



LEGACY OF THE CRYSTAL SHARD™

AN ADVENTURE FOR CHARACTERS OF 1ST – 3RD LEVEL

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FORGOTTEN REALMS®



AGE 12+



LEGACY OF THE CRYSTAL SHARD™
CAMPAIGN GUIDE

FORGOTTEN REALMS®



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ISBN: 978-0-7869-6464-2

620A4538000001 EN

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INTRODUCTION

The end of the Era of Upheaval is nigh!

The world of the **FORGOTTEN REALMS**[®] setting has endured one catastrophe after another for the past century, from the Time of Troubles through the Spellplague. Again and again, upheaval has reshaped the pantheon, overthrown nations and rulers, and altered the landscape. Now, the world is being shaken and reshaped again—for the last time.

The gods are thrown into chaos at the promise of a new reckoning of the pantheon, and they scramble and grasp at power in hopes of cementing their positions of authority. Their mortal agents in the world, the Chosen, are charged with carrying out their will in every aspect of life.

The Spellplague, the magical catastrophe that dramatically reshaped the world, has come to an end. The Weave of magic is rewoven, and many lingering effects of twisted magic fade. The intermingling of worlds brought about by the Spellplague comes to an end, leaving Toril looking much as it did before.

Partly driven by the activity of the gods' Chosen and partly arising from the turbulent political situation at the end of the Era of Upheaval, the nations and factions of Faerûn engage in their own maneuvers, manipulations, and acts of aggression. In particular, the empire of Netheril attempts to conquer the Dalelands, Cormyr, and Myth Drannor, setting off a war that engulfs the eastern Heartlands.

Nations, geography, magic, and the gods are changing forever in the birth pangs that herald a new creation. The world needs heroes to ensure that the new age dawns bright and full of hope, with good still shining as a beacon against the darkness.

This adventure is set during the Sundering, near the beginning of its cataclysmic events. The year is 1485 DR, making it roughly concurrent with the Sundering novel *The Adversary*, by Erin M. Evans. Because Icewind Dale is remote and has changed little since the time of Akar Kessell more than a century ago, you can adapt the adventure to any period in the history of Faerûn.

Using This Adventure: This booklet, the *Campaign Guide*, provides a wealth of information about Icewind Dale and the surrounding region. The other booklet in this package is the adventure. The material in the *Campaign Guide* is background that will help you and your players become more immersed in the setting. Some of it is used directly in the adventure, including descriptions of important nonplayer characters (NPCs) and maps of key locations.

After you have run the adventure, the *Campaign Guide* should remain a useful resource about Icewind Dale, one of the most famous locations in the world of the Forgotten Realms.

THE CRYSTAL SHARD

As its title suggests, this adventure deals with the legacy of events told in the novels of R. A. Salvatore, including *The Crystal Shard*, *Passage to Dawn*, *The Silent Blade*, *Servant of the Shard*, and *The Ghost King*, among others. You need not have read any of these books to run and enjoy this adventure, but understanding the role that Akar Kessell and the Crystal Shard play in the history of the region will help the pieces of the adventure fit together.

As related in *The Crystal Shard*, Akar Kessell was a young apprentice of the Arcane Brotherhood. After murdering his mentor, he was abandoned in Icewind Dale by his fellow wizards, who had manipulated him into committing the crime. On the brink of freezing to death on the ice-covered slopes of the Spine of the World, Kessell stumbled upon Crenshinibon, the Crystal Shard—an evil artifact that took control of the wizard and gave him incredible power. Wielding the shard, Kessell created a magical tower, Cryshal-Tirith, in its likeness. He raised an army of savage humanoids from the Spine of the World and threatened to conquer Ten-Towns before he was stopped by an alliance of the Ten-Towners and the Reghed tribes. Of course, the aid of Drizzt Do'Urden and his companions—Bruenor Battlehammer; Wulfgar, son of Beornegar, of the Elk Tribe; the halfling Regis; and Catti-brie—was invaluable in stopping Akar Kessell.

Thwarting Akar Kessell did not put an end to the threat of the Crystal Shard. It was eventually destroyed, but not before leaving a permanent mark on Icewind Dale. In various places where crystal towers stood, the dust of the destroyed towers has fused with the ice to form a new substance. Called black ice, this dusky gray material is cold and rock-hard, but it can be worked like metal in a forge. Now a dwarf smith crafts trinkets, weapons, and armor from this strange black ice—and Auril's Chosen has erected a tower made of the same substance. But though Crenshinibon's malign intelligence is gone, the black ice retains traces of its deep evil, which slowly corrupts all who come into contact with it.

One Crystal Shard was enough to cause mayhem throughout Icewind Dale for many years. How much harm will countless items formed of black ice cause?



ICEWIND DALE

Freezing wind sweeps across the tundra, ceaselessly battering anything that dares to grow or breathe in its domain. Even in summer, when the days stretch interminably long, the sun blazing low in the midnight sky brings no respite from the chill. Without fail, the wind finds its way through every chink and crack, every opening in the warmest furs, every tent flap, every roof and board of the strongest homes. It drains away any hint of warmth wherever it finds purchase.

The threat of winter's fury is never far away. The wind sweeping down from the Reghed Glacier howls its wrath and sometimes carries stinging sprays of ice in its grasp. The sun never rises far above the horizon

even at the height of summer—and the height of summer is fleeting. During the rest of the year, sudden storms bring driving hail or sleet that leaves everything coated in a sheath of ice, or they bring snow that piles in deep drifts.

All this cold and fury is caged into one small region. The ice cliffs of the Reghed Glacier—the source of the never-ending wind—rise up in the east like prison walls, home to white dragons and enormous remorhazes. In the south loom the snow-capped peaks of the Spine of the World, crawling with orcs, goblins, and other monsters. North and west, the Sea of Moving Ice churns bergs and floes



in an endless tumult, like winter grinding its teeth in anticipation of its next freezing assault.

And yet, such is the nature of life that even in this hostile place, it manages to lift its head in defiance of the biting cold. Lichens cling to weathered rock despite the battering of the winds, providing sustenance to herds of reindeer through the winter. Fish swim in the lakes and rivers that dot the tundra.

When summer comes to the tundra, life shakes off the torpor of winter and comes forth in full flower. Grasses grow two or three feet high in the span of weeks. Birds flock to the marshes formed in the thawing soil. Reindeer calves fill out the herds that have been diminished through the winter.

Of course, no region of the Forgotten Realms is without its people. Human tribes follow the reindeer herds through their annual migrations. Other humans dare the treacherous waters of the Sea of

Moving Ice in search of fish, seals, and whales to sustain them. Dwarves dig into the earth to find shelter from the biting wind, mining for iron and forging weapons and armor.

Most improbably of all, civilized folk descended from foolhardy and treasure-mad immigrants from the south manage to survive and sometimes thrive in ten small towns. The wooden buildings of these towns provide only a little shelter from the cold and wind, and no protection at all from the attacks of orcs, barbarians, or the fierce tundra yeti. Though the towns are clustered around three icy lakes teeming with knucklehead trout, resources are scarce, and competition between neighboring communities can be fierce and occasionally deadly. But for all the dangers, people still live in the region known as Ten-Towns, and new arrivals—outcasts, fugitives, wanderers, and adventurers—still come to test themselves against the harshest environment known to the world.

This is Icewind Dale.



ICE PEAK

The frozen Ice Peak is a desolate island named for the crags on its northern side, home to the white dragon called Iceclaws. The town of Aurilssborg, small as it is, dwarfs the smaller settlements of Bjorn's Hold and Icewolf. See page 58.

THE SEA OF MOVING ICE

The Sea of Moving Ice, frigid ocean waters littered with enormous icebergs in constant motion and collision, borders Icewind Dale on the west and north. Farther north, the icebergs solidify into the polar ice cap called the Endless Ice Sea. See page 58.

If I could choose what life would be mine, it would be this life that I now have, at this time. I am at peace, and yet, the world around me swirls with turmoil, with the ever-present threat of barbarian raids and goblin wars, with tundra yetis and gigantic polar worms. The reality of existence here in Icewind Dale is harsh indeed, an environment unforgiving, where one mistake will cost you your life.

—Drizzt Do'Urden
from *The Crystal Shard*

THE TRACKLESS SEA

The Trackless Sea extends from this, the western coast of Faerûn, across thousands of miles to distant and mysterious lands. Here in the north, the sea is dominated by pirates from Luskan. Northlanders from the Ice Peak to the west, and Gundarlun and Ruathym to the southwest, challenge the Luskan ships for control over these waters.



KELVIN'S CAIRN

The solitary mountain called Kelvin's Cairn stands among three lakes—Maer Dualdon, Lac Dinneshere, and Redwaters—that support Ten-Towns, the closest thing to civilization that Icewind Dale can offer. Beyond this small region is tundra—nothing but tundra. See page 50.

REGHED GLACIER

The edge of the great Reghed Glacier rises like a wall to form the eastern boundary of Icewind Dale. The fierce, howling winds that blow off the glacier give the dale its name. See page 41.

THE SPINE OF THE WORLD

The high peaks of the Spine of the World shelter southern lands from the harsh cold of Icewind Dale. Crawling with orcs, goblins, and other monsters, the mountains are a dangerous barrier. See page 59.

THE NORTHERN MEANS

The Northern Means is a very practical description of a practical road—the only real connection between Luskan (and the rest of the Sword Coast to the south) and the frozen lands beyond. See page 12.

DRAGON'S EYE VIEW

TEN-TOWNS

Who would choose to settle in a frontier land as brutal as Icewind Dale? The answers are as diverse as the people of Ten-Towns, who are a cross-section of the whole of the Forgotten Realms.

Some people come to Ten-Towns determined to make their fortunes. Although demand for knucklehead scrimshaw in southern lands is not what it once was, there is still money to be made in fishing for the trout and selling or carving their ivory-like bones. The valley and the slopes of

Drizzt picked up his pace, pushing himself to the limits of his endurance. In five short years, he had come to care for the cluster of villages known as Ten-Towns and for the people who lived there. Like so many of the other outcasts who had finally settled there, the drow had found no welcome anywhere else in the Realms. Even here he was only tolerated by most, but in the unspoken kinship of fellow rogues, few people bothered him. He'd been luckier than most; he'd found a few friends who could look beyond his heritage and see his true character.

—The Crystal Shard

the Spine of the World are rich in mineral resources, as are the gem mines near Termalaine, so a few hopeful prospectors make their way to the far north in hopes of striking a rich new vein.

Still others come for the solitude. It is hard to get much farther away from the hustle and press of civilization than Icewind Dale—or closer to a particularly stark, harsh form of nature's beauty. The dale is also a fine place to escape notice and stay out of the reach of the law of the southern cities. Like the famous drow Drizzt Do'Urden, many of the people who come to Icewind Dale are outcasts, fugitives, or pariahs in search of a place where they can be tolerated, if not accepted.

Some of the people of Ten-Towns are descended from the Reghed barbarians who settled in Caer-Konig and Bremen for a time. They abandoned their ancient traditions and self-sufficient lifestyle after they were decimated by the armies of Akar Kessel a hundred years ago. Many of their kin still roam the tundra, but Caer-Konig and Bremen in particular have significant populations of exceptionally tall men and women descended from the Reghed tribes.

Of course, now—four hundred years after the Dinev family first settled on the shores of Lac Dinneshere—most of the people of Ten-Towns are here because they were born here, grew up here, and never really considered leaving. They're accustomed

to the cold, and they smile behind their hands at—or openly mock—the weak southern folk who visit their homeland and complain about the weather. Like the hardy lichens and determined reindeer of the tundra, residents make a living under the shadow of Kelvin's Cairn, hunker down to endure the brutal winters, and bring a zesty lust for life to the summers, enjoying what respite they can from the bitter cold.

Life in Ten-Towns is hard work. The people know the value of cooperation,





Life in Ten-Towns

In the markets of Bryn Shander, improbably enough, folk from every far-flung region buy and sell. Spice traders from Calimshan, farriers from the wild lands of the Silver Marches, cloth merchants from Cormyr, and merchants with armor and lumber from the Moonshae Isles are just a few of the traders who join the rough-and-tumble caravans from Luskan to bring their wares to Ten-Towns.

Icewind Dale has precious few trees, so lumber for building is imported from southern lands or cut from the slopes of the Spine of the World. Stones from Kelvin's Cairn or the dwarven valley supplement wood as a building material. Homes have sharply pitched roofs to prevent snow from accumulating on them.

Comfort—specifically, warmth—always trumps fashion in the frigid north. The people of Ten-Towns wear layers of woolen clothing, often topped off with fur cloaks. The careful layering of different-colored cloth creates a simple form of ornamentation. Bright reds and blues help to enliven the dark winter months.

The traditional crafts of Ten-Towns involve intricate designs incorporating wirework and the knucklehead scrimshaw for which the region is famous.

Each of the towns has an elected speaker who leads the community and represents its interests. Roughly eight times a year, weather permitting, all the speakers gather in the council hall in Bryn Shander to discuss matters of shared interest. These meetings usually devolve into petty arguments about fishing territories, but occasionally they deal with more serious matters. The speaker of Bryn Shander, currently Duversa Shane, is the nominal head of this council.

Even fugitives and scoundrels who settle in Ten-Towns eventually learn that they need to contribute to the community if they want to survive. Every so often, though, miscreants arrive in Icewind Dale, often from the crime-ridden city of Luskan, and try to live off the work of others. They rarely last long.

Life Off the Lake

Except for Bryn Shander, each of the ten towns is built on the shore of one of the three lakes where knucklehead trout swim, surrounding the mountain of Kelvin's Cairn. The largest population is in Maer Dualdon, the deepest of the lakes.

Ten-Towns fishing boats are generally simple affairs. The smallest are one-masted skiffs, which are rowed as often as oared—not least because the harsh winds of the dale can capsize such small craft. Larger, two-masted cogs with single decks handle the wind better, and their crews exemplify the neighborly cooperation that makes Ten-Towns function. These ships fly the flags of their towns and provide fish for the whole community, not for any individual fisher.

A ship that makes a catch raises a red flag on its mast. The higher the flag, the larger the trout, with a flag at the top of the mast signifying a catch of at least a four-footer. The flag signals the other ships of that town's fleet that a school is in the area, but it can also attract the attention of ships from other towns.

The large and wily knucklehead trout can't easily be caught in nets, and reeling such a strong fish in on a line is a significant undertaking—one more reason why cooperation is essential to survival in Icewind Dale. The sight of a knucklehead jumping and thrashing on the end of a fisher's line can be entertaining, but it also represents real danger. Incautious fishers who fall overboard can die before the rest of the crew can get them out of the frigid water.

All three lakes freeze in winter, though Redwaters is the only one that freezes completely over in most years. When thick ice covers the lakes, many fishers stay to the shelters of their homes and hearths, but the most dedicated or desperate cut holes in the ice and dangle their lines down in hopes of tempting hungry trout.



and neighbors within a town depend on each other every day for survival. A pair of strong hands is too valuable a resource to waste, so when criminals are caught and brought to justice, they're not locked up—they're put to work for the common good.

The friendliness that suffuses each town often stops at the edge of that community. The people of other towns aren't neighbors; they're competitors for resources. Thus, Caer-Dineval and Caer-Konig are always squabbling over fishing rights in Lac Dinneshere, and the people of Lonelywood are jealous of the lumber their forest offers.

FISHING THE LAKES

Without knucklehead trout, there would be no Ten-Towns.

A dramatic statement, perhaps, but it is hard to imagine any pioneers deciding to make a permanent home in Icewind Dale without the bony-headed fish. The trout are a major food source for the people of Ten-Towns, and their hard, smooth bones are tremendously useful. The large, fist-shaped protrusions atop their skulls are well suited to carving, and talented scrimshanders earn a respectable living selling their wares in Bryn Shander and in the south—which is why knucklehead bone is commonly called “white gold” in Icewind Dale.

Although the fish's head is the part best suited for artistic carving, many of its smaller bones can be carved into sewing needles, arrowheads, fish hooks, fasteners, and similar items. Thus, a single trout (which can reach up to five feet long) is quite valuable, even leaving aside the meat it provides.

Each of the ten towns (except landlocked Bryn Shander) maintains a fleet of fishing vessels. For the most part, fishing is a communal activity. All the larger boats and most of the smaller ones are owned by the towns, not individuals, and the catch likewise belongs to the town, to be shared according to need. Targos and Easthaven, the largest towns after Bryn Shander, have fleets of over a hundred boats.

Some people—mostly newcomers to the area who hope to make their fortunes off the trout—have their own

smaller boats and try to fish the lakes independently. The towns frown on this activity, since it threatens both the trout population and the delicate relationships among the communities, which have carefully divided up fishing rights on the lakes. It's also dangerous—smaller boats don't handle the winds as well, and it can be difficult to land a large trout on a small craft. Most small boats stay close to shore, using lines or nets to catch smaller fish.

SCRIMSHAW

Scrimshaw as it is practiced in Icewind Dale includes a variety of techniques and styles. The simplest (which is still extremely intricate) involves engraving pictures into the smooth surface of the bone and inking the engraved lines. More

“Ah little fishes, what trouble you bring,” Regis muttered softly, pondering the irony of the havoc the silvery fish wreaked on the lives of the greedy people of Ten-Towns. These ten communities owed their very existence to the knucklehead trout, with their oversized, fist-shaped heads and bones the consistency of fine ivory. The three lakes were the only spots in the world where the valuable fish were known to swim, and though the region was barren and wild, overrun with humanoids and barbarians and sporting frequent storms that could flatten the sturdiest of buildings, the lure of quick wealth brought in people from the farthest reaches of the Realms.

—The Crystal Shard



sophisticated scrimshanders carve the bone into small reliefs or statuettes, sometimes inking these as well to ensure that the details are clear.

Accomplished scrimshanders are respected in Ten-Towns. Several well-known town speakers have been scrimshanders, elected to their positions largely because their trade allowed them to travel freely to Bryn Shander.

GETTING TO TEN-TOWNS

Reaching Icewind Dale requires an arduous trek along poorly maintained roads and through a brutal pass at the westernmost end of the Spine of the World. The journey from Luskan takes about twenty days—eleven to reach the North/South Pass, three to cross it, and six more to cross the tundra to Bryn Shander. That travel time assumes summer weather in the dale. It's much harder to cross the pass, let alone the tundra, when winter snows have choked the roads.

Ten Trail

Ten Trail is the name given to the route typically taken by travelers coming to Icewind Dale. As its name indicates, it is not a paved road, but merely an earthen path marked by the furrows of wagon wheels from the caravans that make the trip north. The cold weather, broken ground, and scarcity of places to shelter or resupply make a journey up Ten Trail arduous at best. Add in the presence of crag cats, yetis, and bandits waiting to ambush wagons laden with trade goods, and one begins to understand why only the bravest, most desperate, or most foolhardy travelers attempt the trek to Icewind Dale.

Ten Trail begins at the town of Fireshear just off the Sea of Swords and makes its way north to the settlement of Hundelstone, perched on the foothills at the base of the Spine of the World. Hundelstone marks the end of the Northern Means, the larger road that leads northwest from Luskan to the far north. North from Hundelstone, Ten Trail leads up the mountain slopes across the North/South Pass, then wends its way down into the foothills of Icewind Dale. Before the settling of Bryn Shander, Ten Trail ran all the way to Targos and along the east side of Maer Dualdon. Nowadays, caravans from the south stop mainly in Bryn Shander, so as far as most people are concerned, Ten Trail stops there, too.

The North/South Pass

The gateway into Icewind Dale is the North/South Pass, where Ten Trail straddles the Spine of the World. There—in good weather—caravans labor for about three days to cross over the mountain range. The pass is known for dangerous storms, which can dump enough snow in a matter of hours to bury a horse up to its withers, and for vicious winds, which tear the cloaks from travelers' necks and sting their flesh. Reports of undead in the mountain pass usually turn out to be sightings of ill-fated travelers who died of exposure, their corpses desiccated by the bone-dry winds. Travelers who attempt the passage without the aid of a guide are advised to obtain a map showing the locations of the way stations that dot the pass—sturdy lean-tos, stocked with warm blankets and dry wood, where people can wait out a storm. But those seeking refuge should take care: Yetis sometimes lurk near the stations, checking them every few days the way a crab fisher checking his pots.

BRYN SHANDER

Population 1,200

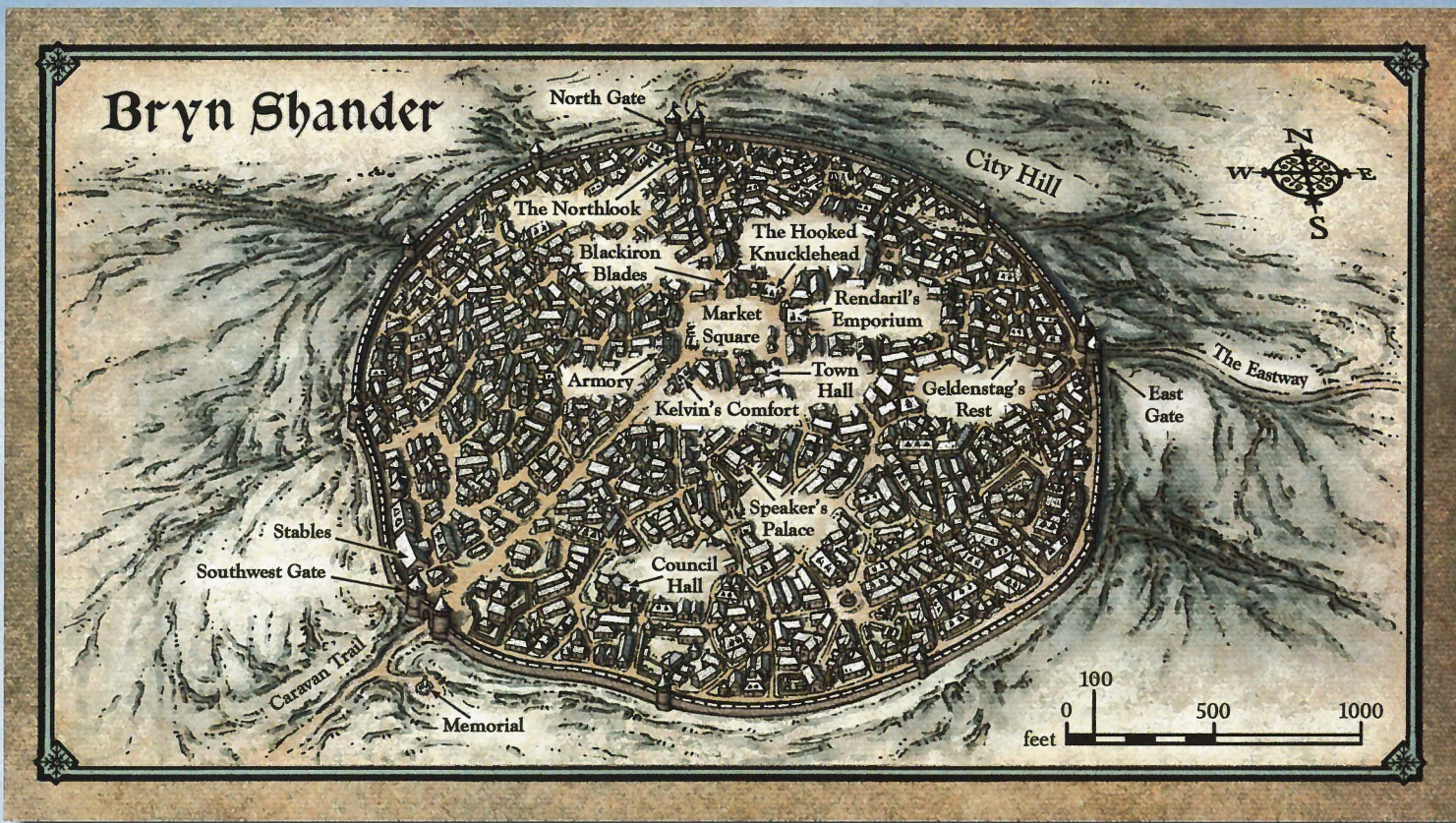
"What's Bryn Shander like, ye ask? It's sixty score humans, packed together like fish in a barrel an' smelling about as sweet. Its roads are paved with the muck o' the cart horses ye're constantly rubbing shoulders with, an' its alehouses are filled with scoundrels that no other city in Faerûn would have. An' after three weeks on Ten Trail, you'll swear there was no lovelier sight!"

—Beorne Steelstrike, caravan master

When travelers following Ten Trail cross the Spine of the World into Icewind Dale, their first sight is of the circular wall of Bryn Shander rising from a distant hilltop, with Kelvin's Cairn looming in the distance. The twinkling lights of the town's inns promise refuge from the lashing winds, and the smoke from its many hearths portends warmth and sustenance.

After they have passed through Bryn Shander's gates, travelers are swept up in the bustle of a prospering frontier town. Here, caravans from the south converge with traders from across Icewind Dale to swap goods and rumors in the busy market square. Fishers, trappers, traders, and sellswords rub elbows in the town's taprooms, and gruff dwarves, wide-eyed travelers, and skulking ne'er-do-wells wander its streets.

Many of the folk who come to Icewind Dale never leave the relative safety of Ten-Towns, and of those, many have never ventured beyond Bryn Shander.



Although it's true that the dale has a great deal more to see than its central town, it's also true that fortune and adventure aplenty wait within Bryn Shander's sheltering walls.

Trading Hub

Bryn Shander is the heart of Ten-Towns, and trade is its lifeblood. Caravans from the Sword Coast, traders from Ironmaster, dwarves from Kelvin's Cairn, fishers and crafters from Ten-Towns, and sometimes hunters from the barbarian tribes of the tundra all meet in the market square. Here, the people of Icewind Dale ply their wares, hawking the scrimshaw and raw knucklehead ivory that is much esteemed by those of the southern lands. In return, the southern caravans bring rich dyes, hardwood from the forests of the heartlands, dried herbs and spices, finely woven textiles, fruits, wines, and many other commodities that are rare in the frozen north.


All these items sell for a premium in the market, and travelers who are accustomed to the plentiful goods and relative bounty of places such as Waterdeep and Neverwinter are often shocked by the exorbitant prices that even common goods command in Bryn Shander. Those without deep pockets soon run short on coin, which contributes to the town's mercenary quality—many of the sellswords here live hand to mouth and take any job for pay.

Fortunately for them, the constant need for caravan escorts, as well as protection for the expeditions that hope to find riches in the wild hills and frozen mountains at the Spine of the World, means there is never a shortage of work to be had in Bryn Shander.

The Tenth Town

Although Bryn Shander is the largest of the ten towns, it is also the youngest. Originally it was the site of a lone cabin on the trail to Maer Dualdon where caravanners, weary from their trip over the pass, would rest by a warm fire before continuing to their intended destination—usually Targos, the most accessible settlement in those days. Fishers from the towns often came to the hilltop cabin to meet the caravans as they arrived, eager for news of the outside world. But when scrimshanders from Termalaine began bringing their wares to the cabin to entice the caravans to make the longer trek to their town, they unwittingly ignited a trade war.

First Targos and then the other towns began sending their own traders to the cabin, fearful of losing any advantage to the others. Outbuildings were constructed to hold the extra visitors, and as the towns started establishing semipermanent presences on the hill, more businesses grew up to provide goods and services for the burgeoning population. Finally, after a feud among traders from four towns ended



in violence, all of the communities agreed to send speakers to the new outpost to regulate the business being carried on there. The owner of one of the local businesses acted as speaker for the outpost, and thus Bryn Shander had its first council meeting.

Walls Provide Refuge

The people of the south know Bryn Shander for its market (if they know of the place at all), but the people of Ten-Towns know it for its walls. Despite being a simple palisade, the walls of Bryn Shander loom as large in the minds of Ten-Towners as those of any dwarven citadel, for at times they have been all that has kept the people of the dale from being annihilated by barbarian raids or rampaging beasts.

The walls stand some thirty feet high and are defined by two concentric rings of wooden poles, the gap between them filled with dirt and rubble. The outer ring of poles rises above the top of the wall, providing a rampart for defenders stationed on the wooden-planked walkway. The wall's hinged gates are fifteen feet tall and can be barred from the inside with heavy wood beams banded with iron.

The town's location plays a role in its ability to withstand assault. Built on one of the tallest foothills south of Kelvin's Cairn, Bryn Shander has a commanding view of any approach from the north (the direction from which attacks on Ten-Towns usually come), and an attacking force must climb the hillside under fire from archers before it can assault the walls.

Moreover, barbarians or other foes from the north must approach Bryn Shander by way of Bremen's Run or Icewind Pass, and then advance past the towns near Maer Dualdon or Lac Dinneshere, providing ample opportunity for strategically placed ambush parties to outflank the enemy forces or harry their movements. It was this strategy that Ten-Towns employed when the barbarian tribes allied under King Heafstaag of the Elk Tribe in an attempt to occupy Bryn Shander, resulting in the decimation of the barbarians in general and the Elk Tribe in particular. That victory, however, was the result of a degree of cooperation between the towns that has not been seen before or since, so the likelihood of Ten-Towns successfully employing the same strategy in the face of new dangers is slim.

Sellswords Welcome

The defense of Bryn Shander is overseen by the sheriff, Markham Southwell, who is appointed by the town's speaker and serves at her pleasure. Responsible for training the town's militia and keeping the peace, the sheriff is authorized to maintain a standing force of twenty guards (typically equipped with longswords, daggers, and studded leather armor). In times of need, the town can raise a fighting force of about four hundred—mostly townsfolk outfitted with spears and longbows, although there are nearly always some adventurers in town who can be paid or persuaded to help by taking up arms.

Sheriff Markham is empowered to hire adventurers for missions undertaken in the town's defense (loosely defined as anything that keeps trade coming through Bryn Shander's gates). Such expeditions are meant to be underwritten by the town's exchequer and therefore require the approval of the speaker. Conniving merchants or other interested parties often ask the sheriff to post a job for which they are willing to provide the funding (along with a small administrative fee for Markham, naturally). In such cases, unknowing adventurers take jobs that they believe to be official town business, doing dangerous and often unscrupulous work—the benefit of which they might otherwise be inclined to question—all the while unwittingly serving the aims of an unknown employer. But the trade to Bryn Shander keeps flowing, and most times neither the speaker nor the adventurers are the wiser.

Goods and Services

Anyone who walks along the central road through Bryn Shander notices many inns, taverns, and trading posts, the largest and most profitable of which ring the central market square.

Geldenstag's Rest, one of the oldest establishments in town, is run by Myrtle, a gray-haired widow who took over the inn after her husband was killed in the crossfire of a dispute between two mercenary groups that had been staying there. Myrtle now makes it her business to know everyone else's business, asking guests a lot of questions about what they're up to each day. The inn's accommodations



are lackluster—the small rooms are furnished with only a stool, a chamber pot, and two cots with dirty furs thrown over them. It might seem like the kind of place that would attract lowlifes and troublemakers, but Myrtle's pestering tends to drive away people with secrets to keep. The absence of that element from its clientele makes *Geldenstag's Rest* a popular destination for travelers who aren't looking for too much excitement during their stay in Bryn Shander.

The Hooked Knucklehead is another long-standing inn, and it caters to the scrimshanders and traders who come from the other towns to do business. The innkeeper, Barton, was a trader from Targos who stayed at the Hooked Knucklehead many times before offering to buy out the previous owner. The accommodations are meager, and the few private rooms are bitterly cold at night. Most of the clientele sleeps in the spacious common room, near the large stone hearth. The prices are a little more reasonable here than at the town's other inns.

The Northlook is the inn most frequented by mercenaries and adventurers, and as such it's the rowdiest and most dangerous place to stay in Bryn Shander. At the same time, its taproom is the best place in all of Ten-Towns to get leads on profitable ventures, along with the latest news and rumors. The proprietor, a retired sellsword who goes by the name Scramsax, takes advantage of the high hopes and good fortunes of his customers by charging the most exorbitant rates in town. Knowing full well the cycles of an adventurer's life, Scramsax often cuts a break for customers who are between jobs, allowing them to stay on credit and then presenting them with a bill inflated by interest charges as soon as they make their next payday. Those who don't pay discover that the old mercenary still remembers how to handle a blade, and that he doesn't take "no money" for an answer.

Kelvin's Comfort is one of the most popular taverns in town, owing to its extensive stock of dwarven ales and brandies. Although the common room is bedecked with dwarven craft of Battlehammer make, most of the liquors are imported from Mirabar, on the other side of the Spine of the World. The one local specialty of note is the brew brought up from Good Mead. Caravanners who have plenty of coin often come here, as do visiting dwarves from

Kelvin's Cairn. The proprietor is a dwarf named Ogden Flamebeard, who has a temper as fiery as his signature drink—a Mirabarian rotgut he gets for cheap and rebottles as Flamebeard's Firebrandy (reselling it at a sizable markup). In his youth, Ogden worked in many of the famous northern mines, and he has contacts not only in Mirabar but also in Ironmaster and Mithral Hall.

Rendaril's Emporium is the largest trade house in Bryn Shander, on the site of the original cabin around which the town sprang up. The entrance facing onto the town square opens into the storefront, where visitors can view an assortment of the finest goods for sale in all of Ten-Towns: fishing rods fashioned from elven yew, yeti-skin coats with scrimshaw buttons, mithral fishhooks, axe heads and daggers crafted by the dwarves of Kelvin's Cairn, and more. Around the back side of the building is the entrance for wholesalers, where caravan traders offload their stock and local adventurers sell pelts and tusks collected on their travels. The owner, Rendaril, is a half-elf from Waterdeep. The shrewd business sense he developed in the City of Splendors has served him well in this remote corner of the world; more coin passes through his hands in a week than most other merchants in Bryn Shander see in a season.

Blackiron Blades is a small shop and smithy just north of the main square. Rather than attempt to compete with the quality of the dwarf-crafted weapons from Kelvin's Cairn, the smith, Garn, has found his niche manufacturing the cheapest blades in Ten-Towns. His sister, Elza, runs the shop and keeps it profitable. When she observed that Garn's low prices were attracting fortune-seekers coming up Ten Trail whose pockets were thin after the cost of making the journey, and who were frequently ill-prepared for the hardships of life in Icewind Dale, Elza began selling adventuring supplies—rations, cold-weather gear, ice picks, and snowshoes—alongside her brother's wares at the shop. Blackiron Blades is now well known as a one-stop shop for adventurers and other travelers. Nonetheless, most of the town's veteran sellswords eschew Garn's smithcraft, and jokes told about hapless newcomers to Icewind Dale often end with the line "... an' 'e was carrying a Blackiron blade, to boot!"

Du vessa Shane

Speaker of Bryn Shander

Du vessa Shane is the daughter of a trader from Waterdeep who settled in Bryn Shander after falling in love with a local tavern server. Having inherited her mother's sharp tongue and her father's talent for negotiation, it seemed unsurprising in retrospect when Du vessa secured the position of town speaker—the first woman in Bryn Shander to do so. When she showed up at the next council meeting and called it to order, the other speakers bristled at her temerity, and a few warned her that, as the newest member of the council, she would be told when her opinion was wanted. What followed was a tongue-lashing so severe that even Crannoc of Caer-Dineval was left chagrined. Since that day, Du vessa has led the council as ably as any speaker in recent memory.

Though she is a grown woman, Du vessa's slight frame and sparkling gray eyes lend her a girlish air. She dresses much as her father did, in shirtsleeves and trousers, with a vest or coat in the latest fashion.

Local Landmarks

Aside from its many shops and public houses, Bryn Shander has several other buildings of note.

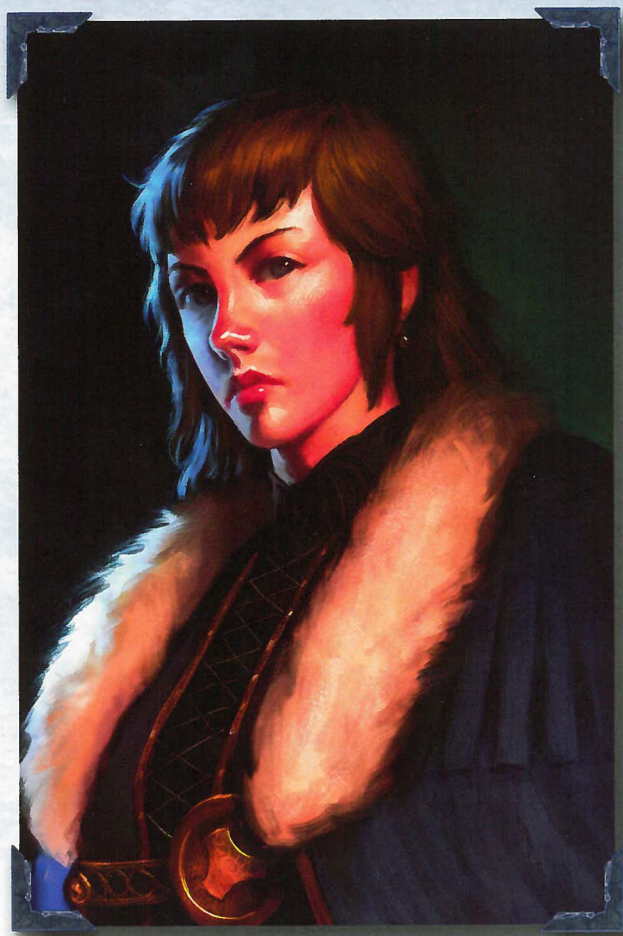
The **town hall** is the largest building bordering the central square. Most days, this long, open hall serves as an extension of the town square's market, although it is reserved for feasting on various holy days and other notable events. The hall is also where refugees from other villages stay in times of emergency when they seek shelter in Bryn Shander.

The **armory** is situated just off the central square. Only the speaker and the town sheriff have keys to this building, which stores arms for the militia.

The **council hall**, near the southwest gate, is a warehouse where the speakers of Ten-Towns hold their meetings. The building is nondescript but identifiable by the heated discussions often overheard taking place inside.

The **speaker's palace** is the private residence of the town speaker. Located on the south side, this is the only building in Bryn Shander that stands two stories high. (Most of the structures are sunk into the ground to avoid exposure to the winds, which are not entirely blocked by the city's walls.) Fashioned by dwarves out of cut stone, with a pitched slate roof and a colonnade in front, the palace is so out of place among the squat, rough wood dwellings that it looks as if it had been magically transported here from some other region of Faerûn.

The **House of the Triad** is Bryn Shander's largest place of worship, and the only one that truly



deserves to be called a temple. An impressive edifice built by the dwarves of Kelvin's Cairn, the temple stands about halfway between the southwest gate and the central market. When it was first built, it honored the three gods known as the Triad: Tyr, the god of justice; Torm, the god of duty and loyalty; and Ilmater, the god of endurance in the face of suffering. Tyr is said to be dead, though he still has a handful of followers in town, and the holy days most commonly celebrated in the temple are those of Ilmater. The promise of divine aid for those who endure suffering appeals to the people of Ten-Towns, and visitors from other towns often stop in the House of the Triad before going about their other business.

The **shrine of Amaunator**, located near the small northeastern market square, is a converted house that serves as a modest gathering place for worshipers of the god of the sun. Considering that the sun vanishes for two months at a time every winter, it's a wonder that Amaunator has any worshipers at all in Icewind Dale. The priest who established this shrine, a retired adventuring cleric from Cormyr named Mithann, has a strong personality and speaks a powerful message of hope and



rebirth. She calls Amaunator by old names—the Morninglord and the Glory of Dawn—that evoke a different image from that of the stern, rigid sun god who is worshiped farther south. When the sun first rises from the long winter twilight late in the month of Hammer, Mithann leads the god’s most popular festival—a great feast in the town hall.

Mithann takes a great interest in adventurers who come to Bryn Shander, largely because of her past but also because she genuinely cares about the people of Ten-Towns. She has seen too many so-called heroes try to exploit the citizens of the region, so she keeps a close eye on the ones who seem shady or selfish. On the other hand, she gives as much aid as she can muster to those who seem genuinely interested in helping the people of the dale.

Mithann was a member of two different adventuring companies with Isteval, a paladin of Amaunator who has since retired to Daggerford. Two of their companions from the first company, the Knights of the Unicorn, have settled in Baldur’s Gate, where characters might have encountered them if they experienced the events of *Murder in Baldur’s Gate*.

EASTHAVEN

Population 850

“I remember when the Eastway was naught but a couple o’ ruts in the mud leadin’ to some shanties on the south side o’ the lac. Now look at the place! Seems like ye can’t turn around without trippin’ over a new bunch o’ buildings, and the town just keeps getting’ bigger—along with me profits.”

—Beorne Steelstrike

The scent of freshly sawed pine hangs in the air around the outskirts of Easthaven, where new construction pushes the town’s perimeter ever outward. In the center, spacious shops, inns, and taverns solicit locals and travelers alike, their brightly painted signs clamoring for attention as loudly as the fish hawkers down on the docks. Grizzled trappers just returned from the wilds sell their pelts in stores that also offer the latest Waterdhavian fashions, and prosperous merchants step over penniless fishers in the town’s main boulevard.

Boom Times

Walking into Easthaven is like stepping into Icewind Dale’s past—the place is a picture of the boomtown way of life that gripped Ten-Towns centuries ago, when the cities of the south first got “white gold fever.” In the generations since, the other towns have settled into a predictable, if not always quiet, rhythm of life. Not so Easthaven. Having been overshadowed by the more established towns on Lac Dinneshere in the region’s initial rush, Easthaven languished while its neighbors thrived. But with the paving of the Eastway, more and more trade began to flow into Easthaven until it overtook Caer-Konig and Caer-Dineval to become the most prosperous town on the lake. Now, it rivals Targos and Bryn Shander in size.

Easthaven tends to attract people who are just starting out in Ten-Towns, as well as those who want to start over—the place seems to welcome all comers. It is a magnet for fortune-seekers and the con artists who prey on them. From honorable warriors to unscrupulous merchants, from uncouth woodsmen to worldly travelers, the town displays a striking assortment of the best and worst that life in Icewind Dale has to offer. Anything goes in Easthaven, according to a local saying—and that’s usually true.

Contested Waters

Although Easthaven’s fishing fleet is now larger than that of Caer-Konig and Caer-Dineval combined, its boats are relegated to plying only a small



fraction of the lake thanks to an accord passed by the council back when Easthaven was a tenth of its present size. In those days, the fleets of Caer-Konig and Caer-Dineval dominated the waters of Lac Dinneshere, and the accord was brokered as an attempt to placate the two rivals and keep them from each other's throats. The rivalry would not be so easily undone, however, and the agreement was quickly forgotten until a few years ago, when the speakers of Caer-Konig and Caer-Dineval invoked its terms as a way to restrict the operations of Easthaven's growing fleet of fishing boats.

Easthaven's speaker, Danneth Waylen, has petitioned several times to renegotiate the outdated agreement, but Caer-Konig and Caer-Dineval have so far stood united behind it. Danneth also brought the matter before the council in Bryn Shander, but to no avail. Easthaven's growth has cannibalized trade from the other towns, and both Targos and Termalaine have felt the effect. As a result, they support Caer-Konig's and Caer-Dineval's claims to the waters of Lac Dinneshere. With Bryn Shander remaining carefully noncommittal and the towns of Redwaters declining to get involved, only Bremen and Lonelywood have spoken out in support of Easthaven.

Meanwhile, Easthaven's boats are in competition with one another for the best fishing spots in the crowded waters. Fights over contested catches are common, and accidents have wrecked several ships and resulted in a few deaths. Some of the bolder fishers operate in the northern waters claimed by

Caer-Konig and Caer-Dineval, taking whatever haul they can before they are chased off by the other towns' boats. Speaker Waylen knows it is only a matter of time before one of these incursions is met with violence. He hopes to find a solution to the problem before that happens.

Rags and Riches

With the ongoing dispute over fishing rights on the lake, Easthaven's fisherfolk are suffering. For many of them, fishing is all they know, and there simply aren't enough fish in the small patch of water the town is allotted. Inevitably, the largest boats and the most experienced crews pull most of the fish out of the water, while everyone else scrambles for what's left. Many fishers barely catch enough to feed their families, let alone have anything left over to sell. Many more come back after sunset with empty nets.

Despite this state of affairs, more people show up every season hoping to make their fortune in Easthaven. The town's reputation for opportunity is greater than the reality, yet the image keeps drawing people there even as it exacerbates the problems.

Still, the prospects in Easthaven aren't entirely illusory. Many people have made a comfortable living for themselves—just not fishers or fortune-seekers. With the influx of residents, Easthaven's merchants, innkeepers, and tavern owners pull coin from purses like trout from the lakes.



THE EASTWAY

The Eastway is the only paved road in Icewind Dale, and it runs from Bryn Shander straight across to Easthaven. Its construction linked Lac Dinneshere to the caravans that came through Bryn Shander, resulting in the explosive growth of Easthaven and a gradual shift in trade away from Maer Dualdon.

On many occasions, the people of Targos and Termalaine have considered improving the road north from Bryn Shander to encourage more traffic, but the mistrust between the two towns has prevented them from cooperating long enough to bring the project to fruition.

Then, too, there are those who profit from the town's problems, such as the gang of boys who are paid by fishing crews to hold the best spots at the docks until the boats come back at night. This arrangement allows those crews to stay out later than other boats and still be first out to the good fishing spots the next day. The boys make a show of competing to hold places along the dock for their clients, but they actually conspire to bid up the prices on the best spots, then split the profits every night after dark.

Goods and Services

Cairn's Crossing is the oldest of Easthaven's inns, which is to say it has the most chinks in its walls for the night winds to blow through. Still, most of the caravanners who come to town stay here out of habit, so the inn does a respectable business. The innkeeper, Vie Witters, is stout, gray-haired, and tough as nails, and she shows no sign of slowing down despite her age. Many of the inn's visitors assume that she's a widow, but in fact she's married to a local fisher who still goes out on the lake every day. They hardly see each other, though, because Vie won't let him sleep in the inn if he reeks of trout—which he always does.

