife with danger.

Skill Proficiencies: Investigation, Athletics

Tool Proficiencies: Mason's tools

Languages: Dwarvish

Equipment: A pickaxe, a set of mason's tools, a trowel, a set of cold weather clothes, and a pouch containing 10 gp

FEATURE: EXPERIENCED APPRAISER

Your time mining for and selling valuable gemstones and precious metals have given you great experience in discerning their worth. You are able to determine the monetary value of any jewel, gem, or precious metal. You are also skilled at selling such valuables, and smooth talking can allow you to sell them for a bit more coin than they are worth.

ICEWIND DALE EXPLORER

You are an explorer, a curious scholar who travels the realms in search of new information. The Icewind Dale is a place of folklore and legend around the Sword Coast, and you have decided to chart its elusive territories. You may be a Dale native, or you might have traveled to the Dale for the express purpose of exploration. It is likely that you intend to write a book or make an art piece about your journey.

Skill Proficiencies: Nature, Investigation

Tool Proficiencies: Cartographer's tools

Languages: One of your choice

Equipment: An explorer's pack, a leather-bound journal, a bottle of ink, an ink pen, a set of cold weather clothes, and a pouch containing 10 gp

FEATURE: EXPERT NATURALIST

Your time exploring different regions gives you a good sense of land. You can determine the best spots for making camp, where to step when weaving through a swamp, and the best rocks to place hands and feet when scaling a mountain. You also have a very good memory of the landscapes you travel, and are able to create maps of them after your expeditions.

ICEWIND DALE FOREIGNER

You are a newcomer who has moved to the Icewind Dale very recently. The Dale is a cold, reclusive place, perfect for those who wish to hide away from the weight of the civilized world. You may have come to the Dale for a number of reasons, but most of them are hardly dinner time conversation. Many roguish types prowl around the taverns of the Ten Towns, some that you would find a lot in common with. One thing's for sure in the Dale; everyone's got a secret.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A set of traveler's clothes including a hood, a hooded lantern, a crowbar, and a pouch containing 10 gp

FEATURE: ROGUISH CHARM

Your experience in more seedy realms give you an understanding of criminal or otherwise undesirable trades. You are easily able to fit in and gain the trust of criminal types within the Icewind Dale.

d6	Reason for Travel	d6	Reason for Travel
1	Fleeing from the law	4	Fleeing from a cult
2	Fleeing from a monster	5	Fleeing from a relationship
3	Fleeing from a crime group	6	Fleeing from debt

CULTIST OF AURIL

You are a devotee of the evil goddess Auril, the Frostmaiden. You might be alone in your frigid worship, or you may be a member of a larger, organized cult. You are devoted to Auril's cruel traditions, including torture and human sacrifice. You may be a magically adept cleric of Auril or a typical adherent. The folk of the Ten Towns fear you, and more foolish townsfolk might attempt to harm you. Despite this, you have the Frostmaiden on your side.

Skill Proficiencies: Intimidation, Religion

Languages: Two of your choice

Equipment: Holy symbol of Auril, a leather-bound copy of Auril's holy text, vestments, a set of cold weather clothes, and a pouch containing 10 gp

FEATURE: FEARFUL RESPECT

The devout of Auril are feared in many parts of the Sword Coast, and none in more than the Icewind Dale. Prayers to Auril are typically said to stay her fatal and frigid hand, and townsfolk fear that you have the power to bring icy death upon them. Because of this, many residents of the Ten Towns will offer you food and accommodations, albeit reluctantly.

ICEWIND DALE LUMBERJACK

You are a lumberjack operating in the massive pine forests of the Icewind Dale. You might be a lone lumberjack, or you an employee of a larger lumber company. Icewind Dale lumber is known around the Sword Coast for its sturdiness and ability to withstand extreme weather. Chopping and hauling lumber is a difficult task, but there is a good amount of coin in your trade.

Skill Proficiencies: Nature, Athletics

Tool Proficiencies: Vehicles (land), woodcarver's tools

Equipment: A set of cold weather clothes, 50 feet of hempen rope, a hand saw, and a pouch containing 15 gp

HARDWORKING RENOWN

You are easily able to obtain odd jobs from communities in the Ten Towns, as they understand and appreciate the yeoman work that goes into the lumber trade. These jobs typically involve repairs and building projects.