The White Lady Inn stands just across from the harbor, overlooking the lake. The inn is named for a local legend about the ghost of Lac Dinneshere (see the sidebar on page 21 and capitalizes on the morbid fascination generated by its eponymous tale. A halfling bard named Rinaldo works the inn's taproom on most nights, recounting the titular story for the benefit of any newcomers and then segueing into hair-raising tales drawn (he swears) from the true accounts of the many adventurers who have stayed at the White Lady Inn. Rinaldo knows how to pull in a crowd, often loudly proclaiming that "this next tale is not fit for the ears of women, children, or those of tender heart" whenever he spies passersby in

the street, reeling them in like fish on a line. On the other hand, his employer—a wiry, white-haired old man named Bartaban—seems perennially bored by the halfling's tales. But the dour innkeeper is acutely aware of the value Rinaldo adds to his establishment and strives to make himself as invisible to his guests as possible, the better to let the bard's tales work their magic.

The Wet Trout is the largest and loudest tavern in Easthaven. A great chimney situated squarely in the building's center has hearths on either side to warm the tavern's two common rooms. The owner, Henrick, mans the bar at one end of the tavern while his wife, Bitholde, runs the kitchens at the other. The two frequently shout raunchy jeers at each other from across the floor, which always get a hearty laugh from the assembled patrons and lend to the ribald atmosphere the tavern is known for.

Banrock's Mithral Pot has the distinction of being one of the few establishments in Ten-Towns to have a reputation that extends outside Icewind Dale. Just walking into this tavern's common room, with its distinctive dark wood paneling and cozy booths, is enough to set one's mouth watering. Visitors from as far away as Baldur's Gate come here to try Banrock's pottage, which the dwarf cooks in his signature pot. Running the tavern is a labor of love for Banrock, who could retire on the value of his mithral cookware alone, but the plump, ruddy-faced dwarf would rather spend his days cheerfully bustling from booth to booth chatting with travelers. His longest-standing customer is a wizard from Blackstaff Tower in Waterdeep, who comes to the tavern every solstice to renew the wards that protect the kitchen against thieves—and, of course, to sample the pottage.

Rurden's Armory is an outlet where adventurers can buy dwarven blades and mail forged in the valley below Kelvin's Cairn. The shop's interior looks like that of a keep preparing for siege—racks of swords and axes stand to one side, while suits of

chain mail lie stacked on crates to the other (and the crates hold pieces of plate armor packed in wood chips). Piles of helms stand alongside the crates, halberds lean in the corner, and shields and crossbows hang on every inch of the room's walls. The building's heavy, reinforced door, complete with a thick bar, rounds out the image of a garrison; only a painted iron sign propped against the back wall identifies the shop as a place of business. Since none of the weapons and armor are made to order, buyers often have to adjust to equipment that's heavier than they're accustomed to—blistered palms and aching shoulders are common complaints among first-time customers. Even so, the quality of the merchandise speaks for itself, and the dwarf shopkeep, **Rurden**, is especially helpful when showing buyers how to alter their swings or angle their bodies for an incoming blow to take advantage of their new purchases. The sellswords who frequent his store have a saying: Once you go dwarven, you never go back.

LOCAL LANDMARKS

Three areas of interest lie outside Easthaven.

Silvanus's temple is a grove of white birch trees on a hillside overlooking Lac Dinneshere, about two miles west of town. Here, a small coven of the nature god's followers gather every month at the full moon. They are led by a self-styled druid (one of the human residents of Easthaven) who teaches them that the town's sprawl is a blight on the land and that someday Silvanus will call on them to help restore the area to its pristine beauty.

The Redrun is the stream that empties Lac Dinneshere into Redwaters. Normally a series of spills that are easy to cross, the stream becomes a torrent of frothing whitewater during late spring. With all the competition on the lake, locals have taken to walking down the Redrun and fishing along its banks. But twice in the past fortnight, locals have gone to fish the Redrun and did not return. The other townsfolk assume they were killed by wild beasts, but no one is brave enough to investigate.

A **memorial** outside the southwest gate commemorates a battle between **Tiago Baenre** and the balor **Errtu**, who came to Icewind Dale seeking **Drizt Do'Urden**. A circle of blackened ground is surrounded by a rock wall, the center of which has a stone statue of **Tiago** and a plaque that reads "On this spot did Master **Tiago** slay the demon. And the snows will cover it nevermore." And the scorched earth remains untouched by snow even in winter.

Danneth Waylen

Speaker of Easthaven

Danneth Waylen is the earnest, if fretful, speaker of Easthaven. He never wanted the position, but he was nominated for it when the town's business leaders, after nearly tearing Easthaven apart in their contests to claim the title after the last speaker's death, finally decided to compromise on a neutral party. **Danneth's** humility and forthrightness made him an ideal candidate, and his sense of duty precluded him from declining the nomination.

Just coming into middle age, with green eyes and tousled auburn locks that often garner him unwanted romantic attention, **Danneth** owns two of the town's most profitable fishing vessels, and he was a fisher himself before turning his attentions to the town's myriad problems. He tends to be soft-spoken, though his voice carries an undertone of steely determination.

LAC DINNESHHERE

Lac Dinneshere's waters begin in the tundra alongside **Kelvin's Cairn** and stretch south to the forest that borders the banks of **Redwaters**. To those who look down on it from the slopes of the mountain, the lake's broad expanse seems like a great shard of sky that fell to the earth, dotted with tiny boats that traverse its icy blue firmament.

From the water's edge, the imagery no longer seems quite so apt. Frigid winds blowing in off the **Reghed Glacier** whip across the lake, its surface chopping with waves that stand at odds with the serene sky above. The lake does seem to reflect the moods of the heavens; it blushes pink on tranquil evenings, turns steel-gray when storms approach, and blanches white during quiet snows. People who have spent their lives along Lac Dinneshere don't bother looking up to see what the weather will be—they just look to the lake.

Though as large as **Maer Dualdon**, Lac Dinneshere is shallower and thus has a smaller population of knucklehead trout (but enough to keep the combined fishing fleets of **Caer-Dineval** and **Caer-Konig** in business). The lake's ecosystem is also less diverse than that of **Maer Dualdon**. The winds from the glacier stunt what trees manage to grow along the shore and drive avians to the more sheltered areas along **Maer Dualdon** and **Redwaters**, and the lake's rocky banks prevent seasonal flooding and forestall the formation of sandy bars capable of supporting cold-water clams and the otters that feast on the clams.

Still, the lure of the lake's "white gold" is enough to keep hundreds of people living here in small communities carved into the steep, rocky banks, huddled against the wind and cold.

Caer-Dineval

Population 250

"When last I visited Caer-Dineval, I found the town speaker livin' in an old fort at the top o' the road, perched up there like a lord in 'is castle. What's he lord of, I'd like to know. A little pride is well an' good, but never will I understand the vanity o' men!"

—Beorne Steelstrike

In generations past, travelers to Caer-Dineval had to make their way east from the hills around Bryn Shander and then cut north, following the rocky shore of Lac Dinneshere until after several weary hours they spied a small fortress (the "caer" for which the town is named) jutting up from the prominence where it overlooks the lake. These days, visitors to the town can take the Eastway to Easthaven, and then hire a ferry to take them across the lake to Caer-Dineval. Only those who have no coin to spare, or who have more than a small cart's worth of goods to transport, still take the rude trail that wends its way up the lake's western shore.

Whether arriving "by land or by lac," visitors are immediately confronted by the fortifications for which the town is famous: its cliff-top caer and the now-ruined watchtower at the mouth of the harbor. Most of the town's buildings line the path that winds down the steep slope from the caer to the harbor, perched on the rocky face like cliffside nests. Newer structures have been built out along the approach coming up the western shore. The effect is that visitors enter Caer-Dineval in procession, filing up the narrow street past the buildings on either side, from which the residents watch with a mixture of interest and suspicion. If travelers do not turn aside into a shop or tavern, the road brings them to the top of the bluff and deposits them at the gates of the caer.

The Bastion of Lac Dinneshere

The caer was built over four hundred years ago by the Dinev family, before Ten-Towns existed as anything more than a few scattered camps of explorers living off the land. A displaced Cormyrean family whose sire was purportedly of noble extraction, the Dinevs built their castle on the cliffs over Lac Dinneshere in a bid to claim sovereignty over the unsettled lands of Icewind Dale. When the



THE GHOST OF LAC DINNESHERE

Legend has it that an explorer once came to Easthaven to find his fortune after leaving his young wife behind in Luskan, promising to return to her a rich man. The adventurer met with many hazards on his journey, but the thought of his wife waiting for him always gave him the strength to persevere. Finally, after having made his fortune, the man sought to take the next caravan home—only to have it arrive in Easthaven bearing a note from his wife, written from her sickbed in the hours before her death.

The young man never returned home. He stayed in Easthaven, where his wife's ghost sometimes walked out along the lake, calling for her husband to return to her. Finally, one night when he heard her calling, he loaded his fortune onto a boat and rowed out to the middle of the lake, where he was finally reunited with his beloved—a rich man, just as he had promised.

Locals say the woman's ghost still wanders the lake on some nights; they call her the White Lady. Rumor has it that she haunts the spot where her husband met his end. A few brave souls have followed the vision of the White Lady in hopes of finding the adventurer's sunken treasure, but none of them has returned.

castle—dubbed *Caer-Dineval*—was completed, the workers and their families settled in the outbuildings they had constructed farther down the cliff face, along with the families of the few retainers the Dinevs had brought with them. Over the next several years, many explorers in the region came to see the caer for themselves, and some decided to trade their tents in the hunting and fishing camps for a cozy cottage in the shadow of the walls of *Caer-Dineval*.

No sooner had the small town taken hold than a marauding tribe of orcs swept down from the tundra to put it to the torch. Rather than flee their new-found home, the residents rushed to the cliff-top to seek refuge in the caer. But the Dinevs, alarmed by the size of the orc tribe and the speed of its approach, barred the caer's gates and refused to open them. The orcs fell upon the stranded people and slaughtered them to the last one. The Dinevs survived the initial assault, thanks to their redoubt, but after three weeks of confinement in the caer, they were so weakened by hunger that they were unable to resist when the orc raiders scaled their walls. Thus, their brief rule in *Icewind Dale* came to a bloody end.

The caer remained in the orcs' possession for the next several years, although it changed hands a few times during that period as factions among the orcs fought each other for control of the castle. By the end of that time, the small camps of humans in the dale had grown larger and more numerous, and the future inhabitants of *Ten-Towns* decided that they could ill afford to have a fortified encampment of orcs so close to their communities. For the first time in their history, warriors from the disparate human settlements banded together. They marched on *Caer-Dineval* and drove the orcs from its walls. The victors claimed the castle, its lands, and the lake beyond for their own, and those with families brought them there to settle. The descendants of those proud people live there to this day and keep alive the memory of their ancestors' deeds.

Today, the caer's keep is a glorified residence for the town's speaker, *Crannoc Siever*. Although its sturdy wooden fortifications are still capable of withstanding the attacks of orc and barbarian raiders, the people of *Caer-Dineval* remember the grim lesson of the Dinevs. They flee from incursions to seek shelter behind the better-defended and better-supplied walls of *Bryn Shander*.

Goods and Services

Dinev's Rest, situated at the low end of town on the lakeside road, is *Caer-Dineval*'s inn, and one of the first buildings that travelers reach if they arrive on foot. Built in a shallow dell a little way back from the

cliff line, the inn is spacious compared to *Caer-Dineval*'s other buildings and blessedly sheltered from the winds that buffet the rest of the town. Inside, visitors sit in the common room around the central fire pit, swapping stories about their travels; the walls behind them are adorned with faded banners bearing the Dinev coat of arms. The innkeeper is *Kadie*, a vivacious young woman with fiery red hair. Her father was the previous speaker of *Caer-Dineval*, and as a child she lived with him and her brothers in the caer. *Kadie* speaks about her town with pride and can tell visitors all about the history of the caer. She doesn't miss living there—the keep, as she'll readily relate, is too drafty—and she doesn't think *Crannoc* has done poorly by the town, but *Kadie* is not bashful about observing that the current speaker doesn't listen to folks as much as he ought to . . . not like her father did.

The Uphill Climb is a tavern perched at the top of the approach to the caer, with spectacular views of the lake and the docks below. Although it has a solid core of local patrons, the *Climb* also caters to the town's more upscale clientele—well-to-do travelers and merchants who have coin to spend on more than just beer and fish chowder. The proprietor, a ruggedly handsome fellow named *Roark*, takes pains to stock a variety of foodstuffs from *Bryn Shander*'s market, and he always buys the best brews out of *Good Mead*. The tavern has a private dining area where the speaker of *Caer-Dineval* meets with merchants, adventurers, or anyone else who has important business with the town. The intimate atmosphere is only occasionally ruined by the cheers from the front room when patrons from the dockside tavern finish their nightly footrace up the cliffside road to the *Climb*'s front door, usually followed by the sounds of retching. The last runner through the door traditionally buys a round of drinks for the house.

Culver's isn't really a shop—it's a house, and its resident, *Culver Ailsen*, isn't so much a merchant as he is a collector. An aging widower with no children, *Culver* keeps himself company with the many books, maps, and curiosities he has collected over the years. Whenever traveling merchants come through town, *Culver* is one of the first to introduce himself—shaking their hands, asking their story, and then getting to the serious work of poring over their inventory. *Culver* has a particular interest in the history of *Ten-Towns* and *Icewind Dale*, and he eagerly buys anything connected with the accounts and letters he has read.

Culver doesn't restrict himself to historical memorabilia—he picks up anything that interests him, whether it's a halfling stick-and-ball game or a finely etched dwarven dagger. Because of his tendency to acquire all manner of odds and ends, the locals stop

by Culver's anytime they need something they can't get from one of the town's crafters.

As a result of his voracious reading, Culver knows a bit about nearly everything in the dale—knowledge that he will share with those who care to listen (he prefers to talk over a pint at the Uphill Climb). In particular, Culver has read several accounts of Akar Kessell's war against Ten-Towns a century ago, and the relics he has acquired from the Battle of Icewind Dale are his most prized possessions.

Crannoc Siever

Speaker of Caer-Dineval

Crannoc Siever is an able sailor and fisher known for his hot temper. Despite his bellicose nature, Crannoc is not prone to violence. Those who know him well understand that belligerence is just his heavy-handed way of avoiding conflict—he would rather shout others into silent agreement than physically fight or debate with them. Because most people are easily cowed by his theatrics, Crannoc has never learned how to negotiate, so he frequently finds himself at a disadvantage when he deals with Du vessa Shane, the speaker of Bryn Shander.

Crannoc wears his dark hair pulled back, and his weathered face seems stretched taut. Though he is not particularly tall, his thick arms and chest lend weight to his bullying remarks. He speaks in a perpetual shout, except when he has been intimidated into sputtering silence by Du vessa.

Caer-Konig

Population 200

"I remember a pair of dwarf lasses in Mirabar—sisters, they were. Couldn't stand each other, and always fightin'. Funny thing was, they were exactly alike! That's Caer-Konig an' Caer-Dineval to a tee. Too busy fightin' over their differences to realize how much they got in common. Ah, well. Every time they fought, I'd be havin' to go an' comfort one or th' other of 'em. The sisters, I mean."

—Beorne Steelstrike

Perched precariously between the slopes of Kelvin's Cairn and the waters of Lac Dinneshere is the town of Caer-Konig, its terraced rows of houses climbing up the lake's edge like the steps of an amphitheater. Visitors sailing in on the ferry from Easthaven or Caer-Dineval can just make out the crumbled ruins of the caer that gave the town its name littering the slopes above the last row of houses.

Although it's possible to get to Caer-Konig by following the trail along the lakeside, only the most committed caravanners bother to do so. Most people come by way of the ferry, if they come at all—Caer-Konig being considered, as some call it, "the poor man's Caer-Dineval." (Natives of Caer-Konig, naturally, charge their brethren in Caer-Dineval with coining that turn of phrase.) Only two groups visit the town with regularity. The first is adventurers, who use Caer-Konig as a base of operations for excursions into Kelvin's Cairn. The second group is the dwarves of the valley, who, when they have cause to leave their home, generally do so by way of Daledrop, which is closer to Caer-Konig than any other of the ten towns.

The Ruined Caer

After Caer-Dineval was taken back from the orcs, the people of that town decided to set up an outpost farther up the lakeside that could spot any approaching raiders from the north and signal the inhabitants in time for them to fight or flee. They chose a site at the neck of Icewind Pass where the defenders would have the best chance of spotting anyone crossing the open tundra. There, they built a wooden fortress like the castle at Caer-Dineval and named it for their leader who had proposed the project—Caer-Konig.

The new stronghold was not like the one at Caer-Dineval in every respect. That one had been constructed by trained workers under the capable hand of a master builder who had been hired for the task. The new one was raised by stout-hearted warriors who put great effort into its construction but did not know how deep to sink the pylons to keep a thirty-foot wall from being bent by the wind, or how to pile loose stones around the wall's base to keep snow runoff from eroding the earthen foundation. Already dilapidated after only a few seasons, the caer offered no protection to its garrison when the next band of orc raiders came down Icewind Pass. The defenders fled to Caer-Dineval, and the orcs razed the useless structure to the ground.

Nothing if not proud, the people of Caer-Dineval quickly took back Caer-Konig (much as they had done with their own castle), and before long a new settlement had sprouted at the site of the northern stronghold. The fortress of Caer-Konig has been rebuilt several times since then, always to fall to the depredations of war or weather. It's been over a generation since the last time the caer was raised, and although few people left in town remember a time when the fort still stood, its decrepit state is a sore spot with many of the locals—especially given the contrast with the proud bastion of Caer-Dineval.



Rival to Caer-Dineval

Whatever amity might have existed between Caer-Konig and Caer-Dineval disappeared with the opening of the ivory trade with the cities of the south. The bounty of Lac Dinneshere, which had always supplied the two towns with more than enough fish to eat, suddenly became a valuable commodity. For generations, the rivalry between Caer-Konig and Caer-Dineval has been the stuff of local legend in Ten-Towns, and many meetings of Bryn Shander's council have been taken up by arguments between the towns' speakers over fishing rights or, indeed, anything else that might be construed as a market advantage for one town or the other.

All this changed recently with the alliance struck between Alden, the speaker of Caer-Konig, and Crannoc, his counterpart in Caer-Dineval. Hewing to the terms of an old agreement ratified by the council generations ago over the fishing rights on Lac Dinneshere, the speakers of the two towns have joined forces to contain the threat posed by Easthaven's growing fleet of vessels. For the first time that anyone can remember, the fishers of Caer-Konig and Caer-Dineval observe an uneasy truce, working side by side (if not exactly together) to keep Easthaven's boats off the lake north of the Shander Line—the imaginary line running due east from Bryn Shander that was identified as the farthest extent of Easthaven's waters.

Old grudges die hard, however, and the folks of Caer-Konig and Caer-Dineval don't exactly have a history of mutual trust. Many people in both towns are dissatisfied by the arrangement, and the residents of Caer-Konig are especially suspicious of

Alden's motives in working with Crannoc. Many of the fishers have begun to feel that Alden sold them out, and some think the town should negotiate a new accord with Easthaven. They know that Caer-Konig would have to give up some of its waters, but they hope that by colluding with Easthaven they could draft an agreement that would be far more punishing to Caer-Dineval than it would be to Caer-Konig, which would suit the spiteful townsfolk just fine.

Goods and Services

The Northern Light is Caer-Konig's inn, where visiting traders stay before making the return journey to Easthaven or Bryn Shander, and where adventurers rest between expeditions to Kelvin's Cairn. The inn's name refers to its door lamp, a magical lantern that was enspelled by a visiting wizard decades ago. It glows with a light that slowly shifts from green to red to blue, resembling the iridescent ribbons of color that sometimes dance across the night sky this far north. The inn is kept by two sisters. The younger, Allie, is lithe and charming, and she greets guests, showing them to their rooms. The older, Cori, is stout and scowling; she sees to the inn's provisioning and does all the cooking. Guests often hear the sisters arguing late into the night, Allie accusing Cori of spending the inn's profits on needless luxuries such as goose-feather pallets and expensive spices for her meats and stews, and Cori accusing Allie of not knowing how to run an inn and thinking she can charm people into throwing their money away. After they run out of things to fight about, the sisters go off to their beds, and then get up the next day to do it all over again.

Hook, Line, and Sinker, a tavern on Caer-Konig's market square, is easily the busiest establishment in town. The tavern owes its popularity to the free half-pints that the owner, Eglendar, keeps on a table by the front door. He presses one into the hand of every person who stops by. Eglendar hit on the idea after spending a long time watching most of the town's fishers crawl into a competing dockside tavern at the end of each day, not bothering to walk the extra hundred feet to his building. Now, they come to his place first for the free drink (the hook), and most of them stay to order seconds and thirds (the line—in local parlance, having a “long line” refers to a predilection for hard drinking). The “sinker” part of the tavern's name refers both to the last drink call of the night and—when locals challenge visitors to a good-natured drinking contest—to the last drink that sends a losing contestant under the table.

Frozenfar Expeditions is both a store and a professional organization of sorts. Run by a veteran ranger named Atenas Swift, the shop is the closest thing that Icewind Dale has to the adventurers'

guilds that are sometimes found in the large cities of the south. A middle-aged, steely-haired man with skin the color of tanned leather, Atenas is more than capable of leading expeditions up Kelvin's Cairn or down to the Spine of the World, as he often did in his youth. He can boast of having climbed the treacherous slopes of the Reghed Glacier. Now, age is catching up with Atenas; he is starting to feel the cold in his joints and goes out on the mountain less frequently than he once did, preferring to stay by the warmth of a hearth. But he remains a font of knowledge for those who are bent on adventure in Icewind Dale.

He readily sells maps and supplies to explorers, and he gives out free advice on how to survive an avalanche, the five mistakes people make when trying to run from a crag cat, how to scale an ice wall with just a fishing rod and a dead yeti, and more such topics. In addition to seeking equipment and advice, adventurers come to the store to see postings left by other explorers in the area. Some of these notices advertise expeditions that are looking for recruits or hirelings who are willing to join existing ventures. Others promise leads that the posters did not have the skill or resources to pursue. Some warn about hazards encountered in the wild. Still others are wills and insurance policies, announcing the poster's expedition plan and expected date of return. If such an individual does not return, Atenas uses his deposit either to hire other adventurers to attempt a rescue or to set the missing person's affairs in order.

Alden Lowell

Speaker of Caer-Konig

Alden Lowell is a craven opportunist, with none of the qualities of a true leader. After contriving to be named speaker of Caer-Konig, he quickly alienated many of his constituents by supporting Crannoc Siever's proposal to enforce the terms of the lake's old fishing charter. Since then, Alden's career has been wedded to Crannoc's. He spends most of his time in council parroting the speaker of Caer-Dineval, and he throws his weight around town by pretending that Crannoc is his staunch ally. In fact, Crannoc regards Alden as a simpering fool, whom he tolerates only because Alden so readily follows his lead. Alden, meanwhile, considers himself the clever one and is convinced that it's he who is using Crannoc. Alden is a coward at heart—a fact that he has not yet had to confront since he is protected, for the time being, by his association with the speaker of Caer-Dineval.

Alden is a young man, slight of build with blond hair. He often puffs out his chest when he talks, trying to imitate Crannoc's bearing. When his

bravado inevitably crumbles, he visibly deflates, and his speech becomes puerile.

The Pirates of the Howling Fiend

As if the heightened tensions between the fishing fleets of Caer-Konig, Caer-Dineval, and Easthaven weren't enough, the lake's waters have recently become even more perilous with the appearance of a band of pirates who sail a ship called the *Howling Fiend*. They strike indiscriminately, attacking ships from any of the three towns, looting the vessels for food and valuables and then setting them afire, leaving their crews to perish in the flames or drown in the frigid waters. The pirates usually strike before dawn, when the first ships of the day are testing the lake's waters, or at dusk, when the most dedicated or desperate fishers are pushing their luck to make one last catch. Sometimes, when the lake is obscured by mist or snow, the pirates make bold daytime raids on Caer-Konig and Caer-Dineval, terrorizing the residents and laying waste to the dockside, and then retreating before the fishers on the lake can respond to the screams of their kin.

In truth, the appearance of the pirates is related to the towns' other troubles. The marauders are former residents of Caer-Dineval, fishers who were eager to defend their right to the lake's waters against the encroaching fleet of Easthaven. With the aid of Speaker Crannoc and financial backing from some of the town's businesses, the fishers commissioned a ram for the bow of their ship from Baerick Hammerstone, the dwarf stone carver of Kelvin's Cairn whose "black ice" pieces have become the rage of Ten-Towns.

Wanting the ram as much for intimidation as for practical use, the fishers asked Baerick to carve it in the likeness of a terrifying demon. The finished piece bears an obvious likeness to Errtu, the balor demon who has twice terrorized the people of Ten-Towns. The head and torso extend forward from the ship's prow, and the sculpture's mouth is agape in a silent scream—imagery that prompted the fishers to change their ship's name to the *Howling Fiend*.

Equipped with their new ram, the crew began aggressively pushing the fishers of Easthaven away from the central waters of the lake, much to the delight of the northern towns. But constant exposure to such a large quantity of black ice began to affect the *Howling Fiend's* crew. Their attacks on Easthaven's ships became increasingly vicious, and they began quarreling with other crews from their own town. Crannoc, fearing that their belligerence would endanger his tenuous alliance with Caer-Konig and inflame the speakers of the other towns, tried to rein in the crew to no avail.

The tipping point came when a *Caer-Dineval* boat came to the aid of a foundering *Easthaven* vessel that had just been rammed by the *Howling Fiend*, with no other friendly vessels close enough to save its crew. The sailors on the *Howling Fiend*, enraged, came back around and rammed the second boat just as the *Easthaven* crew was climbing aboard, sending three of the fishers—including one from *Caer-Dineval*—to the bottom of the lake. Before more boats came on the scene, the *Howling Fiend* fled to the far end of the lake, making berth in a hidden cove there. Its crew did not dare to return home, and two days later Speaker Crannoc denounced the attack in a special meeting of the council, declaring the crew of the *Howling Fiend* to be outlaws.

Within a week of the incident, the ship reappeared on *Lac Dinneshere's* waters, but now as a pirate vessel. The black ice had thoroughly corrupted the crew, granting them unnatural strength and poisoning their minds. Their depredations rank among the most heinous of any outlaws who have ever terrorized *Icewind Dale*—they loot, murder, and pillage at will.

At least one person in *Ten-Towns* does not consider the pirates' activity on the lake to be an unqualified disaster. *Vaelish Gant*, a wizard in *Bryn Shander*, sees the pirate crew as a potential tool for furthering the *Arcane Brotherhood's* agenda in *Icewind Dale*. Their ravages have made the towns of *Lac Dinneshere* more receptive to the wizard's self-serving offers of aid (the better to penetrate the fishing industries of those towns with his own capital and agents). Moreover, if *Gant* can find a way to exert some control over the pirate crew, he can ensure that the *Howling Fiend's* attacks serve his purpose by targeting businesses and vessels that don't comply, while leaving the *Arcane Brotherhood's* operations alone.

Derrick the Drownder

Derrick Gaffner is the captain of the *Howling Fiend*, although ever since the attack that branded him an outlaw, he has been known by the folk on *Lac Dinneshere* as "Derrick the Drownder." A hot-headed man even before he was corrupted by the black ice, *Derrick* has a face battered from a lifetime of brawling—his nose has been broken numerous times, and one of his ears was half torn off in a nasty fight. Most recently, his cheek was opened up by a fisher's knife during one of the pirate raids. Lacking needle and thread, *Derrick* had one of his men close the wound with fishhooks, which still hang from the angry red scar.

Derrick leads his crew by example, using intimidation to quash any dissent. He's not much of a strategist (it was one of the other crew members who pointed out that they probably shouldn't conduct

their raids in broad daylight) and tends to follow his passion, raiding for the sheer joy of striking terror into the people of *Lac Dinneshere*. As such, *Derrick* is easily manipulated—even by his own crew—although his temper makes it dangerous to do so, since he doesn't hesitate to maim or kill anyone he suspects of trying to make a fool of him.

Pyrse of Ship Rethnor

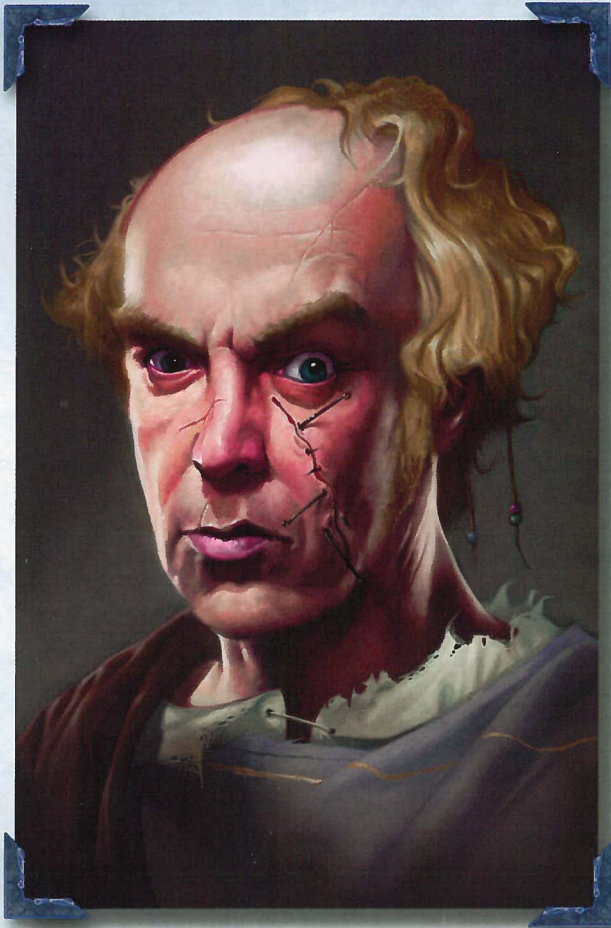
Pyrse Auliff is an agent of *Ship Rethnor* (see page 63) sent by *Vaelish Gant* to infiltrate the pirate crew. At least, "Pyrse Auliff" is the name he gave to *Derrick the Drownder*. After tracking the pirates back to their hideout, *Pyrse* approached them, pretending to be a disaffected fisher from *Caer-Konig* who wanted to join their crew. As suspicious as *Derrick* was due to the influence of the black ice, the captain came within a hair's breadth of slaying the intruder outright. But *Pyrse* had timed his arrival well, coming to the camp the night after a botched raid on *Caer-Dineval* had left the crew two men down. One of the other pirates observed that they would need new blood to continue raiding. In the end, *Derrick's* thirst for pillage won out over his reservations about *Pyrse's* unexpected arrival.

Since then, *Pyrse* has been working to gain the crew's trust and subtly directing their raids according to instructions he regularly receives from *Vaelish Gant* through a magical ritual. He has even persuaded *Derrick* to bolster the pirates' ranks by capturing, rather than sinking, some of the fishing boats they attack, accepting their crews as "volunteers."

Pyrse's proximity to the black ice ram on the *Howling Fiend* is taking its toll, heightening his paranoia and fear of discovery. *Pyrse* now believes that *Vaelish Gant* is watching him constantly, making his every move a test of loyalty. The other pirates have noticed that he sometimes makes strange gestures or mumbles to himself when he thinks no one is listening, giving rise to the suspicion that he is simply mad.

Creedon the Ferryman

Creedon Connelly is the ferryman of *Easthaven* and has held that post since old *Spiblin* drowned a decade ago. Tall, tan, and wiry, with a mop of brown hair hanging in front of his brow, *Creedon* waits at the docks every day for passengers who need to make the trip across the southern shore of *Lac Dinneshere*, across the rivers that feed the lake. Few make that trip even in the height of summer, and *Creedon* waits in vain now that winter has come. He is desperate for coin to support his wife, *Sara*, and their five small



children, but both he and Sara know that the ferry trade just isn't enough.

The recent appearance of the pirates has presented Creedon with an unusual opportunity. He guessed the location of their hideout, having used the cove himself in years past to occasionally smuggle people or goods in and out of the towns on Lac Dinneshere. After gathering his courage, Creedon sailed into the hidden cove one night and made the pirates a proposition. He would bring them regular shipments of supplies they were unable to procure, in addition to information on the towns' activities: when and where the pirates would find the richest targets to strike; what resistance they might face; and any plans the townsfolk might formulate to strike back at them. In exchange, the pirates would pay him a fair price and guarantee safety for him and his boat.

To his relief, the pirates agreed to his proposition. Moreover, the Luskan agent, Pyrse, made a separate arrangement with Creedon to provide information of particular interest to Vaelish Gant. Pyrse also asked Creedon to filter the information he provides to the pirates based on the wizard's needs.

Now Creedon has a growing purse of silver stashed in his mattress at home, even after seeing to his

family's welfare. He occasionally feels pangs of conscience when he hears about fishers who have lost their boats—and sometimes their lives—to the pirates, or when he witnesses the aftermath of their raids on Caer-Konig and Caer-Dineval. Creedon consoles himself with the thought that he's only doing what he must to provide for his family, and he imagines that someday he will make up for his complicity by telling Speaker Danneth about the hidden cove . . . just as soon as the purse in his bed gets a little fatter.

REDWATERS

The southernmost lake of Icewind Dale is, by many accounts, the most beautiful. Belying its name, the waters of the lake are emerald green in the morning and sparkling silver at twilight. Unlike Maer Dualdon, which is beset by fleets of fishing boats from Targos and Termalaine, or Lac Dinneshere, which is blasted by frigid winds coming off the tundra, Redwaters is a peaceful lake, plied only by a handful of sailboats and a few score coracles that glide across the surface like swans with their young.

Redwaters is not without its dangers, though. The most remote of the three lakes, it is visited infrequently by caravans and other traders, so basic supplies can be hard to come by here. Considering how little wealth trickles into the area, sellswords and fortune-seekers rarely visit Redwaters. As a result, the wilds teem with the kinds of monstrous beasts that elsewhere would fall to an adventurer's blade.

During the winter, when the lake freezes over, food becomes scarce. Unlike the deeper waters of Maer Dualdon and Lac Dinneshere, Redwaters freezes early and thick, making the fishing season shorter and ice fishing impossible in midwinter. Travelers find that the people of Good Mead and Dougan's Hole guard their provisions jealously—and sometimes aggressively—during these lean months. “Warm as a winter greeting in Redwaters” is common Ten-Towns parlance for an inhospitable welcome.

The two towns of Redwaters, Good Mead and Dougan's Hole, are known to be fiercely independent. It is ironic, then, that to most of the other people of Ten-Towns, the two are almost always mentioned in the same breath. “Good Mead and Dougan's Hole” might as well be the name of a single town, as far as residents of the other eight towns are concerned. To the people of Good Mead, this expression is irksome, since they consider themselves quite different from all the other townsfolk. The folk of Dougan's Hole find it downright insulting, because for some reason they always come second.

Good Mead

Population 150

“Cut south off the Eastway after the trees thin out, an’ keep walking ‘til ye hear the buzzin’ o’ bees. That’ll be Good Mead. If ye fall in the lake, you’ve gone too far.”

—Beorne Steelstrike

Visitors to Good Mead rarely have a difficult time deciding where in town to go first. The short row of squat dwellings that line the trail along the lake’s western edge is overshadowed by the two-story structure of the mead hall, its eaves carved and painted to resemble the wyverns that are said to roost in Kelvin’s Cairn.

Like most of Ten-Towns, Good Mead originally depended on knucklehead trout for its livelihood, selling smoked fish, raw ivory, and scrimshaw in the market at Bryn Shander. In fact, the southern lake got its name when the competition for fishing waters between Good Mead and Dougan’s Hole led to a battle between several ships that resulted in the deaths of fishers from both towns, staining the waters with blood. In the decades following, Good Mead’s trade in its justly famous brew began to outstrip the proceeds from its fishing hauls to the point where most of the town’s fishers took up mead brewing instead. A building adjoining the mead hall, recently erected to provide storage for the increasing volume of casks, is roofed with the town’s retired fishing vessels, and now only a handful of boats sail out each day from Good Mead to catch fresh fish for the stewpots.

The only other building of note is the town’s shrine to Tempus. Unlike the mead hall, which is well cared for, the shrine’s painted icons of the god

of war are chipped and faded, and its hall—cramped by the standards of most southerners, though twice the size of any of the town’s dwellings—stands empty most days. The shrine was built over a century ago, when the town’s rivalry with Dougan’s Hole still raged, and for a time thereafter nearly all the inhabitants of Good Mead paid homage to the battle lord. Since their retreat from the waters, the shrine’s relevance has dwindled to the point where only a few pious residents visit it regularly, and then only to observe the war god’s holy days.

Kendrick Rielsbarrow

Speaker of Good Mead

Kendrick Rielsbarrow is a bluff, good-natured giant of a man and a tireless ambassador for the town of Good Mead. The only thing he loves more than selling his home town’s famous brew is sharing it with good company, so he spends his time traveling about Ten-Towns with a wagon full of mead casks, delivering his stock to the local inns and taverns. Kendrick means well, but he is not the most effective of speakers—he is easily manipulated by his peers in the council—and as a result, Good Mead has not prospered in recent years as much as some of the other towns have.

Standing seven feet tall, with a physique that mirrors the rocky slopes of Kelvin’s Cairn, Kendrick looks like a more civilized version of the barbarians that roam the tundra, causing some Ten-Towners to wonder about his heritage. He speaks in a booming voice and is quick to laugh.

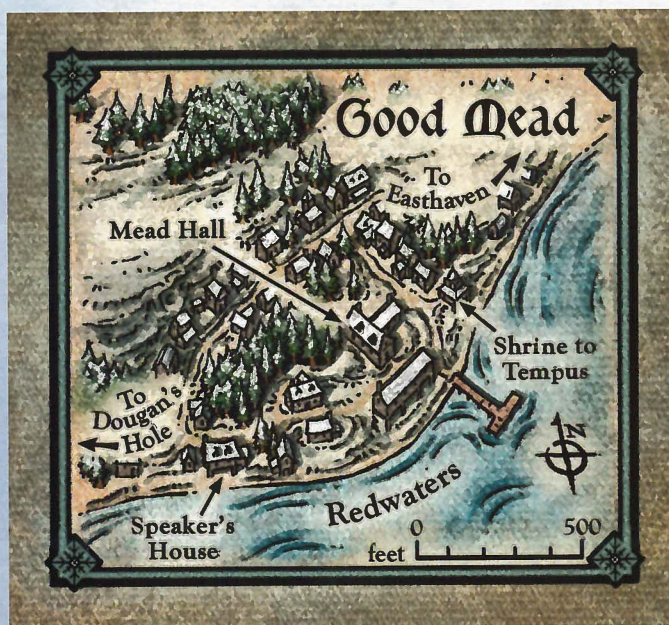
Dougan’s Hole

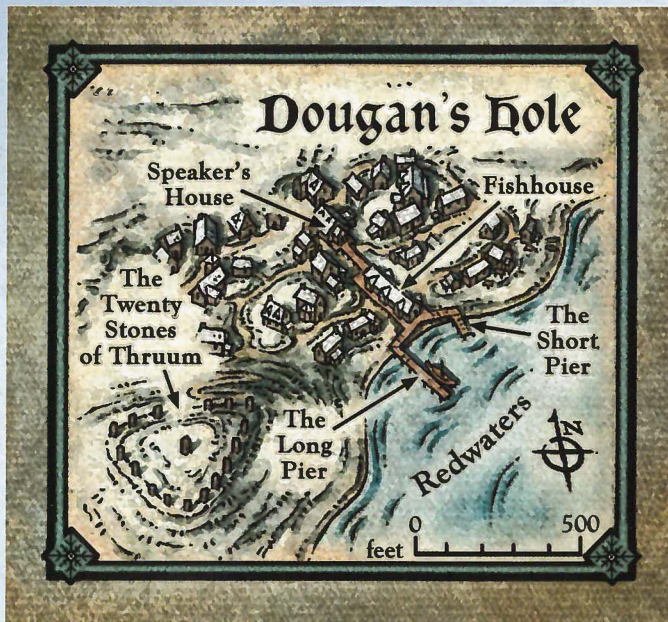
Population 100

“They’re an odd lot, the folks o’ Dougan’s Hole. Keep to ‘emselfes, and seem to like it that way. I only visited there once. After the first day, I got the sense they thought it best for me to leave. After the third day, I got the sense they were right.”

—Beorne Steelstrike

Dougan’s Hole is the smallest of the ten towns, and visitors who make the trek from Bryn Shander are likely to be underwhelmed when they finally reach the small cluster of dwellings perched on the edge of Redwaters. Even Good Mead, barely more populous, seems more civilized with its decorated mead hall and its cultivation of the surrounding forest. The only improvements that the people of Dougan’s Hole have made to their bit of shoreline are the two piers they built for launching their boats and the gravel





they put down between their dwellings to keep paths and roads from becoming a sodden mess.

The residents depend for trade entirely on the knucklehead trout they fish from Redwaters, since the town is not large enough to support any industry—not even scrimshaw. The able scrimshanders of Ten-Towns reside in the larger communities of the two northern lakes, so merchants from Dougan's Hole sell raw ivory and salted fish at Bryn Shander's market, hoping to make enough coin to buy grain for the winter in addition to hooks and line for the next fishing season.

In winter, Dougan's Hole becomes even more isolated from the other towns, and the road connecting it to Good Mead and the Eastway is frequently blocked by deep drifts of snow. Even when the road is passable, the residents keep to their own, including the speaker, Edgra Durmoot. Although the traditional midwinter council meeting in Bryn Shander is always spottily attended, Edgra is alone among the speakers of Ten-Towns in never having attended a single one. She prefers to be with her people, she says, who are too busy hunting, trapping, and chopping wood for their fires—simply trying to survive the winter—to worry about politics.

Twenty Stones of Thruun

About the only interesting feature in Dougan's Hole, and the only reason most travelers bother visiting the place, is the strange megaliths known as the Twenty Stones of Thruun. Standing at the town's southern edge, these rudely fashioned granite menhirs are arranged in a perfect triangle, with a single stone anchoring the formation's center. No one knows who

built the structure or why; the townsfolk maintain that the stones were there when the town's founder, Dougan Dubrace, first happened upon his famous fishing spot. Many northern scholars have tried to research the origin of the structure's name, but all they found were allusions to a creature named Thruun in the oldest legends of the northern folk. Some speculate that Thruun was a god who disappeared from the pantheon of Faerûn long ago, but others question whether such a being ever existed.

Edgra Durmoot

Speaker of Dougan's Hole

Edgra Durmoot is an old trapper who has lived her entire life in Dougan's Hole. A plainspoken woman of few words, Edgra is suspicious by nature and tends to be gruff in her dealings with strangers. She is not much warmer with her peers, frequently snapping at the other speakers in council and dismissing their ideas. Many times Edgra has refused to heed a summons to council, and she never attends during the winter months. Some of the other town speakers wonder why she bothers coming to council meetings at all.

Edgra is lean and leathery; her scarred hands and grizzled face speak of a hard life eked out at the edge of civilization. Having survived her husband, along with the many dangers in the wilds of Icewind Dale, Edgra is as tough as they come, and only a fool would take her for a weak old woman.

MAER DUALDON

Once the primary destination of all who came to Icewind Dale, Maer Dualdon has seen fewer visitors in recent generations, with travelers staying in Bryn Shander or taking the Eastway to Lac Dinneshere instead. Those who still make the final leg of the journey north are rewarded with some of the same sights that greeted the first explorers and enticed them to settle here. Under the great shadow of Kelvin's Cairn, protected by the mountain from the winds of the Reghed Glacier, sits an azure lake, its deep, cold waters rich with trout, its banks sheltered by tall growths of pine and fir. Otters play in the river waters that drain from Maer Dualdon, and great eagles soar overhead, occasionally diving to rake the lake's surface with their talons, leaving behind a silver scar that is quickly engulfed by the blue waters.

Today's travelers are also greeted by other sights that the first settlers could not have imagined. The lake's southern shore is sheltered not by trees but by the wooden walls of Targos, built out over the water to provide safe harbor for its ships. On the eastern

shore, the town of Termalaine stretches out beneath the mountain, and the town of Lonelywood has pushed back the forest's edge to the north. West of the lake, the people of Bremen have built along the banks of the Shaengarne River, chasing the otters downstream. Everywhere on Maer Dualdon, boats skim across the surface, competing with the eagles to pull fish out of the depths.

Targos

Population 1,000

"The folks in Targos are as hard-headed as the trout in their lake. They'd rather stay shut up behind their walls than admit they need help from anyone. Stubborn an' proud, the lot of 'em. Makes a dwarf feel right at home."

—Beorne Steelstrike

The scene inside the gates of Targos, the only other walled community in Ten-Towns, invites immediate comparison with Bryn Shander. Both towns are busy and crowded, but where Bryn Shander buzzes with the vibrant energy of its market, Targos hums with the steady industry of its docks. In Bryn Shander during the day, locals constantly look to see who has come in the gates, while travelers wander about taking in the town; at night, the taverns are full of people getting to know each other over a few pints of mead. In Targos during the day, people walk through the street quickly with their noses down, intent on getting their work done. When night falls and the last boats are in, the town goes quiet as the fishers head for their beds, to get what rest they can before the dawn finds them back out on the lake.

Fishing Industry

Almost all the towns in Icewind Dale make their living off the lakes, but nowhere is that fact more on display than in Targos. The town has always had the biggest fishing fleet, the best ships, the most knowledgeable sailors, and, as a result, the biggest hauls. Even though Easthaven has threatened to overtake it, Targos has retained its dominant position in the fishing industry by concentrating on what it does best. Nearly every resident is involved in some facet of the fishing business, and everything that goes on in town revolves around the work of hauling the knucklehead out of Maer Dualdon's waters.

Walled Town

Like Bryn Shander, Targos is encircled by a wooden wall, which in the past has protected the town against orc and barbarian raids. Lately, though, the



wall has gotten in the way of the town's growth, and new residents have started erecting shanties outside the wall. The wall extends out over the lake, creating a safe harbor for the town's boats and giving Targos another advantage over its rival, Termalaine, whose fleet is occasionally damaged by the storms that blow in from the Sea of Moving Ice.

Goods and Services

The Luskan Arms is the oldest public house in Ten-Towns, established back when Bryn Shander was still just "the cabin on the hill" and Luskan was a thriving city. Many of the traders who came to Targos in those days hailed from Luskan, so the Luskan Arms was built to look like an inn that might be found in the City of Sails. As a result, much of the decor is nearly two hundred years old, providing a snapshot of Luskan as it was in the years before its decline and ruin. Pennants bearing the arms of the five ships of Luskan's High Captains hang from the inn's walls, and a vellum map of the city is mounted over the hearth. The innkeeper, a quiet, balding man named Owenn, knows bits and pieces of the city's lore, some of which were passed on to him by his father, with the rest picked up from travelers who come to stay at the Arms.

Three Flags Sailing is the tavern where fishers coming in off the lake grab a bowl of stew and a quick pint before heading to bed. The atmosphere at the Three Flags is subdued—the fishers are usually weary from their long day's work, more interested in eating than socializing. The mood occasionally turns boisterous when the town celebrates a good haul or when one of the crews recounts the tale of a fight with

THE DOCKWORKERS' GUILD

Targos is the only community in Ten-Towns that has a guild—namely, the dockworkers' guild, representing the town's shipwrights, warehouse workers, and loaders. The guild was formed to ensure standards of quality and construction for the town's fishing vessels and to prevent wildcat strikes by laborers who come to Targos during the busiest part of the fishing season.

Town speaker Giandro Holfast is one of the guild's leaders, and he is attempting to expand the guild to the rest of Ten-Towns. Workers who join the guild would benefit from its wage and trade protections, and their towns would gain the expertise of Targos's master shipwrights. Such expansion might cost Targos some of its competitive advantage with the other fishing towns, but Giandro believes that the increased influence such an arrangement would bring to his town would finally put Targos on an even footing with Bryn Shander.

fishers from Termalaine. Three Flags Sailing is run by a plump, gray-haired widow named Ethen, whom the local fishers call "Ma." She bustles around the tavern making sure everyone has a hot beer—"to take the chill off," she says—and fusses over the men as if they were her own sons (which a few of them are).

Graendel's Fine Dwarven Craft is a smithy run by the aging Graendel Granitefist, one of the original dwarves who fled Mithral Hall with Clan Battlehammer and resettled in Icewind Dale. He has plied his trade in Targos since before most of the fishers' grandsires were alive, and he is the only person left in Targos who remembers Akar Kessell's invasion and the destruction that his Cryshal-Tirith wrought on the town, incinerating whole blocks of buildings with a focused beam of sunlight. The town has long since built over the devastation, but Graendel still tells the tale of that terrible day to anyone who'll listen—usually captive-audience guards from Bryn Shander who have come to have their armor adjusted. Graendel has a fine eye for his craft and makes all of his pieces to order, fitting them perfectly to their intended recipients, whether an adventurer looking for a new blade or a boat in need of a new anchor. Because of Graendel's exacting standards, his work often takes some time, and those in need of

a quick armor patch or a simple fish-gutter usually make do with one of the other resident smiths.

Triglio is the town's general store, named for one of the chanteys that the fishers often sing when hard at work upon the lake: "Trigl-ee-oh, lads, an' 'oist upon the line/Trigl-ee-oh, lads, an' bring yon fishers in." The proprietor is a thin, middle-aged man named Jestin, who fished the lake until his left hand was crushed in a collision with a rival boat from Termalaine. Now he sells foodstuffs, sackcloth, candles, lamp oil, snowshoes, wagon wheels, and various other necessities. The one thing he doesn't sell is fishing or sailing supplies—in Targos, all such goods are supplied by specialty crafters and merchants. Adventurers can find most of their basic supplies at Triglio, and if they can't, Jestin can tell them where else to look.

Giandro Holfast

Speaker of Targos

Giandro Holfast is a native of Targos who works as a master shipwright at the town's docks. He is proud of his work and proud of his town, and it chafes at him to see Targos threatened by the rising star of Easthaven. Like many of his fellow residents, Giandro deeply resents what he sees as Bryn Shander's machinations to become the preeminent city of Icewind Dale, with all the other towns in orbit around it. The speaker is determined that Targos should hold its own, and though he is not hostile toward his peers on the council, he rebuffs any proposition that he believes would make Targos beholden to the other towns.

Giandro is middle-aged, with dark hair and a strong jaw, and might be handsome if not for his perpetual frown. His hands are thickly callused, and he speaks in a stern, gravelly voice.

Termalaine

Population 600

"The folks o' Termalaine will tell ye theirs is the loveliest part o' Ten-Towns, an' I reckon they've got the right of it. True, the charms o' their spacious streets an' decorated homes may 'ave been wasted on me, but the mine! Full o' gems it were, sparklin' like the waters o' the maer. Aye, a lovely town indeed!"

—Beorne Steelstrike

Termalaine has a well-deserved reputation as the most picturesque town in Icewind Dale. Without the confinement of a wall, the settlement unfurls from the banks of Maer Dualdon in long, broad avenues

dotted with trees, inviting travelers to stroll down to the water's edge. The town does not feel busy or crowded—its spacious houses are widely spread along the avenues, and its inhabitants go leisurely about their days. Termalaine has its own fishing fleet, and one often hears workers down on the docks calling out to one another or to the boats coming in off the lake, but the town is not dominated by its fishing industry the way Targos is. Crafters and artisans are as numerous here as shipwrights, and their work improves on the town's natural beauty. Many buildings feature intricate braid-work carved into their wood frames and doors, and scrimshaw ornaments and wind chimes hang in their windows. But perhaps what endears Termalaine most to travelers is its people. Though rough and hard-working like all the other inhabitants of Ten-Towns, the folk of Termalaine are also friendly, good-natured, and welcoming of strangers. Some people say that's because they get so few travelers compared to the likes of Bryn Shander, but in truth it's because the people of Termalaine love the small corner of Faerûn they have carved out for themselves, and they want visitors to fall in love with it, too.



Rival to Targos

Termalaine's rivalry with Targos goes back as far as anyone can remember. For as long as the folk of these two towns have been pulling knucklehead out of the waters of Maer Dualdon, they've been fighting over who pulled which fish out of what waters. Every day on the lake, fishers from Termalaine and Targos can be heard yelling at each other for crossing lines, obstructing movement across the water,

scaring the fish away, and stealing catches. Most of the time these grievances are voiced from a distance, but every so often the crews nudge each other's boats, and the yelling escalates to fisticuffs. These altercations are usually more a chance for the fishers to display their bravado than an attempt to do serious injury to the other party, but occasionally an encounter turns truly violent, resulting in deaths. After each such tragedy, the mood in Termalaine turns dark, and the residents begin recounting the transgressions perpetrated by Targos over decades, which serves to reinforce the unending animosity between these two rivals.

Goods and Services

The Eastside is the inn where visitors in Termalaine generally stay. What looks from the street like a cluster of houses actually turns out to be a single structure connected underground, with some of the coziest rooms in Ten-Towns (though, as more than one traveler has doubtless reflected, only in Icewind Dale would a cot in the cellar be considered cozy). The owner is an aging fisher named Clyde, who still spends his days out on the lake, since the inn doesn't see a lot of business. His wife tended to visitors during the day, until she passed away two winters ago; now Clyde employs a 12-year-old girl named Marta to watch the door and make meals for anyone who comes to stay.

The Blue Clam is the dockside tavern where the fishers of Termalaine typically end their day, seated on benches near one of the building's long hearths to warm their feet while they fill their bellies with spiced chowder. The walls are decorated with fishing trophies and beautiful works of scrimshaw, and the tables and benches are decorated with the knot-work carvings typical of the town. Vernon Braig, the owner and chef, knows some of the hunters and trappers up in Lonelywood, and occasionally a sled comes down the north road with a sack of hares or a haunch of moose, courtesy of one of Vernon's friends. On those nights, the Blue Clam's hearths are full of roasting meats, and the patrons stay later and sing louder, enjoying the good times while they last.

Shaelen Masthew

Speaker of Termalaine

Shaelen Masthew is a charming, outgoing woman who seems to know the name of every person in Termalaine, and her friendly manner makes strangers feel right at home. Shaelen first attended the council meeting in Bryn Shander as a proxy for

THE GEM MINE

When the first explorers settled on the east bank of Maer Dualdon, they thought nothing of the small cave set into a low hill behind their settlement. It wasn't until later, when the settlers mustered up courage to explore the cave's depths, that they found a load of tourmaline gemstones. Lacking the expertise and resources to set up a proper mining operation, the people of Termalaine have worked the mine slowly and sporadically over the years, their efforts further hampered by creatures from the Underdark that occasionally find their way up into the mine. Whenever such creatures are discovered, the mine is sealed off, and the townsfolk wait until a band of sellswords or adventurers can be hired to clear it out. Currently the mine stands open, though lately a few miners have reported strange noises and had tools go missing.

the previous speaker, who had fallen ill. She was inspired by Du vessa Shane's example, and when the previous speaker succumbed to his illness, Shaelen convinced the people of Termalaine to elect her as the new speaker. Since then, she has learned much about the politics of Ten-Towns and has become one of the council's shrewder members.

Shaelen is heavysset, with straw-blond hair tied in braids and a beaming smile. She wears a simple woolen dress and apron, her only ornament a brass wedding ring. Though she is not as fiercely intelligent as Du vessa, Shaelen's appearance and good nature can be disarming, a fact she frequently exploits.

Bremen

Population 300

"I tried me hand at pannin' for gold along the banks o' Bremen, once. Came up with a couple o' clams an' 'n ogre's tooth, but not a bit o' yellow. Seems like a fool waste o' time, if ye ask me. 'Course, me father always used to say the same about caravanin'!"

—Beorne Steelstrike

The town of Bremen sits sleepily on the west bank of Maer Dualdon, at the mouth of the Shaengarne River. Those who lack a boat to sail into the town's harbor can reach Bremen only by fording the river, which can be a perilous proposition when the water is running high. In Bremen, travelers are often struck

by the sense that they have left Ten-Towns. Even though Targos, Termalaine, and Lonelywood are all visible from the town's docks and Kelvin's Cairn still dominates the skyline, the Shaengarne is like a road, slowly bending its way south and west, away from the mountain and Icewind Dale. In those prone to wander, the shimmering band of the Shaengarne seems to ignite the imagination about what lands lie beyond at the world's edge. On the people of Bremen, the view has the opposite effect, causing them to cling to Ten-Towns like barnacles to a rock, afraid of being washed away in the tide.

Seasonal Floods

The fear of being washed away is no mere metaphor. Early every summer, when the frozen ground thaws, the Shaengarne spills over its banks and sweeps the floodplain clean. Accustomed to the annual cycle, the people of Bremen do not build on the floodplain, but in some years the waters rise higher than usual and wash away boats or even buildings erected too close to the riverside. Travelers are also occasionally swept away when, unaware of the strength of the current, they attempt to ford the raging waters.

When the waters recede in midsummer, they leave behind a rich layer of silt along the river's bank, practically the only soil in the area capable of sustaining anything other than scrub grass. The growing season is short, and the people of Bremen make the most of it, planting onions and tubers that can be stored for the winter. Those who aren't busy on the lake often spend their spare daylight hours combing through the silt for whatever the floods might have deposited on the river's banks—fishhooks and fishing rods, broken weapons, bits of jewelry, pieces of raw knucklehead ivory, and even gold nuggets. "Treasure hunting" is a favorite activity among the children, and people from other towns make the trip to Bremen once or twice a year to try their luck on the banks of the Shaengarne.

Goods and Services

Buried Treasures caters to Bremen's visitors, most of whom come from other parts of Ten-Towns to spend a few days panning the riverbanks. Since treasure hunting is a warm-weather activity in Bremen, the inn is sparsely occupied for most of the year, and travelers in the off season might find a dark common room and a cold hearth upon arrival. Nevertheless, the innkeeper, Cora, is always happy to have guests, and she sets her son, Huarwar, to fetching wood for the fire and helping with the baggage while she turns down the fur-lined cots and puts a pot of fish



and leek stew on the hob. The common room is decorated with hundreds of objects dug up from the mud of the Shaengarne by Cora's guests and then donated to the inn. Most are of little value—gnarled pieces of driftwood, shards of broken pottery, a battered shield bearing the remnants of a Cormyrean noble's crest—but displayed in a glass case on top of the mantle, out of casual reach, is a gold nugget the size of a man's knuckle. At least, that's what Cora tells visitors it is. In truth, it's a rock that she disguised with a bit of paint she bought from a dwarf trader years ago, but the opportunity it promises to those who see it sparkling above the hearth keeps hopeful visitors coming back year after year.

Stones is one of the taverns on Bremen's infamous Five-Tavern Center. It's known as the place where rough-and-tumble fishers drink their courage before picking fights with locals at the neighboring taverns (sometimes they practice on each other before taking their act across the street). The barkeep, Duff, is a coarse sort himself, and his broad shoulders and broken face attest to his ability to both dole out and withstand punishment. He doesn't usually get involved in the nightly frays unless they happen in his bar, whereupon he delivers a thumping to any patrons who cause property damage. The tavern takes its name from the polished river rocks that Duff puts at the bottom of every tankard of ale. If a drinker drains the cup at a single go, the stone rolls gently down to the lip of the tankard, but patrons who delicately sip at their beer will get a crack in the teeth when they throw back the last of their drink. In keeping with the spirit of the establishment, newcomers are never warned about the stones.

Ewin's Trinkets is a small shop that specializes in buying and selling the items that local treasure-seekers find on the riverbanks. The building is cluttered with a miscellany of objects. Some look as if they might have value to the right person, and others look like the kind of trash a child would stuff in her pockets to keep it from being thrown away. The shop is owned by a halfling named Ewin who came to Bremen to pan the riverbanks. In a remarkable stroke of luck, he pulled three gold nuggets out of the river in his first two days of prospecting, and after much deliberation over what to do with his newfound wealth, he decided to buy this store. Some of the collection dates back to its original owner, a wizard named Earvin who came to Ten-Towns from Luskan after the fall of the Hosttower of the Arcane, and who dealt exclusively in magical trinkets. Ewin has spent years trying to figure out which items in his collection are magical and what they might do, but so far the only item whose function he's sure of is a chipped porcelain cup that instantly heats any liquid poured into it. Ewin is happy to buy any gems or jewelry that adventurers might bring him and is willing to part with his trinkets for a fair price, with the understanding that buyers won't hold him responsible for any undiscovered or undesirable magical effects.

Dorbulgruf Shalescar

Speaker of Bremen

Dorbulgruf Shalescar is a dwarf from Ironmaster (see page 56) who moved to Bremen after a mining accident convinced him he had spent enough of his life underground. His unflagging efforts helping Bremen to rebuild after a bad flood earned him the respect of the locals, and his sensible, even-handed nature earned him their trust, eventually prompting them to nominate him as their speaker.

Dorbulgruf is getting on in years, and a few wisps of gray are visible in the dwarf's black beard. He speaks in a slow baritone that brooks no interruption, and he always treats strangers as friends until they give him a reason to do otherwise. His unflappable demeanor is a welcome counterpoint to the hot tempers that often hold sway at the council meetings in Bryn Shander.

Local Landmarks

Five-Tavern Center is the area in the middle of Bremen where five taverns stand arranged in a circle around a central yard. As the story goes, five brothers had originally intended to build a tavern together,

FIVE-TAVERN CENTER

In the middle of Bremen stand five taverns arranged in a circle around a central yard, a place the locals simply call Five-Tavern Center. As the story goes, five brothers had originally intended to build a tavern together, but each had assumed he would be the one to run the business. Since none of the brothers would work for the others, each built his own tavern, and they all competed for customers. Every night would find the brothers in the central yard fighting over who was stealing whose business. Whether the story is true is anyone's guess, but nearly every night in Bremen finds a fight breaking out in Five-Tavern Center.

but each had assumed he would be the one to run the business. Since none of the brothers would work for the others, each built his own tavern, and they all competed for customers. Every night would find the brothers in the central yard fighting over who was stealing whose business. Whether the story is true is anyone's guess, but nearly every night in Bremen finds a fight breaking out in Five-Tavern Center.

Wet Rock is a small island located in the head of the Shaengarne River. Jutting up from the river like a miniature version of Kelvin's Cairn, the rocky islet stays clear of the flood waters most years, but in years when the flooding reaches its highest levels Wet Rock is totally submerged. A determined recluse named Thurdenne has rebuilt her little shack atop the island at least six times in the last fifteen years, but no flood can convince her to relocate into town. Rumors around Bremen claim that the old woman is a witch who treats with infernal powers in the solitude of her cabin, but the truth is much simpler: She fled a brutal husband in Waterdeep fifteen years ago and can't bring herself to trust people anymore, especially men.

Lonelywood

Population 150

"Most folk in Lonelywood went there tryin' to forget about somethin' . . . or tryin' to be forgotten. Folks there mind their own business, an' they expect ye to do the same. Surest way to find trouble in that town is to start askin' questions."

—Beorne Steelstrike

The northernmost municipality in Ten-Towns is a remote community of loggers and fishers, humble folk engaged in hard, honest labor, scratching out a living at the edge of the world. It is also a den of unrepentant thieves, cold-hearted killers, and miserable derelicts. These two groups of people do not exist separately—they are one and the same, and a person's vision of the town's inhabitants says more about that individual than it does about the people of Lonelywood. Clinging to either of the extreme views often causes outsiders to misjudge the residents, sometimes with tragic consequences. The visitors who fare best in Lonelywood are those who have a more nuanced understanding of human nature, who know that good and evil do not stare at each other across the battlefield of the cosmos, but lie within every person's heart in discomfiting embrace.

Haven for Miscreants

For as long as Ten-Towns has existed, Lonelywood has attracted the region's shadiest element. The place is far enough from the other towns to be safe against idle intrusion, and its thick wood conceals the dark and sordid dealings that sometimes transpire there. Still, Lonelywood is not Luskan; people are not regularly murdered in the streets, and folk do not always plot against one another. The realities of survival this far north demand that the folk of Lonelywood live and work together, and so they do, quite peaceably—for the most part.

The fact of the matter is that almost every resident of Lonelywood has a secret past. It might be a crime for which that person has yet to face justice, a revelation too dangerous or shameful to divulge,



or a loss too great to be overcome by mourning. Although a few people bring their past with them to Lonelywood, continuing their lives and identities as before in hopes that the remoteness of the location will keep whatever chases them at bay, most newcomers arrive in town intent on leaving their past behind. But such truths often have a way of catching up with people sooner or later.

Timber Industry

Only about half of Lonelywood's able-bodied residents trawl the lake for knucklehead, while the other half spend their days in the surrounding forest felling and hewing the trees that are used to construct many of the boats and buildings in Ten-Towns. Most famously, Lonelywood's firs were used to build the walls of Targos and Bryn Shander.

After it is cut, Lonelywood's timber is taken by cart down the north road, where most of it is sold in Termalaine and Targos. Less frequently, Lonelywood's timber drivers bring a load to market in Bryn Shander, where the wood generally fetches a higher price.

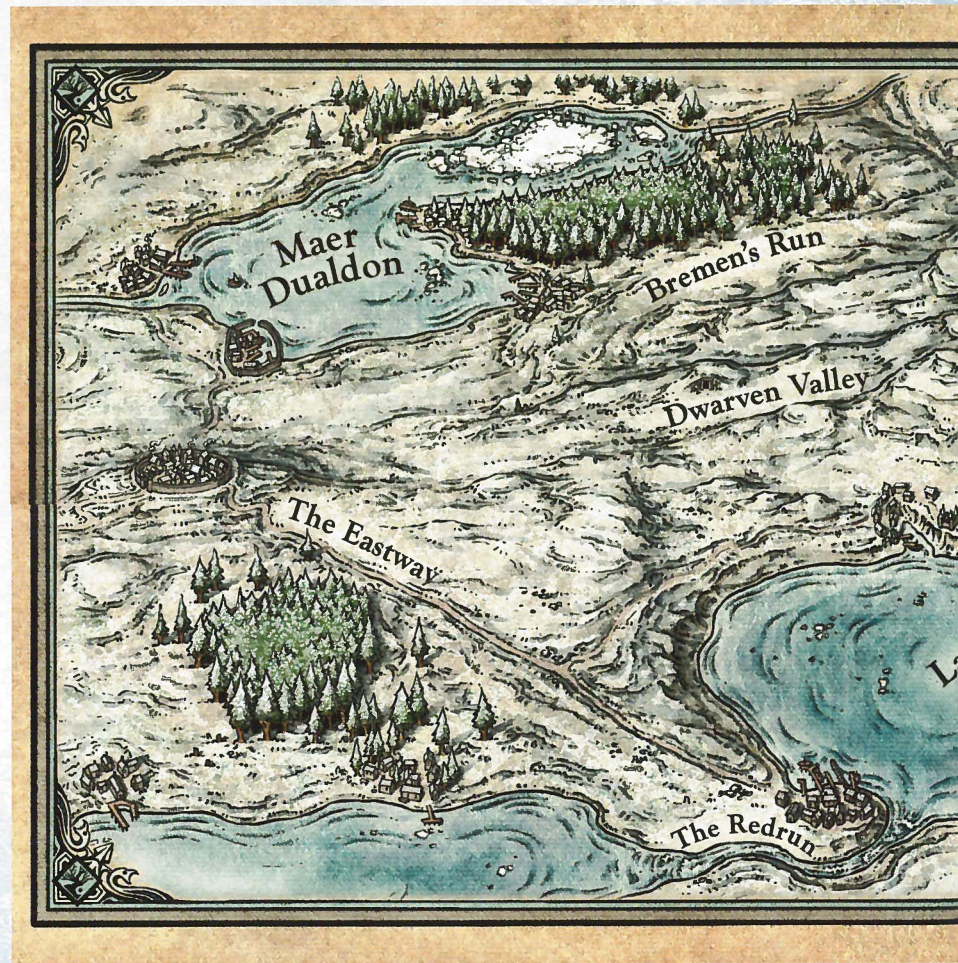
Lonelywood's forest is the town's greatest asset, not only for its material wealth but for the defense it provides against orcs and barbarians coming down Bremen's Run. The woods slow oncoming pursuers, giving the townsfolk time to escape onto the safety of the lake. Most often, though, bands of raiders simply pass Lonelywood by, never realizing the town is there.

Goods and Services

Ramshackle is Lonelywood's aptly named inn. The original structure was hastily thrown up about a century ago to accommodate a surge of interest in the town following its branding as the "Home of the Halfing Hero" (so named for the town's speaker, a halfling named Regis, who played a pivotal role in rebuffing the barbarian invasion led by King Heafstaag of the Tribe of the Elk). After a time, the influx of travelers to Lonelywood returned to its usual trickle, and the building was given over to storing timber. Over the years the residents periodically found occasion to reopen the inn, sometimes adding extra rooms as needed. No one

ever imagined that the structure would see use for as long as it has, so all the construction has been of a haphazard nature and indifferent to quality. Several times, sections of the building have collapsed under the weight of the winter snows; inevitably, the repairs to these sections were undertaken with the same (minimal) amount of care that went into their original construction. Nowadays, the inn is kept open on a permanent basis, with a retired sawyer named DeGrootz looking after visitors. Only a handful of rooms are in service, with the rest still used for timber storage. Rumor has it that sometimes other things get stored in those rooms as well, hidden among the cords of wood, but DeGrootz keeps all the rooms under lock and key. That, and the heavy woodcutter's axe he keeps close at hand, deters most visitors from poking around in rooms that aren't theirs.

The Lucky Liar is a favorite local tavern where fishers and woodcutters spend the evenings telling tall tales. Although the taverns in Bryn Shander might see a greater number of travelers, it is at the Lucky Liar Tavern that one can hear some of the most outrageous tales of adventure in the far-off corners of Faerûn. Of course, most of the stories are



heavily embellished, and some are outright fabrications—fictional exploits invented by locals who are concerned about keeping the truth concealed. From time to time, though, patrons whose tongues have been loosened by drink let slip valuable or dangerous secrets—kernels of truth hastily covered over with a wash of lies, but always noted and filed away by Danae, the tavern’s astute barkeep. A slight, plain-looking woman notable for her raven-black hair, Danae takes advantage of her job at the tavern to hide in plain sight among the people of Lonelywood and goes about her serving work with a quiet circumspection. She rarely engages in extended conversations, and she makes small talk with patrons as a pretense to linger near an interesting conversation taking place at another table. In fact, Danae is a Thayan agent planted in Icewind Dale years ago to watch for enemies of Szass Tam who might seek refuge in the remote communities of Ten-Towns.

Pavel’s Used Goods is the closest thing that Lonelywood has to a general store. Buyers can find a wide array of goods here, from the mundane to the extraordinary, and generally at lower prices than can be found in Bryn Shander’s market. But, like the people of Lonelywood, the goods sold here tend

to have histories that aren’t readily acknowledged by the shop’s proprietor, a weaselly-looking fellow named Pavel. Travelers who purchase equipment might later find themselves in the uncomfortable situation of being accosted by the items’ previous owners (who were not compensated for their loss) or attacked by interested parties who have mistaken the travelers for said previous owners. On the other hand, adventurers who have rare or unusual objects to sell need look no further than Pavel’s shop. The sly merchant is willing to pay a very nearly fair price for just about anything—no questions asked.

The Happy Scrimshander is a little shop near Lonelywood’s docks that sells the tools of the scrimshander’s trade: needles and knives in a dazzling array of shapes and sizes, inks in a rainbow of colors, and waxes used to seal an engraving when it’s done.

Avandro Perth

Speaker of Lonelywood

Avandro Perth is a black market operator from Neverwinter who headed north when Lord Neverember put a price on his head. By the time he eluded the last bounty hunter, Avandro had ended up in

Lonelywood, where he resolved to rebuild his business. But then, while he was in the process of establishing a local network, Avandro ended up gaining influence among most of the small town’s population, inadvertently resulting in his being elected speaker. He enjoys the expanded clout the position grants him, but its responsibilities place increasing demands on his time. Still, what’s good for Lonelywood is good for business, so Avandro manages the town’s affairs as best he can.

With his close-cropped black hair and hawkish features, Avandro is easily recognizable (which proved a distinct liability during his flight from Neverwinter). He speaks in precise, clipped tones and quickly betrays impatience when he thinks his time is being wasted.



REGHED TRIBES

They are children of the glacier, as suggested by their collective name. They are people of the wild, as revealed by their tribal names—the Elk, the Tiger, the Wolf, the Bear. They are the tribes of Icewind Dale, proud and wild and strong, bound to ancient traditions that have kept them alive through countless harsh winters in Icewind Dale. The people of Ten-Towns and southern lands call them barbarians, because these wilderness folk disdain what they call the weakness of civilized people.

Markedly taller than most southerners, with some males approaching seven feet in height, the Reghed barbarians have blue eyes and hair of blond, red, or light brown. Their skin is bronzed from the sun and cracked by the wind, giving their faces the look of tough leather set in an expressionless mask. They dress in leather and furs, dyed in bright colors that stand out against the brown and white of the tundra.

The four main tribes have been bitter rivals in the past. Some tribes have diminished, and some minor tribes have disbanded over the past century, many of their members settling in Ten-Towns and abandoning their traditional ways. Of the remaining tribes—Elk, Tiger, Wolf, and Bear—the Tribe of the Elk is the most prominent. It is the tribe of the best-known hero of the Reghed barbarians, Wulfgar, son of Beornegar.

The Reghed tribes are nomadic, following herds of reindeer on their annual migrations southwest in the winter and northeast in the summer. The barbarians live in large, round tents made of deerskin and supported by beams of wood harvested from the Spine of the World or the trees near Lonelywood. After each seasonal migration, they erect their tents in an encampment that remains more or less unchanged for the length of the season.

A typical camp includes a ring of large tents that house the tribe's king and the other important members: its shaman, its most honored hunter, its greatest warrior, and the like. Each tent is surrounded by campfires where warriors of the tribe sleep in the open, protected from the cold by the flames and thick fur blankets. Smaller tents surround the inner circle, with campfires scattered around and among them.

The Reghed tribes have been known to raid Ten-Towns for supplies and slaves, but only a handful of such attacks have occurred in the last century,

mostly launched by the small, aggressive, and desperate Tribe of the Bear. Instead, the tribes have begun to engage in limited trade with the towns, particularly Bremen and Caer-Konig, where many of their distant kin still dwell. Because of this trade, the barbarians are better armed, better equipped against the cold, and better fed than ever before, and they seem to be gaining in strength despite their diminished numbers.

TRIBE OF THE ELK

The most renowned and most populous of the Reghed tribes, the Tribe of the Elk strives to carry on Wulfgar's great legacy. For the most part, the tribe lives in peace with the Ten-Towners, and the tribe's ruler leads his people with wisdom and care.

Jarund Elkhardt

King of the Elk Tribe

King Jarund Elkhardt is a towering barbarian whose deeply tanned skin and mane of auburn hair bespeak a life utterly removed from the comforts of civilization. Anyone who speaks with the terse ruler, however, learns that Jarund is no savage. At forty-two winters, he is the oldest king among all the barbarian tribes and has led the Elk Tribe for over half his life. Jarund has seen other kings rise and fall, has made war with his friends and peace with his enemies, and has led tribesmen he knew as babes to their deaths in battle. Always he has kept the survival of the Elk Tribe foremost in his efforts, and the strain of his long years of rule is written on his face.

Some members of the Elk Tribe refer to their king as Jarund the Elder, though never in his presence. The epithet is an allusion to the king's late son, Jarund Twice-Born, who was killed three years ago in a hunt when he tried to bring down a cave bear. His spear struck true, but the creature tore open the young man's chest in its death throes, leaving Jarund without an heir. The king never speaks of his son and shows no favor to any other warriors of the tribe to mark a possible successor. But as old as he is, Jarund cannot ignore the matter of succession for long, and many warriors have already started posturing against one another in the event that the tribe



invokes the rite of combat to determine a new king after Jarund passes. Many of the tribesfolk speculate that the leader's reluctance to name a successor—and the obvious favor he shows to Froya Harmoot—indicate that he hopes to sire another heir. Some of the women whisper that Froya is already with child—much to the consternation of Jarund's wife, Wynneth.

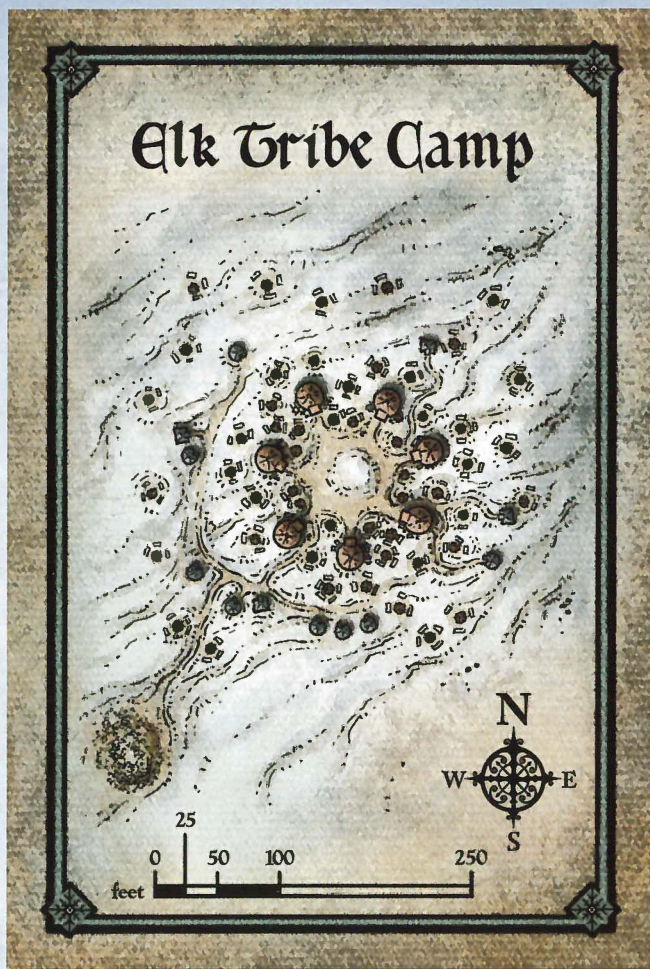
Whatever the future holds, Jarund is a potent force for the time being, and he rules his tribe with a sure hand. He is gravely concerned about the early coming of winter, in terms of surviving the harsh season and what it might portend about the greater entities at work in Icewind Dale. In such matters, Jarund seeks the counsel of Mjenir, the Elks' shaman; the king greatly respects his understanding of the workings of gods and spirits. The fact that both men have lost their sons serves to strengthen the bond between them.

Jarund's attitude toward the people of Ten-Towns is a mix of disinterest and disdain. He refers to city-dwellers as "tamed men" and does not see much value in dealing with them. In Jarund's mind, the people's refusal to live with the land, and instead hide from it behind walls, is the source of their troubles. Although he knows the coming winter will test his tribe sorely, Jarund believes that the barbarians'

Many miles north of Ten-Towns, across the trackless tundra to the northernmost edge of land in all the Realms, the frosts of winter had already hardened the ground in a white-tipped glaze. There were no mountains or trees to block the cold bite of the relentless eastern wind, carrying the frosty air from Reghed Glacier. The great bergs of the Sea of Moving Ice drifted slowly past, the wind howling off of their high-riding tips in a grim reminder of the coming season. And yet, the nomadic tribes who summered there with the reindeer had not journeyed with the herd's migration southwest along the coast to the more hospitable sea on the south side of the peninsula.

The unwavering flatness of the horizon was broken in one small corner by a solitary encampment, the largest gathering of barbarians this far north in more than a century.

—The Crystal Shard



strengths—their courage, fortitude, and knowledge of the land—will enable them to endure.

Jarund's age and experience make him a cautious leader. Because he does not long for glory as the younger warriors do, he is more apt to adopt a defensive position in battle and negotiation, opting to endure an enemy's assault and wait to see what develops rather than extend himself in an attempt to achieve a quick resolution. Jarund commits to action only if he believes that a failure to do so would place his tribe at greater risk than would holding back. When he acts, it is with all the strength and fury one would expect of a barbarian war leader.

Mjenir Tormhaalt

Shaman of the Elk Tribe

Mjenir Tormhaalt is the shaman of the Elk Tribe, and perhaps its most influential member after King Jarund. Though nearly as old as Jarund, Mjenir looks ten years younger, for he has not carried the burden of rule nor endured the hardships of battle. He has icy blue eyes and platinum blond hair, which hangs in long braids across his shoulders.

Apprenticed at a young age to the tribe's previous shaman, Mjenir has a deep understanding of the ways of the tundra—the flow of the land, the rhythm of the weather, the delicate interplay between herd animals and predators. This knowledge alone would make Mjenir an invaluable member of the tribe, but even more important, he has a connection to the spirit realm. It is common knowledge among the tribesfolk that Mjenir can speak with animals, and some believe that he can read omens in the clouds. In truth, Mjenir's command of nature spirits is tenuous at best, and anything more than rudimentary divinations is beyond him. Still, he enjoys the authority he has gained from the tribe members' beliefs and does nothing to dissuade them. To the contrary, Mjenir occasionally takes great pains to consult his oracles conspicuously before recommending a course of action to the tribe, such as when and where to find the best hunting. More often than not, his counsel stems not from any mystical revelation but from his deep study of natural lore. Nevertheless, the tribe enjoys the spectacle and praises Mjenir's gift when his advice bears fruit.

Mjenir had a son, Olaf, the sole offspring of his short marriage to a now long-dead wife. Olaf did not have his father's gift for speaking with spirits or his curiosity about the world around him, instead training as one of the tribe's warriors. Perhaps as a result of losing his mother at a young age and growing up with a father who seemed more interested in conversing with birds and squirrels, Olaf was more quiet and reserved than the other warriors. When a girl named Hedrun began to manifest strange abilities and was shunned by the rest of the tribe, Olaf was drawn to the young woman, not just for her beauty but for the loneliness they both endured.

Mjenir had mistrusted Hedrun's abilities from the start, not least of all because they were greater than his own. Though the girl apparently had no control over her gifts, Mjenir saw her as a potential threat to his position of importance in the tribe. When he belatedly realized how fascinated Olaf was with the young woman, it heightened Mjenir's fear that Hedrun would steal away everything that belonged to him. He forbade Olaf from seeing the girl, which naturally had the effect of driving his son straight into Hedrun's arms. Tragically, jealous Auril would allow Hedrun no mortal love, and her power froze Olaf to death at Hedrun's touch.

When Mjenir learned of Olaf's death, he brought his son's body before King Jarund as proof of the danger that Hedrun posed to the tribe. Though he could easily have demanded her life in payment for Olaf's, Mjenir feared that he would be haunted by the vengeful spirit of one so great. Instead, he

THE REGHED GLACIER

At the eastern edge of Icewind Dale, the frozen tundra meets the great expanse of the Reghed Glacier. Even the barbarians rarely venture to this bleak and barren area. Icy winds pour off the glacier, robbing the plains below of moisture, and the glacier's slow advance and retreat scours the earth of whatever life takes root there. Great earthen walls, left behind by the glacier's past retreats, stand guard over the empty tundra. The barbarians say these walls were erected by the giants in the Dawn Ages to mark the boundaries of their kingdoms, and many otherwise brave warriors refuse to range beyond them.

demanded that she be banished from the tribe, believing that the girl would meet her end in the jaws of a wild beast.

Now that the winter storms have come unseasonably soon, and the hunters have returned with tales of a witch wandering the tundra, driving beasts and snow before her, Mjenir realizes that his decision to banish Hedrun might have been a mistake. He has not shared his suspicion of the Ice Witch's true identity with anyone else, lest he be seen as having brought her vengeance down upon the Elk Tribe. Similarly, he opposed Hengar Aesnvaard's suggestion to find aid in Ten-Towns because he fears repercussions if outsiders discover the witch's identity and the source of her grievance. Instead, he urges Jarund to placate the gods with sacrifices and keep the tribe on the move to stay ahead of the witch's attacks. In his heart, though, Mjenir knows he cannot outrun winter's fury, and he seeks a way to counter the witch's threat without admitting his culpability to the rest of his tribe. Perhaps he can put a friend or a foe in the witch's way—someone who might stand a chance of destroying her.

Warriors of the Elk Tribe

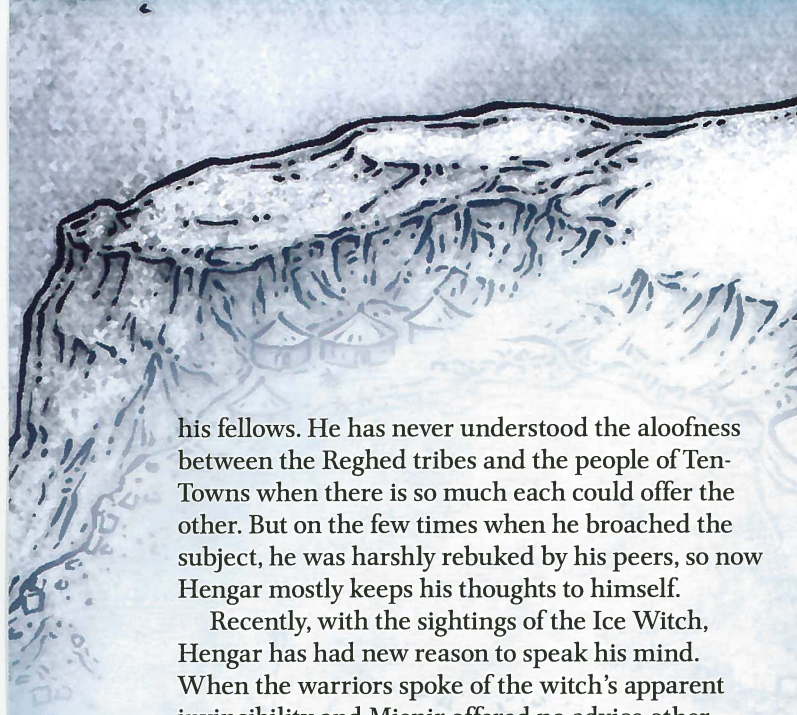
Hengar Aesnvaard: As a young man, Hengar Aesnvaard grew up hearing tales of Wulfgar Dragonsbane, the Elk king who slew the dragon Icingdeath and, along with the other famed Companions, saved Ten-Towns from the army of Akar Kessell at the Battle of Icewind Dale. To hear his fellow tribe members tell it, Wulfgar's glorious victories validated the Reghed way of life. The king's loyalty to the tribes, his trust in his own strength to win through adversity, and the restless wanderings of his late career all spoke to the virtues that Hengar had been taught since he was a boy.

Hengar took a different lesson from the tales. Where others spoke of Wulfgar's loyalty in rejecting

a life with the dwarves to return to his rightful place among his people, Hengar saw a sense of duty. Where they spoke of Wulfgar's reliance on his own might, Hengar saw the hero's reliance on his friends. And where some pointed to the famed king's journeys as a rejection of the sentimentality of city-dwellers, who foolishly die rather than leave their precious homes, Hengar saw the searching of a man who no longer felt at home among his people.

Now a seasoned warrior of the Elk Tribe, Hengar still has a habit of seeing things differently from





his fellows. He has never understood the aloofness between the Reghed tribes and the people of Ten-Towns when there is so much each could offer the other. But on the few times when he broached the subject, he was harshly rebuked by his peers, so now Hengar mostly keeps his thoughts to himself.

Recently, with the sightings of the Ice Witch, Hengar has had new reason to speak his mind. When the warriors spoke of the witch's apparent invincibility and Mjenir offered no advice other than to flee, Hengar decided it was time to seek the aid of the people of Ten-Towns. With King Jarund's blessing, he traveled to Bryn Shander in search of a wizard or someone else knowledgeable in the ways of magic who might be able to tell him how the Elk Tribe can fight this new menace.

Soren Arnsfirth: Hedrun's father is one of the older warriors in the Elk Tribe, notable for his sky-blue eyes and his quiet demeanor. A simple man with no insight into the workings of spirits or the mysteries of gods and magic, Soren was confused and frightened by the strange abilities his daughter began to manifest as she grew. He felt helpless as he watched the tribe turn its back on her, not knowing how to comfort his daughter or even relate to her.

Soren sought Mjenir's counsel on many occasions, but always came away frustrated by the shaman's insistence on treating Hedrun as a threat to be managed rather than as a loved one to be helped. Although Soren lacks the courage to speak out against the shaman, he resents Mjenir for turning his back on Hedrun and banishing her from the tribe. His hesitancy stems also from the possibility that Mjenir might have been right to cast the girl out, and as a grieving father himself, Soren can understand Mjenir's bitterness over the loss of his son.

With the recent sightings of the Ice Witch, Soren has begun to think that Hedrun might have survived her banishment. His conjecture has no basis other than his hope that his daughter yet lives, so he has told no one of his thoughts. He has voiced support for Mjenir's policy of avoiding encounters with the witch, since Soren does not want to see his daughter killed even if she has become a monster.

Icingdeath's Lair

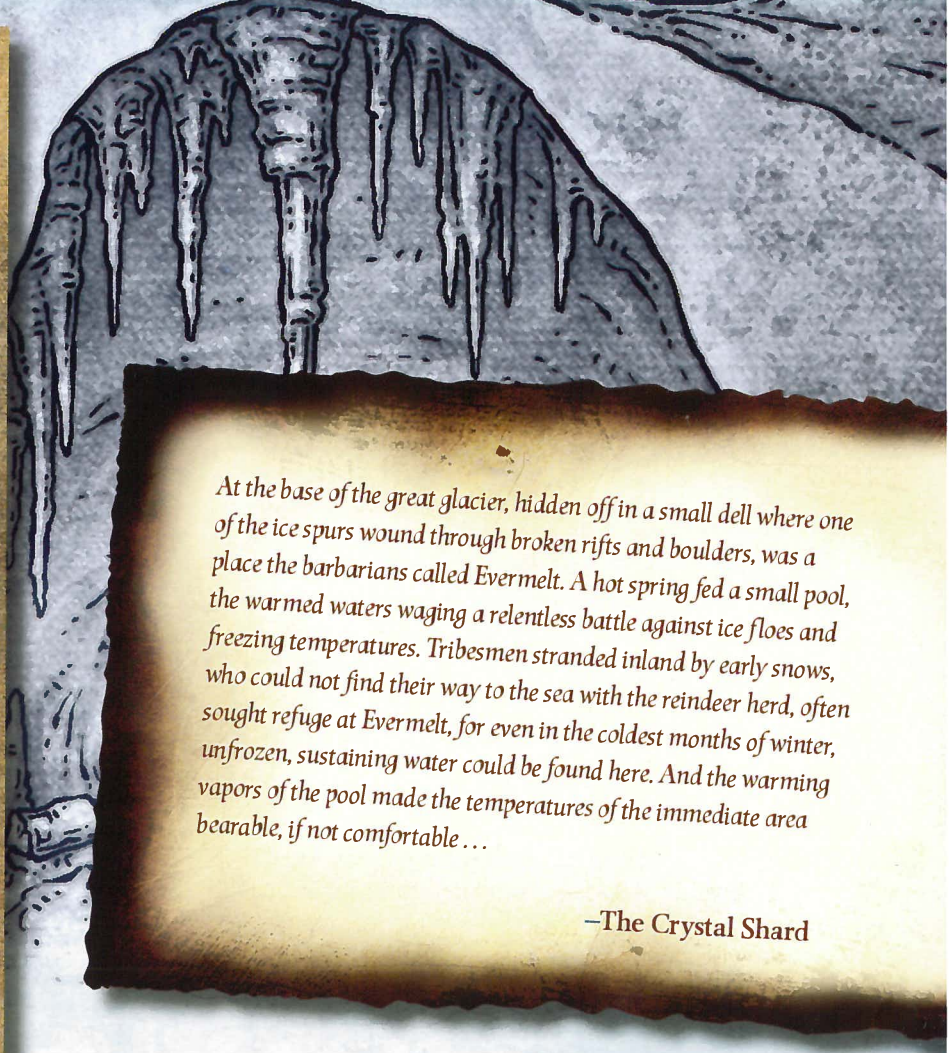
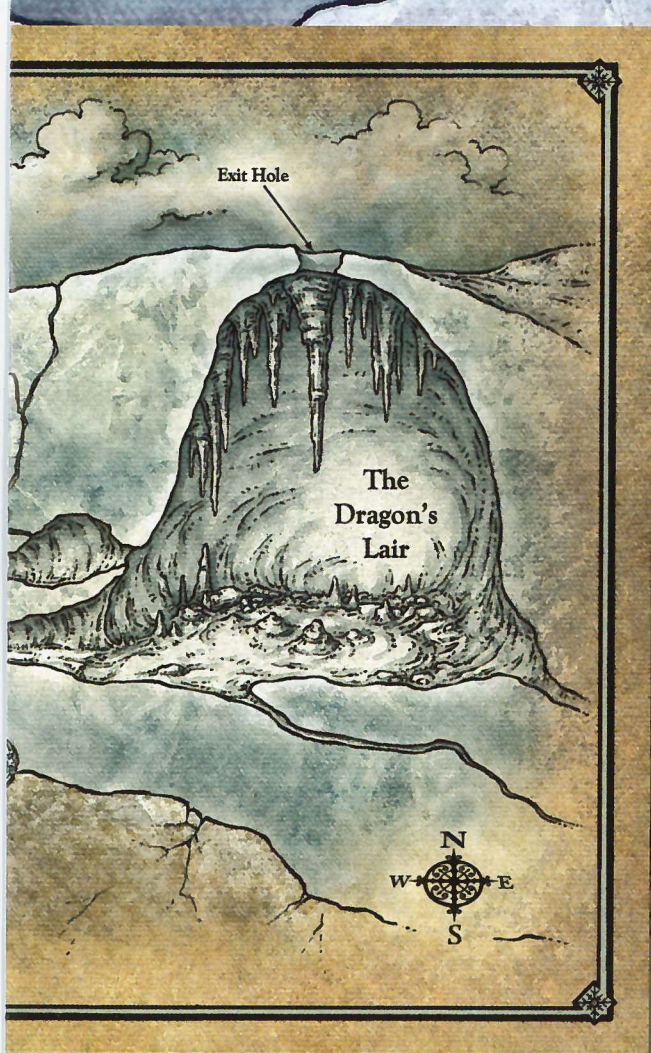


EVERMELT

A sacred site to the Reghed tribes, Evermelt is an oasis of warmth in the midst of the frozen desert, a hot spring that bubbles up at the foot of the Reghed Glacier. Walled off from the howling wind and warmed by heat from the depths of the earth, Evermelt is a sanctuary and a refuge. It is also one of the entrances to the old lair of the white dragon Icingdeath, and it remains a place of terrible danger even a century after the creature's death.

Sacred Pool: The turquoise waters of the sacred pool appear still and calm. Sometimes a glint of gold is visible at the bottom of the pool—perhaps a glimpse of a mineral embedded in one of the colorful boulders that make up the glacial moraine. Those who enter the water risk being caught in a current that cuts down into the heart of the glacier. A character can fight the current and stay afloat in the pool, or navigate the narrow chute without injury, by succeeding on a hard Strength check.

Under the influence of Hedrun the Ice Witch, members of the Tribe of the Bear who have sworn



At the base of the great glacier, hidden off in a small dell where one of the ice spurs wound through broken rifts and boulders, was a place the barbarians called Evermelt. A hot spring fed a small pool, the warmed waters waging a relentless battle against ice floes and freezing temperatures. Tribesmen stranded inland by early snows, who could not find their way to the sea with the reindeer herd, often sought refuge at Evermelt, for even in the coldest months of winter, unfrozen, sustaining water could be found here. And the warming vapors of the pool made the temperatures of the immediate area bearable, if not comfortable...

—The Crystal Shard

allegiance to Auril camp around the pool to guard their sacred site in the dragon's old lair.

Chute and Tunnel: The narrow chute leading from the pool widens as it descends, allowing creatures that get caught in the flow an opportunity to draw a breath of bitterly cold air as they continue downward. The descent presents the threat of drowning and the danger of injury as the waters smash against the ice walls.

Waterfall Cavern: No sooner has the tunnel widened than the stream drops into a cascade over a shelf of ice, plunging into a high, domed ice cave hung with jagged icicles. The floor of the cave is strewn with sharp ice spikes, like stalagmites formed as water drips from the ceiling high above. In some places, tall columns of ice join the floor and ceiling in crystalline structures that scatter what little sunlight filters through the ice roof above.

Characters hurtling down the tunnel can attempt to catch themselves before plummeting over the waterfall, but the icy walls make that task extremely difficult. As Wulfgar did, a character can attempt a hard Strength check to jump from the edge of the waterfall and catch an icicle or ice column so as to

make a more controlled descent. Those who fail drop thirty feet onto the jagged ice below.

Most of the water drains off through a narrow channel in the floor, but some of the waterfall's spray, already half frozen, collects in strangely beautiful heaps of ice particles that further scatter the light. Several tunnels lead on from the cavern, meandering farther into the glacier's vast expanse. Some run without interruption until they finally close off, and others end suddenly where the water spills down narrow crevasses. Unexplored tunnels might open into other caverns, from which yet more passages branch.

The Dragon's Lair: The widest tunnel from the waterfall cavern leads to the enormous ice cave that was once the lair of the white dragon Ingeloakastimizilian, which the barbarians called Icingdeath. Though the dragon was slain by the Elk Tribe hero Wulfgar over a century ago, its frozen remains lie here still, its desiccated flesh frozen to its bones, the great icicle that stabbed its heart still lodged in the creature's ribs. The cultists of Auril who have discovered this lair revere the remains as if they were a manifestation of the Frostmaiden herself.

THE DWARVES

Heirs of the once-mighty kingdom of Delzoun, the dwarves of the North are a scattered remnant of a great people. Delzoun, the Northkingdom, arose when the dwarves were a flourishing race and expanded outward from greater kingdoms in the southern lands. It was the most grand and glorious of several kingdoms founded across the North, and it thrived for almost four thousand years before its fall fifteen hundred years ago. At its height, Delzoun stretched four hundred miles from east to west, with great citadels aboveground (of which Adbar and Felbarr still survive) and vast tracts of Underdark caves, mines, and tunnels.

Delzoun slid into decline as the dwarves' numbers were whittled away in endless wars against goblins, orcs, and other monsters. One by one, their holdings—including the fortresses of Ascore and Gauntlgrym, and the subterranean network of the Fardrimm—fell to invaders that came out of the mountains and threats that rose up from the Underdark. Though surface outposts such as Citadel Adbar and Citadel Felbarr remained in dwarven hands long after Delzoun's fall, they were cut off from each other and continued to diminish slowly over the centuries.

Before the fall of Delzoun, a large clan of dwarves led by Gandalug Battlehammer established a mithral mine just west of the kingdom and named it Mithral Hall. The Battlehammer dwarves and their allies mined beneath the hall for centuries, growing wealthy as they traded with merchants from across the North. But they delved too deeply, inadvertently opening a portal to a shadowy plane and allowing the shadow dragon Shimmergloom to enter their halls.

Shimmergloom scattered the dwarves of Mithral Hall and made its lair among the deepest mines. The fleeing dwarves spread throughout the North, some taking refuge with their kin in Citadel Adbar. Most of Clan Battlehammer, though—including the prince of Mithral Hall, young Bruenor—fled the region entirely and came to Icewind Dale.

Thus, the dwarves of the dale are a remnant of a remnant. These members of Clan Battlehammer established their mines in the valley alongside Kelvin's Cairn and lived in the dale for two centuries. When Bruenor Battlehammer found lost Mithral Hall, his clan joined him in reclaiming it and abandoned Icewind Dale entirely.

Over the next decades, perhaps two hundred dwarves returned to Icewind Dale, having grown

accustomed to life in the wintry region (though they remained loyal to the kings of Mithral Hall). Now ruled by a cousin of the Battlehammer line, Stokely Silverstream, the dwarves of Kelvin's Cairn continue their old ways, mining the scant veins of iron that run beneath the tundra and crafting the finest weapons, armor, and tools available in Icewind Dale.

The dwarves of the dale are in a situation less bleak than a century ago, not so obviously doomed to eventual oblivion. Young dwarves are more commonly seen in the mines and tunnels of the valley, and laughter more often echoes in the halls. Not that the dwarves are any less gruff, stern, or taciturn; they weather the hardships of life in Icewind Dale with their characteristic stoic silence. But now, visitors from Mithral Hall arrive with nearly every caravan, come to visit kin. And rather than lament lost Mithral Hall, they toast its kings in their feasts—King Connerad, who sits on the throne now, and King Bruenor, who liberated it a century ago.

The dwarves of Kelvin's Cairn live in their mines, but some parts of the mines are more hospitable than others. As iron veins ran out, the dwarves converted the underground caverns into living spaces—homes, forges, shops, and the like. Rough-hewn walls scarred by miners' picks were smoothed and squared or carved into perfect circles. Hearths were lit in alcoves where iron had been dug out from the stone. Doors were fitted into stone archways and floors were leveled, creating all the comforts of dwarven homes.

They had made their home in the rocky valley between the two northernmost of the three lakes long before any humans, other than the barbarians, had come to Icewind Dale. They were a poor remnant of what had once been a thriving dwarven society, a band of refugees beaten and broken by the loss of their homeland and heritage. They continued to dwindle in numbers, their elders dying as much of sadness as old age. Though the mining under the fields of the region was good, the dwarves seemed destined to fade away into oblivion.

—The Crystal Shard



Life in the Echoing Halls

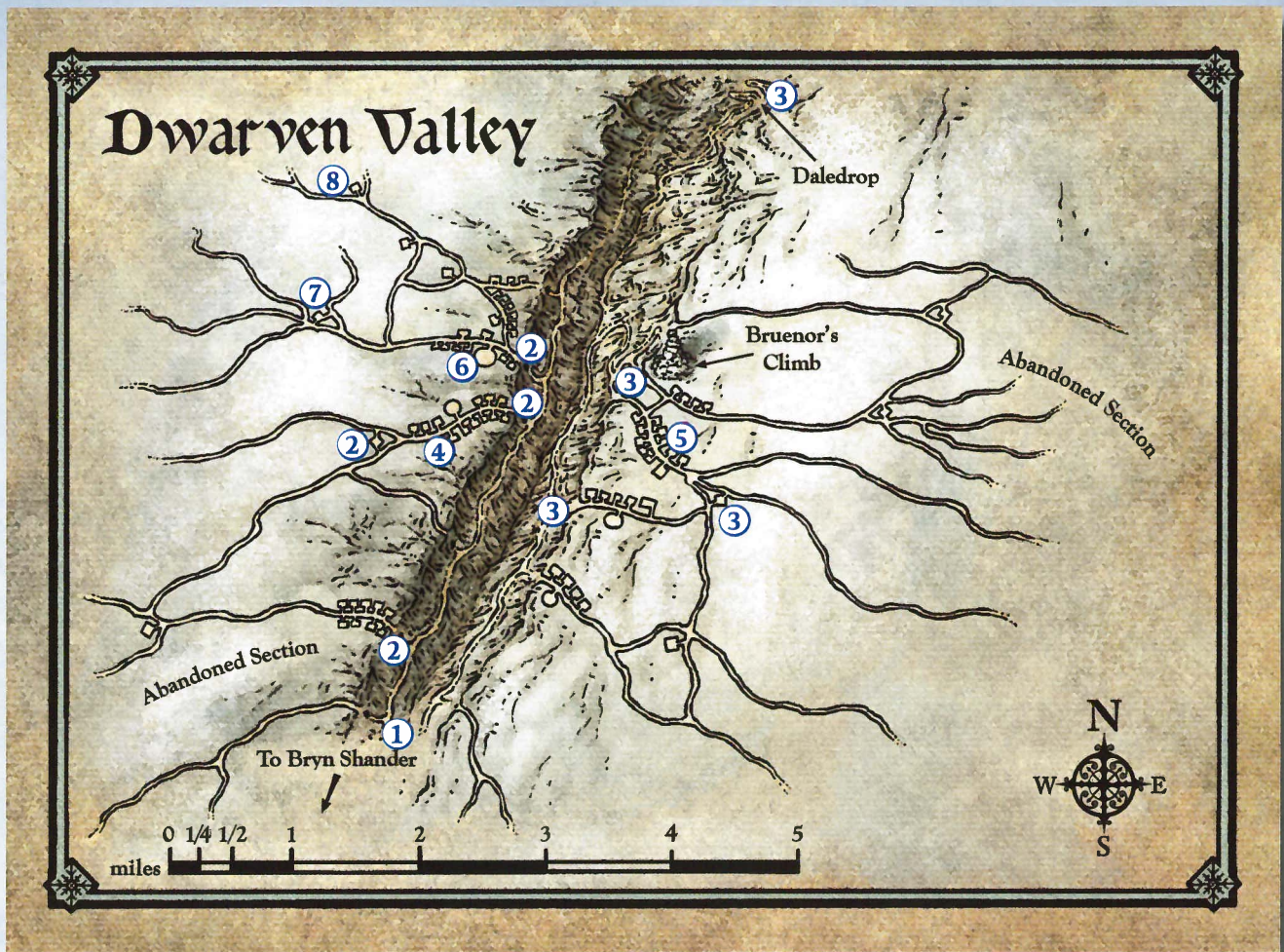
Mining and smithing are the main work of the Kelvin's Cairn dwarves. In contrast to the rich mithral veins of Mithral Hall, Icewind Dale offers only iron ore and the occasional find of gold, and many of those veins are already played out. But the artistry of the dwarf smiths has not diminished, and the mines produce enough iron to keep them in business for years to come.

The dwarves of Kelvin's Cairn are part of Clan Battlehammer, but only a small part, distant from Bruenor's line. Stokely isn't a king—he uses the title “Dain,” appropriate to the head of a small clan, and that only rarely. The warriors who fight alongside him are “Stokely's boys,” with no pretense of military organization or rank. The dwarves give respect to their elders and honor to the smiths and warriors who distinguish themselves in their fields but otherwise live as equal members of the clan.

The dwarves revere Dumathoin, the Keeper of Secrets under the Mountain, at makeshift shrines scattered among the mines. Dumathoin is the patron deity of miners and shield dwarves, and he is said to guide the dwarves in their search for new veins of ore. A large temple cut into the western side of the valley honors Dumathoin alongside other dwarven gods.

Dwarven crafts are stamped with a smith's mark—in this case, the foaming mug that represents Clan Battlehammer. This sign stands for high quality in towns and cities across the North, which prompts some unscrupulous human smiths to imitate it on their own inferior work.

The dwarves have no formal representation on the council of speakers that governs Ten-Towns, but they have been known to send representatives to the council when situations arise that concern all the inhabitants of Icewind Dale.



THE DWARVEN VALLEY

The cleft of earth that stretches south from the foot of Kelvin's Cairn is known to the people of Icewind Dale as the dwarven valley. For almost as long as people have been fishing the lakes, the dwarves of Clan Battlehammer have been living in the valley and mining its depths. Visitors who stand at the valley's edge can see the dwarven tunnels running in rows along the walls, connected by narrow walkways, and hear the faint ringing of hammer strikes carried on the wind. Those who pick their way down the dizzying switchback at Daledrop are transported to a different realm entirely.

Gone is the howling glacial wind, replaced by the clangorous echoes of axes striking on steel, hammers pounding out iron, and picks chipping away at the mountain's stone. The wide-open expanses of the lakes and tundra are replaced by the towering walls of the valley, blocking out any sight of the surrounding lands. Even the craggy profile of Kelvin's Cairn is transformed by the view from the valley floor. What others think of as the mountain is, to the dwarves, simply its peak. The heart of Kelvin's Cairn is what lies beneath, deep in its tunnels and mines.

The Dwarven Halls

At first glance, the valley at the foot of the mountain often seems desolate. No buildings or other signs of habitation are evident except for the stone stairs and walkways carved into the cliff side. It is behind those walls of stone, hidden from view, that the dwarves of Kelvin's Cairn go about their daily lives. In these troubled times, sentries wander the valley and stand guard at various points on the map on the facing page (marked as areas 1, 2, and 3).

Lining the tunnels that bore into the valley's sides are the dwarven halls—winding rows of living quarters, meeting halls, dining halls, storerooms, forges, temples, kitchens, and armories. The map enlarges these halls and flattens them vertically. The complex is made of a large number of small chambers opening onto the main tunnels, stacked two or sometimes three high, with carved staircases leading to the higher doors.

Most of the living quarters are modest, consisting of a single room with a table, bed, and trunk, or occasionally a suite of rooms for a large family. The meeting and dining halls are much larger, since these are the areas where the dwarves most frequently congregate. They are set with great tables

and benches and decorated with intricate stone carvings and metalwork.

The forge is the heart of any dwarven hall, and every time the dwarves dig a new tunnel, the first space they carve out is a new forge room. Dwarven forges are much more spacious than those found in human cities—the latter typically are the provenance of a single specialist with perhaps a few assistants, but the forge in a dwarven community is used by nearly everyone.

The dwarves who are loyal to Stokely Silverstream have gathered within this mile-long hall and named it Battlehammer Hold (area 4), after their clan.

About eighty dwarves live in this part of the valley, and at any given time about twenty-five of them are on guard duty or patrolling the road. These dwarves live in twelve family homes cut into the walls; in most cases, two families live in each home so that the whole population can fit within this single, easily patrolled area.

The westernmost home on the south side of the hall belongs to Dain Stokely Silverstream, the leader of these dwarves and, before Baerick's rise, of the whole valley.

The large hexagonal chamber on the north side of the hall is the community forge, where the dwarves continue to smelt what little iron they're able to bring up from the mines and work it into the items that they trade with Ten-Towns. The forge chamber has become a sort of town hall, where the remaining loyal dwarves discuss the pressing issues that face the community.

Baerick Hammerstone now leads the dwarves of Kelvin's Cairn from his seat in the Halls of Black Ice (area 5), on the eastern side of the dwarven valley. Like Stokely's dwarves on the west side, Baerick's followers have consolidated their homes into a single mile-long stretch of tunnel that is easily defensible—though the enemies that Baerick imagines are not the same ones that Stokely fears.

About sixty dwarves live in the Halls of Black Ice, sharing space in a dozen large family homes. The easternmost home on the south side of the hall belongs to Baerick, and on the other side of the hall is his forge, where he crafts black ice weapons and armor to outfit his comrades. At the moment, the forge room holds about five hundred pounds of unworked black ice.

An enormous round chamber in the eastern mines is the dwarves' temple (area 6), honoring their four most important deities: Moradin, the head of the dwarf pantheon, called the Dwarffather and Soul Forger; Berronar Truesilver, the Revered Mother; Clangedin Silverbeard, the Father of Battle; and Dumathoin, the Keeper of Secrets under the Mountain. Each deity has

an altar on a dais against the circular wall, and a great forge stands in the center of the temple, used by dwarf smiths to create their finest works in honor of the deities. Before the recent troubles began, the forge was kept burning continuously, but its flames have gone out since it has been left untended.

The Mines

The first tunnels dug by the Battlehammer clan after its arrival in Icewind Dale traced the veins of iron ore the dwarves found riddling the valley walls. Over the ensuing decades, the most accessible veins were dug out, so the dwarves were forced to delve deeper to find more ore. The original mining tunnels were expanded and turned into living quarters as the miners pushed farther into the mountain's roots. Now, after three centuries of activity, the mines extend into the bowels of Kelvin's Cairn. Just reaching the active loads requires nearly half an hour's walk from the valley floor, and anyone who wasn't raised to navigate below ground will likely become lost in the twisting and looping tunnels.

As with the living quarters, the map simplifies the layout of the mines, showing only the largest tunnels. The mines are cramped and dark, and the air is stale. Anyone taller than a dwarf is forced to stoop when traveling through the passages. Even at their widest, the tunnels don't have enough room for two people to move freely. Torches and lamps burn dimly in the poor air, and casting any kind of fire spell consumes so much of the available oxygen that creatures in the area are left laboring to breathe.

A junction in the western mines that served as a staging area for expeditions into the newer tunnels, the nexus (area 7) is more than two miles from the shaft entrance in the valley. It is a large chamber that incorporates both a forge and a small shrine to Dumathoin, which is typical for new mines in the valley.

The Abandoned Tunnels

Over the years, many dwarven tunnels fell out of use. A tunnel might be abandoned because of exhaustion of a nearby mineral lode, the movement of clans out of the valley (or into other parts of it) to be near their kin, infestations of monsters or vermin, or cave-ins. Sometimes a tunnel is reclaimed years later when new ore veins are discovered, clan members return home, and vermin are driven out. Often, though, the dwarves excavate new passages better suited to their needs, resulting in an expanding network of tunnels that extend ever farther beyond the valley walls.

The greatest concentration of abandoned passages is at the southern end of the valley, where a hundred

years ago the dwarves lured the army of Akar Kessell into the area before they collapsed many of the tunnels, burying the wizard's forces beneath the fallen rock. Although many orcs and goblins died that day and the strategy saved the valley from further incursion by the wizard's army, the dwarves lost much of their home in the bargain.

Following the war, the dwarves planned to excavate and reclaim the southern tunnels but were distracted by the reclamation of Mithral Hall. After many members of Clan Battlehammer left the valley to return to their ancestral hall, the remaining dwarves were too few to manage the task, and the existing tunnels were spacious enough to accommodate their reduced numbers.

Although the population of the dwarves in the valley has swelled since that time, they have cut new homes from the stone, so the southern tunnels remain abandoned. Many of them are still choked with debris or rigged to collapse at a moment's notice.

Akar Kessell lurks in the deep mines (area 8), from where he sends plagues of zombies to harass the dwarves who are loyal to Stokely while encouraging Baerick Hammerstone in his depravity. The most significant zombie attack to date, which left no survivors, involved a mining party that had established a camp in the nexus.

DENIZENS OF THE VALLEY

The dwarves who live in the valley are sharply divided into two camps, represented by their leaders—Stokely Silverstream and Baerick Hammerstone. The arrival of Stokely's niece, Helda, who tries to bring adventurers with her to the valley, might tip the balance in Stokely's favor.

Stokely Silverstream

Dain of the Dwarven Valley

Since arriving in Icewind Dale as a lad, the long-time leader of the dwarves of Kelvin's Cairn has become one of the oldest residents of the valley. Stokely Silverstream has the mountain in his bones, say the dwarves—a comment on his age and his uncanny knack for navigating the mountain's depths, a skill that has enriched the Battlehammer clan over the years as Stokely has unearthed new lodes in the old mines.

But now the discovery of zombies—dead dwarves animated by necromancy—in the mines has eroded the dwarves' confidence in Stokely's leadership.

Some have blamed him for the attacks, accusing Stokely of pushing too far into the mountain too fast and placing the miners in danger. Others have charged Stokely with being too timid in the face of the attacks. Normally, such talk would bring rebukes from the clan members who have prospered under Stokely's leadership—but the taint of the black ice, which is prevalent in the valley, has made the usually level-headed dwarves short-tempered and quick to find fault with one another. Few of them are cognizant of the change in their behavior, and no one knows the true reason for it.

The situation has recently come to a head in a schism that has erupted in the valley. On one side is Baerick Hammerstone, one of the first to discover the black ice, and other dwarves who have succumbed to its influence. On the other side is Stokely, with dwarves who have not yet given in to its evil. Each side has its soldiers, and the schism could turn into a full-fledged civil war.

Helda Silverstream

Merchant of Mirabar

Born of the union between clans Silverstream and Battlehammer, Helda Silverstream is a young dwarf who inherited the formidable cunning of her father's kin as well as the bravery associated with her mother's name. Worldly as well as wise, she has already seen more of the world in her sixty years than her uncle has in his many long winters. After spending her formative years hearing about the vaunted clan Battlehammer and the splendor of her mother's clan's seat at Mithral Hall, Helda took it upon herself to travel there at the tender age of thirty-five, defying her parents and the conventions of dwarven society to leave her home at so young an age. Helda's father asked Stokely to forbid her from leaving the valley, but the elder Silverstream—whether because of his own regret over never having visited the vaunted dwarven hold, or because he realized that nothing he could say would sway the determined young dwarf—gave Helda his blessing, so she left with the next caravan heading south out of Icewind Dale.

Although Helda's fiery personality was forged in the valley of Kelvin's Cairn, her skills were tempered in the bowels of Mithral Hall. There she learned mining, smithcraft, and the arts of war and diplomacy from her mother's people, displaying the earnestness of a dwarf who had grown up in a harsh land that could ill accommodate the time required to spend so long at study. Even in their protected valley home, the dwarves of Kelvin's Cairn struggle to live through each winter, hunting for food and resources and

fending off the orcs, giants, and other creatures that would claim the valley's shelter. The clan members in Icewind Dale must work hard simply to survive—they do not have the luxury of a liberal education.

Helda did not intend to spend the rest of her winters in Mithral Hall, so after ten years there, she moved on to Mirabar, to seek a life and a fortune of her own. Though she makes her home in that city, she travels throughout the North, bringing her metalwork and jewelry to customers ranging from Waterdeep to Icewind Dale.

Helda Silverstream has gray eyes and dreadlocks of long, mahogany hair that she pulls back behind her head. She wears the hooded silver-stitched blue cloak of her clan, fastened with a silver clasp in the shape of a dwarven war axe, marking her as a warrior of the Axe of Mirabar.

Baerick Hammerstone

Master of black ice

Armed with a great maul fashioned of black ice and girded in plate mail made of the same stuff, Baerick Hammerstone is the leader of a group of xenophobic dwarves who have severed ties with Stokely Silverstream and brought the dwarven valley to the brink of civil war.

Until recently, he was merely a simple stone carver living peaceably with his fellow dwarves. Several months ago, Baerick's fortunes changed when he joined a small expedition formed by a wizard's apprentice from Luskan. The group began near the summit of Kelvin's Cairn, where Baerick helped to unearth the undead form of Akar Kessell, the long-dead Tyrant of Icewind Dale.

Under Kessell's leadership, the expedition journeyed to the northern slopes of the Spine of the World. After much searching, Baerick found what the undead wizard sought: a black stone as smooth as glass. Though it seemed translucent at first glance, a trick of the eye caused it to look darker the longer Baerick squinted at it, as if the stone were drinking in light. More impressively, when he took his pick to the stone, he could not damage it.

While Akar Kessell dithered about what to do with the substance, another miner tried to seize the stone, and Baerick buried his pick in the other dwarf's skull. The rest of the miners set upon him and one another in a mad scramble to acquire the strange stone, until only Baerick survived—much to Kessell's amusement. With the wizard's help, Baerick gathered as much of the black ice as the wizard's magic could help him carry and returned to Kelvin's Cairn.



Back at his workshop, Baerick set about trying to carve the stone. He discovered that heating the stone in a forge softened it enough to be carved, and he began fashioning small trinkets from the samples he had brought back. Baerick put his "black ice" trinkets, as he dubbed them, up for sale, and they spread quickly among the dwarves. With Kessell's help and encouragement, Baerick excavated more of the black ice and sold his trinkets even more widely. The wizard apprentice who first hired him acted as his agent in Ten-Towns, and soon Baerick received commissions for other objects made of black ice—knives, fishing hooks, even a ram for one of the boats on Lac Dinneshere. Eventually, he began to experiment with fashioning weapons and armor from the black ice.

What Baerick did not realize was that the black stone was ice infused with the remnants of the Cryshal-Tirith erected by Akar Kessell over a century ago. Forged from the essence of the evil Crystal Shard, the Cryshal-Tirith carried a trace of the shard's taint, and thus so does the black ice formed from its remnants. The taint slowly corrupts anyone who comes into possession of the black ice, although the effect is more pronounced in those who have more contact with the substance.



KELVIN'S CAIRN

Rising out of the desolate tundra of Icewind Dale is a mountain of giant boulders, piled one atop the other until they narrow to a snow-capped peak. Beasts hunt upon the craggy slopes, giants tread across the broken rills, and dwarves mine its hidden depths. This is Kelvin's Cairn, the highest point in Icewind Dale and also its heart; all else is fixed by its position relative to the mountain.

Although the boulder-strewn slopes look about as stable as a pile of sand, the unusual mountain has stood for as long as anyone can remember. According to the barbarians, the cairn was formed when Tempus, the god of battle, fought Kelvin, a great hero of the frost giants, and slew him on the plain of Icewind Dale. Tempus rent the ground with his axe and took the stones from the earth to heap upon his foe's corpse, serving as a reminder to others of the consequences of incurring the war god's wrath.

Although the dwarves of Clan Battlehammer live in the valley at the foot of Kelvin's Cairn, few humans or dwarves make their way onto the mountain's rocky slopes, and no settlement has ever taken root there. The mountain's face is largely home to wild beasts, the most dangerous being the crag cat. Many boastful adventurers have set out from Ten-Towns with the intent of bringing back a crag cat's pelt. Those who return often have harrowing tales to tell of being hunted across the mountain's slopes by the creature they had imagined to be their prey.

LOCATIONS OF NOTE

Although most of the slopes of Kelvin's Cairn are rough, uncharted terrain, a few locations on and around the mountain are well known by the dwarves and the handful of human explorers who venture there.

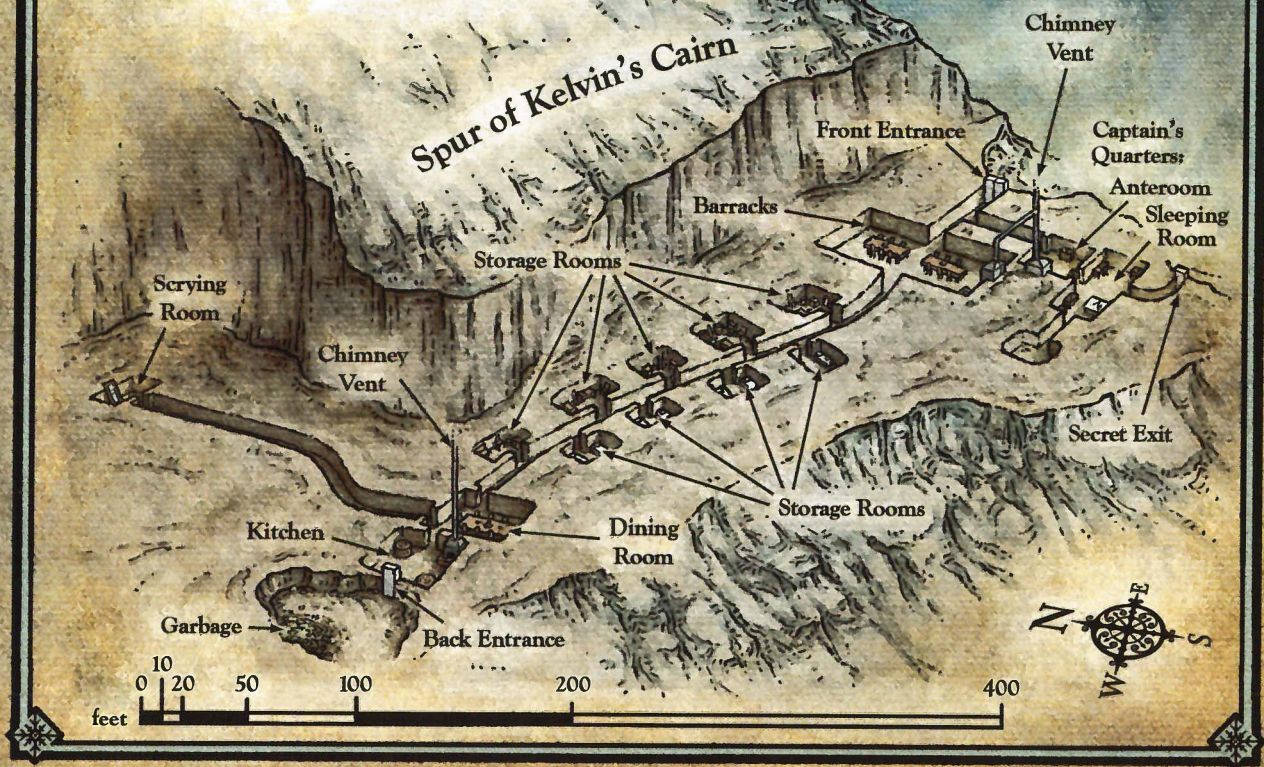
The Only Ways In: Icewind Pass and Bremen's Run are the two passes running along the mountain's eastern and western slopes, respectively. Orcs or barbarians looking to raid Ten-Towns must come down through one of these two passes, and which one they choose determines whether it is the people of Maer Dualdon or Lac Dinneshere who seek refuge behind Bryn Shander's walls while their homes are pillaged and burned.

Daledrop: A natural switchback sits just below the mountain's southern face, descending from the tundra into the valley at the mountain's base. This route, known as Daledrop, is the only accessible entry point to the valley from Lac Dinneshere or Icewind Pass, and the dwarves use this natural chokepoint to defend their valley against intrusion from the north.

Bruenor's Climb: Amid the jumble of boulders that forms Kelvin's Cairn is a protrusion, a sort of spire that offers a commanding view of the Dwarven Valley below and the towns and tundra to all sides. As its name suggests, it was a favorite haunt of the renowned dwarf Bruenor Battlehammer, but it toppled during the battles against Akar Kessel and his armies, when the dwarves sealed their tunnels against the invaders. Years later, the dwarves painstakingly recreated it in honor of the great king of Mithral Hall.

Bruenor's "Temple": At the base of the mountain stands a small grotto, accessible by way of a narrow crevice from the northern end of the dwarven valley. Light shines down through natural holes in the cavern's ceiling, and the chamber thrums with the low whistle of the wind blowing across the mountain's face. Carved into the stone here is a small forge with a freestanding anvil, created and used a century ago by Bruenor Battlehammer to craft his masterwork, the hammer Aegis-fang. Bruenor was the

The Verbeeg Lair



first to discover the grotto and sense its deep connection to the powers of the earth, and since then many dwarves have come to Bruenor's "temple" to craft their own masterworks. Outsiders are seldom allowed to visit the grotto, since the dwarves of the valley regard it as a sacred space.

Verbeeg Lair: Travelers who range farther up the south face might happen upon what appears to be a cave running into the mountainside, its entrance obscured by a boulder or a brace of frostbramble. Beyond the tunnel's entrance lies a dwarven outpost that was abandoned by its creators long ago but has never lain empty for long. Orcs, brigands, and giants have all made their homes here at times. Most memorably, a band of verbeegs in the service of Akar Kessell lived here once, striking out at the dwarves in the valley below before they were exterminated by the Companions of Icewind Dale. Ever since, the outpost has been known in the collective imagination of Ten-Towns as the Verbeeg Lair, though the bands of fortune-seekers that periodically venture there never know who, or what, they will find in residence.

From this vantage point, the mountain was the only silhouette that broke the featureless line of the northern horizon. The cairn had been so named because it resembled a mound of purposely piled boulders; barbarian legend claimed that it truly served as a grave. Certainly the valley where the dwarves now made their home did not resemble any natural landmark. In every direction the tundra rolled on, flat and earthen. But the valley had only sparse patches of dirt sprinkled in among broken boulders and walls of solid stone. It, and the mountain on its northern border, were the only features in all of Icewind Dale with any mentionable quantities of rock, as if they had been misplaced by some god in the earliest days of creation.

—The Crystal Shard

THE FROSTMAIDEN

The goddess Auril is the evil deity of cold and winter, and she is counted among the Gods of Fury alongside Talos (god of destructive storms), Umberlee (god of oceans and sea winds), and Malar (god of the savage hunt). Cruel, jealous, and fickle, she thrives on fear, not worship, causing frosts to kill crops and blizzards to assault travelers when she feels her due has not been paid. Auril grants her favor in response to prayers only capriciously. Even those who earn it are not spared the bitter cold of Auril's breath—only allowed to endure it. More often, the cruel goddess will seem to grant a traveler's prayer with clear skies and mild weather, only to reveal her true nature with a sudden storm that assaults the traveler far from any shelter. Though her fury often abates as quickly as it is roused, those who provoke the Frostmaiden's ire seldom survive it.

Auril's symbol is a white snowflake on a gray diamond (a heraldic lozenge) with a white border.

FOLLOWERS

Auril has few priests and fewer temples. Some druids pay their respects to her on Midwinter Night, and isolated cults spring up from time to time, mostly in cold, remote regions much like Icewind Dale. A handful of temples scattered around the North offer places for the common folk to offer sacrifices, in the hope of appeasing her and staving off her wrath. These shrines are only occasionally visited by Auril's wandering priests, usually females who have survived an encounter with extreme cold through the Frostmaiden's fickle favor.

The idea of a cleric—a character who receives Auril's divine energy in pursuit of her goals—is almost entirely foreign to the faith. From time to time, however, a supplicant who seeks to wield the force of the winter storm to smite foes is granted a shard of Auril's might. The Frostmaiden's only condition is that such a cleric use her ability openly, so that all can see Auril's wrath and fear it properly.

Among the Reghed tribes, the people of the Great Glacier to the east, and a few other hardy, savage folk, shamans of Auril sometimes arise to direct a tribe's worship away from its ancestral deities and toward the Frostmaiden. These shamans teach that the way to endure winter's fury is to inflict it upon others, raiding and pillaging to take the supplies they need to survive the winter.

Offering sacrifices to Auril is socially acceptable—even expected—in places where the threat of winter's fury is very grave. Devoting oneself to the Frostmaiden's service is not. Auril is known as a cruel goddess who loves to inspire fear, and those who would devote themselves to such a deity can hardly be thought to have the well-being of the community in mind. Such people do exist, of course, and sometimes they manage to assemble groups of like-minded individuals into cults that meet in secret to offer praise and sacrifice to Auril. Sometimes a cleric gathers such people together by displaying the Frostmaiden's power; these clerics are often revered as something akin to saints by their followers. Most of the time, though, it is simply the fevered vision of a lunatic devotee that inspires others to join the cult.

PRACTICE

Auril's commandments to her followers are simple: "Let in the cold, that it may chase away the false security of warmth. Embrace the cold, that you may feel my presence. Spread the cold, that others may know and fear my power. Do not kill creatures of the cold except in great need, for I embrace them as my own. Slay others as you will, for my chill breath spares neither king nor beggar, and those who do not know the dangers of the cold can still perish by it."

After autumn's first frost, farmers take a portion of their stored crops and scatter it in the north wind to stave off Auril's wrath. Those who are about to set off on a journey into cold lands sometimes scatter gold or silver coins in deep snow or icy streams. Hunters on the tundra offer the blood of their prey to Auril, spilling it onto the ice or snow and letting it freeze. The most crazed and evil of her worshipers sacrifice humans to her wrath—sometimes under the guise of punishing a criminal by exposure to the elements.

An icy wind swept from the north like a war chariot, bearing upon it the goddess Auril. In her wake came winter storms that made the worst of Aerdrie's attacks seem like gentle zephyrs. Where Auril passed, the trees shivered, and their leaves turned hard and curled inward as if seeking the warmth that lingered within the wood.

—Evermeet: Island of Elves

Followers of the Frostmaiden observe three holy times each year. The Coming Storm and the Last Storm are the celebrations of the beginning and the end of winter, respectively. Midwinter Night is the most sacred time for Auril's faithful.

GOALS

Along with Malar and Umberlee, Auril serves Talos, the god of nature's destructive aspect, and in a way the goddess represents a part of his portfolio—the deadly wrath of winter. She has always resented this subordinate position and believes that Talos has trespassed on her worship for too long, stealing her followers and overshadowing her with his own displays of destruction.

Now, as the Sundering begins, Auril thinks the time has come to establish her position independent of Talos and the other Gods of Fury. She believes (as do most other gods) that the Sundering will end with a new ordering of the pantheon, and thus she strives to claim dominance over winter storms, in opposition to Talos. The Frostmaiden unleashes all the fury she can muster on the northern lands of Faerûn, from Icewind Dale to Sossal in the east, hoping to secure the worship and fear of the populace. Along with brutal weather, she sends the beasts of the tundra to harry the Reghed tribes and the people of Ten-Towns, reminding them that flimsy walls offer no protection from the dark and cold of winter.

Like many other deities, Auril has a mortal agent—a Chosen—to enact her will in Icewind Dale, energize her faithful, and drive fear into the hearts of her foes. For this task, Auril has selected a young barbarian girl named Hedrun from the northernmost wastes of Iceland Dale. Her people, the Elk Tribe, have grown too sure of their ability to secure a livelihood from the desolate tundra, forgetting that they survive to see each spring only with Auril's blessing. Hedrun's first task is to make them remember.

Along with setting a stern example for the Reghed tribes, Hedrun has been charged with recovering the scattered remnants of the Cryshal-Tirith and forging them anew. Auril believes that their latent

enchantments, predating the Spellplague, constitute a vast reserve of magical energy that her Chosen can use to augment the power of the goddess. Perhaps she can even lock Icewind Dale in perpetual winter—an unequivocal demonstration of the potency of the Frostmaiden.

SERVANTS OF AURIL

Auril's harsh measures are having the desired effect, at least to some extent. With Hedrun as her agent in Icewind Dale, she has secured new followers among the Reghed tribes and the Ten-Towners alike. The shaman of the Tribe of the Bear, Bjami Tengervaald, has called on his tribe to follow Auril exclusively and has established a makeshift temple in Evermelt, inside the old lair of Icingdeath. They view the ice-encrusted skeleton of the dragon as an manifestation of the Frostmaiden's blessing and offer sacrifices of beasts, monsters, and human foes in the waterfall cavern, where the spray from the falls quickly encases the offerings in ice.

Auril has also anointed a priest among the Ten-Towners, a native of Bremen named Davrick Fain. Though he has no temple or organized congregation, he travels around Ten-Towns, announcing Auril's wrath and calling on the townsfolk to offer sacrifices and petitions to the Frostmaiden.

Davrick Fain

Priest of Auril

After the first great storm of winter, the people of Ten-Towns gave a larger share of their harvest to Auril than ever before, and the cold streams and rivers of the region are littered with copper and silver coins they offered to appease her.

What's more, a handful of Ten-Towners have decided that Auril is a god worth their devotion. Davrick Fain, a merchant in Bremen, wandered out into the tundra in hopes of receiving Auril's blessing and survived after experiencing what he calls "her embrace." After returning to Bremen, he proclaimed himself a priest of the Frostmaiden and began calling loudly on his neighbors to join him in her service. His travels around Ten-Towns, buying goods for his store,

offer him a chance to spread his message throughout Icewind Dale, and his preaching has accounted for an increase in sacrifices to Auril. He has attracted other devotees to her service, forming tiny, secret cells of worshippers in each of the ten towns.

Davrack Fain and his message seemed harmless enough at first, but then travelers started turning up dead, drowned in icy streams or staked to the ground to die of exposure—sacrifices to appease the Frostmaiden. Davrick was never present when the murders were committed, so no culprit could be identified. Nevertheless, many people in Ten-Towns are beginning to look askance at the self-proclaimed priest, suspecting that his devotion to Auril is dangerous to their communities. Others whisper that it's better for strangers to die at winter's hand than for Auril's wrath to obliterate Ten-Towns entirely.

Aside from his cult activities, Davrick Fain operates a resale shop in Bremen called Nine Knuckles. His work takes him to all of the lake towns, where he buys scrimshaw and local products to take back to his shop and sell to unwary travelers and traders who do not realize they're paying an exorbitant markup. (In Bremen, "a regular Nine Knuckles customer" is local parlance for a rube or an easy mark.)

Word has begun to reach Davrick that some of the Reghed tribes have taken up Auril's service, and he has heard rumors of a woman that some say is the Frostmaiden herself—a witch who commands the snows and the beasts of the tundra, and who cannot be harmed by mortal weapons. These tales have captured Davrick's imagination, and he firmly believes that the witch who lives on the Sea of Moving Ice is Auril, calling all true believers to her side before she scours the dale with her freezing breath. Davrick wants to prove that he is her most loyal servant, so he plots to deliver Ten-Towns straight into the hands of the Ice Witch.

Davrack Fain is a man in his mid-thirties, with bright red hair that betrays his Reghed ancestry. He stands well over six feet tall, though he lacks the muscular build common among the tribes. No longer troubled by cold, he wears fine clothes imported from the south, with no cloak or fur linings.

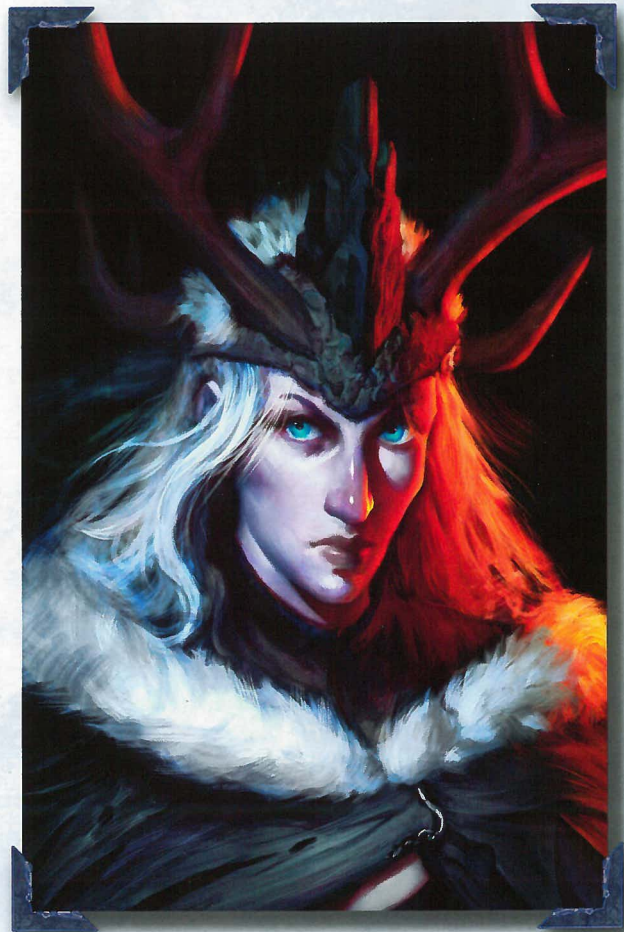
Hedrun Arnsfirth

The Ice Witch, Chosen of Auril

A bright and strong-willed girl of the Elk Tribe, Hedrun was secretly blessed by Auril as a Chosen in anticipation of the Sundering. Although Hedrun is not immune to the cold, she was less affected by it and embraced the freezing death of winter as a bracing time of clarity and beauty. This alone made her seem queer to her tribe; then, as she grew older,

strange events occurred in her presence. Hot food swiftly grew cold. Fires had to be built higher to keep them burning. She always felt as cold as death, so everyone avoided her touch—all except a young warrior of the tribe, the son of the shaman. Despite being constantly warned to stay away from Hedrun, he was instead drawn to her beauty and distant sadness. They began to talk secretly, sneaking away from the camp when they could to share their private thoughts. On one such intimate excursion, they kissed for the first—and last—time. The son of the shaman instantly froze to death, touched by his love's lips but killed by Auril's jealousy.

The frightened and infuriated tribe banished Hedrun, stripping her of all protection and leaving her to die on the freezing tundra. But she did not die. Shedding tears that froze on her cheeks and shivering so much she could hardly walk, she wandered aimlessly, feeding on carrion and eating snow to slake her thirst. She asked Tempus why this fate was thrust upon her, but the god of warriors gave no answer. Similarly, she prayed to the great elk spirit, but it too was silent. On a particularly hard day, she gazed into a gray sky filled with whirling snow and screamed her question. "Because you are special," came a tinkling answer on the wind. "Because you are great and



beautiful in a way they could not understand. Because you are powerful, and they fear that power.”

Over the next months, Auril’s Chosen learned of the wondrous abilities she possessed and how she could use them to befriend the beasts of the cold when her fellow humans would not associate with her. Now she seeks revenge against her people, and Auril urges her in dreams to show the folk of Icewind Dale what winter really means.

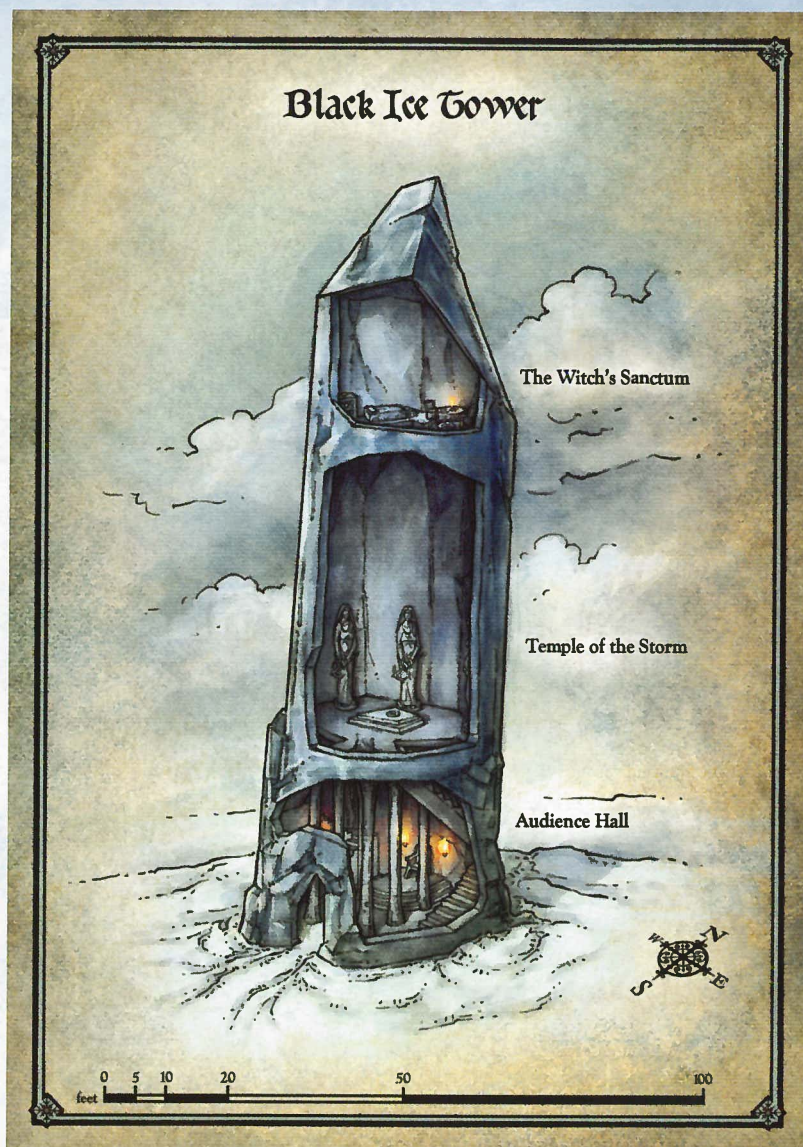
The Ice Witch is blessed with Auril’s power. She freezes whatever she touches, and she can hurl icicles at distant foes. She can walk across water by freezing it with every step or turn the ground beneath her to slippery ice. She commands absolute obedience from the beasts of the tundra, and winter storms rise at her will. What’s more, she can shape an image of herself out of ice and snow and imbue it with her consciousness, creating a duplicate that carries out her will (and Auril’s) while her real body slumbers in an ice coffin in her remote tower. Thus, the people of the Reghed tribes believe that she cannot be harmed by weapons, for when the icy simulacrum is destroyed, it crumbles into snow, causing the real Hedrun no harm. A few days later, a new simulacrum appears.

THE TOWER OF THE ICE WITCH

The Sea of Moving Ice is one of the most remote regions in all Faerûn. Few people have ever laid eyes on this frozen realm, and fewer still have wandered its wastes and returned to tell the tale. Glaciers and ice floes slide and crash together, grinding to flinders most ships that dare to navigate its waters. Yet somehow, the Ice Witch has built a tower of black ice here, infused with the evil of the Crystal Shard.

The tower stands over a hundred feet tall and resembles the prism shape of a quartz crystal, though it is black and mostly opaque. An open archway leads into the structure, in obedience to Auril’s command that the winter wind be allowed entry into every building.

The Witch’s Sanctum: The top floor of the tower is sparsely furnished, with a slab of black ice for a bed, a table and stool formed of the same substance, and a small shrine to Auril flanked by smaller



statues of the goddess. A few shelves adorned with tribute collected from raids on Ten-Towns and the Reghed tribes line another wall. Cold blue flames flicker atop the table and shrine.

Temple of the Storm: The second floor is a large, open area with a ceiling 80 feet high, the chamber adorned only by six tall statues of Auril. A dais in the center of the room is decorated with the Frostmaiden’s symbol. Directly above the dais, a hole in the ceiling offers access to the third floor by way of flight or levitation.

Audience Hall: The ground floor of the tower is an audience hall with a throne opposite the archway. Here Hedrun receives the obeisance of the handful of Reghed barbarians and orcs from the Spine of the World that come to pay homage to her. The columns, throne, and stairs leading up to the next level are all shaped from ice and slick underfoot.

BEYOND ICEWIND DALE

All the lands north of the Spine of the World and west of the Reghed Glacier are sometimes called the Frozenfar, for they share the brutal climate and inaccessibility of the dale. These lands fall into four broad categories—the lands downriver of Icewind Dale, the Cold Run at the western extreme of Faerûn, the Spine of the World itself, and the Sea of Moving Ice.

SHAENGARNE RIVER

The Shaengarne River has its headwaters at Bremen, where it drains Maer Dualdon and wends its way west before spilling into the sea at Ironmaster. Along the way, it collects tributaries from Redwaters and the watersheds off the northern slopes of the Spine of the World. In midwinter, the Shaengarne freezes over, although the waters beneath the ice flow year round. The river marks the southernmost extreme of the Reghed tribes' seasonal migrations. In late spring, the top ice breaks and the river floods as its tributaries swell with snowmelt. Salmon swim upstream to spawn in Maer Dualdon, and the Shaengarne runs with trout-like char and other fish.

Ironmaster

The dwarven city of Ironmaster is perched at the western edge of Icewind Dale, where the Shaengarne River flows into the Sea of Moving Ice. The city is nestled in a great cleft where the Shaengarne rushes to the sea. Its stone towers rise like spikes from the valley floor, and the rooms and passages of Ironmaster weave in and out of never-melting ice and the stone of the valley walls. Mining tunnels much like those under Kelvin's Cairn extend from the valley walls far below the tundra, providing the dwarves with an apparently limitless supply of iron.

Ironmaster is populated exclusively by dwarves—about nine thousand of them. Members of other races are forbidden to set foot in Ironmaster Vale. Great stone menhirs marked with the city's arms—a red anvil on a gray diamond standing on end—are arranged in a perimeter around the vale to warn away travelers who stray too close.

COLD RUN

The northernmost reaches of the Sword Coast are commonly referred to as the Cold Run. The name is loosely applied, but it generally refers to the coastal region bracketed by the Shaengarne River to the north and the Iceflow River to the south. The frozen tundra here rises to great cliffs along the coast where the Spine of the World comes down to meet the sea.

Fireshear

The city of Fireshear is the northernmost port along the Sword Coast, known as the point of departure for caravans that take Ten Trail north to Icewind Dale. Travelers that approach Fireshear by sea can take in the city in a glance: a small central district of large stone buildings ascends from the docks, surrounded by a vast sprawl of crude tenements. At the city's far edge is the entrance to Fireshear Vale—a rift in the land that terminates at a great crater, its walls blackened by fire. Sages have argued over what created the crater—whether it was formed in a volcanic eruption or by a star that fell from the heavens—but the violent episode sheared away the ground, revealing the rich copper and silver veins beneath and giving the valley (and later, the neighboring city) its name.

Not all visitors to Fireshear arrive on a ship. Many travel here from Ten-Towns or the smaller surrounding communities such as Auckney and Hundelstone, looking for steady work. Merchants and laborers came here frequently from Luskan before that city descended into chaos. Now, the coastal road from Luskan to Fireshear is plagued by monsters and bandits, and the ferry across the Iceflow River no longer runs, forcing overland travelers to ford the treacherous waters. Regardless of the point of origin, almost everyone who comes to Fireshear arrives for the same reason—to work in its mines.


The city is ruled by a merchant triumvirate, who represent the interests of Mirabar, Neverwinter, and Waterdeep. The triumvirate sends agents to cities and towns along the Sword Coast North, recruiting laborers to work in the mines by luring them with the promise of steady wages plus room and board. For farmsteaders accustomed to scratching an existence out of the soil, the offer brings with it the chance to make more coin in a season than they might otherwise see in a lifetime, so the city maintains the steady influx of fresh labor necessary to drive the relentless pace of its mining operations.

The work in the mines is back-breaking, and turnover is high; many miners work only a handful of seasons before being replaced. Since hired laborers make up over two-thirds of Fireshear's population of about fifteen thousand, most of the city's inhabitants have lived there only a few years and don't really think of it as their home. This attitude contributes not only to the temporary nature of much of the



THE IRON TRAIL

The Iron Trail runs from Ironmaster down the Cold Run, intersecting Ten Trail midway between Fireshear and Hundelstone. The road is used almost exclusively by dwarven caravans that bring their wares to market in Fireshear, since southern caravans know they will find no welcome in Ironmaster.



city's housing but to illicit activity that would meet with censure in a more established community. The ruling merchants do their best to maintain a modicum of law and order, but they are more interested in their profit margins than in the city's welfare, so to a large degree lawless behavior is tolerated.

Visitors spend much of their time in the central district, referred to by locals as "the Vaults" for the two stronghouses there, where miners draw their salaries and deposit their hard-earned coin. The district is home to the Hall of the Triumvirate, a great stone edifice where the merchant lords keep their offices and conduct city business. Nearby are some of Fireshear's best establishments, including the Green Garden restaurant and a tavern called the Singing Manticore. Visitors looking for a livelier scene can go to the Drunken Dwarf, a tavern near the tenements, where many of the mining foremen drink and one can get a sense for the pulse of the city. (In fact, a few of the regulars are informants employed by the Triumvirate to ferret out corrupt foremen and pass along word of any strikes or uprisings planned by the miners.)

Many visitors are surprised to learn that, despite the size of the city, Fireshear has no inns, just a single guest house, wryly called "the Cells" by locals. It is a building of sparse accommodations where visitors are watched and handled by agents of the triumvirate, who carefully guard against any rival organizations such as the Zhentarim or the Shadow Thieves of Amn gaining a foothold in the city.

Auckney

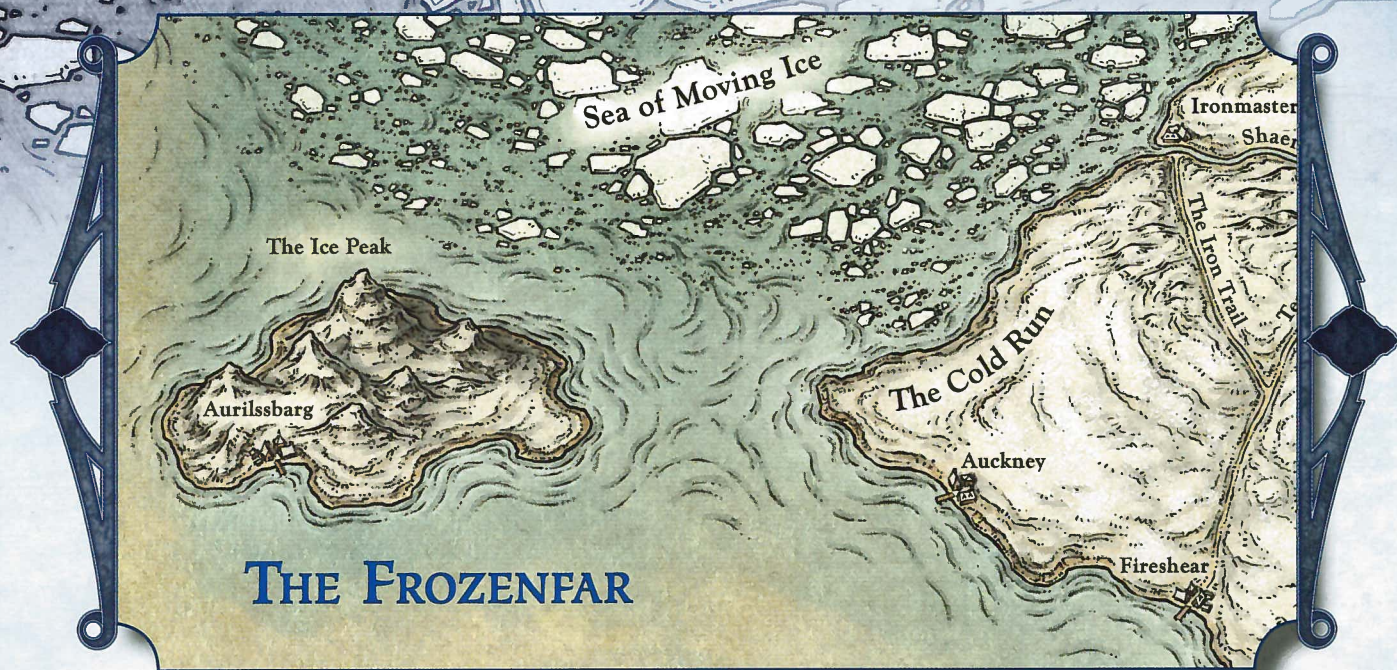
No major trade road leads to Auckney, just a trail to Fireshear. Likewise, the harbor rarely sees incoming ship traffic. The town is too small for trade vessels to bother with it, and the perennial fog that hangs off the coast makes navigation perilous. Thus, Auckney receives few visitors, and its guard towers, standing at various outlying points, seldom hold any guards.

Dreyfin Auck, the lord of Auckney, is a proud aristocrat in spite of his meager holdings. He is always eager to make the acquaintance of well-connected peers, as well as to hear news from the great cities of the Sword Coast. The town's resources are scant, however, especially during the long winter season, and visitors who remain in Auckney for more than a night or two have likely overstayed their welcome.

Most of the town's inhabitants are human peasants whose families have farmed the Aucks' holdings for generations. Growing anything in the rocky soil is hard work, and the peasants have little time to spare talking with strangers. For all their labor, the peasants barely produce enough food to see them through each winter, and a single poor harvest can put the town at risk of starvation during the coldest months of the year. As a result, the population of Auckney hovers just shy of two hundred souls, sometimes dropping to half that number after a particularly hard season.

The only people in town who don't live hand to mouth are the Auck family and their retainers, who dwell in Castle Auck, a small manor house flanked by squat towers on an outcropping of rock in the middle of the harbor. The castle was built by the Dorgenast family over seven centuries ago, and it has been ruled by the Aucks for the past five. The aging structure is the pride of the family, but despite all attempts to keep it up, the castle is becoming decrepit. The Auck holdings don't generate enough revenue for the lord to fix the buildings properly, and the dwarf masons he employs from Hundelstone won't work on credit, so Dreyfin is reduced to patching the place up as best he can and watching year by year as his family's estate crumbles around him.

Auckney has no proper inn or guest house, since travelers on the coastal road are few and far between. Visitors who impress Lord Dreyfin might be invited to share the cramped lodgings of Castle Auck. Otherwise, they might find a peasant family willing to open their door to guests in exchange for a few coppers. Few people have occasion to travel to markets where they might spend such coin, but Dreyfin happily accepts his yearly tithes in copper rather than crops.



SEA OF MOVING ICE

Along the western edge of Icewind Dale is a great expanse of broken ice that extends hundreds of miles out to sea. Narrow runs of open water riddle the ice, allowing passage for seafarers brave (or daft) enough to try navigating this frozen sea. Here, free-floating icebergs mingle with ice-covered rocks and islets, and the difference between one and the other is seldom apparent until tested by a ship's hull. The ice shifts constantly, opening new passages while closing others. Even the most seasoned captains can become undone when a broad waterway suddenly closes off and the jostling bergs grip their vessels like a vise. The numerous hulls of ruined ships trapped in the ice testify to the perils of sailing this sea.

For all its desolation, the Sea of Moving Ice does have some inhabitants. Seals, walruses, and polar bears hunt across its surface and in the waters beneath. Schools of cod and char swim in the deep, and occasionally whales breach among the bergs. White dragons, too, live and hunt here, and creatures that cannot escape into the water find little refuge from the terrifying aerial predators. Even a few tribes of hunters live here, stalking seals and bears for food and fashioning their shelters from blocks of ice.

The Reghed tribes of Icewind Dale are bound by an ancient taboo that prevents them from venturing out onto the Sea of Moving Ice, or "the floating land," as they call it. Though shrouded in language of superstition, the edict is ultimately practical, for the risks of traveling on the ice far outweigh the potential

rewards. The short-lived Tribe of the Seal, which emerged during the heyday of the tribes under Wulfgar's leadership, violated that edict, and the people of the tribes often point to that transgression as an explanation for why the tribe did not survive.

Ice Peak

On a clear day along the Cold Run, travelers looking out to sea can make out the silhouette of Ice Peak on the western horizon. This frozen island is named for the snow-capped promontory that dominates its northern half. Most of the inhabitants live in a few settlements clustered around the twin bays on the southern shore. The mountain's lower slopes are home to goats, yetis, and ice trolls, and the caves in its peak are the lair of Arveiaturance, the white wyrm known to sailors as Iceclaws because of her habit of diving on hapless vessels and tearing them apart with her talons. Rumors persist of undersea caves dug by svirfneblin that connect the lower reaches of Ice Peak to the mainland, but the existence of such tunnels has never been confirmed.

Aurilssborg

The largest settlement on Ice Peak is the town of Aurilssborg, the only community on the island that has a harbor deep enough to accommodate ocean-going vessels. Aurilssborg serves as a trading post for the other settlements on the island, whose inhabitants come here to trade furs, pelts, fish, oil, and scrimshaw

for supplies that arrive on ships from Luskan, Fireshear, Port Llast, and occasionally Neverwinter.

The sea trade here was dominated by Luskan until the City of Sails fell into decline. The influx of traders from elsewhere along the coast has benefited the people of Aurilssbarg, but it has also precipitated occasional acts of violence by Luskan captains who still claim control over the surrounding waters. The worst offender is a Luskan captain named Faulken Regspie from Ship Kurth, who set fire to the docks at Aurilssbarg when he saw a ship from Port Llast unloading there. In the aftermath of such incidents, locals mutter that somebody should do something about the belligerent Luskanites, but “somebody” always means someone *else*, so nothing gets done.

Typical of the settlements on Ice Peak, the streets of Aurilssbarg are paved with logs laid side by side, and its buildings are low wooden structures whose pitched roofs are covered in sod. The establishment best known to visitors is Green Hall, a spacious tavern with a lengthy fire pit that can spit six goats at a time to feed the cold and hungry crews that arrive after unloading their ships at the docks. Locals come here as well to hear the latest news from the mainland, although by the time it reaches Ice Peak, such news is often out of date and wildly exaggerated, little better than idle rumor. Still, the isolated inhabitants of Aurilssbarg eat it up all the same.

Bjorn's Hold

A fortified village of five hundred on the southeastern shore of Ice Peak, Bjorn's Hold is home to a mixed population of Northlanders and Ice Hunters. They are trappers, hunters, and fishers who sell their goods in Aurilssbarg or risk shipping them out from the hold's dangerous harbor. The village has a long history of animosity with Luskan, and a few brave Northlanders have even attempted raids on Luskanite ships lately.

Icewolf

This tiny hamlet lies east of Aurilssbarg on Ice Peak. Its population is descended from nomadic Ice Hunters who settled on the island centuries ago. Its residents still venture out onto the Sea of Moving Ice in their hide-covered kayaks to hunt seals and whales, selling their wares in Aurilssbarg. Legend holds that the people of Icewolf long ago discovered an icebound shipwreck laden with gold and platinum coins, and jewelry made from these coins has been passed down among these people for generations.

SPINE OF THE WORLD

Sometimes called the Wall, the mountain range known as the Spine of the World is a literal barrier between Icewind Dale (and the rest of the Frozenfar) and the marginally warmer lands to the south. Infested with orcs, goblins, giants, and bandits, the mountains are inhospitable to civilized life.

Hundelstone

In the highest parts of Ten Trail, only a few shrubs cling to life amid patches of moss-covered rock. Travelers on this route eventually come to Hundelstone, perching stubbornly on the slopes like the surrounding flora. The town's buildings are low to the ground, with most of their rooms cut out of the soil below, and their roofs steeply pitched against the snows that blanket the mountains in winter. The many dwarves and gnomes in Hundelstone are fond of warning human visitors to stoop low as they walk about town, lest they be blown away by the wind.

For most people, Hundelstone is either the last point of civilization before taking the pass north to Icewind Dale or the first welcome sign of refuge after the wearying trip back. For the town's inhabitants, Hundelstone is a gateway to the riches—and dangers—of the subterranean realm beneath the Spine of the World. Many of the dwarves and gnomes here spend their days excavating tunnels, mining ore, or smelting and smithing the local iron and tin. Meanwhile, the few score human residents are generally sellswords or would-be adventurers who earn a living as caravan guards and beast hunters in the crags. They make occasional forays into the tunnels below to gain valuable experience in learning how to fight and survive in the Underdark.

The Savage Tribes

In caves and valleys throughout the Spine of the World, dozens of tribes of orcs and goblins squabble over territory and scant resources. Every few years, when resources grow thin, one tribe or another spills out of the mountains to raid the nearby settlements.

No leader since Akar Kessell has been able to unite the squabbling tribes. But the Ice Witch has recruited one group of orcs, the Blood Ice tribe, into her service. Most of the warriors remain in the Spine of the World, though a few have joined the Ice Witch in her tower. Empowered by Hedrun's magic and Auril's blessing, the Blood Ice orcs have gained the upper hand in conflicts with their neighbors, and if the Ice Witch is unchecked, they might manage to establish a new orc kingdom in the mountains that rivals Many-Arrows in the east.



THE ARCANE BROTHERHOOD

Some who have mastered the use of magic wield it for noble ends: to destroy monsters, dethrone tyrants, and maintain a stable balance in the world. Some become tyrants themselves. Others pursue the Art as its own end, losing themselves in arcane exploration. And some, such as the wizards of the Arcane Brotherhood, use magic to get rich.

Wealth means power, of course, and ultimately the Brotherhood aims to control the North by putting a stranglehold on trade along the Sword Coast, from Waterdeep to Icewind Dale. Sometimes associated with the name of its former headquarters, the Hosttower of the Arcane in Luskan, the Brotherhood once ruled the so-called City of Sails. Now that Luskan has devolved into chaos, the pirate captains who rule the city no longer answer to the wizards of the Brotherhood. The Hosttower of the Arcane lies half ruined, and the city around it is haunted by undead. Whether any wizards still lurk in the Hosttower's alien spires, perhaps controlling the undead, is a matter of speculation and idle gossip. But it is clear that the Arcane Brotherhood still exists. Its agents are everywhere, from Silverymoon in the north to Baldur's Gate far to the south. It might no longer be the force it once was, perhaps, but the group is on the way back to its former status.

ORGANIZATION

The Arcane Brotherhood currently lacks any central leadership. Its former Archmage Arcane, the lich Arklem Greeth, was forced into his phylactery over a hundred years ago. The four Overwizards who reported to him are also long gone. Currently, five wizards vie for leadership, but none of them is secure enough to lay claim to the title of Archmage Arcane and fix the hierarchy in place once again.

Each of these five wizards has a faction of supporters within the Brotherhood, and it seems only a matter of time before one of them gains enough support to claim the top position. After that, unless the situation devolves into violence, the other four will become the Overwizards, the Archmage Arcane's key assistants—though enough animosity currently

sours their relationship that it is unlikely they would ever work well in concert.

What's more, some within the Brotherhood believe that Arklem Greeth will eventually return to reclaim his position as head of the organization. That possibility is one of the factors keeping the five wizards from moving too aggressively to take the reins. The lich's phylactery was last known to be in the possession of Valindra Shadowmantle, a Thayan agent in the Neverwinter region.

GOALS

The Arcane Brotherhood has always been ambitious, and its current debilitated state has not altered the group's aims. Four main goals drive the activities of the would-be Archmages Arcane.

Power through Profit

The Brotherhood's aims dreams of being the ultimate power in Faerûn. Its founder, Arklem Greeth, understood that coin—not titles or birthrights, nor magical or military might—is king in the North, so he made the Arcane Brotherhood as much a mercantile association as a magical one, graft and greed its most powerful spells.

In the wake of the lich's defeat and the ruin of the Hosttower, the Brotherhood's members are installing themselves in cities along the Sword Coast, trying to rebuild their trade networks and bring the area back under their control. The five aspiring leaders have bases of operation across the North: Jendrick the Blue in Port Llast, Teyva "Magehand" Lillowind in Baldur's Gate, Zelenn Essrenthir in Neverwinter, Druette "the Raven" in Waterdeep, and the necromancer Cashaan el Farid in Luskan, where he commands the undead that haunt the Hosttower.



Rebuild Luskan

Cashaan el Farid knows that quelling the chaos in Luskan is the first step in making the city a useful base again, since no trade will flow into the city until merchants can travel there without undue risk of loss (or violent death). To that end, he has started hiring adventurers to help clear out the worst elements. To keep the revival of the Brotherhood secret as long as possible, recruiting wizards usually pose as members of a more respectable organization or as dispossessed gentry with rights to property in the city.

Cashaan el Farid is a human necromancer from Calimshan. Having grown up using his peoples' fear and hatred of their genasi oppressors to weave his own subtle spell of control, Cashaan knows how to use desperation to his advantage—and Luskan is full of desperate people.

Tip the Balance in Neverwinter

Neverwinter is a key target for the Brotherhood. Its recent resurgence has made business boom, and the ongoing power struggles and other destabilizing

A landmark of wonder marked the very center of the City of Sails, a strange building that emanated a powerful aura of magic. Unlike any other structure in all Faerûn, the Hosttower of the Arcane seemed literally a tree of stone, boasting five tall spires, the largest being the central, and the other four, equally high, growing out of the main trunk with the graceful curving arc of an oak. Nowhere could any sign of the mason be seen; it was obvious to any knowledgeable viewer that magic, not physical labor, had produced this artwork.

The Archmage, undisputed Master of the Hosttower, resided in the central tower, while the other four housed the wizards closest in the line of succession. Each of these lesser towers, representing the four compass directions, dominated a different side of the trunk, and its respective wizard held responsibility for watching over and influencing the events in the direction he overlooked. Thus, the wizard west of the trunk spent his days looking out to sea, and to the merchant ships and pirates riding out on Luskan's harbor.

—Streams of Silver

elements present ample opportunities for the Arcane Brotherhood to insinuate itself into the political and economic landscape. The Brotherhood isn't looking to rule Neverwinter, but to hold sway over whoever ends up in control.

The elf wizard Zelenn Essrenthir runs operations in Neverwinter. She lived there before the Spellplague and has a deep knowledge of the city's past, if not its recent history. Many major players, particularly Lord Neverember, want to gain her confidence in the hope that she can help them secure their position in Neverwinter. But with the perspective that comes from living such a long life, Zelenn waits for the right time to use her influence to tip the balance in the Brotherhood's favor. Not all members of the organization are so patient, though, and some have suggested that if Zelenn does not act soon, she should be replaced by someone who will.

Broker an Alliance in Baldur's Gate

Baldur's Gate is the richest pot for the taking on the Sword Coast, and everybody is trying to get a piece. Establishing a presence there wasn't a challenge for

the Brotherhood, but as the new player in an established pecking order of guilds and regional interests, the organization has been hard-pressed to expand its influence in the city.

Teyva “Magehand” Lillowind hopes to change that. A half-elf thief and self-taught mage, her resourcefulness makes up for her meager arcane talent. She’s hoping to broker an alliance with Nine-Fingers Keene, her former superior at the head of Baldur’s Gate’s powerful thieves’ guild.

AGENTS OF THE BROTHERHOOD

In support of Jendrick the Blue’s aspirations to become the Archmage Arcane, a wizard named Vaelish Gant has come to Ten-Towns. With the aid of thugs and ruffians from Luskan, Gant plans to bolster the Arcane Brotherhood’s interests by controlling trade to and from Icewind Dale.

Vaelish Gant

Scheming Brotherhood wizard

Many traders profit in the lucrative market for Icewind Dale’s “white gold,” but the way Vaelish Gant sees it, ivory and scrimshaw is only the beginning. If the Arcane Brotherhood can gain access to the dwarven mines of Kelvin’s Cairn and the unexploited wealth of the tundra—with its rich furs and pelts—that is currently wasted on the Reghed barbarians, the dale will be well worth holding. And if someone were to discover a valuable new mineral lode somewhere in the Spine of the World, Ten-Towns might become another Mirabar.

The Brotherhood’s leadership hasn’t displayed any interest in Icewind Dale; this operation is Gant’s alone. The wizard is actually less interested in Ten-Towns than in the prestige that success there will bring him among his peers in the Brotherhood. He especially hopes that the profits generated in Ten-Towns will help Jendrick the Blue secure the position of Archmage Arcane, and then the senior wizard will reward him with a position as an Overwizard.

Vaelish Gant was born in the southern city of Athkatla, far down the Sword Coast. He joined the Arcane Brotherhood under Jendrick’s tutelage and started his operations in Waterdeep, hoping that effort would be the key to his career. Gant was soon frustrated by stifling competition, and he decided that gaining a stranglehold on the markets in Ten-Towns would be a better use of his energy and an easier way to impress his mentor.

Vaelish Gant is a heavy man of medium height, with short, black hair, dark eyes, and light brown skin that clearly marks him as a foreigner in Icewind Dale. He dresses the part of a wizard, wearing a brown robe with a fancy white mantle fastened with a seashell brooch. His ornate metal staff is tipped with a glowing sapphire, displaying his magical acumen for all to see. Though he gives the impression of magical might, his skills at wizardry have not progressed far beyond his apprenticeship. This arrogance extends to his every mannerism—he is cocky and confident, believing himself to be destined for greatness and superior to everyone he meets.

“Slim”

Wererat ruffian

To support his efforts in Icewind Dale, Vaelish Gant enlisted the aid of Luskan’s Ship Rethnor. “Slim” is a member of that gang of thugs, a sly rogue who is quick with his rapier and equally so with his insults. Slim is actually a wererat, though he conceals that fact as much as possible, using his animal form only to escape from overwhelming danger.

Slim is a smooth talker whose charm is moderated a bit by a shifty, sneaky demeanor. He has close-cropped, light brown hair, blue eyes, and fair skin. His forearm carries the tattooed mark of Ship Rethnor—a sailing ship pierced by a sword coming down from above as the tentacles of a kraken rise up from the water beneath it.

Slim runs Vaelish Gant’s “protection” racket in Bryn Shander, extorting payments from merchants under threat of vandalism and theft. He is cold-hearted and savage, and every time he bullies a merchant, he secretly hopes that the target will put up a fight. But he’s so good at intimidation—lowering his voice to a whisper to utter his most severe threats—that he rarely gets to use his rapier.

Marek “the Shank”

Hobgoblin thug

Gant’s other main agent in Bryn Shander is a hobgoblin named Marek, also called “the Shank.” Hobgoblins aren’t a common sight in Icewind Dale, so the Shank’s hood covers his red-skinned face most of the time. His job is recruiting the most unsavory characters from Ten-Towns to aid Vaelish Gant’s efforts. Scoundrels are often drawn to the hulking brute, who seems to offer an alternative to the life of community that defines most of Ten-Towns.

Marek is a tall, strong hobgoblin with long, black hair and yellow eyes. His face is heavily scarred, a



testament to the brawls he has survived as part of Ship Rethnor in Luskan. His arm bears the same tattoo worn by Slim, identifying him as part of Rethnor's crew. He speaks in a harsh growl that is backed by the clear threat of physical violence, which helps keep the local thugs under control.

Although his primary role is recruitment, Marek also backs up Slim's worst threats. He is a trained warrior, skilled at laying ambushes in streets and alleys. He has rarely met his match in a fight, and the last time he did, he fled—to his lasting shame. In a similar encounter, he might well question whether he will master his fear or turn tail once more.

THE SHIPS OF LUSKAN

The City of Sails once thrived on trade and piracy and is now staggering back to its feet after a long period of chaos and neglect. Before its fall, the city was ruled by a council of five High Captains who were under the thumb of the Arcane Brotherhood.

A century ago, a short-lived attempt to establish law and order in Luskan turned the city into a lawless ruin haunted by monsters and ruffians. Largely through the involvement of the drow mercenary company Bregan D'aerthe, the city has stabilized in recent decades, and its traditional rule by five High Captains has been restored.

Each of the High Captains is the head of an independent faction named for pirate ships and their captains who claimed Luskan over 150 years ago: Ship Kurth, Ship Rethnor, Ship Taerl, Ship Baram, and Ship Suljack. Following the old tradition, each new High Captain takes the faction's name as his or her own. A faction's crew, allies, soldiers, vessels, and goods are all marked with the same name.

Ship Kurth is the most powerful of the ships. High Captain Beniago Kurth, a tall, red-haired human to all appearances, is actually a magically disguised drow, a lieutenant of Bregan D'aerthe. The mercenary company's motives in Luskan revolve around profit, of course, but Beniago has ties to the drow ruling family of Menzoberranzan and surely has more complex motives. Ship Kurth controls the docks of Luskan and the perfume trade, and it resists the rising influence of the Arcane Brotherhood.

Ship Rethnor is led by High Captain Hartouchen Rethnor. It is perhaps the most brutally violent gang, and its agents work hard to extend its reach beyond Luskan. Ship Rethnor thugs are frequently present in Icewind Dale, and they play an important role in Vaelish Gant's activities in the north.

The other ships spend most of their time squabbling with one another and with visiting crews of Northlander longships. None of them is likely to pose a serious threat to either Rethnor or Kurth in the immediate future.



AGE 12+



LEGACY OF THE CRYSTAL SHARD™
ADVENTURE FOR CHARACTERS OF 1ST – 3RD LEVEL

FORGOTTEN REALMS®



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INTRODUCTION

Winter has come early to Icewind Dale. The people of Ten-Towns are on edge; with food and supplies scarce, each town looks jealously to its own survival. Beyond the walls, wolves and yetis prowl the wilds, and few travelers brave enough to venture there ever return. To the north, the Reghed tribes whisper stories of the Frostmaiden, manifested in the world to punish those who have strayed from her worship. And on the slopes of Kelvin's Cairn, an old enemy awakens to finish the conquest he started over one hundred years ago.

Legacy of the Crystal Shard[™] is an adventure for low-level characters and can be run either as a stand-alone adventure or as a sequel to *Murder in Baldur's Gate*[™]. The adventure allows players to explore the breadth of Faerûn's frozen north and face old foes as well as new threats to the people of Icewind Dale.

BACKGROUND

As the memories of Akar Kessell and his Crystal Shard fade into legend, a young barbarian outcast named **Hedrun Arnsfirth** has accepted the mantle of Auril's Chosen and pledged to bring the people of Icewind Dale to the worship of the Frostmaiden. With the beasts and the snows at her command, this outcast has become the Ice Witch, visiting her fury upon the barbarian tribes and Ten-Towns. Left unchecked, she will help her mistress cast all of Icewind Dale into an eternal winter.

At the same time, **Vaelish Gant**—a member of the newly revived Arcane Brotherhood—has insinuated himself into the trade network of Ten-Towns with the aim of gaining a stranglehold on the entire region. Aided by the ruffians and scoundrels of Luskan's Ship Rethnor, Gant has established a protection racket in Bryn Shander, the trading hub of the region, and his agents are spreading throughout Ten-Towns to solidify his hold.

As if these two villainous forces weren't enough, the undead **Akar Kessell**, freed from a century of imprisonment in the snow and ice, has also returned to haunt Icewind Dale, seeking to finish his conquest and visit vengeance on all who opposed him. Spreading the influence of the black ice remnants of the Crystal Shard, he hopes to weaken Icewind Dale with infighting, giving himself a clear pathway to domination.

These villains' plots have spread and intermingled over the course of a month before the adventure begins, building to a climax that pulls the player characters into their midst. What follows is a summary of the key events that have transpired, leading up to the start of the adventure on Eleint 25, 1485.

What Has Come Before

In the winter of 1484, Hedrun Arnsfirth was cast out of the Tribe of the Elk after the accidental death of her suitor, Olaf Tormhaalt, son of the tribe's shaman. Chosen by Auril, Hedrun learned of her wondrous abilities and began plotting her revenge.

Eleasias (August) 1485

On the 21st, the first great storm of winter hit—about a month early. As usual, the people of Ten-Towns made sacrifices to Auril, presenting a larger share of their harvest than ever before and offering coins in cold streams and rivers. Davrick Fain wandered into the tundra in the hope of receiving Auril's blessing.

On the 22nd, Davrick Fain experienced Auril's "embrace" and returned to Bremen, proclaiming himself a priest of the Frostmaiden and calling on his neighbors to serve her.

On the 23rd, Hedrun the Ice Witch sent a simulacrum to lead a pack of rampaging beasts in an attack on the Tribe of the Elk, the largest of the Reghed tribes.

On the 24th, a caravan from Luskan arrived in Bryn Shander. Traveling with the caravan were Vaelish Gant, a number of thugs from Ship Rethnor in his employ, and a Harper agent named Aarun who trailed the Ship Rethnor agents here.

On the 25th, Vaelish Gant secured an audience with Speaker Du vessa Shane of Bryn Shander, posing as a friendly merchant from Waterdeep. He gained the speaker's trust even while the Ship Rethnor thugs secretly in his employ started establishing a protection racket in Bryn Shander. Meanwhile, Gant's apprentice, Pallidor, ran away from his master and hired a crew of miners from the dwarven valley. They climbed Kelvin's Cairn, looking for signs of Akar Kessell's corpse.

On the 26th, having discovered that several of the Ship Rethnor thugs were actually wererats, Aarun used magic to request help from Harper agents in Luskan. The Harper agents secured a supply of silvered weapons and made arrangements to put them on the next northbound caravan.

On the 27th, a pack of vicious wolves attacked a group of travelers on the road from Termalaine to Lonelywood. This was the first of the Ice Witch's attacks on the people of Ten-Towns, and over the following weeks the beasts seemed to grow bolder, venturing closer to civilization.

On the 28th, Pallidor and his dwarf miners uncovered Akar Kessell, now a wight, and freed him from his icy prison. Commanding Pallidor and the dwarves into his service, Kessell started toward the Spine of the World mountains in search of some scrap of the power of the Crystal Shard.

On the 29th, under the leadership of shaman Bjami Tengervaald, the Tribe of the Bear swore allegiance to

Hedrun the Ice Witch. Bjami led a group of warriors to Evermelt, where they established a camp at the hot spring and a makeshift temple inside Icingdeath's lair.

On the 30th, the last northbound caravan of the season left Luskan for Icewind Dale. Hearing reports of the early winter, the caravan masters were reluctant to set out at all, but the Harper agents ensured that the caravan set out as scheduled, with a crate of silvered weapons aboard. If the player characters traveled to Icewind Dale by caravan at the start of the adventure, they ride with this caravan as well.

Eleint (September) 1485

On the 1st of this month, Davrick Fain befriended the "wild man" Rycher in Lonelywood.

On the 3rd, Akar Kessell discovered black ice on the site of the first Cryshal-Tirith in the Spine of the World. Though he was disappointed in its apparent lack of great power, he was pleased to see the strife it created among the dwarves. Baerick Hammerstone killed the other miners and mined a supply of black ice. Kessell, Baerick, and Pallidor traveled back to the dwarven valley, returning on the 8th. On that day, Akar Kessell killed a party of dwarf miners and, over the next few days, animated them into zombies.

On the 9th, the trapper Aglonell of Bryn Shander found several of his traps raided, the animals stolen. The culprits, unknown to him, are brigands recruited and organized by Vaelish Gant's Ship Rethnor agents.

On the 10th, Vaelish Gant began encouraging several of the more influential citizens of Bryn Shander to declare their lack of confidence in Du vessa Shane's leadership. These citizens include Myrtle (proprietor of Goldenstag's Rest), Scramsax (owner of the Northlook), Rendaril (owner of the Emporium that carries his name), and Sheriff Markham.

On the 11th, the last caravan out of Luskan reached the North/South Pass.

On the 12th, Akar Kessell's dwarf zombies attacked another mining party, killing several dwarves.

On the 13th, a merchant who came to Ten-Towns on the same caravan as Vaelish Gant was killed by cultists of Auril in Dougan's Hole. This was the first murder committed as worshipers of Auril grew stronger and more desperate in the face of the harsh winter.

On the 14th, the last caravan cleared the North/South Pass and came into a heavy winter storm in Icewind Dale.

On the 15th, Dain Stokely Silverstream of the dwarven valley had a loud public argument with Baerick Hammerstone in which Baerick questioned Stokely's leadership, his loyalty to the clan, and his dedication to protecting his people. After the argument, Baerick gathered a group of similarly disaffected dwarves and established a sanctum on the eastern side of the valley—a place they called the Halls of Black Ice.

On the 18th, the “wild man” Rycher discovered a remorhaz egg and brought it to Davrick Fain, who established a lair in the old verbeeg cave on Kelvin’s Cairn.

On the 20th, the last caravan was expected in Bryn Shander, but it did not arrive. It was delayed by the winter weather. Also on this day, an emissary from Vaelish Gant arrived in the Halls of Black Ice, seeking an alliance with the dwarves and access to the black ice.

On the 21st (the day of the autumnal equinox), the Elk Tribe warrior Hengar Aesnvaard left his tribe’s encampment, heading for Bryn Shander to implore the Ten-Towners for aid.

On the 22nd, with more and more dwarves joining Baerick Hammerstone in the Halls of Black Ice, and more zombie attacks making the mines increasingly dangerous, Stokely Silverstream moved the dwarves who remained loyal to him into the west side of the valley, in what he called Battlehammer Hold.

On the 23rd, Baerick sold a ship’s ram made of black ice to a fisher of Caer-Dineval named Derrick Gaffner. On the same day, the leading citizens of Bryn Shander called for the election of a new Speaker. Duversa Shane promised to call a public audience to answer their grievances. She scheduled the audience for the holiday of Highharvesttide, the day after the 30th of the month.

On the 24th, zombies attacked another dwarf mining party in the nexus. In addition, Hengar arrived in Bryn Shander, where he was quickly identified by the cult of Auril as a suitable sacrifice to the Frostmaiden. He was falsely accused of theft and held in irons overnight. In his absence, the Tribe of the Bear launched an attack on the Elk Tribe encampment.

The adventure begins on the 25th of Eleint. On this day, the Bear Tribe raiding party returned to Evermelt with their Elk Tribe captives, and Hengar was sentenced to death by exposure in Bryn Shander. The crew of the *Howling Fiend*, bearing the black ice ram, attacked a fishing vessel on Lac Dinneshere. And finally, the last caravan from Luskan arrives at the gates of Bryn Shander where it is attacked by yetis, drawing the player characters into the action.

PREPARING THE ADVENTURE

Before running *Legacy of the Crystal Shard*, you should read this book to familiarize yourself with the possibilities. It’s okay to focus on the prelude and Act 1 at the outset, but you should also read the information in the *Campaign Guide* to make sure you understand the adventure’s three villains and their goals. Knowing the setting and its characters will help you improvise when the players take the action in unexpected directions.

THE CALENDAR

The Forgotten Realms has a calendar of twelve months, each thirty days long. Five intercalary holidays inserted between months bring the year to 365 days, with one additional festival day (Shieldmeet) added every four years. The month of Eleint, when the adventure begins, is roughly equivalent to September, and the autumnal equinox occurs on the 21st of that month. Winter comes early to Icewind Dale, however, and especially early this year.

After the 30th of Eleint comes the intercalary holiday of Highharvesttide, a holiday of feasting to celebrate the autumn harvest—at least in southern lands. The following month is Marpenoth.

The years of the calendar are reckoned from the ratification of the Dales Compact, an agreement between the elves of the great forest of Cormanthor and the humans who had begun settling in the valleys among the forest. This system is called Dalereckoning, and years are sometimes followed by DR. The current year, 1485 DR, is also called the Year of the Iron Dwarf’s Vengeance, according to the ancient Roll of Years derived from prophecy.

Akar Kessell’s first appearance in Icewind Dale was in 1356 DR, over a hundred years ago.

Before running the adventure, also download the encounter and treasure information for the edition of the game you plan to play. To provide the greatest possible flexibility, *Legacy of the Crystal Shard* is designed to be run with any recent edition of the D&D® game, including 3rd edition (v.3.5), 4th edition, or the current playtest of D&D Next. Thus, this book contains no monster statistics and only general rules material—you’ll find what you need to run the adventure at www.DungeonsandDragons.com/Sundering. Throughout this book, references to the statistics available in the download are indicated with bold type and an asterisk. Thus, **marauding yetis*** points you to the yeti statistics in the download packet.

ADVENTURE SYNOPSIS

In *Legacy of the Crystal Shard*, it’s up to the players to decide what adventures they want to pursue, and their choices will determine what shape the story takes.

The adventure begins (Prelude: Arrival in Bryn Shander) when a group of heroes gathers near the southern gates of Bryn Shander just as an arriving caravan is attacked by yetis. After helping the townsfolk drive off the beasts, the adventurers begin to learn about the

strange events that have plagued Icewind Dale of late, including the recent increase in beast attacks on the towns and the driving snows that always seem to accompany them. The end of this first encounter provides three clear hooks leading to the three chapters of Act 1.

The adventure then unfolds in three acts. In each act, the three villains work their plans and schemes across Icewind Dale, and the adventurers must choose which threats to address and in what order. Throughout, they should feel a sense of terrible urgency, knowing that they cannot possibly deal with every threat to Icewind Dale.

In the first part of the adventure (Act 1: The Drawing Down), Vaelish Gant seeks to become Bryn Shander's speaker (The Arcane Brotherhood). In addition, the Ice Witch and her pawns seek to eliminate the Tribe of the Elk (Tribe of the Elk). Finally, Akar Kessell sows dissent and disorder among the dwarves of Kelvin's Cairn (Halls of Black Ice). The adventurers can respond to some of these threats, but not all.

Each of these three chapters also includes events that might cause the players to shift focus and pursue other leads. For example, while traveling to Kelvin's Cairn to help the dwarves, they might encounter a merchant fleeing Bryn Shander and decide that they need to visit that town and deal with Vaelish Gant's thugs.

Whichever threat the players don't stem erupts in catastrophe soon after (Interlude: A Sudden Squall), with lasting effects on Icewind Dale that reflect the progress of the villain's plans. You can decide when to move to this interlude. It's based on the assumption that the adventurers will not have time to wrap up all three parts of Act 1, and the villain they leave unchecked is the driving force behind the interlude. For example, if they focus on Vaelish Gant and Akar Kessell, leaving the Ice Witch relatively unhindered, she unleashes a massive attack on Icewind Dale with long-lasting repercussions.

After that catastrophic event, all three villains continue their schemes (Act 2: Deepwinter). The adventurers might respond to the events of the interlude and pursue the villain they have been ignoring, or they might continue to pursue the villains they opposed in Act 1. Regardless, the Ice Witch begins to work with the cult of Auril in Ten-Towns, and her cult leader attempts to unleash a remorhaz on the towns of Maer Dualdon (Fangs of the Frostmaiden). Vaelish Gant's agents work throughout Ten-Towns, but his attention is focused on a group of fishers from Caer-Dineval whose use of black ice has turned them into bloodthirsty pirates (Pirates of Lac Dinneshere).

Finally, the adventurers must journey to the Ice Witch's black ice tower on the Sea of Moving Ice (Act 3: The Claw of Winter) and face her directly.

Ultimately, *Legacy of the Crystal Shard* is what the adventurers make of it—the whole of Icewind Dale is open for them to explore, with many plots to uncover and many allies and enemies to be made. Your players must

choose which evils they will vanquish and which they will allow to endure. The fate of Icewind Dale is in their hands—and yours.

COMING EVENTS

If the adventurers do nothing, the villains' plans advance without them. This timeline summarizes important events that will occur unless the adventurers prevent them. You can adjust these dates if you wish, either to give the adventurers a little more time to accomplish everything they set out to do, or to increase the urgency they feel as they try to stave off all these evils at once.

On the night of Eleint 25, the same day the caravan arrives, a warehouse in Bryn Shander burns to the ground. The adventurers might see the flames—a strange green alchemical fire—but the town as a whole is powerless to stop it. The townsfolk do manage to keep it from spreading to any nearby buildings. (See "Aarun's Weapons" on page 10.) In addition, Slim lures Aarun to the Northlook with a forged note from Mithann and murders him. (See "Confronting Slim," page 9.)

On the 26th, Vaelish Gant sends Pyrse of Ship Rethnor to Caer-Konig with instructions to infiltrate the pirate crew that attacked a fishing boat the day before. (See "Pirates of Lac Dinneshere" on page 21.) Also, Marek the Shank and a group of Ship Rethnor thugs break in to Dunavan's second warehouse to steal Aarun's shipment of silvered weapons.

On the 28th, Hedrun (via her simulacrum) sends her captive father, Soren Arnsfirth, back to the Tribe of the Elk to demand their obeisance. (See "Dragon's Lair" in "Tribe of the Elk," page 14.) In addition, the pirate crew of the *Howling Fiend* attacks Caer-Konig.

On the 29th, the emissary that Vaelish Gant sent to Baerick Hammerstone seals an alliance with the dwarf and returns to Bryn Shander.

On the 30th, Helda journeys to the dwarven valley if the adventurers have not already accompanied her there. On the same day, the pirates of the *Howling Fiend* raid Caer-Dineval.

On Highharvesttide, Slim and a group of Ship Rethnor thugs capture Duversa Shane before her scheduled public audience. Since she doesn't appear at the audience, the gathered notables of the town elect Vaelish Gant the new speaker of Bryn Shander. (See "Fall of Bryn Shander" in the interlude, page 19.) In addition, the Ice Witch leads a massive assault on the heart of Icewind Dale ("Howls from the North," page 20). Also, Stokely Silverstream flees the dwarven valley with the few dwarves who remain loyal to him and uncorrupted by the black ice. (See "The Black Ice Spreads," page 20.)

The next day, the 1st of Marpenoth, dwarf zombies spill out of the mines under Kelvin's Cairn ("The Black Ice Spreads," page 20). In addition, thugs of Ship

Rethnor begin establishing their protection racket in Caer-Konig and Caer-Dineval, painting allegedly magical symbols on protected boats. (See “Pirates of Lac Dinneshere,” page 21.)

On the 2nd, Vaelish Gant sends Ship Rethnor agents and sellswords along with ordinary citizens to lay claim to a reindeer herd and dwarven mines, attempting to expand his economic influence out from Bryn Shander. (See “The Fall of Bryn Shander,” page 19.)

On the 3rd, the pirates of the *Howling Fiend* launch a major attack on Easthaven, attempting to secure weapons from Rurden’s Armory (“Pirates of Lac Dinneshere,” page 19).

On the 5th, the remorhaz egg hatches, so Davrick Fain leaves his shop in Bremen and joins Rycher in the verbeeg lair.

On the 10th, the council of Ten-Towns, Stokely Silverstream, and King Jarund Elkhardt agree to declare war on the Ice Witch and her forces. Hundreds of warriors start across the tundra toward the Sea of Moving Ice in hopes of finding the Ice Witch’s lair and putting an end to her threat. (See Act 3, “The Claw of Winter,” on page 29.)

CHARACTER HOOKS

Consider using one or more of these hooks to bring the adventurers together at the gates of Bryn Shander at the start of the adventure. You can weave these hooks into an earlier adventure (such as *Murder in Baldur’s Gate*) or present them as background to the players.

Caravan Guards: The adventurers have signed up as guards on a caravan making its way to Icewind Dale from whatever city suits the purposes of your campaign—perhaps *Baldur’s Gate* (if the characters played through *Murder in Baldur’s Gate*) or maybe Daggerford, Waterdeep, Neverwinter, or Luskan.

Harper Agents: The characters might instead be hired in Luskan by a woman named Emryn Dawe, who is secretly a Harper agent. She offers to pay them 300 gp, plus the cost of their trip north and supplies they might need, to make sure that a crate of goods safely reaches her friend Aarun (another Harper agent) in Bryn Shander. The crate can be delivered to a merchant named Dunavan, who can store it in his warehouse until Aarun can claim it. The crate contains silvered weapons that Aarun plans to use against the wererat members of Ship Rethnor.

Bounty Hunters: The adventurers have been hired by Obar Nevendil, a wizard from the Watchful Order of Magists and Protectors in Waterdeep, to follow the trail of a thief who stole a magic staff from Blackstaff Tower in that city. Obar’s sources indicate that the thief fled north to Icewind Dale (as so many thieves do). He tasks the adventurers with retrieving the staff and returning it to him in Luskan. Obar would like to have the

thief apprehended and brought before him as well, but he emphasizes that the adventurers’ primary concern should be retrieving the staff by any means necessary.

The wizard is willing to advance them enough coin to cover the cost of their trip north, along with enough to equip themselves with basic cold-weather gear (if the characters haggle, he might advance them an extra 50 gp per adventurer, at the DM’s discretion). The bulk of their reward will be paid upon return of the staff, plus a bonus if they return the thief alive.

The thief is none other than Vaelish Gant. Obar is not a member of the Watchful Order, as he claims, but a rival member of the Arcane Brotherhood hoping to take the staff for his own and see Vaelish humiliated for his failure in Icewind Dale.

Chosen: One or more of the adventurers is the Chosen of a god of Faerûn or perhaps is striving to become one. The Chosen receives a mission from the god, requiring the character to travel to Icewind Dale. The exact nature of the task depends on the personality and portfolio of the god in question, but it should be linked to one of the adventure’s main villains. For example, a Chosen of Amaunator or Silvanus might be tasked with dispelling the unnaturally fierce winter gripping the region, whereas a Chosen of Moradin or Dumathoin might be sent to root out the cause of the corruption afflicting the dwarves of Kelvin’s Cairn.

The Chosen active in the Sundering are not necessarily powerful, high-level characters—in a time such as this, even the least servants can make significant differences. Most of them have only minor abilities granted by their deities. A Chosen of Amaunator might have darkvision or be able to stave off the worst of the effects of the cold. A Chosen of Moradin might have enhanced dwarf racial abilities. Being a Chosen shouldn’t be unbalancing to the game.

On the Run: The adventurers are fugitives from the south, seeking refuge (as so many have before) in the remote frontier of Icewind Dale. They might be pursued by villains they failed to defeat in a past adventure (or by the friends of villains they did defeat), by paladins of Torm hunting them down for a crime they committed (or one for which they were framed), or by agents of Netheril seeking to kill a player character they suspect (rightly or wrongly) of being a Chosen. The characters might arrive in Bryn Shander with the ill-fated caravan from the south, or perhaps they are already established in town, having left their old lives behind, and happen to be near the gate when the caravan is attacked.

Ties That Bind: The adventurers have a close connection to someone who recently went missing in Icewind Dale—perhaps a dwarf who was killed in the mines or on the expedition that uncovered Akar Kessel, a Reghed tribesman killed in one of the Ice Witch’s attacks, or a Harper ally who was investigating the growing cult of Auril in Ten-Towns. The adventurers come

to Bryn Shander with a caravan making the trek north, seeking clues to their friend's fate.

Other: One or more adventurers might be native to the region and directly affected by Vaelish Gant's extortion, the Ice Witch's attacks, or Akar Kessell's activities in the dwarven valley.

PRELUDE: ARRIVAL IN BRYN SHANDER

The adventure begins with the arrival of the long-expected last caravan from Luskan at the southwestern gates of Bryn Shander. You can read your players the following text to set the scene, altering it as necessary if their characters did not arrive in town with the caravan.

What should have been a six-day journey along Ten Trail from the pass stretched into eleven grueling days of bitter cold, howling winds, driving snowfall, and beasts hounding the caravan's trail. As the wagons roll at last up to the gates of Bryn Shander, you see townsfolk watching with eager expectation, happy for the arrival of what will certainly be the last caravan from the south for months to come. The faces of the merchants and caravan guards show relief and anticipation that almost seem to outweigh the exhaustion, as they look forward to warm fires, hot food, soft beds, and sheltering walls.

After you set the scene, proceed with the following encounter.

YETIS AT THE GATE

The Ice Witch has sent a group of **marauding yetis*** to attack the caravan. The open gates allow the yetis to spill into town, where they begin attacking everyone in sight. Depending on how they arrived on the scene, the characters might begin the encounter inside the town, outside the gates, or split between the two areas. The gates can't be closed until the caravan carts are moved, which is difficult since the yetis' presence sends the cart horses into a panic.

When the characters defeat all the yetis facing them, any remaining yetis flee back into the snowstorm. Characters attempting to give chase find that they quickly lose sight of the retreating yetis in the worsening weather. A character who succeeds on a moderate Wisdom check to track the yetis realizes that although the creatures fled to the south, they originally approached from the north. A character who succeeds on a hard Wisdom check to spot them can't make out the yetis but catches a glimpse of a woman dressed in white robes, apparently crowned with the antlers of an elk, standing in the middle of the storm. The woman quickly disappears, and any character

attempting to track her finds no trace of her passage. (The figure is the Ice Witch's simulacrum, through which she calls the storm and directs the yetis. Its purpose achieved, the figure crumbles back into the snow.)

THE AFTERMATH

In the immediate aftermath of the attack, events in Bryn Shander can propel the characters in different directions for Act 1 of the adventure. The adventurers can't help but notice the hysterical apothecary, and their actions after the encounter can determine whether they overhear the grumbling guards or speak to Helda Silverstream. The intent here is to put the adventurers at the start of three different paths, representing the three portions of Act 1, and let them choose which one to start down.

The Hysterical Apothecary: An apothecary named Rierdon is in hysterics over the damage that the yetis did to his shop, situated just inside the town gate. He wails about the money he paid for protection, crying, "Where was that bastard Slim to protect my shop when it mattered?" If the adventurers talk to him, or if he notices them helping other people, he asks them to help him recover the money he gave to someone he calls Slim, saying, "I'll need it to repair this damage!" He offers to give them half of what he gets back from Slim; the original amount was 150 gp. In addition, he promises them a discount at his shop, which offers simple remedies for blisters, rash, and fever, as well as antitoxins and special unguents to protect against the cold. If the characters accept his offer, Rierdon asks them to meet him that night at the Northlook, the inn where Slim is known to hang out.

If the adventurers meet Rierdon at the Northlook, or later decide to investigate Slim and his protection racket, see "Arcane Brotherhood" (page 8), and especially "Confronting Slim" (page 9).

The Grumbling Guards: The adventurers overhear a pair of guards muttering about the attack, saying things like "Damn barbarian led them straight to us." If questioned, the guards tell the adventurers that a barbarian from the Reghed tribes was caught stealing something earlier in the day. Like many other Ten-Towners, the guards believe the Reghed barbarians are somehow to blame for the harsh and early winter and the beast attacks, and the barbarian tribesman in question is a convenient scapegoat for all his people. "No matter," one guard says, "he'll pay for what he's done." The tribesman, Hengar Aesnvaard, is currently chained to a post in the marketplace at the center of town, where he will surely die from exposure overnight.

If the adventurers decide to talk to the barbarian or investigate his crime, see "Tribe of the Elk" (page 12).

The Dwarf Merchant: A dwarf named Helda Silverstream, the owner of one of the wagons in the

caravan, thanks the adventurers for their efforts in protecting the caravan from the yetis. She offers to pay them (20 gp each) to accompany her and her wagon to her final destination—the dwarven valley on Kelvin’s Cairn—to help keep her safe from further attacks. She plans to visit her uncle, Stokely Silverstream, and hopes to acquire some of the black ice carvings she’s heard about. The attack on the caravan makes her unwilling to make the journey alone.

If the adventurers want to pursue other tasks or leads before leaving Bryn Shander with Helda, she is willing to wait as long as five days. If their attention strays for too long (for example, if they deal with the thugs in Bryn Shander and then accompany Hengar to his tribe), she hires a different group of mercenaries and sets out without the heroes.

If the characters accompany Helda to the dwarven valley, see “Halls of Black Ice” (page 15).

The Sense of the Town: Everyone in Bryn Shander knows that attacks by wild beasts and monsters like the yetis are nothing new. Similar attacks on travelers have plagued Icewind Dale for weeks, since soon after the early storm that marked the start of this harsh winter, but this incident is the first time the creatures have been brave enough to get so close to any of the towns in the dale. Normally, tundra yetis don’t venture south of Kelvin’s Cairn, and the wolves and bears of the wilds stay well clear of Ten-Towns and human travelers.

If the adventurers spend the evening talking to townsfolk and gathering information about recent events, they might hear rumors or concrete information about anything included under “What Has Come Before” (page 3). Of course, the townsfolk don’t know that Vaelish Gant is a member of the Arcane Brotherhood or that Akar Kessel is behind the zombie attacks in the dwarven valley, but rumors and whispers spread quickly in a small town like Bryn Shander. Various folk are talking about Du vessa Shane’s upcoming public audience to address the grievances brought by prominent city folk, the ruthless thugs from Luskan who are extorting money from honest merchants, the caravan’s long delay in reaching Bryn Shander, Aglonell’s empty animal traps, and above all, the early winter and Auril’s evident wrath.

If the adventurers decide to pursue these rumors instead of one of the more blatant hooks provided in the aftermath of the yeti attack, you should still have no trouble guiding them to one of the three main paths through Act 1. Most of these rumors will lead them to “Arcane Brotherhood” in one way or another.

ACT 1: THE DRAWING DOWN

Upon their arrival in Bryn Shander, the adventurers probably realize that Icewind Dale is not the peaceful retreat they might have been expecting. Instead, the region is beset by dangers great and small. Initially, three situations intrude on the characters’ awareness: the activities of Vaelish Gant’s extortionists in Bryn Shander, the threat faced by the Tribe of the Elk, and the unstable situation in the dwarf mines.

ARCANE BROTHERHOOD

One of Vaelish Gant’s agents from Ship Rethnor, a wererat called Slim, is setting up a protection racket to secure Gant’s power base in Bryn Shander. Helped by a brutish hobgoblin named Marek the Shank, Slim has put the squeeze on Bryn Shander’s merchants. Those who are too foolish or too stubborn to submit to the Luskanites’ demands meet with misfortune.



Vaelish Gant

Ultimately, Gant aims to be elected town speaker, which will afford his operations a veneer of legitimacy as he attempts to bring the rest of Ten-Towns under his control. The only obstacle to his ambition is Bryn Shander’s current speaker, Du vessa Shane.

Killing Du vessa would deny Gant the legitimacy he craves, so instead he has encouraged several of the town’s leading citizens to declare their lack of confidence in Du vessa’s leadership, based in large part on her inability to contain the protection racket run by his own thugs. Although her political instincts tell her that these declarations are a gambit arranged by a rival, Du vessa doesn’t know who is behind them, so she has little choice but to answer the grievances in a public audience to maintain her good standing as town speaker.

When the heroes arrive in Bryn Shander, the public audience is six days away, scheduled for the holiday of Highharvesttide. Du vessa’s attempts to keep things quiet and orderly in the meantime have been frustrated by the yeti attack. Meanwhile, Gant’s operations are in danger of being unraveled by a Harper agent named Aarun, who tailed Slim and his gang up from Luskan. Aarun has discovered that Slim and some of his men are wererats, and he has arranged a shipment of silvered weapons into town. He hopes to arm a band of adventurers and put an end to the threat before the curse of lycanthropy spreads throughout the town. The Harper is being aided by Mithann, the cleric at the shrine of Amaunator (see page 16 in the *Campaign Guide*).

Getting Here

The adventurers might be pulled into the conflict if they respond to Rierdon's plight following the yeti attack ("Confronting Slim"). Depending on the hooks you used to start the adventure, they might also try to deliver the Harpers' crate of silvered weapons to Dunavan and get involved that way ("Aarun's Weapons"). Otherwise, they might encounter a merchant from Bryn Shander while pursuing other adventures in the area and learn of the oppressive situation in town ("Confronting Slim").

Confronting Slim

Whether the adventurers agree to help Rierdon immediately after the yeti attack at the gate or inquire around town about the extortionists running rampant through town, it is easy enough for them to learn the identity of their adversary: Slim, a seedy man from Luskan, is the one who always "negotiates" the protection payments, backed up by at least a half-dozen rough-looking thugs.

Rierdon is anxious to get his money back after his shop was damaged in the yeti attack. Other merchants in town resent the payments they've made, but are too afraid of Slim and his thugs to confront him. They can all point the adventurers to the Northlook, Bryn Shander's rowdiest inn, as Slim's current residence.

Scramsax, the proprietor of the Northlook, has been told to expect rough-looking types looking for Slim, since Slim is always collecting new recruits. Scramsax sends the adventurers right up to Slim's room, mistaking them for such recruits.

If the adventurers go looking for Slim on the night of their arrival (the 25th of Eleint), as Rierdon requests, they find Slim in his room, standing over the corpse of Aarun the Harper, with several thugs in attendance. If they go later, Aarun's body is long gone. Slim's reaction to their arrival depends on whether they have just caught him red-handed in murder.

If the adventurers arrive when Slim has just killed Aarun, they're witnesses to his crime and therefore must be silenced. Slim and his thugs (**Slim's ambush***) try their best to take down the adventurers quickly and prevent them from escaping to raise a general alarm. Slim isn't one to prolong a losing fight, however. If the battle turns against him, he attempts a getaway out the window into the alley below. Slim tries to get out of sight before transforming into a rat and scurrying to safety. If the adventurers pin him down, he uses his animal form to escape. After Slim has fled, any remaining thugs attempt to do likewise. Slim has a further part to play in the adventure, so he is meant to escape this encounter. However, if he can't escape, another wererat can step up to take his place later in the adventure.

If the adventurers arrive in time to find Aarun's body, they might find a crumpled note in his belt pouch. It is

VISITING DUVESSA SHANE

The first time the adventurers pay a visit to the Speaker's Palace to seek an audience with Duveffa Shane, they arrive at the speaker's palace just in time to see Vaelish Gant leaving. They overhear him assuring the speaker, "I will do my utmost to find the one you seek." Duveffa considers Gant an ally, and she hopes the wizard can discover the identity of her political rival. If the characters try to engage Gant in conversation, he makes it plain that he has better things to do than talk with them and brusquely takes his leave.

ostensibly from Mithann but was forged by Slim to lure the Harper to the Northlook. It reads, "Aarun—Problems have arisen. Please meet me at the Northlook to discuss. Mithann." (Slim intercepted a different note that Mithann actually sent to Aarun—see "Talking to Mithann"—and sent this forged one in its place.)

Aarun's purse also contains two gems worth 50 gp each. Rierdon will happily accept both gems as recompense for his property damage. If he previously offered the adventurers a stake in whatever money they reclaimed, he will grudgingly make do with only one gem.

If the adventurers arrive later and do not find Aarun's body, Slim does not attack them. His position is that the protection payments he's collecting are perfectly legal—Icewind Dale is a dangerous place, and his "agents" can provide legitimate protection. He's willing to pay Rierdon a portion of the payments he collected from the apothecary as a sign of good will, offering 50 gp. Rierdon is grudgingly satisfied with this settlement, especially with Slim's thugs looking on.

If the adventurers try to provoke Slim into a fight, the wererat protests that they're the ones engaging in extortion. However, if the characters attack, he and his thugs fight as described above.

Talking to Mithann

The adventurers might end up interacting with Mithann for one of two reasons. If they confront Slim and find Aarun's corpse, the murdered Harper's body holds a note ostensibly written by the priestess. If they confront Slim but do not find Aarun's corpse, she seeks them out the next day, having heard of their actions.

Mithann is worried about her Harper friend. She explains that Aarun had suspicions that some of these Ship Rethnor thugs were wererats, and in fact he sought to secure silvered weapons to combat them, and now

he has vanished. On the day of the yeti attack, Mithann wrote to Aarun to arrange a meeting between him and the hunter Aglonell, believing that the hunter had encountered the same thugs that Aarun had been seeking. She never heard back from him.

Mithann denies writing the note found on Aarun's body, and seems genuinely confused if shown the letter.

In any case, Mithann is pleased to make the adventurers' acquaintance and can help them piece together what they have learned so far about the situation in Bryn Shander. If they seem eager to help, she suggests that they meet with Aglonell ("Helping Aglonell") and secure Aarun's silvered weapons ("Aarun's Weapons") before confronting the thugs.

Aarun's Weapons

Dunavan is a merchant who gave up caravan travel for a less lucrative and (he thought) less dangerous life trading in Bryn Shander's market. He also rents space in his two warehouses to other traders who lack a safe place to store their merchandise while they're in town. One of the possible adventure hooks asks the adventurers to bring a crate of silvered weapons to him, intended for delivery to Aarun. If they bring the crate to him on the day of their arrival in town, he thanks them, telling them he'll send word to Aarun and store the weapons in his warehouse until the Harper takes delivery.

That night, however, Marek the Shank (another of Vaelish Gant's thugs) breaks into Dunavan's warehouse in search of the weapons. He ransacked the warehouse but did not find the weapons, so he used a form of alchemist's fire to burn the warehouse down, covering the signs of the break-in.

After this fire, Dunavan is afraid for his other warehouse, where Aarun's weapons are safely stored. If the adventurers brought him the crate of weapons, he contacts them (if they are still in Bryn Shander); otherwise, Mithann urges them to contact Dunavan in order to secure Aarun's silvered weapons. In either case, Dunavan explains that he hasn't been able to contact Aarun, and he offers to hire them to watch over his other warehouse in case it is attacked the following night. In exchange for their services, he'll pay them 50 gp, and he'll also turn the crate back into their safe keeping.

That next night (the 26th of Eleint), Marek and his thugs stage another **nighttime break-in***. If the adventurers are standing guard, Marek attacks them on sight while exhorting his thugs to find the weapons case. If Marek or his thugs find the carton, they try to make off with it, after which any remaining enemies attempt to flee. Otherwise, when Marek falls below half his hit points, the hobgoblin uses a smoke bomb to cover his escape as he turns and flees, leaving the rest of the thugs to their own fate.

The exact contents of the weapons case are left to your discretion. Ideally, the heroes should be able to equip themselves with silvered weapons they can use proficiently.

Helping Aglonell

For weeks, the half-elf hunter Aglonell has been finding the traps he sets in the hills outside Bryn Shander raided, his kills stolen. Recently, a trio of thugs robbed him at swordpoint as he carried an elk back to town, forcing him to flee for his life. When Aglonell reported the incident, Sheriff Markham was reluctant to commit the town's resources to hunting down the thugs.

Although the sheriff imagines them to be a few ragged bandits, the outlaws poaching Aglonell's hunting grounds are the recruits assembled by Slim and Marek—a band numbering in the dozens. The thugs come into town by ones and twos to help Slim and Marek with their operations, but at any given time, most of them are holed up in a cave in the hills. When Vaelish Gant makes his power grab, Slim will move the rest of the thugs into Bryn Shander to help enforce the wizard's rule.

After Aglonell received no help from the sheriff, he spoke with Mithann at the shrine of Amaunator, knowing her to have a sympathetic ear and contacts among the region's adventurers. Mithann rightly suspected that Aglonell's outlaws were the same ones Aarun had talked to her about a few days earlier, and she arranged a meeting between the two at Geldenstag's Rest. Aglonell arrived at the appointed hour, but Aarun never came, so when the characters show up to help the half-elf, he is not optimistic.

Aglonell doesn't have any coin with which to hire the heroes, but if they offer to help, he gladly tells them what he knows, including the location of the cave where he suspects the outlaws are hiding. It lies on the southwestern slopes of Kelvin's Cairn, about seven miles north of Bryn Shander.

When the characters reach the hideout, they must get past the **hideout guards*** before venturing into the lair. Not all of Slim's forces are present when the heroes arrive. Astute adventurers might notice that the number of sleeping pallets and provisions in the lair suggest that at least twenty more thugs stay here than are currently present (Slim recently moved more of them into town in preparation for Gant's coup). Slim has left a pair of his most trusted agents—both wererats—in charge of the main force of **hideout thugs*** while he's gone, and they raise a formidable defense in an attempt to kill or capture the adventurers.

If the heroes overcome this main force, they still must deal with **Marek the Shank***, who lives in a smaller cave deeper in the mountain with his pet wolf. The hobgoblin retreated here after his failed attack on Dunavan's warehouse (and if the characters fought him there, he is eager

to take revenge on them). Having resolved not to flee from another encounter, Marek fights to the death.

In the hobgoblin's lair, the heroes find two flasks of unusual green alchemist's fire and a small locked chest containing 220 gp (picking the lock requires a hard Dexterity check, but Slim has the key). They also find a crumpled sheet of parchment on the table bearing a note written in flowing black script:

"Slim,

I presume the 'slight problem' you mentioned in your last report has been dealt with. We can't have any surprises interfering with the speaker's public audience—those not of our making, at least.

Du vessa has been doing a better job of courting public opinion than I anticipated. Bring a score of your best into town and come see me. We will need to act more decisively if I am to be assured of claiming her seat at the head of the Council of Speakers."

In place of a signature at the bottom of the note is a strange symbol—Vaelish Gant's arcane mark. The adventurers have no immediate way to recognize this symbol.

The Wizard's Gambit

When the feast of Highharvesttide arrives (six days after the start of the adventure), Vaelish Gant takes action to unseat Du vessa Shane. That morning, the town is abuzz with gossip and speculation, and minor scuffles break out between Du vessa's supporters and her detractors (many of whom were planted by Slim to cause trouble). Slim and a group of other Ship Rethnor thugs kidnap the speaker and hold her in Gant's offices across the street from the council hall. If the adventurers have made themselves a thorn in Vaelish Gant's side before then, he also takes action to get them out of the way before the public audience.

In this case, a runner, one of Slim's gang, finds the heroes wherever they are and delivers a note that appears to be from Du vessa but is another of Slim's forgeries.

"Brave heroes,

I have urgent need of your help. Please meet me in the council hall as soon as you can. Make sure no one knows where you go, nor why—all depends on secrecy.

*Gratefully yours,
D.S."*

If the characters answer the summons, a group of **Ship Rethnor thugs*** lies in wait to ambush them in the council hall.

Regardless of whether they go to the hall, the heroes are contacted soon after by Sheriff Markham, who reveals that Speaker Du vessa is nowhere to be found. Most of the leading citizens (including Gant) are at the town hall,

impatiently awaiting Du vessa's arrival, and if she does not appear soon, they will surely elect a new speaker in her stead. Although the sheriff doesn't care who claims the title of speaker, he knows Du vessa well enough to know that she wouldn't willingly abandon the position, so he fears that her absence is the result of foul play.

At this point, you can allow the players to follow a few different lines of inquiry, potentially resulting in red herrings or further encounters with Rethnor thugs, before Sheriff Markham suggests that they search the speaker's palace for clues (if the players don't hit on this idea themselves). A search of the palace reveals no signs of a struggle, but a note lying on the desk in Du vessa's office holds a clue to her whereabouts.

"Du vessa,

I believe I have discovered the identity of your mysterious rival, though if I am correct, the situation is more dangerous than we had supposed. It is imperative that I speak with you before today's audience; please come to my office posthaste."

In place of a signature at the bottom is a strange symbol, which the characters might recognize as the same wizard mark from the note in Marek's lair. If they haven't already figured it out, Markham can confirm that the sigil is that of Vaelish Gant. It adorns the door of the offices he moved into upon his arrival in Bryn Shander.

The characters can find **Gant's offices*** easily enough, but the sigil on his door is actually a *glyph of warding*, which the heroes will set off if they aren't careful. Inside, Slim and several of his thugs hold Du vessa Shane bound and gagged in the wizard's study. Slim tries to goad the heroes into a fight, threatening to kill Du vessa if they leave to summon help. Gant's quasit familiar, which lurks invisibly in the study, joins the fight, though if the battle goes poorly, it attempts to escape and warn its master.

Resolution: If the characters rescue Du vessa, she leads them to the town hall, where she exposes Gant as a villain. Gant, in turn, mocks her and the heroes for thinking he has been defeated: "While you've busied yourselves fighting my forces here, I've woven my plans throughout Ten-Towns, and Easthaven is about to feel my wrath. Can you be in ten towns at once? Perhaps not . . . but I can." And with that, Gant teleports away. He only teleports as far as the street outside the hall, but he flees quickly from there.

Slim, if he survives, flees to Lonelywood. He might make trouble for the heroes if they show up there, but the wererat avoids any further dealings with Gant, fearful of the wizard's wrath.

TRIBE OF THE ELK

The inhabitants of Icewind Dale have been caught off guard by the unusually harsh and early winter this year, and the Reghed barbarians have borne the brunt of it. Thanks to its size and strength, the Tribe of the Elk has managed to survive so far, but every day its situation worsens. On top of that, the mysterious woman the barbarians call the Ice Witch has been leading bands of wild beasts in attacks against their camps. Every time the Elk Tribe warriors strike her, the Ice Witch vanishes into the storm, only to reappear a few days later during the next attack.

At a loss as to how to combat the Ice Witch, King Jarund has allowed Hengar Aesnvaard, one of the tribe's warriors, to venture to Ten-Towns to seek aid. Upon his arrival in Bryn Shander, Hengar was targeted by local members of the cult of Auril as a suitable victim to be offered as a sacrifice to the Frostmaiden. The cult fabricated an accusation of theft, and Sheriff Markham convicted and sentenced him. Hengar now stands bound to a post in the middle of Bryn Shander's market square, where he will almost certainly die of exposure during the night. The yeti attack solidified the sheriff's belief, shared by many in the town, that the barbarians of the Reghed tribes are responsible for the beast attacks and the harsh winter weather.

In Hengar's absence, the Tribe of the Elk's situation has become even more perilous. Their greatest rivals, the Tribe of the Bear, have pledged themselves to the worship of the Frostmaiden at the urging of their shaman, Bjami Tengervald. Though their normal haunts are far to the north, the Bear Tribe warriors have set up a shrine to Auril in the long-abandoned ice caves beneath Evermelt. Energized by the growing power of their patron god, Bear Tribe warriors made an overwhelming raid on the Elk Tribe encampment, capturing a number of warriors and dragging them off to be sacrificed in Bjami's bloody rites.

Beset by the Bear Tribe's warriors from the east and the Ice Witch's monstrous forces from the west, and with increasingly violent storms hindering their ability to flee, the members of the Tribe of the Elk are in a desperate fight for survival. If help does not come soon, it is a fight they might not win.

Getting Here

Following the attack on Bryn Shander's southwestern gate, the adventurers overhear town guards speculate that the yeti attack following so close on the heels of Hengar's arrival in town is more than coincidence. When the heroes enter Bryn Shander's market square, they see a



Hengar Aesnvaard

tall, muscular man lashed to a thick wooden post in the center of the square. He has the fair skin and bright blue eyes typical of a northerner, with light brown hair that hangs past his shoulders. He has been stripped of all his belongings except for a pendant on a thong around his neck, fashioned from two pieces of antler to look like the rack of an elk.

The prisoner is Hengar Aesnvaard, and as the people of Bryn Shander go about their business, he periodically calls out to them in a hoarse voice, protesting his innocence and begging to be released. Locals who don't jeer or spit at the barbarian simply ignore him, so when he notices the heroes, Hengar cries out to them: "Please help me, travelers! I came here seeking aid for my people, and I fear without it they will perish. If my tribe falls, nothing will shield the people of Ten-Towns from the wrath of the Ice Witch!"

If the heroes approach Hengar, he hurriedly relates as much as he can about his quest and the events that led to his predicament. The guard standing watch in the square discourages lengthy conversation, suggesting that if the adventurers have any concerns regarding the prisoner, they should see Sheriff Markham.

Hengar's Crime

Hengar's accuser is a merchant named Brinna Alcott, whose store sells wools, linens, and sewing supplies. Brinna is secretly a disciple of Davrick Fain, a self-proclaimed priest of Auril who runs a resale shop in Bremen. She believes that Auril's fury can be diverted from Ten-Towns if it is redirected elsewhere—specifically, at outsiders like the barbarian.

At first, Brinna told the townsfolk that the barbarian had stolen goods from her shop, but unable to explain why a Reghed barbarian would want bolts of cloth, she switched her story, saying that he actually swiped personal effects she kept in the store. Finally, realizing that the sheriff probably wouldn't do more than take the fingers from the barbarian's left hand for such an act, Brinna switched her story again, telling Sheriff Markham that Hengar stole her lockbox, which held a sizable sum of money.

Freeing Hengar

Heroes who decide to help Hengar might attempt to secure his release in any number of ways. Whatever approach they take, be sure they understand that time is of the essence. If they don't free him, the barbarian will almost certainly die before the next sunrise.

Prove His Innocence: The party might learn of Brinna's conflicting stories by talking to her neighbors or the sheriff, somehow extracting a confession from Brinna, or securing evidence that the theft never took place. Persuading Sheriff Markham to free the barbarian requires

a significant weight of evidence and some amount of persuasion, since he is predisposed to blame the barbarian for the yeti attack if not the theft.

Appeal to the Speaker: Speaker Duessa Shane was not involved in Hengar's arrest or conviction. She is inclined to trust Sheriff Markham's judgment, but she also worries that the Elk Tribe might retaliate if Hengar dies. She can be persuaded to secure the barbarian's release, particularly if the adventurers promise to take him out of town, effectively commuting his sentence to banishment.

Break Him Free: If the adventurers neutralize or bypass the **town guards***, they can break Hengar's bonds. If anyone sees them escorting him out of town, Sheriff Markham declares them outlaws.

Whatever approach they take, if the adventurers secure Hengar's freedom, they earn the enmity of the cult of Auril. The cult might attempt to frame them for a crime or simply stir up resentment against them for freeing the barbarian. Because the adventurers were seen fighting yetis at the gate, the people of Bryn Shander are less quick to condemn them. If the cultists are driven to desperation, they send **cult assassins*** to attack the adventurers.

If the heroes want to investigate the cult further, you can use the information in the *Campaign Guide* about Auril's worshipers (Davrick Fain in particular) to create additional adventure opportunities.

Crossing the Tundra

If the heroes free Hengar, he begs them to return with him to his tribe's camp on the tundra. Hengar is willing to wait a day if the party has other business to attend to first, but if the characters take longer than that, he sets out on his own. Before he goes, Hengar presses them to follow as

soon as they can and reminds them that delay imperils not only his tribe but the people of Ten-Towns as well.

The tundra is hazardous in the best of times but especially so now that winter has come. The Elk Tribe camp is about twenty miles north of Kelvin's Cairn. With no road to follow, the adventurers risk losing their way if they don't travel with a guide (such as Hengar). Check for random encounters using the Open Tundra Encounters table on the DM screen.

The exact amount of time needed to reach the camp varies depending on how hard and fast the characters travel, but on average, it takes a group of humans on foot one day to travel from Bryn Shander to one of the northernmost towns, and another two days to cut across the tundra to the camp. (The harsh winter weather makes the journey take twice as long as normal.)

The Elk Tribe Camp

The *Campaign Guide* offers an overview of the Reghed tribes' lifestyle, a typical Elk Tribe encampment, and key personalities of the Elk Tribe. Use that information to help flesh out the adventurers' experience at the camp.

When they reach the camp, Hengar and the characters learn about the Bear Tribe raid that occurred in his absence. The Elk Tribe is readying a group of warriors to follow the raiders and rescue their prisoners before they are sacrificed to the Frostmaiden. Hengar plans to accompany this group and invites the adventurers to join him. If they meet with King Jarund Elkhardt, the king likewise urges them to help (perhaps as payment of a blood debt if Hengar died in town).

Folnor Hagbarthe, the Elk Tribe's best tracker, leads the adventurers and a band of a dozen Elk Tribe warriors to the Bear Tribe's camp at Evermelt. The hot spring is about ten miles east of the Elk Tribe's camp, and getting there takes at least as many hours—possibly more, depending on whether the group is slowed by storms blowing down off the glacier. Check for random encounters using the Open Tundra Encounters table on the DM screen.

As they travel, Folnor tells the adventurers about his encounter with the Ice Witch when his hunting party was attacked by a pack of wild beasts. With evident fear and awe, he tells of how he shot the witch straight through the heart and yet somehow failed to kill her, having found no trace of her body after the fight. Folnor also stresses that the Tribe of the Bear usually haunts the far north, at the shores of the Sea of Moving Ice, so their presence in Evermelt is strange.

HENGAR'S DEATH

If Hengar dies, the adventurers still can help the Elk Tribe before its hunters journey to Evermelt and fall in battle with their Bear Tribe foes. Other Elk Tribe characters they meet as random encounters in their travels (such as the barbarian sympathizers in Ten-Towns) can deliver the same message as Hengar, urging the characters to act immediately to help save their tribe. Alternatively, Duessa Shane, learning of Hengar's demise, might ask the adventurers to travel as ambassadors to the Elk Tribe in an effort to prevent any reprisal for his death. If the characters don't act to help the Elk Tribe, they will feel the repercussions of that decision in the interlude.

Key to Evermelt

See the *Campaign Guide* for an overview and map of Evermelt and the ice caves beneath it.

Sacred Pool

The Tribe of the Bear has made its new camp on the edges of the sacred pool. From here, Wolvig Barrundson, the tribe's nominal chieftain, directs the warriors in their raids across the tundra, while the tribe's true leader, the shaman Bjami Tengervaald, performs rites of sacrifice in the icy caverns below.

Bear Tribe scouts watch for returning raiding parties and incoming threats from their perches atop the glacier. Unless the adventurers and their Elk Tribe cohorts approach stealthily under cover of darkness, the **Bear Tribe camp*** is alerted to their presence, and Bear Tribe warriors heave boulders down on the party while scouts loose arrows. After the group scales the glacial moraine to the level of the sacred pool, Wolvig Barrundson enters the fray, engaging whomever he deems to be the invaders' greatest warrior.

The camp has no sign of the Elk Tribe prisoners. All the Bear Tribe warriors know that Bjami took the captives into the caverns beneath the pool. Folor or any character who succeeds on a moderate Intelligence check to search finds a pile of furs and necklaces of Elk Tribe manufacture sitting by the edge of the pool. The prisoners were stripped of their belongings before being dragged into the waterfall cavern.

Waterfall Cavern

Bjami Tengervaald brought the Elk Tribe prisoners to the **waterfall cavern*** to offer them as sacrifices to the Ice Witch's simulacrum, which has come to receive the offering on behalf of the Frostmaiden. The simulacrum waits in the dragon's lair beyond while Bjami and his followers prepare for the rite. The prisoners are lashed to icy stalagmites scattered around the room and are half dead from exposure, having been stripped of their furs.

As soon as Bjami becomes aware of the heroes' presence, he decries their trespass into the sacred chambers of Evermelt and promises that they will share the prisoners' fate. Emboldened by the presence of the Ice Witch's simulacrum in the next room, Bjami attacks the party without hesitation and fights without fear, alternately taunting the characters and calling on the Frostmaiden for her blessing during battle.

Fighting alongside Bjami is a group of Bear Tribe furies—women of the tribe dressed as animal spirits who aid the shaman in his rituals and are deadly with their pairs of long, curved knives. Driven by their zealous devotion to Auril, Bjami and the furies fight to the death.

Releasing the captured members of the Elk Tribe is simple, although they are in no shape to fight. They

inform the adventurers that the Ice Witch lurks in the room beyond, and that one of their number—Soren Arnsfirth—was already taken there by Bjami as the witch's first victim.

Dragon's Lair

Here in the dragon's lair, next to the bones of the dragon Icingdeath, the Ice Witch's simulacrum converses with Soren. The Elk Tribe warrior begs his daughter to accept his life as a sacrifice to appease Auril and to spare the other prisoners, but it is not his life the Ice Witch wants. She intends to kill the prisoners as an example and send Soren back to the Elk Tribe to demand their utter subservience to her and devotion to Auril, starting with the banishment of their shaman, Mjenir.

When the heroes appear and it becomes evident that they have broken the Bear Tribe's hold over Evermelt, the Ice Witch becomes enraged and a cold wind begins to whip around the cavern. "*Witness the power Auril has granted her Chosen, and taste winter's fury!*" she cries, as the ice-encrusted bones of the long-dead dragon shudder to life. The party must face the **dragon and witch***. The skeletal Icingdeath, unable to fly or use a breath weapon, fights with tooth and claw while the Ice Witch's simulacrum hurls spells at the characters.

When the simulacrum is reduced to 0 hit points, it crumbles into a pile of snow and the animated remains collapse. As the wind blows out, the adventurers hear the Ice Witch's laughter as if from afar: "*The form you have defeated is a mere vessel for my power—as hollow as your victory this day. Soon I will send forth another, and if you destroy that, another, until all of Icedale knows the terrible wrath of my mistress!*"

Resolution: With the Bear Tribe scattered, the Tribe of the Elk moves its camp to Evermelt, where its members find refuge from the winter storms and the beasts of the tundra. King Jarund proclaims the heroes honorary members of the Elk Tribe, and Hengar (if he is still alive) offers to join them for the remainder of their adventures in Icedale. Although Icingdeath's original hoard was plundered generations ago, the Bear Tribe brought many treasures to the dragon's lair as offerings to the Frostmaiden. For their part in rescuing the Elk Tribe captives, the heroes are allowed to claim Icingdeath's treasures as their own.

Hedrun is not injured by the destruction of her simulacrum, but it will be several days before she can recover the strength she spent to animate Icingdeath's remains and create a new simulacrum. This delay buys the barbarians and the people of Ten-Towns a brief respite from the Ice Witch's fury.



HALLS OF BLACK ICE

During Akar Kessell's reign of terror over a century ago, he used the Crystal Shard to erect crystalline towers at three sites around Icewind Dale. One was just outside the walls of Bryn Shander, where all trace of it has long since vanished. The other two were nestled in the Spine of the World and far off on the tundra to the east, where the crumbled remnants of the towers lay undisturbed for more than a century. With the return of Akar Kessell to Icewind Dale, the evil of the Crystal Shard has also come to trouble the region once more.



Akar Kessell

Although the towers of Cryshal-Tirith, as it was called, had crumbled to dust and been buried under a hundred years of snows, time has not washed them away completely. On the slopes of the Spine of the World, where the first tower once stood, Kessell found a great slab of black ice, which he recognized as a remnant of the Crystal Shard that was infused with its evil and at least a fraction of its power.

The black ice was not all that Kessell had hoped, however. It appeared to lack the flashy, destructive power of the original Crystal Shard, and it refused to raise a tower for him. As he wrestled with it, attempting to discern what it could do, he noted the dwarf miners arguing over the black ice, until one of the miners killed the other three and claimed it for himself. Kessell stretched his frozen and desiccated skin into a smile, believing he had found the key to using the black ice. If he couldn't use it to dominate Icewind Dale, perhaps he could use it to destroy the region instead. He entrusted the surviving miner, Baerick Hammerstone, with the care of the black ice and encouraged him to take some back to the dwarven valley, to experiment with it and craft items from it.

The black ice does indeed contain a significant echo of the Crystal Shard's great evil, which influences those who come near it. As Baerick Hammerstone crafted more and more items—arms, armor, trinkets, and statuettes—its taint began to spread. Initially, its worst effects are felt among the dwarves of Kelvin's Cairn, where most of Baerick's craft has been sold.

The Situation in the Valley

About ten days ago, Dain Stokely Silverstream had a loud public argument with Baerick Hammerstone in which Baerick questioned his leadership, his loyalty to the clan, and his dedication to protecting his people. After the argument, Baerick gathered a group of similarly disaffected dwarves and established a sanctum on the eastern side of the valley—a place they call the Halls of Black Ice. Over the days since, more and more dwarves

have drifted to Baerick's side. At this point, about half the dwarves of Kelvin's Cairn have been thoroughly corrupted by the black ice. Greedy, selfish, and amoral, they ignore the laws of the community and its leader. Instead, they follow Baerick Hammerstone, who leads them in brigandry and riot.

Among the other half of the population, the influence of the black ice has also been felt, but these dwarves keep its evil under control and remain loyal to Dain Stokely. Between the zombie attacks and the threat posed by Baerick's followers, Stokely decided to gather the loyal dwarves into a smaller, more easily defensible area. Three days ago, he uprooted many families and brought them to a single hall on the west side of the cleft (in what they call Battlehammer Hold). The dwarves of Stokely's faction are not immediately hostile to the others, who are, after all, their kin. Baerick's dwarves are belligerent bullies, and they attack anyone if they think they have good odds of coming out on top.

Meanwhile, Akar Kessell lurks in the abandoned tunnels of the dwarves' mines, spreading his own form of chaos by animating dead miners as zombies and sending them to attack Stokely's dwarves in the western tunnels. He has begun urging Baerick to sell his black ice wares beyond the dwarven valley, and through his agent Pallidor, he sold a keel for a fishing boat to a fisher from Caer-Konig—who is now becoming known as Derrick the Drownder (See "Pirates of the *Howling Fiend*" on page 25 of the *Campaign Guide*).

Getting Here

Immediately after the initial encounter of the adventure, Helda Silverstream—a dwarf merchant who is also Stokely Silverstream's niece—offers the adventurers an additional reward if they accompany her wagon to Kelvin's Cairn, where she plans to visit her uncle Stokely and hopes to acquire some of the black ice carvings she's heard about. The attack on her caravan left her reluctant to make the journey alone, so she is willing to wait while the characters explore other trails, at least for a while.

In addition, as the characters explore other threads of the adventure, they pick up on leads that point to the evil unfolding in the dwarven valley. For example, Helda is staying at the Northlook in Bryn Shander, where the characters might encounter her as they deal with Vaelish Gant's thugs. Further, a random encounter with a dwarf selling black ice trinkets in town can point them to the troubles in the valley.

Key to the Dwarven Valley

See the *Campaign Guide* for an overview and a map of the dwarven valley with its halls, mines, and abandoned tunnels.

While the characters explore the area, check for random encounters using the Dwarf Mine Encounters table on the DM screen. No random encounters occur within Battlehammer Hold or the Halls of Black Ice. Encounters are described in the download packet.



Stokely Silverstream

1. South Guard Post

At the southern end of the valley, where a road leads south to Bryn Shander, the dwarves of the Halls of Black Ice have established a guard post to warn travelers out of the valley. The initial response of this **dwarf patrol*** to the arrival of Helda's wagon is to turn her—and the adventurers—away, but if anyone puts up a fuss, they start getting other ideas. First they wonder if the wagon holds anything of value they could claim (it does not—Helda sold her goods in Bryn Shander), then they consider whether anyone would pay a ransom if they kidnapped Helda and her companions. If they learn of Helda's relation to Stokely, kidnapping is a likely course.

The adventurers can try to defuse this situation before it develops into combat. Turning away from the dwarven valley works. All the guards carry trinkets of black ice and have been affected by its corrupting influence, so the adventurers might be able to get past them by playing off feelings of suspicion, doubt, or paranoia. Helda might attempt to use her connection to Stokely to get past the guards, but they dismiss the mention of their nominal ruler and say, "Stokely may say ye can enter, but Baerick says ye cannot, and so ye can't."

If combat breaks out, the dwarves are more interested in capturing the adventurers and Helda than in killing them, although they forcibly rebuff any attempts to enter the valley.

2. Battlehammer Sentries

The dwarves of Battlehammer Hold, mostly untainted by black ice and still loyal to Stokely Silverstream, have four guard posts set up around the valley: at the southernmost entry to the western mines, at the main entrance to Battlehammer Hold, nested between forking tunnels at the west end of the hold, and on the side of the valley, where the path forks. Each post is watched by a **dwarf patrol*** at all times.

These dwarves are cautious and pay particular attention to questioning any dwarves in an approaching party, including Helda. "Who's the rightful leader of this valley?" they ask, and any response other than "Stokely

Silverstream" makes them highly suspicious (although "I don't know" is acceptable).

These dwarves know all about the recent zombie attacks and the conflict with Baerick's dwarves, but they don't readily share such information with strangers. Instead, if they can be convinced of the party's good intentions, two of the dwarves escort the characters into Battlehammer Hold to meet Stokely (see area 4).

If attacked, the dwarves fight to defend themselves. Nothing short of death can convince them to abandon their post.

3. Black Ice Sentries

The dwarves loyal to Baerick Hammerstone, corrupted by black ice, have established their own guard posts in the valley: at both entrances to their halls, between the forking passages at the east end of the Halls of Black Ice, and at the Daledrop that leads from the eastern tundra down into the valley. Each of these posts is watched by a **dwarf patrol***.

Like the dwarves at the southern post, these dwarves are hostile and under orders not to let strangers into the mines. A dwarf who proclaims Baerick Hammerstone's leadership of the valley and shows an item of black ice can gain admittance to the Halls of Black Ice to see Baerick. With some negotiation, intimidation, or bribery, a dwarf admitted to the halls can also persuade the guards to admit his or her companions as well.

These corrupted dwarves are selfish, extremely avaricious, impatient, highly suspicious, quick to anger, and prone to violence. They don't know anything about Akar Kessell or any zombie attacks (those have been limited to the western mines). As far as they're concerned, the only threat to the valley is Stokely Silverstream, who "refuses to protect our treasures" and "holds us back."

If attacked or provoked into aggression, these dwarves fight to the death with relish.

4. Battlehammer Hold

If the adventurers gain admittance to Battlehammer Hold, they are escorted to the forge and meet with Stokely in full view of the gathered community.

Stokely (see page 48 in the *Campaign Guide*) can tell the adventurers everything he knows about the zombies in the mines and the problem with Baerick, and if the characters seem like they might be interested, he offers them a reward if they help him deal with these problems.

The Zombies: Several mining expeditions have encountered dwarf zombies in the mines. Most of these encounters have occurred in the northwestern part of the mines, including the most recent (and most devastating) attack, which left no survivors. Other attacks have occurred everywhere in the mines, including the eastern side of the valley (before Baerick and his followers

established themselves on that side—and maybe afterward, but Stokely doesn't know).

The zombies were dwarves of Kelvin's Cairn before their death, mostly victims of earlier zombie attacks, which leads some dwarves to call this a spreading "zombie plague." Most of the zombie dwarves still have kin either in Battlehammer Hold or across the valley among Baerick's allies. Stokely has never heard of a plague or anything else that would make a person killed by a zombie turn into a zombie, unless a necromancer were animating the dead, so he assumes that such a necromancer lurks in the mines somewhere.

Stokely promises the heroes a reward of 100 gp if they root out the necromancer and clear the mines of zombies. If the adventurers agree to investigate, he suggests they begin at the nexus (area 7).

Baerick Hammerstone: Stokely feels as if he handled his argument with Baerick badly and has been beating himself up over it ever since.

Although he doesn't know where the black ice came from or what it did, Stokely sensed something about it that didn't feel right, which is why he never held on to any. On reflection, it has occurred to him that Baerick's odd behavior began around the same time as he started working with the black ice, but Stokely can't offer any more insight into the situation than that.

Stokely doesn't want Baerick or any of the other dwarves slain, although he admits that Baerick in particular might be so volatile that violence is unavoidable in any confrontation with him. He asks the adventurers to try to persuade Baerick to turn aside from the destructive path. If they can help Stokely reunite the clan, he will grant them a reward of 250 gp and declare them friends of Clan Battlehammer forever. They will have the aid of his clan whenever they need it, and he will write them letters of introduction if they ever travel to Mithral Hall.

5. Halls of Black Ice

Dwarves in Baerick's favor are marked by the black ice axes they carry or the helms they wear. The corrupting influence of the black ice has planted the idea in Baerick's mind of leading his people to war against the rest of Icewind Dale, though he's not yet conscious of having such ambitions. If asked why he's arming his people, his answer (which he truly believes) is that he seeks to protect the valley from incursion by the covetous people of Ten-Towns who lust after the black ice.

In fact, Baerick's deep suspicion is not entirely unfounded. An emissary intercepted a few days ago by the guards at Daledrop is now a guest—or perhaps a prisoner—in his home. The emissary comes from Vaelish Gant, who is interested in securing the production source of the black ice. The emissary is a silver-tongued woman named Baccha, a rogue of Ship Rethnor who

brought expensive gifts from the markets of Bryn Shander. Although Baerick is initially suspicious of her, the emissary knows how to play off the feelings engendered by the black ice to bring the dwarf leader around to her way of thinking. Left to his own devices, Vaelish Gant eventually succeeds in convincing the dwarf to ally with him against the people of Ten-Towns.

Whether the adventurers are captured and dragged before Baerick or they come to see him of their own volition, his initial reaction to their appearance is hostile. He refers to them as "Ten-Towns spies" and believes they were sent by the council to assassinate him in advance of a general invasion of the valley. The party is hard-pressed to convince Baerick otherwise, although—as with the dwarves at the south guard post—any ploy that capitalizes on the fear and suspicion bred by the black ice has a better chance of working. Baerick has been so heavily influenced by the ice, however, that any attempts at persuasion might push him to extremes of fear, rage, and suspicion. Meanwhile, the emissary works to counter the characters' arguments and reinforce Baerick's suspicions of their intentions. If the characters are wily, they might be able to make Baerick see reason and stop his self-destructive course of action, or at the very least buy some time.

If the party fails to talk Baerick down (or doesn't try), the dwarf orders his **black ice guards*** to execute the characters on the spot. The dwarves fight to the death,

TALKING BAERICK DOWN

To convince Baerick to reconsider his present course, the characters can cast doubt on the intentions of the emissary's master and relate anything they might have learned about the black ice's origins or its connection with Akar Kessel (and, by extension, the zombies in the mines). As the verbal tussle for Baerick's soul goes back and forth, you might allow the characters to make moderate Wisdom checks to sense motive, gaining insight into his vulnerabilities or the emissary's aims, or ask them to make hard Charisma checks to intimidate the emissary into silence or make an outrageous bluff. By and large, though, the weight of the characters' words—not the roll of the dice—should carry the scene. Checks can allow the party to gain an edge when dealing with Baerick, but don't let checks decide the outcome one way or the other. The characters' arguments should do that.

and if Baerick falls, the emissary attempts to flee so she can relay the news to her master.

If the characters talk Baerick down, or if they defeat him and spare his life, the dwarf remains enslaved by the black ice, and it's only a matter of time before the corruption drives him completely insane. There's still time for the heroes to bring Baerick and the other dwarves back from the brink of madness, but doing so means breaking the hold over their minds—probably by ridding them of the black ice completely. That is no small task, given how much of the stuff the dwarves possess. Further, owners of the ice try to protect their pieces, hiding them from sight or lying about their existence. Even after the black ice is removed, the dwarves suffer pangs of regret and make efforts to reclaim it, forcing the party to go to extreme lengths to keep the substance out of the dwarves' hands.

6. Temple

There is a 30 percent chance of an encounter with a **zombie pack*** in the temple, independent of the normal chance for random encounters in the mines.

7. The Nexus

Stokely believes that the nexus is the wisest place to begin an investigation of the zombie attacks, since it was the site of the last assaults. The nexus is littered with the remains of the lost mining expedition. Abandoned mining carts and equipment lie strewn about the chamber. Signs of a battle are evident, including dropped weapons and spatters of dried blood, but there are no bodies, and any characters who look for tracks find that the combatants seem to have stood up and walked away (having risen as zombies).

One pair of tracks leads to an overturned mining cart and goes no farther. Under the cart hides the only surviving member of the expedition, Paldrinor Granitehelm. After witnessing his companions being slain and rising as zombies, Paldrinor was driven mad with fear and fled blindly into the tunnels. He barely survived ambushes by more of Kessell's zombie minions, and eventually he found his way back to the nexus, where he has been hiding ever since, with a diminishing supply of food and water hidden under the cart with him.

If anyone disturbs the cart, Paldrinor starts screaming uncontrollably, thinking the zombies have found him. It takes some effort to calm him down, and still more to get a coherent story out of him. If the party can get Paldrinor talking, he describes what befell his crew and how the zombies are being created by a human-sized undead creature that roams the tunnels, seemingly looking for prey.

Paldrinor can show the characters the direction Kessell's attack came from, leading them back toward the temple about a half mile and then pointing north. He

refuses to leave his hiding place in the nexus unless the adventurers promise to escort him safely out of the mines. He's no good in a fight, and if the party encounters zombies with Paldrinor in tow, he starts screaming again and attempts to flee by whatever path he can find.

Scattered around the nexus is a wealth of mining gear, including picks, shovels, hammers and chisels, carts, and rations that have been sustaining Paldrinor for the last few days.

8. The Deep Mines

After the heroes venture into the deepest tunnels to the northwest of the nexus, it's not long before they attract the notice of Akar Kessell. The wight can smell the presence of the living in these otherwise dead tunnels, and he begins shadowing the characters, observing their movements. Kessell is curious about who has come looking for him and wary of facing anyone strong enough to have fought their way this far into the mines. He can't help but bait the adventurers, though, so as they wander through the tunnels, they hear Kessell's soft, ruined voice echoing from the dark, asking if they have come here to die. He alludes to his plans to turn Icewind Dale against itself, starting with the towns of Lac Dinneshere. He also taunts the party with veiled references to his past, asking, for instance, how the heroes imagine they can survive an encounter with someone who once brought all of Icewind Dale to its knees. (If you want to draw out this sequence, you can punctuate the taunts with one or two encounters with a handful of zombies or other mine denizens before the wight springs his trap.)

Much as Kessell enjoys bedeviling the characters, he doesn't intend to fight them himself. Instead, he attempts to lure them into **Kessell's trap***: a lair where a pair of giant spiders can attack with surprise before Kessell orders his zombies to join the fray. If the characters realize they're being led on or if they enrage the wight (perhaps by calling him out for being too scared to face them), Kessell loses his patience and commands his minions to attack immediately. In either case, he doesn't stick around to get caught up in the fight. He promises to make the heroes suffer at their next meeting and then flees through a series of passages that eventually let out onto the northwestern slope of Kelvin's Cairn. From there, he makes his way to safety.

Resolution: After Akar Kessell leaves the mines, the zombies, bereft of his influence, wander the tunnels aimlessly and are dispatched by the dwarves remaining in Kelvin's Cairn. If the party fails to drive Kessell out, the wight pushes farther and farther into the dwarven valley until most of the dwarves join his undead army. The only holdouts are Stokely Silverstream and his cadre, and maybe Baerick, depending on how the characters leave matters with him.

INTERLUDE: A SUDDEN SQUALL

This interlude is an interruption to propel the adventurers into Act 2 without allowing them to resolve everything in Act 1. It sends the message that there is more going on in Icewind Dale than they can handle all at once, and it should heighten their sense of urgency to deal with these threats as quickly as possible.

Timing: As the DM, you are the best judge of when to launch the interlude. This section assumes that the characters have had time to get at least somewhat involved in two of the three sections of Act 1, but not enough time to resolve all three.

This section presents three short interludes tied to the three villains. Normally, you'll run one of them to serve as a bridge from Act 1 to Act 2. If you need to steer the players back on course, you can use one interlude to yank their attention back to the material in Act 1 and another interlude to bridge them into Act 2. You might even decide to use all three interludes to keep up the pace of the adventure. It's up to you.

What Happens: The interludes assume that the heroes could focus on only one or two villains in Act 1, leaving at least one villain free to scheme unhindered. Essentially, the interludes present the consequences of the adventurers failing to complete one of the sections of Act 1.

Vaelish Gant: If Vaelish Gant's plans are unchecked, run "Fall of Bryn Shander" for the interlude.

The Ice Witch: If the characters have not yet opposed Hedrun the Ice Witch, use "Howls From the North."

Akar Kessell: If Akar Kessell remains in the dwarf mines, use "The Black Ice Spreads."

Reporting Results: When you reach the interlude, you can share your results with other Dungeon Masters running this adventure. If you're running the adventure as part of the D&D Encounters™ program, you're strongly encouraged to do so. The aggregate results from everyone running this adventure will be incorporated into future storylines about Icewind Dale and the North. Go to www.DungeonsandDragons.com/Sundering to report your results.

FALL OF BRYN SHANDER

If Vaelish Gant's schemes in Bryn Shander have come to fruition, he becomes a serious threat to the whole of Icewind Dale. Bryn Shander's citizens lose confidence in Du vessa and strip her of office. Gant steps in to help quell the uprisings and "rescue" Du vessa, for which the citizens elect



Vaelish Gant

him as their new speaker. Du vessa realizes too late that she's been played, and Gant is quick to silence or discredit any accusations leveled against him. With few allies remaining in Bryn Shander, the former speaker hires a few swords and quietly slips out of town to try to rally opposition to the wizard's coup.

Meanwhile, Gant's agents spread throughout Ten-Towns, and he starts taking steps to place some of the dale's most valuable resources under his control. He sends large, well-armed groups to mine the dwarven valley and plunder the tundra of meat and pelts.

If the adventurers are with the Elk Tribe, warriors rush to King Jarund to tell him that a group from Ten-Towns is slaughtering a herd of reindeer that the tribe considers theirs. Jarund sends a trusted warrior (Hengar, if he is still alive) with a band of warriors to investigate, and he asks the characters to go along and help mediate any dispute with the townsfolk. (If you need statistics for the Elk Tribe warriors, use the **Bear Tribe raiders*** encounter.)

Similarly, if the characters are in the dwarven valley, Dain Stokely receives word that a group from Ten-Towns has entered the mines at the south end of the valley and started digging. Stokely sends a **dwarf patrol*** and the adventurers to investigate.

When they arrive, the leader of the group of **poachers*** explains that the newly appointed speaker of Bryn Shander has allied Ten-Towns with the Arcane Brotherhood, and has sent them to set up operations on behalf of the trade alliance "for the benefit of all of the dale's inhabitants." What's more, the Rethnor agent says that Speaker Gant has authorized him to negotiate the sale of their lands (the dwarven mines or the Elk Tribe's open tundra), which the speaker will allow them to continue to live on as a token of goodwill. Naturally, the residents of the land will be required to pay a tax on any ore they take from the mines or game they hunt on the tundra. Of course, neither the dwarves nor the Elk Tribe barbarians want to do any such thing, and unless the adventurers do some quick talking, the situation escalates to violence.

In the course of the encounter, the Rethnor agent warns the dwarves or barbarians that Gant won't take no for an answer. He calls them fools for not accepting the wizard's offer of friendship, reminds them that the Arcane Brotherhood has a broader power base and deeper pockets than anyone in Icewind Dale, and warns that the next group Gant sends will be much larger, better armed, and instructed not to negotiate but to drive them from their land.

Regardless of the outcome of this encounter, the adventurers find that they are no longer welcome in Bryn Shander—the guards at the gate turn them away if they try to enter. Wherever they go next, they find evidence of Vaelish Gant's schemes in motion. Around Maer Dualdon, he is buying fishing boats from cash-strapped

fishers and town collectives, negotiating a share of the knucklehead trade as payment for allowing the fishers to continue using the boats. His agents are working in Good Mead as well, buying beehives that are in danger of failing in the long winter. Dougan's Hole is spared from his schemes, so far, but the towns around Lac Dinneshere are suffering the worst. The adventurers soon encounter a **displaced fisher*** who is fleeing the pirate activities on the lake as the situation there grows increasingly dire.

HOWLS FROM THE NORTH

If the Ice Witch has been unchallenged until now, she has become a terrible force. With the Tribe of the Bear firmly in her camp, the bones of Icingdeath raised as a skeletal terror, and Auril's favor secured with the sacrifice of Elk Tribe warriors, the witch launches a massive assault on the heart of Icewind Dale. The howling wind, a constant sound in the dale, grows even more intense as it comes down from the north ahead of the Ice Witch's forces.



Ice Witch

Packs of wolves (**wolf attack***) and yetis (**yeti attack***), angry bears (**bear attack***), and bands of **Bear Tribe raiders*** accompany another simulacrum of the witch and the animated skeletal remains of Icingdeath (**dragon and witch***) as they sweep into Ten-Towns. Wherever the adventurers are, they can't avoid being caught up in battle—or perhaps trapped in the besieged walls of Bryn Shander.

The fight against these monstrous dangers is a military matter, not something the characters can handle alone. That said, heroes always have a place in a conflict of this scale and importance. You can let the players choose their own course of action in the midst of the frenzy or have leaders such as Duessa Shane or Stokely Silverstream call on them to undertake a vital mission. Some examples are presented below, but feel free to improvise based on what the adventurers want to do.

Hunt the Ice Witch or Confront Icingdeath: The Ice Witch's simulacrum is part of the horde sweeping through the dale, and hunting it down is a suitably heroic task for the adventurers. Likewise, they might decide to take on the huge skeletal dragon excavated from Icingdeath's old lair and animated by the Ice Witch. In either event, they find the two together (**dragon and witch***) and can confront them in the midst of the battle. You can complicate this combat with other encounters (bear, wolf, or yeti attacks, or interference from the Bear Tribe).

If the simulacrum is slain, it turns into snow and scatters in the wind, leaving no trace.

Clear the Daledrop: The Ice Witch's forces spill into the dwarven valley along a narrow descent called the Daledrop. It is quite defensible, and the dwarves will

gain a much-needed respite from battle if the adventurers can fight their way up the Daledrop and keep it clear long enough for scattered patrols to come back to the valley and bolster the defenses. The enemies come in erratic waves as you see fit. You can use the Battlefield Encounters table on the DM screen to generate waves of foes and complications.

Buttress the Gate: While Bear Tribe warriors and fierce tundra yetis hammer at the North Gate of Bryn Shander, the townsfolk desperately try to reinforce it with anything they can find. If the adventurers try to help, the best aid they can provide is to stop the incessant pounding on the gate. They can go over the wall and drop to the ground in the midst of the press, driving the enemies back from the gate long enough for the defenders to strengthen it.

Rally the Refugees: Dozens of members of the Elk Tribe seek shelter in Ten-Towns ahead of the advancing horde. Weak and demoralized after the Bear Tribe's savage attacks, these barbarians offer little help in the defense of the towns. If the characters can rally them against their common foe, they might help to turn the tide of battle. This effort can be a purely diplomatic one, but the Elk Tribe warriors might be more likely to fight with heroes in their midst.

Aid Embattled Forces: Having finished off a pack of beasts or a party of barbarians, the adventurers spot a nearby group of allies that is surrounded by another threat. These allies might be a **dwarf patrol***, Elk Tribe warriors, or **town guards***.

Regardless of the characters' success in the interlude, the rise of the Ice Witch has lasting effects. The cult of Auril grows stronger in Ten-Towns and among the barbarians, and it will probably be a lasting influence in the north for years to come. Furthermore, the remaining people of the Elk Tribe settle in the cities of Ten-Towns as they did after Akar Kessell's first attempt to conquer the dale. Tension between them and the other residents rises and might erupt in violence at any time.

THE BLACK ICE SPREADS

If Akar Kessell is left unhindered in the dwarven valley, the fate of the dwarf community looks grim. Baerick Hammerstone's black ice spreads throughout the valley, and Stokely Silverstream flees the mines with a small group of dwarves who remain loyal. Corrupted dwarves carry black ice trinkets into Ten-Towns, spreading the vile stuff far and wide.



Akar Kessell

Depending on where the adventurers are when the interlude begins, they might have to deal with one or more significant encounters:

- ◆ Large numbers of dwarf zombies spill out of the mines and wander the area. Some stray near the towns, while others venture into the tundra. The characters might have to deal with two or more waves of zombie attackers (each a separate **zombie pack*** encounter) threatening the Elk Tribe or attacking travelers on one of the roads.
- ◆ Venturing too near the dwarven valley leads the characters to a confrontation with a belligerent **dwarf patrol*** (use the Halls of Black Ice patrol). The dwarves all carry black ice weapons.
- ◆ Within Ten-Towns, an encounter with a **band of ruffians*** points to the spreading influence of the black ice. The ruffians wear amulets or rings made of black ice, which have made them stronger and more aggressive.

This interlude need not be a single, discrete event. The encounters might take place over a span of a week or more as the adventurers pursue other leads around Icewind Dale. The prevalence of the black ice should eventually lead them to Lac Dinneshere, where tales speak of pirates sailing a ship whose keel is formed from the stuff. Also, the black ice makes the cultists of Auril more aggressive and violent, perhaps lending more urgency to the heroes' investigations into murders and disappearances around the region.

ACT 2: DEEPWINTER

As the interlude comes to an end, the adventurers are free to pursue whatever threats they deem most dire. If they follow up on leads from Act 1 and the interlude, they probably investigate Gant's activities in Easthaven (and the role of black ice in recent reports of piracy on the lake) or try to find where Akar Kessell went after he fled the dwarf mines. They might also want to pursue the threat of the Ice Witch, but at this point, they probably have no clear idea of her location. (If the characters insist on trying, you can skip to Act 3. The threats in Act 2 won't go away, and you can always come back to them later.)

The adventure assumes that the player characters can address both of the issues presented in Act 2—the pirates of Lac Dinneshere and the scheme of Davrick Fain.

PIRATES OF LAC DINNESHHERE

At Lac Dinneshere, the plots of Vaelish Gant and Akar Kessell collide—or coincide. Both of them focus on the volatile situation around Lac Dinneshere, where Easthaven's growth has put the uneasy agreements between Caer-Konig and Caer-Dineval onto even shakier ground.

Just before the start of the adventure, Baerick Hammerstone crafted a ship's ram from the black ice and sold it to Derrick Gaffner, a fisher of Caer-Dineval. Under the influence of the black ice, Derrick and his crew have become notorious pirates, attacking fishing vessels on Lac Dinneshere regardless of their town of origin and occasionally raiding the towns themselves. (See the *Campaign Guide* for more information about the pirates of the *Howling Fiend*.)

By inserting the black ice remnants of the Crystal Shard into that situation, Akar Kessell hopes to create such havoc and disorder around the eastern lake that he can establish himself as absolute ruler of Lac Dinneshere. From there, he plans to pursue the same dream that impelled him at the end of his life—to become the Tyrant of Icewind Dale. After the ram is in place on the *Howling Fiend*, he steps back and lets it work its mayhem, leaving the area for now.

Meanwhile, Vaelish Gant has sent Pyrse Auliff, one of his allies from Ship Rethnor, to infiltrate the pirate crew and steer its activities toward his own ends. Rethnor agents in Caer-Konig and Caer-Dineval have begun a variation on the theme used in Bryn Shander: agents offer to sell “protection” to private craft owners and town fisher collectives in the form of supposedly magical wards. For those who pay, the agents paint large, elaborate (but meaningless) symbols on the boats, and Pyrse ensures that the pirates don't attack boats thus warded.

As Act 2 begins, Gant has decided to expand this operation to Easthaven, and Pyrse has convinced the pirate captain, Derrick the Drownder, to launch a massive attack on the town's docks. Gant, meanwhile, uses agents from Ship Rethnor to get messages to Pyrse.

Getting Here

A number of events in other parts of the adventure might point the characters to Easthaven or the pirates:

- ◆ If they discovered Akar Kessell in the dwarven mines in Act 1, they heard him gloat about the spread of the black ice to Lac Dinneshere.
- ◆ If they drove Vaelish Gant out of Bryn Shander in Act 1, he taunted them with suggestions that his schemes are already unfolding around Ten-Towns, with Easthaven about to feel his wrath.
- ◆ Conversations with town speakers or merchants in any part of the adventure, including random encounters as the heroes travel around Icewind Dale, can call their attention to the difficulties in the towns around Lac Dinneshere. If Bryn Shander fell in the interlude, complaints about the situation on Lac Dinneshere are particularly loud. And if the black ice spread far and wide, tales of pirates who sail a ship with a keel made of the stuff are also widespread.

Easthaven

See the *Campaign Guide* for an overview of Easthaven. On the 3rd of Marpenoth, Derrick the Drownder launches an attack on the town. You can adjust the exact timing of this attack based on the players' actions and the pacing of your game. It might occur right as the adventurers arrive in Easthaven, or it could come a day or two later, after they've gotten their bearings in the city (and possibly befriended key people such as Speaker Danneth Waylen or Rurden the smith). If the characters go to Caer-Konig or Caer-Dineval without stopping in Easthaven, they might hear about the attack second-hand—or you might interrupt their journey by telling them they see smoke rising from Easthaven.

If the adventurers ask around town about Vaelish Gant after driving him out of Bryn Shander, they learn that he is staying at the White Lady Inn. He is not in his room when they come looking for him, and the pirate raid (see “Raid on the Docks”) should interrupt any attempt to wait for him. Speaker Danneth Waylen constantly hurries them to stop the pirates. If the characters refuse to move on with the adventure before dealing with Gant, see “Confronting Vaelish Gant” (page 25).

WHAT IF DERRICK DIES?

If the party manages to take down Derrick in the initial raid on Easthaven, the fight's not over. Any remaining pirates immediately retreat to their boats and attempt to make it back to their hideout. Presuming Derrick dead, Pyrse takes over as captain of the *Howling Fiend*, directing the pirates' attacks with far more cunning than his predecessor.

Meanwhile, if the characters captured Derrick alive, he readily volunteers information about Pyrse to save his own skin (having suspected the man all along and now convinced he was sold out). Derrick tries to conceal his relationship with Creedon, hopeful that the ferryman can still be of some use to him. If the characters ask about the location of his ship or hideout, Derrick instead offers to take them there, hoping that once they arrive, his crew will rescue him. (He'd also relish the chance to put a knife in Pyrse's gullet for supposedly betraying him.) Derrick doesn't reveal the hideout's location even under threat, instead reminding the characters that the remaining pirates will avenge the loss of their captain if the party doesn't take him up on his offer.

Raid on the Docks

This part of the adventure begins with a **pirate raid*** on the town of Easthaven. About twenty pirates, led by Derrick the Drownder, have sailed up to the Easthaven docks in the *Tundra Hawk* and the *Silversprit*, a pair of boats captured from Caer-Dineval. (Derrick left the *Howling Fiend* back at the hidden cove, along with Pyrse and the rest of the pirates.) The dockworkers don't realize the boats have enemies aboard until the pirates leap onto the docks and start attacking.

The adventurers can hear the commotion on the docks; if they delay in responding, they see smoke rise from where the pirates have set fire to some houses. The pirates' main objective is Rurden's Armory, which holds an ample supply of weapons and armor. (See the *Campaign Guide* for more information about Rurden and his shop.)

Unfortunately for the town, most of Easthaven's guards and sellswords are out on the lake when the attack takes place, strategically hidden among the fishing fleet in a ploy to turn the tables on the pirates when the *Howling Fiend* next strikes. The pirates were tipped off to the plot by the ferryman, Creedon, and formulated the surprise raid to capitalize on the town's lack of defenses. As the pirates make their way toward the arsenal, a handful of brave citizens take up whatever weapons they can find and try to fight off the raiders, but they're no match for the preternaturally strong and bloodthirsty pirates. Rurden puts up a noble fight, but the dwarf is knocked unconscious. Unless the party stops them, the pirates succeed in raiding the armory and escaping back to their hideout with ample equipment.

In the wake of the attack, the adventurers might want to talk to Rurden or any captured pirates, and Speaker Waylen is very interested in meeting with the heroes who so ably defended the town.

Rurden the Smith

The inside of Rurden's Armory is in shambles when the pirates are through with it, and Rurden lies unconscious in a pool of blood near one of the walls. He gave at least as good as he got before sheer numbers overwhelmed him: three pirates lie dead inside the shop.

If an adventurer brings Rurden around (by healing his wounds with magic or stabilizing him and giving him a few hours to recover), the dwarf describes the assault from his perspective. Most of his information is self-evident—the pirates poured into his shop through the front and back doors, and some of them kept him busy while the rest carried off armloads of weapons and armor.

Rurden also has two pertinent pieces of information. First, he reports that an “oily sort o' man from down Luskan way” came to his shop just three days ago. Trying to scare Rurden with the vague threat of the pirates on the lake, this fellow said he could protect the armory

from such dangers in exchange for a large quantity of weapons. The dwarf believes that this Luskanite is in league with the pirates, but he hasn't seen the man since.

Rurden also overheard a snippet of conversation that can point to the identity of the pirates' informant in town. As a pair of pirates carried out weapons, Rurden recalls, one of them said, "The ferryman didn't steer us wrong, did 'e?" The other replied, "Didn't tell us the dwarf was such a fighter, though. He's worse'n a tundra yeti, an' twice as mean." (It's possible that Rurden invented that last part.) Anyone in the town can identify Creedon as "the ferryman" in question.

Captured Pirates

If the heroes capture one of the pirates from the raid on the Easthaven docks, they might be able to interrogate the captive—but it won't be easy. The black ice has twisted most of the pirates' minds to the degree that getting any useful information out of them is a difficult task, since threats of pain and death are not necessarily effective. Even if the adventurers get one of the pirates to talk, none of them other than Derrick knows Creedon's name. Most just know him as "the guy from Easthaven," though some know that he's the ferryman, and all of the pirates can identify him on sight. They know that he provides them with current information about activities in all three of the coastal towns and helps the captain identify targets for their raids.

The pirates don't know anything about a Luskanite threatening Rurden before the raid. They think Pyrse is from Caer-Konig, and they don't know that he works for Vaelish Gant.

Speaker Danneth Waylen

If they helped drive the pirates off, the adventurers earn the gratitude of Danneth Waylen, who offers to put them up at the White Lady Inn. Even if the characters didn't intercede, their reputation soon brings the speaker around to ask whether they might be willing to help put a stop to the pirate menace, offering 500 gold pieces as a reward if they succeed.

If the party agrees, Danneth outlines a few possible courses of action: discovering whether the pirates have an informant, which he is sure they do (see "The Informant"); locating the pirates' hideout (see "The Hidden Cove"); or luring the pirates into a confrontation on the lake (see "Battle on the Lac"). The following sections elaborate on these possibilities, although the characters don't need to do each one and might have their own ideas about how to deal with the pirates.

If the adventurers drove Vaelish Gant out of Bryn Shander in Act 1, they might wonder if Danneth Waylen knows anything about Gant. The speaker heard about the incidents in Bryn Shander, but he is too preoccupied

with the pirate raids to care about the wizard and brushes off the questions.

The Informant

The informant is Creedon Connelly, the ferryman, whom the party might be able to identify in several ways. The easiest is the report of Rurden the smith, who overheard two pirates discussing the information provided by "the ferryman." If the characters don't learn this from Rurden, they might be pointed toward Creedon by a captured pirate or by asking around town about unusual shipments or movements of goods. Creedon ferries a lot of merchandise that belongs to other people. Lately, though, he's been buying supplies in bulk to deliver to the pirates, and although the goods themselves aren't suspicious, a few of the local merchants have wondered about the size and frequency of his purchases. Finally, asking around about the Luskanite who threatened Rurden also points the adventurers to Creedon—he deals with many travelers.

If the party confronts Creedon, he caves easily, revealing that the pirates forced him to become their accomplice after capturing him on the lake (a lie he hopes will win him merciful treatment for his complicity). He tells the characters everything he knows, including how to find the hidden cove, though he refuses to accompany the party there—he is (rightly) afraid the pirates will kill him on sight if they suspect him of betrayal.

If the party tells Danneth about Creedon's treachery, the speaker insists that the ferryman be hanged for his crimes. If Danneth believes that Creedon was coerced by the pirates, the speaker allows him to bequeath his "blood money" to his wife before he meets justice; otherwise, Danneth donates it to families who have lost their kin to the pirates' attacks.

Caer-Konig and Caer-Dineval

The pirates' activities have not been limited to Easthaven. The fishers of the other towns on Lac Dinneshere have suffered greater losses, and the pirates have raided both of the smaller towns before their assault on Easthaven. If the adventurers decide to visit Caer-Konig or Caer-Dineval, they might gather additional information from the speakers of those towns.

Caer-Dineval is about eight miles from Easthaven around the western shore of the lake. A rough path runs between the two towns, but the harsh winter has left it heavily covered with snow, making the journey a full day's walk. Caer-Konig is another three miles beyond Caer-Dineval. While the adventurers are on the journey, check for random encounters using the Eastway Encounters table on the DM screen.

Fishers in both towns grumble about the pair of Luskanites who have been trying to extort protection money out of them recently. A few boats are painted with elaborate sigils, supposedly magical wards that guarantee protection from pirate attacks. These boats belong to private owners who agreed to pay the Luskanites. They transferred ownership of the vessels to the extortionists and now pay a modest monthly "rent" to continue using the boats.

The speakers of both towns confirm that these Luskanites approached them with a similar deal for boats that belong to the towns. Both speakers refused, although Alden Lowell is reconsidering his decision.

Speaker Crannoc Siever: The speaker of Caer-Dineval blusters with rage when asked about the pirates. He has good reason to be angry: he used town funds to pay for a significant portion of the black ice ram that adorns the bow of the *Howling Fiend*, and he feels betrayed that the ram is now being used against the people of Caer-Dineval. Crannoc knows the name and history of Derrick Gaffner (as described in the *Campaign Guide*), up to the point where the black ice corrupted him.

Speaker Alden Lowell: The speaker of Caer-Konig is curious to know Crannoc's response to recent events, and he reiterates everything the adventurers tell him they heard from Caer-Dineval's speaker. However, he also knows that the extortionists (**Ship Rethnor thugs***) are currently staying in the Northern Light inn in his town.

Lac Dinneshere

If the adventurers run out of things to do on land, they might head out onto the lake and try to confront the pirates there. After all, putting a stop to the raids probably entails a showdown with the pirates, either at their hideout or on board the *Howling Fiend*.

The Hidden Cove

If the characters don't have information or a guide to lead them to the hideout, simply finding the pirates is quite a challenge. The hidden cove is concealed from the view of passing boats by natural rock formations. It's difficult to spot even when passing close by, and approaching in anything larger than a rowboat risks running aground on the cove's shallow rocks (the pirates and Creedon have navigated the cove enough times to know how to avoid the rocks). Worse, if the party hasn't discovered Creedon's complicity, the treacherous ferryman is likely to be the one who takes the group on its tour of the lake, and he stays far enough from shore to keep the characters from spotting the cove's entrance.

Circling the lake to approach the hideout on foot is a fairly sure way of finding the pirates, but this method has its own drawbacks: the extra time involved in traveling through rough terrain, and the possibility of more dangerous encounters.

After the adventurers locate the hideout, they find themselves up against the entire **pirate crew***. The pirates' numbers are probably overwhelming in a straight-up fight, so the characters might need allies or a clever strategy to come out on top. Finally, if the pirates have reason to expect the party's attack—perhaps having been warned by Creedon—they set up an ambush, rigging the area around the camp with snares and keeping half their numbers hidden in the forest nearby.

The cove is a roughly circular harbor, about 200 feet across, almost completely encircled by high rock outcroppings. Inside, the cove is sheltered from the howling wind, and a frozen beach about 20 feet wide provides space for the pirates to set up tents and light fires for warmth. The pirates have two pairs of guards posted at the edge of the cove to watch for anyone approaching over the tundra, and the rest are quick to notice any boat entering the cove from the lake.

Battle on the Lac

If the party manages to lure the pirates into a **fight on the lake*** (perhaps by posing as fishers and sailing in a marked boat), the odds are more even. If the fight goes poorly for the pirates, Derrick tries to sail back to the hideout to regroup; if captured, he bargains for his life by offering to show the party the hideout's location.

In any case, if the adventurers go to the hideout, they encounter the remainder of the **pirate crew*** there, including Pyrse. If the party doesn't press on to the hideout, the pirates there eventually disband after hearing that Derrick was defeated and the *Howling Fiend* taken. Pyrse, meanwhile, communicates the developments to Vaelish Gant, who might send him to aid a fellow agent elsewhere in Ten-Towns or make further trouble for the characters in another way.

Seizing the Howling Fiend

Being aboard the *Howling Fiend* for even a few moments makes characters feel edgy and irritable, thanks to the influence of its black ice ram. If the adventurers are foolish enough to claim the vessel as their own and sail it, they quickly succumb to the black ice's influence and take a marked turn toward evil. How you deal with this situation is up to you—if you're comfortable running a campaign where the adventurers have become marauding pirates in Icewind Dale, go with it. Otherwise, you might want to have the players start new characters, or urge them to get off the vessel before their corruption is complete.

If the characters want to destroy the ram, their best bet is to load it on a wagon and take it to Baerick Hammerstone's forge in the dwarven valley (see page 15), although any forge—heated to the proper temperature—can melt the black ice. Of course, they can also let it sink to the bottom of Lac Dinneshere, but it might still cause trouble from there.

Confronting Vaelish Gant

With his plots in Bryn Shander and Lac Dinneshere foiled, Vaelish Gant is no longer a major threat to Ten-Towns. But if the adventurers failed to oust him from Bryn Shander in Act 1, he might remain an influential presence in Icewind Dale. Unlike the other two villains in the adventure, dealing with Gant might not be as simple as barging into his lair, weapons bared and spells at the ready.

Under pressure from the characters, the Rethnor extortionists in Caer-Konig or Pyrse on the *Howling Fiend* can reveal that they take their orders from Vaelish Gant, and they know his current whereabouts. If the characters ousted him in Act 1, he is staying at the White Lady Inn in Easthaven; if they did not, he is still in Bryn Shander.

Bringing **Vaelish Gant*** to justice requires finesse. He doesn't attack the adventurers—otherwise, they could plead self-defense after killing him. If they attack him, he tries to escape to a public place (possibly teleporting from his room to the street) so that witnesses will see him fleeing from mad killers. If the characters collect evidence about his criminal activities in Bryn Shander, his extortion attempts around Lac Dinneshere, and his connection to the pirates, it is fairly easy to convince Speaker Waylen to convict Gant, sentencing him to exile, hard labor, or perhaps death by exposure.

If the heroes defeat Gant in battle, they can retrieve the staff he stole from Blackstaff Tower in Waterdeep. He might also attempt to use the staff to bargain for his life.



Vaelish Gant

FANGS OF THE FROSTMAIDEN

Capable of swallowing an elk whole, a remorhaz is an enormous worm-like creature native to the coldest regions of the world. Nearly forty feet long, with dozens of insectlike legs, a remorhaz hunts elk, reindeer, polar bears, frost giants, and even young white dragons, and it eats any living thing it comes across in the frozen wastes it calls home. The intense heat generated inside its abdomen can melt metal weapons that strike its back. Among the Reghed tribes, nothing—except perhaps a dragon—is more feared. Some people of Icewind Dale believe that the appearance of a remorhaz is a clear sign of Auril's wrath, even more than biting winds and endless blizzards.

Perhaps their superstition is grounded in fact. Davrick Fain, proprietor of the Nine Knuckles resale shop in Bremen and leader of the cult of Auril in Ten-Towns, has concocted a plot to unleash a remorhaz upon the region.

Ten days ago, Rycher, a local "wild man" who lives on the edge of civilization, secured a remorhaz egg. (Minutes before, the mother had been killed by a white dragon, and her body was still keeping the egg hot.) Rycher brought the egg to Davrick Fain, who began working on a plan to hatch it and unleash the monster on the inhabitants of Ten-Towns. With Rycher's assistance, the cult leader has laid the groundwork to tame the beast when it hatches and bind it to his will. Then Davrick Fain will wait for several months for the creature to grow large enough to be a serious threat.

Getting Here

Several events in other parts of the adventure might point the party toward Lonelywood and the activity of Davrick Fain in the area:

- ◆ Wherever the adventurers happen to be, they hear of a foreign merchant or recent arrival disappearing overnight—and a helpful local warns that they might be the next victims of the "crazed folk" who worship Auril. Ever since "that Davrick Fain" began his apocalyptic preaching about Auril's wrath, acts of random violence have become more common, and many folks blame them on desperate people seeking to appease the Frostmaiden. A town speaker might hire the characters to find evidence that the missing person was slain and bring the killers to justice.
- ◆ If the Ice Witch's forces attacked in the interlude, Auril's cult is growing rapidly and attracting some high-profile members, including the speakers of Dougan's Hole, Lonelywood, and Caer-Konig. Cult activity rises, more and more outsiders disappear, and a group



Ice Witch

of **cult assassins*** might attack the heroes wherever they are.

- ◆ If the black ice spread in the interlude, the cult doesn't grow in size, but it does grow in aggression and violence. People don't simply disappear—they are found brutally murdered.
- ◆ If the adventurers have made friends with the dwarves of Kelvin's Cairn, a dwarf tells them about a pair of white-furred cats that have started hunting on the southern slopes of the mountain. The dwarf suspects the cats are living in a cave on the mountainside somewhere. Further, the dwarves have spotted a thin plume of smoke rising from that area of the mountain.

Whether the characters start their investigation with the cave on Kelvin's Cairn, the missing persons in Ten-Towns, or the plots of Davrick Fain, they soon find that they are tugging on one of several interconnected threads.

Nine Knuckles

Player characters who are suspicious of Davrick Fain and the cult of Auril, or who talked to Rycher in the verbeeg lair (see "The Wild Man," below), might decide to hunt down the cult leader in Bremen. If the adventurers first pursued other threads after the interlude (such as the pirates of Lac Dinneshere), Davrick Fain is long gone by the time they come to look for him in Bremen, already having joined Rycher in the verbeeg lair. If the characters start investigating these events immediately after the interlude, Fain is still operating his shop in Bremen.

Just about everyone in Ten-Towns knows that the man preaching apocalyptic news of Auril's wrath is a merchant from Bremen. Most of those living in the towns around Maer Dualdon know that he runs the Nine Knuckles, a resale shop with high prices.

If the adventurers find Davrick Fain in his shop, he greets them civilly, as potential customers. If they become confrontational or threaten him with violence, he tries to move the conversation outside, in front of as many witnesses as possible. He boasts of his devotion to Auril, claiming to have experienced "her embrace." (See page 53 in the *Campaign Guide* for more about him and his beliefs.) He protests his innocence regarding any crimes and reveals nothing about the remorhaz egg.

If Davrick Fain has already left Bremen by the time the characters come looking for him, they find Nine Knuckles in the care of a shopkeeper named Gemp, who explains that Fain has left town, heading east to Targos or maybe Bryn Shander. Gemp is not a devotee of Auril and has no particular insight into Fain's plans. He expects Fain back within ten days.

Missing Persons

The adventurers might decide to investigate outsiders who have gone missing in any one of the ten towns. Anywhere they go, the story is the same: a traveler came to town, secured a room in the inn or took shelter in a stable, and was never seen again. Some bodies have been found, usually frozen to death just outside of town. Others are presumed drowned in one of the lakes. A few, like Hengar in Bryn Shander, have been accused of crimes and publicly sentenced to die of exposure—particularly in Lonelywood and Dougan's Hole, where the speakers are sympathetic to the worship of Auril.

The quickest way for the characters to confront the perpetrators of these crimes is to make themselves targets, which they can do by simply asking too many questions about the disappearances and murders. If the party makes too much noise about the missing persons, Auril, or Davrick Fain, soon enough a group of **cult assassins*** tries to attack the nosy heroes while they sleep.

If the fight goes poorly for the cultists, they try to flee and warn Fain. If captured, the cultists break easily and confess to the murders. The cultists show no remorse for their actions, maintaining that the party should be thankful. *"They died that the rest of us may live. Only the strong survive the coming of winter—it is Auril's way."*

The Wild Man

The man who brought the remorhaz egg to Davrick is a rugged human named Rycher, who keeps to himself in a cave on the west face of Kelvin's Cairn, overlooking Bremen's Run. Rycher is one of the dwindling number of humans in Icewind Dale who can trace their lineage back to the first explorers to visit the region. Like his father, who raised him, Rycher mostly avoids civilized life, believing that those who reside in Ten-Towns have sacrificed the liberties that drew people to Icewind Dale in the first place, and that life in the wild is a truer expression of what it means to be human. The few people in the small towns around Maer Dualdon who have reason to interact with him—merchants who trade him steel or medicine for the pelts and meat he brings—call him the Wild Man.

Rycher first met Davrick on one of his infrequent visits to Lonelywood. The simple kindness Davrick extended to him that day, and the respect he showed for the Wild Man's way of life—combined with a shared sentiment that the people of Ten-Towns were too complacent in believing themselves safe from the forces of nature—won Rycher's trust. Since then, the Wild Man has done favors for Davrick in exchange for small gifts, such as a new hunting knife or an open tab at the local taproom. Naïve to the ways of the civilized world, Rycher doesn't understand that he's being duped by the shrewd

cult leader. Rycher is as loyal as a hound, and he does Davrick's bidding without question.

Rycher is a cunning hunter with a way of handling—if not quite taming—beasts. He shares his cave on Kelvin's Cairn with a pair of white-furred crag cats, beasts feared throughout the Frozenfar. While Rycher stays in the verbeeg lair, tending the egg and waiting for Davrick, he leaves the restless cats on their own to hunt for prey on the mountain slopes and in Icewind Pass. With the early, harsh winter, game is scarce, and the cats range farther and farther from Rycher's cave in search of food.

The adventurers might hear from the dwarves of the valley or from people in Caer-Konig or Termalaine that these two crag cats are wandering close to civilization. The dwarves can steer the characters to the general location of the verbeeg lair, betrayed by the smoke rising from the fire that keeps the egg warm. Alternatively, the cats might attack the heroes as they travel toward Lac Dinneshere for another reason.

Pursuing the fleeing cats after an ambush on the road, searching for their tracks near where they have been seen, or scouring the mountainside for signs of their passage can all lead the adventurers to the verbeeg lair.

The Verbeeg Lair

This excavated complex on the slopes of Kelvin's Cairn was home to Akar Kessel's giant minions during his first attempt to conquer Icewind Dale. The verbeegs (more intelligent cousins to ogres and hill giants) of that time are long gone, but one young giant has moved back into the old lair with a band of goblins.

Davrick Fain's demonstration of Auril's power cowed the goblins and convinced the verbeeg to consider an alliance with the cult leader. Now the giant, the goblins, and a handful of devotees of Auril guard Rycher and the remorhaz egg, keeping a fire constantly burning in the kitchen to warm the egg. Secretly, Davrick Fain plans for

them all to serve as the remorhaz's first meals, strengthening the beast for the carnage ahead.

The verbeeg lair is described and mapped in the *Campaign Guide*.

Front Entrance

Letting out onto the mountain's southern face, the main entrance is the most accessible way into the lair. It's not immediately evident, though, shabbily concealed by a screen of dry brush. If the characters come up the slope looking for the lair, they will probably spot (or be spotted by) the **goblin guards*** outside the main entrance before they notice the entrance itself. The goblins attack the party on sight, raining missiles down from afar while taking cover behind the rocks. The guards fight fiercely but attempt to flee into the lair if the fight turns against them.

Barracks

The barracks are where the goblins live and spend most of their time when not on guard duty. Incurious and cowardly, they don't respond immediately to sounds of fighting outside. If the adventurers do not proceed quickly into the lair, half of the **barracks goblins*** come outside to investigate one minute after the first sounds of combat, having been roused by the verbeeg. The rest remain inside the barracks, ready to repel any intruders, while the verbeeg lurks down the side passage. If the heroes sneak past the exterior guards, they can surprise the goblins in the barracks, with the verbeeg coming to investigate the clamor in the third round of combat.

The barracks is filled with mounds of untanned animal hides that the goblins use for bedding, as well as piles of rotting food and filth. Any furniture that once was here has been chopped into kindling for the small hearth fire, which lights the room and takes a slight edge off the chill.

Captain's Quarters

This suite of chambers belongs to the **verbeeg giant***, Dardo, who styles himself the captain of this ragtag band. The anteroom is bare, watched by two additional **goblin guards*** who are under strict orders not to aid their fellows at the main entrance or in the barracks, but instead to alert the captain at the first sign of a disturbance.

In the "sleeping room," Dardo sleeps on a heap of moldering summer grass covered with furs. He is a heavy sleeper, and if the lair is disturbed at night, it takes the goblins 1d4 + 1 rounds to wake him. When he awakes, he sends the goblins to assess the situation so he can decide whether to confront the threat or to escape out the secret door.

FINDING DAVRICK FAIN

If Davrick Fain is not in the verbeeg lair when the adventurers arrive, he is still in his shop in Bremen (see "Nine Knuckles," page 26), and they can confront him there. If they reveal that they have found the remorhaz egg, he flies into a rage and calls down Auril's curse on them. He attacks them on the spot, justifying the characters' use of violence in self-defense. Still, the speaker of Bremen would prefer to have Fain arrested and brought to trial rather than killed in the street.

Down a short hall is a small room where Dardo keeps the rest of the treasure he has amassed. A few large sacks hold 2,360 sp, 328 gp, and five gems worth 10 gp each.

A secret door in the bedchamber's wall lets out onto the mountainside, providing an avenue for escape if the lair comes under attack. The verbeeg does not hesitate to use this secret exit if an encounter turns against him. Finding the door from the inside or the outside requires a successful hard Intelligence check to search, although after it's discovered, the door can be opened easily—it's neither locked nor trapped.

Main Hall and Storage Rooms

The lair's main hall is lit by a soft blue, magical light near the end of the passage. The chambers off to either side were originally built as storage rooms, although Davrick Fain's loyal **cult assassins*** use four of them as sleeping quarters. These rooms have crude pallets laid out on the floor, with scant personal effects tucked into satchels in the corners.

The remaining storage rooms hold an assortment of broken furniture and ruined supplies. A few show signs of having been animal lairs at one point, with dirty nests and frozen spoor scattered among the detritus. The lair's serial residents have combed through the supplies dozens of times, leaving little of use. Still, the party might find something of use or value hidden in a forgotten nest.

The cultists spend as little time as possible in their dingy, smelly rooms, preferring to socialize in the dining area when they aren't sleeping.

Dining Room

When the **cult assassins*** aren't resting or out on missions, they spend most of their time in the lair's dining room, eating, gambling, joking, and sparring. The room is adorned with a long table flanked by trestles and is lit by whale-oil lamps in sconces along the walls. A long tunnel framed with wooden struts runs off to the side, leading to the scrying room. The kitchen has a pair of hewn stumps that serve as work tables and a large hearth lit with a roaring fire.

If the party intrudes on this area, the cultists leap to the attack. Any cultists that are resting in their quarters off the main hall respond to cries for help in the fourth round of combat. The cultists use careful tactics to attempt to flank their adversaries, split the party between the two rooms, and draw the fight down the main hall if reinforcements are available there. If the fight goes against the cultists, they attempt to break off the engagement to warn Rycher or the verbeeg in his quarters.

Kitchen

The contents of the kitchen depend on whether Davrick Fain has come to the lair yet. If the adventurers began

this part of the adventure immediately after the interlude, Fain is still in Bremen. Otherwise, he is here.

If Fain Is Not Here: The kitchen is **Rycher's lair***, where he constantly tends a fire in the oven and keeps an eye on the remorhaz egg within. The goblin guards at the back entrance are tasked with keeping an eye out for danger and bringing him wood, usually from the smashed furniture in the storage rooms.

If the adventurers followed the crag cats to the lair, Rycher is tending to their wounds (and might have had time to heal them to full hit points). Otherwise, there is a 50 percent chance that the cats are in the cave when the party arrives.

Rycher is not immediately hostile unless the characters attack him or his cats. He might initially assume that they are fellow survivalists, and although he doesn't welcome competition for furs, he respects such people more than he does the "soft" residents of Ten-Towns. If the adventurers converse with him, he shares what he knows about Davrick Fain but says nothing about the remorhaz egg—Fain has impressed on him the importance of keeping the egg a secret. Asked where to find the cult leader, Rycher says that he thinks Fain is still in Bremen, and he isn't willing to say where Fain might be going next.

The kitchen contains the simple effects of someone who lives off the land. Rycher's bed is a heap of furs, and all his worldly possessions are stored in or attached to the large backpack he wears everywhere he goes. Those goods include nine foothold traps in three different sizes (appropriate for otters, wolves, and bears), a tinderbox and iron pot, a set of four skinning knives of various sizes, a tinderbox, 30 feet of hempen rope, a tin bucket, a spool of fishing line, a collection of metal and ivory hooks, sewing needles and thread, a miner's pick, and a pouch of dried meat.

If Fain Is Here: The kitchen is the **remorhaz lair***, where Fain and Rycher struggle to bring the young remorhaz (already the size of a dwarf) under control. Their efforts are quickly aborted when the adventurers arrive, at which point Fain tries to put the intruders between himself and the remorhaz while Rycher prods the creature to attack the characters.

Back Entrance

The verbeeg lair has a back entrance that comes off the kitchen and lets out onto a small ledge that drops onto the mountain slope. The back entrance isn't intentionally concealed from view, but it's tucked into an inaccessible rill of the mountainside. The characters aren't likely to notice it on their approach unless they specifically circle around to look for other entrances or they're tracking Rycher's cats, and even then, reaching the ledge requires a successful moderate Strength check to climb up the broken mountainside.

A group of **goblin guards*** watches the back entrance, although unless they're under scrutiny, the goblins' idea of "guarding" is to poke their heads out the door every so often. At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have dismissed the goblins and set three bear traps in the cave entrance, but only if his two cats are safe with him inside the lair.

Scrying Room

This room has a single furnishing—a silver-rimmed mirror about three feet tall, held at face height by a wrought-iron stand. This is Akar Kessell's scrying mirror, formed from the essence of the Crystal Shard, which Kessell used long ago to communicate with the verbeeg leader, Biggrin. Now it is linked to a similar mirror within the Ice Witch's Black Ice Tower so Davrick Fain can communicate with Auril's Chosen.

A character who examines the mirror can determine, with a successful moderate Intelligence check relating to arcane lore, that it has properties of communication and transportation. (It also radiates a strong aura of divination and conjuration magic.) With a successful moderate Charisma check to use this magical device, a character can see into the Audience Hall in the Ice Witch's tower. Looking through the mirror for more than a few moments brings Hedrun to her side of the mirror, where she can see the character.

A second successful moderate Charisma check allows the character to open a portal to the location of the matching mirror. Adventurers who enter the portal appear in the temple of the storm in the Ice Witch's tower. See the description of that room on page 30.

If the characters are successful, they might claim the scrying mirror for themselves. The mirror is a powerful item, but retaining possession of it is hazardous. Like the black ice, the mirror carries the taint of the Crystal Shard, and prolonged possession of the item begins to twist the user's mind.

ACT 3: THE CLAW OF WINTER

On the Sea of Moving Ice, the Ice Witch sits in her tower of black ice, directing her army of beasts, barbarians, and cultists against the people of Icewind Dale in Auril's name. If the dale is to be spared the bleak fate of unending winter, the party must confront the witch in her tower.

GETTING HERE

Eventually, the situation in Ten-Towns becomes so bleak as to demand action. The increasing frequency of beast and barbarian attacks, along with the heightening fury of the winter storms, makes it obvious that the people of Ten-Towns will perish if they do not capitulate to the Ice Witch or stop her once and for all. If the party does not take up the task of its own accord, the council of Ten-Towns, King Jarund of the Elk Tribe, or Stokely Silverstream of Kelvin's Cairn (or all three) declare war on the witch and ask the adventurers to be their champions. Without heroes at the forefront, they believe, any struggle against the Ice Witch is doomed to failure.

By now, the characters or their allies have probably figured out that the manifestations of the Ice Witch they have faced and defeated are magical constructs, not the witch herself. The trick, then, is to find her true form and deal with her for good. Clues throughout the adventure point to her tower's location on the Sea of Moving Ice (or at least in the far north), culminating in the scrying mirror in the verbeeg lair, which not only reveals the tower but allows easy transport to it.

Without the use of the mirror, the heroes must trek about twenty miles across the tundra. Depending on your preference, you can gloss over that journey, roll random encounters on the tundra, force the adventurers to sneak through masses of Bear Tribe warriors and packs of beasts, or let them lead hundreds of warriors of their own against these dangers, though no army will follow them across the dangerous floes of the Sea of Moving Ice.

SEA OF MOVING ICE

The last stage of the journey is the most dangerous: navigating the Sea of Moving Ice to reach the witch's tower. The sea itself seems intent on blocking the adventurers' progress. For example, as they walk across one iceberg, another smashes into it, tilting it or shattering it; as they paddle a kayak across the churning waters, two great icebergs lurch together; or what they take to be a solid sheet of ice breaks beneath their feet, plunging them into the icy water. The Sea of Moving Ice Encounters table on the DM screen presents several potential obstacles for the adventurers, detailed in the download packet.

The characters and key NPCs (such as Hengar or Helda) can cross the Sea of Moving Ice if they are skilled and persevere, but no additional force will dare. If the characters led Elk Tribe hunters or Ten-Towns militia soldiers across the tundra, those warriors stop at the edge of the sea and wish the adventurers the best of luck. They might help the characters secure or build kayaks, but they won't—indeed, can't—follow across the sea.

How the adventurers reach the tower is up to them. They can build kayaks, barter with a friendly group of hunters, or use rope, spikes, and physical prowess to cross from iceberg to sheet ice to island. The challenges depend on whether they travel by foot or by boat, but the journey is possible either way.

TOWER OF THE ICE WITCH

From the outside, the Ice Witch's tower resembles a great black spike jutting up from the icy sea, jagged and draped with snow. Hedrun raised it from the surface of the iceberg using only a small seed of Baerick Hammerstone's black ice, brought to her by Akar Kessell, and created a fortress reminiscent of Cryshal-Tirith. One difference between the witch's tower and the original is that the entrance to the black ice tower stands wide open—as Auril commands all buildings should be—to let the winter winds inside.

See page 55 of the *Campaign Guide* for an overview and map of the Ice Witch's tower.

Audience Hall (Level 1)

Upon passing through the pointed black archway, the characters come to the tower's audience hall. Two rows of columns stretch down the length of the room to a flight of steps on the far side. At the top of the steps is a landing that holds a small throne, beside which is the mirror that allows the Ice Witch to communicate with Davrick Fain in the verbeeg lair. More stairs rise to the left and right of the throne, ascending along the wall to the level above. The columns, stairs, and throne are carved of black ice, and the chamber is lit by torches that burn in sconces set around the walls, casting a latticework of shadows between the rows of pillars.

The Ice Witch almost never deigns to visit this chamber, instead leaving **King Günvald*** of the Tribe of the Bear in charge of sending barbarian raiding parties against the towns. Günvald appreciates that he has been allowed to maintain a nominal position of authority in the Ice Witch's army, though he chafes at having to stay in the tower while his warriors range across the dale, murdering and pillaging. He is spoiling for a good fight, so he doesn't hesitate to throw down a challenge to any intruders who show up at the tower. Günvald is accompanied by a small force of Bear Tribe warriors and orcs from the Spine of the World who have sworn fealty to the Ice Witch, and all of them join in the fight.

Günvald used to be an honorable king, but under the influence of the tower's black ice he has become cruel and merciless. He orders his warriors to continue fighting even if it is clear they are beaten, sacrificing them to gain any advantage against the party. If Hengar is with the party, he notes that such reckless bloodthirst is out of character, even for the notoriously bellicose king, and

posits that Günvald might be under some kind of ensorcellment. (A successful moderate Wisdom check can lead to the same conclusion.)

Although overcoming the black ice's influence is difficult, the party can appeal to Günvald's better nature and remind him of his sense of honor. Doing so won't stop him from testing the characters to their limits, but it causes him to relent if one side is clearly beaten rather than forcing a fight to the death. If the adventurers lose, Günvald might allow them an audience with the Ice Witch—as his prisoners.

Temple of the Storm (Level 2)

This 80-foot-tall chamber represents about two-thirds of the tower's height and is where the Ice Witch commonly appears to King Günvald, Akar Kessell, and anyone else she cares to communicate with in person. The chamber is wide open, adorned only by six large statues of the Frostmaiden that ring the chamber, and a central dais that is shaped like a diamond with Auril's snowflake symbol etched in its surface and inlaid with silver. A hole in the chamber's ceiling, the same size and shape as the dais below it, allows entrance to the level above. The room is dark except for whatever light source visitors bring with them.

Akar Kessell has taken to lingering in the **temple of the storm***, trying in vain to make contact with the consciousness of the Crystal Shard within the black ice walls of the tower. He notices the approach of any intruders (unless they are silent and have no light source) and hides behind one of the statues.

The Ice Witch resides in the chamber above this one and likewise notices activity below her. After a brief moment, the air inside the temple begins to blow as if in a storm, and the witch descends from the opening above, levitating through the air to stop about 40 feet above the party. She demands to know why the adventurers have come.

The party's encounter with the Ice Witch can go in several directions. Even if the characters have opposed her before now, she isn't immediately hostile toward them—she'd rather convert them to the worship of Auril, knowing that they would make capable and useful servants for her goddess. If the heroes have significantly weakened the Ice Witch's grasp on Icedwind Dale, they might be able to negotiate with her, agreeing to perform tasks on her behalf or making concessions to the Frostmaiden's worship in Ten-Towns in exchange for a cessation of hostilities or aid against a foe. If the party has brought Soren from the Elk Tribe with them, he begs his daughter to make peaceful accord with the people of Icedwind Dale, and the adventurers receive a +4 bonus on



any checks they make to negotiate with her. If the party has brought Mjenir, the Elk Tribe shaman, he insists that the only road to peace is paved with the Ice Witch's blood, and if the characters try to negotiate with her, they take a -4 penalty on their checks.

As the adventurers talk with the witch, Akar Kessell emerges from his hiding spot. He remains silent unless they involve him in the discussion. The Ice Witch doesn't put much weight on the agreement she made with Kessell, feeling to some extent that he outlived his usefulness as soon as her tower was raised from the ice—and suspecting (correctly) that he is scheming to unseat her.

If the characters fail to reach an accommodation with the Ice Witch, she swears to teach them respect for the Frostmaiden and summons an air elemental to attack the party. She then rises back up into her sanctum, buoyed by the winds that rage in the chamber. The elemental takes advantage of its flight and the cover provided by the statues to harry the party while avoiding retaliation. Akar Kessell joins the fray as well.

Any characters who step onto the central dais are carried aloft by the storm, gaining a fly speed equal to half their normal speed and the ability to hover (both effects are dispelled when a character ends his movement on a solid surface).

The elemental fights to the death but does not chase the adventurers beyond the temple. The storm subsides after five minutes, at which point the elemental disappears if it is still alive.

The Witch's Sanctum (Level 3)

This chamber is the Ice Witch's sanctum, where she spends time offering prayers to the Frostmaiden, communicating with her followers, and plotting her domination of Icewind Dale. The room is sparsely furnished with shaped black ice: a slab against one wall serves as the witch's bed; a table and stool for meals are set against another; a few shelves adorned with tribute from Günvald and the cultists (much of it acquired from raids on the towns and other barbarian tribes) line the third wall; and a small shrine to Auril, consisting of a plinth flanked by smaller versions of the statues from the temple below, is set against the fourth wall. The room is dimly lit by cold blue flames that burn atop the table and shrine. A diamond-shaped hole in the center of the floor drops into the temple below.

If the characters enter the sanctum, they probably have already encountered and defied the witch in the temple, so she wastes no time with further negotiation. Instead, she calls to her goddess for protection and unleashes her



fury on the characters. The Frostmaiden heeds her **Chosen's call***, causing the two statues flanking the shrine to animate and attack the party. The Ice Witch gives no quarter and fights to the death; if she is defeated, the statues wail in dismay and crumble to the floor.

POSTLUDE: THE MELTING

Neutralizing the threat of the Ice Witch does not bring immediate relief to Icewind Dale. Auril's wrath is unrelenting, and the rest of winter is no less harsh than its beginning. But the beast attacks cease, the Bear Tribe warriors are scattered or pacified, and the people of the dale settle in to wait out the winter, as they do every year.

Depending on the party's success in Act 1, Icewind Dale might still suffer under other burdens. If Vaelish Gant managed to take over Bryn Shander, even temporarily, the Arcane Brotherhood has secured a foothold in the dale, and rooting it out might be a significant challenge. If the Ice Witch went unchecked in Act 1, the cult of Auril could remain a substantial threat in the dale and across the north after the adventure ends.

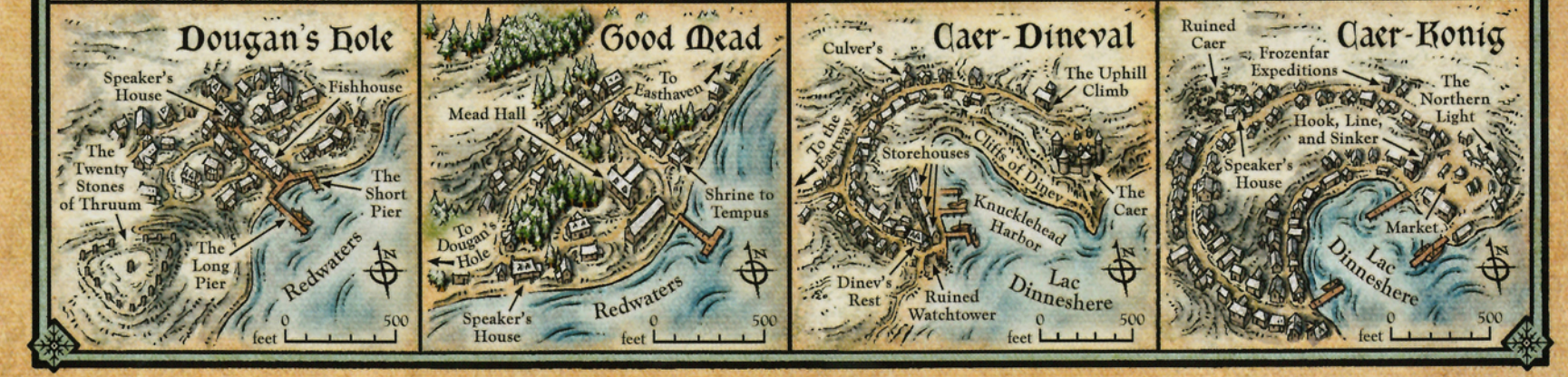
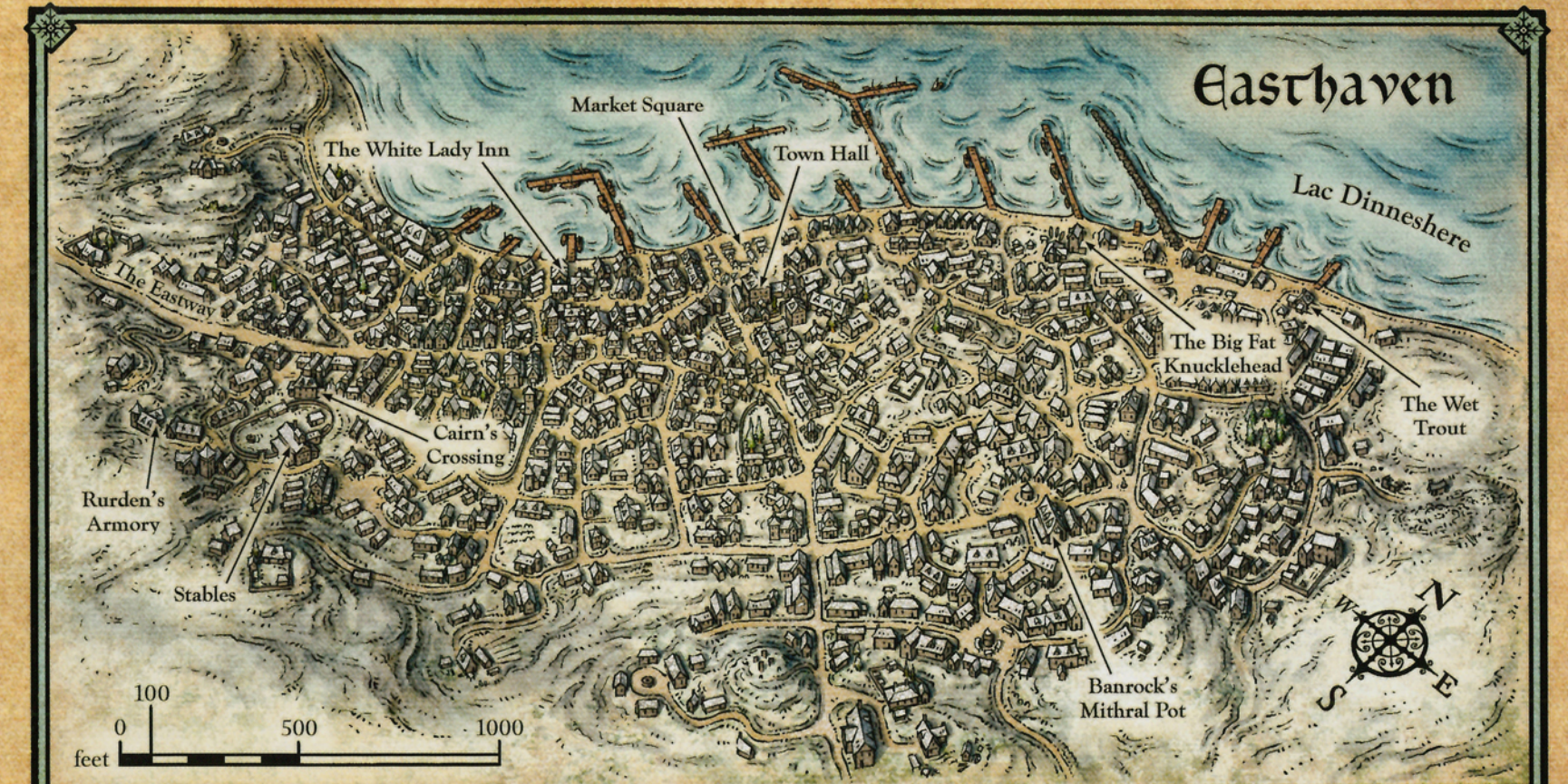
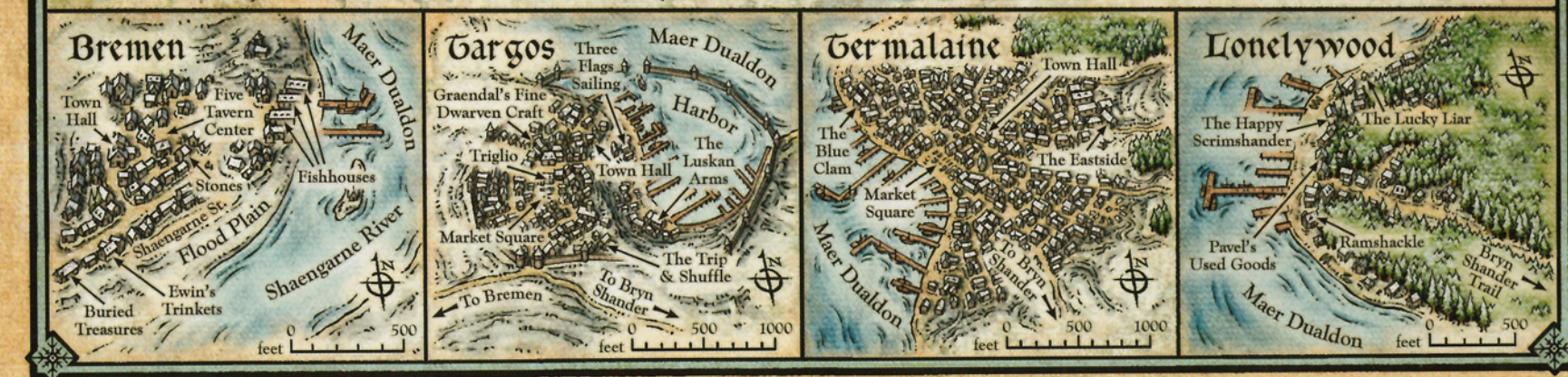
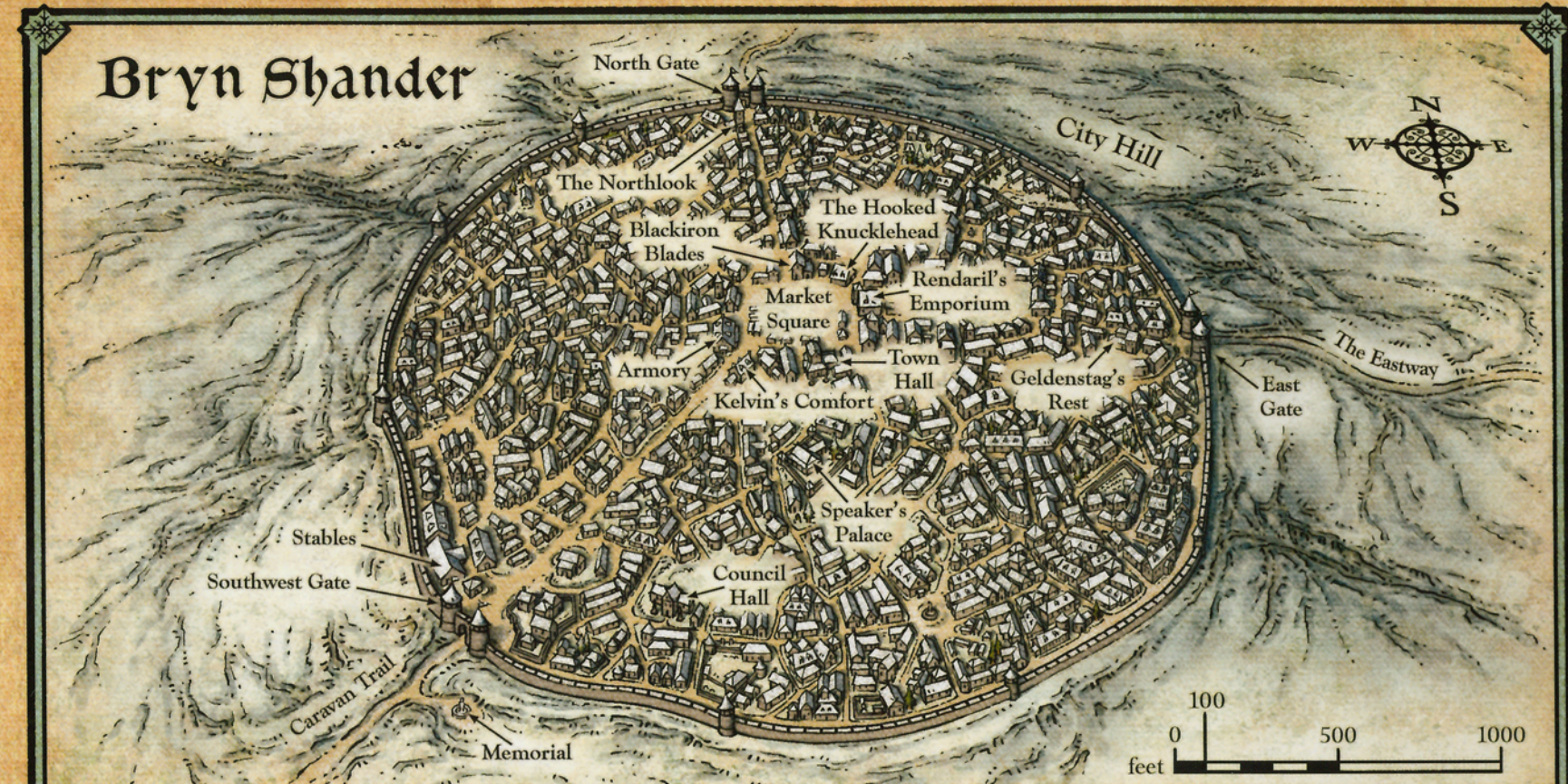
Likewise, the death of Akar Kessell doesn't put an end to the threat he represents. Black ice items have been sold throughout Icewind Dale. If the characters failed to thwart Kessell in Act 1, the black ice is so widespread that it soon finds its way down the Sword Coast, bringing chaos with it. Rooting out the black ice wherever it has spread—and persuading those who possess trinkets or weapons made from it to give them up—might form the basis for future adventures.

The characters might be trapped in Icewind Dale until winter's end because the North/South Pass will be virtually impassable until the snows melt. You can use the *Campaign Guide* as a resource to develop further adventures for them until winter's fury finally abates. Consider the events of the Sundering, too, as fuel for adventures. Perhaps another Chosen could arise in Icewind Dale, or maybe Netherese or Thayan agents arrive in the dale looking for Auril's Chosen (or one of the player characters who is also the Chosen of a deity).

Even though some troubles might remain, the adventurers are heroes in Icewind Dale. People toast them in taverns, thank them on the streets, and give them places of honor in mead halls. They have every reason to be proud of their achievements.



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RANDOM ENCOUNTERS

TEN-TOWNS ENCOUNTERS

Encounter chance: 30 percent per hour

d10	d10	Encounter
Day	Night	
1-2	—	Black ice merchant
3-4	1	Town guards
5-6	2	Barbarian sympathizers
7	3	Major NPC
8	4-5	Ship Rethnor thugs
9	6-8	Band of ruffians
10	9-10	Cult assassins

NORTH ROAD ENCOUNTERS

Encounter chance: 20 percent per hour

Add 2 to the d8 roll to determine the encounter during act 2.

d8	Encounter
1	Elk Tribe hunter
2	Fleeing merchant
3-4	Bear Tribe raiders
5-6	Wolf attack
7-8	Winter squall
9	Displaced fisher
10	Suspicious merchant

KELVIN'S CAIRN ENCOUNTERS

Encounter chance: 20 percent per hour

Add 2 to the d8 roll to determine the encounter during act 2.

d8	Encounter
1	Elk Tribe hunter
2-4	Dwarf patrol
5-6	Bear attack
7-9	Winter squall
10	Rycher's cats

EASTWAY ENCOUNTERS

Encounter chance: 20 percent per hour

d8	Encounter
1	Bear Tribe raiders
2-3	Bear attack
4-5	Winter squall
6	Goblin ambush
7	Suspicious merchant
8	Displaced fisher

OPEN TUNDRA ENCOUNTERS

Encounter chance: 10 percent per hour

d8	Encounter
1	Elk Tribe hunter
2	Bear Tribe raiders
3-4	Wolf attack
5	Bear attack
6	Yeti attack
7-8	Winter squall

DWARF MINE ENCOUNTERS

Encounter chance: 30 percent per hour

Add 2 to the d8 roll to determine the encounter if the adventurers are in an abandoned section of the mines.

d8	Encounter
1-2	Dwarf patrol (Battlehammer)
3-4	Dwarf patrol (Halls of Black Ice)
5-6	Zombie pack
7	Green slime
8	Abandoned mining gear
9-10	Collapsing Tunnels

SEA OF MOVING ICE ENCOUNTERS

Encounter chance: 30 percent per hour

Add 8 to the d12 roll to determine the encounter if the adventurers are in boats.

d12	Encounter
1	Yeti attack
2	Ice fracture
3	Lurching iceberg
4	Ice Witch's raiders
5-6	Chasm crossing
7-8	Winter squall
9-11	Bear attack
12	Dragon sighting
13-14	Ice Hunters
15	Polar bear attack
16	Iceberg collision
17-18	Portage

BATTLEFIELD ENCOUNTERS

The adventurers have 1d4 - 1 encounters before reaching each objective.

d8	Encounter
1	Beleaguered allies
2	Rampaging bear
3	Bear Tribe hero
4	Trapped townsfolk
5	Overwhelming odds
6	Orc champion
7	Winter wolf
8	Blinding snow (and roll again)



Hengar Aesvaard

Baerick Hammerstone

Hedrun Arnsfirth, the Ice Witch

Akar Kessell

Vaelish Gant

BATTLEFIELD ENCOUNTERS

Getting from place to place in the midst of Auril's harsh winter can take longer than in a more temperate climate. Here are some guidelines for travel time between key locations in Icewind Dale. These times assume that characters are on foot; being mounted can shorten these times by as much as 50 percent.

From	To	Distance	Time
From Good Mead	to Dougan's Hole	6 mi (path)	4 hours
From the Dwarven Valley, South End	to the north end	9 mi (path)	6 hours
	to Targos	9 mi (path)	6 hours
	to Termalaine	5 mi (trackless)	5 hours
	to Caer-Dineval	8 mi (trackless)	8 hours
From Bryn Shander	to Easthaven	14 mi (road)	7 1/2 hours
	to Targos	3 mi (path)	2 hours
	to Termalaine	9 mi (path)	6 hours
	to Caer-Dineval	9 mi (road)	10 1/2 hours
		+ 9 mi (path)	
	to Good Mead	9 mi (road)	6 hours
		+ 3 mi (path)	
	to the Dwarven Valley, south end	9 mi (path)	6 hours

From	To	Distance	Time
From Easthaven	to Caer-Dineval	5 mi (road)	9 hours
		+ 9 mi (path)	
	to Good Mead	5 mi (road)	4 1/2 hours
		+ 3 mi (path)	

From	To	Distance	Time
From Targos	to Bremen	3 mi (path)	2 hours
	to Termalaine	6 mi (path)	4 hours

From	To	Distance	Time
From Termalaine	to Lonelywood	3 mi (path)	2 hours

From	To	Distance	Time
From Caer-Dineval	to Caer-Konig	3 mi (path)	2 hours

From	To	Distance	Time
From the Dwarven Valley, North End	to Termalaine	9 mi (trackless)	9 hours
	to Lonelywood	9 mi (trackless)	11 hours
		+ 3 mi (path)	
	to Caer-Konig	6 mi (path)	4 hours

TRINKETS AND TREASURES

RANDOM SCRIMSHAW
The value of a piece of scrimshaw is 1d10 x 10 gp, depending on the overall quality of the work and the skill of the scrimshander.

d12	Scrimshaw
1	Engraving of a mermaid
2	Engraving of a fishing boat
3	Engraving of a jumping trout
4	Engraving of an attractive person
5	Engraving of Kelvin's Cairn
6	Carving of a human warrior
7	Carving of a unicorn
8	Carving of a male wizard
9	Carving of a chimera
10	Carving of a dragon
11	Carving of a dwarf smith
12	Carving of a reindeer

RANDOM BLACK ICE ITEMS
The value of a black ice item is 15 gp times the number rolled on the d12 (so 30 gp for a ring, or 150 gp for a helmet).

d12	Black Ice Item
1	Lump strung on a leather cord
2	Ring
3	Carved amulet
4	Hammered bracelet
5	Goblet
6	Handaxe
7	Warhammer
8	Pair of bracers
9	Battleaxe
10	Helmet
11	Shield
12	Breastplate

WEATHER SURPRISES

You can use any of these weather effects to make the harsh winter more vivid, particularly during encounters.
Biting Wind: Creatures move at three-quarters normal speed and take a -2 penalty on Constitution checks to resist the weather.
Blinding Snow: Snowfall makes the area around the adventurers lightly obscured, granting concealment to all creatures.
Howling Wind: Creatures are deafened.
Ice Sheet: Creatures must succeed on an easy Dexterity check to maintain balance while moving. Failure indicates the creature falls prone.

NAMES AND NPCS

d12	Male Name	Female Name
1	Alashar	Ashara
2	Cronn	Breana
3	Dothar	Erenne
4	Fordan	Fiera
5	Isvar	Hadra
6	Korr	Jael
7	Nadrin	Kyra
8	Pholter	Misha
9	Shindar	Prynna
10	Travic	Sianna
11	Uster	Tirelle
12	Waldren	Varenne

REGHED TRIBES NPC NAMES

d12	Male Name	Female Name
1	Asbjorn	Audhild
2	Bergthor	Brenn
3	Ejnar	Dalla
4	Gunnolf	Gerda
5	Herryk	Gudrun
6	Inghram	Ingrit
7	Kjarr	Kelda
8	Magnor	Noss
9	Osten	Rhona
10	Ragnor	Sigun
11	Thorald	Thrud
12	Wybjorn	Vigdis

TEN-TOWNS RANDOM NPCS

d20	Summary
1	Noble fleeing responsibility
2	Noble fleeing murderous younger sibling
3	Retired adventurer with no patience for the big city
4	Retired adventurer hiding from an old enemy
5	Retired adventurer originally from Icewind Dale
6	Born in the dale and will die in the dale; grim and resigned
7	Born in the dale and lives proudly in the dale; optimistic and hardy
8	Dreamer who longs to leave the dale to adventure
9	Dreamer who longs to become famous in the dale
10	Traveling merchant stuck in the dale for the winter before returning home
11	Traveling merchant happy to be at home for the winter
12	Expert scrimshander who loves to show off
13	Terrible scrimshander with delusions of grandeur
14	Terrible scrimshander who wants to get better
15	Grizzled old fisher full of old stories
16	Grizzled old fisher whose memory is fading
17	Teenager just reaching adulthood and filled with dreams of adventure and romance
18	Teenager just reaching adulthood and resigned to a life of toil
19	Thief hiding from the law
20	Murderer hiding from the law



AGE 12+



LEGACY OF THE CRYSTAL SHARD™

ENCOUNTERS AND MONSTER STATISTICS:
D&D® NEXT

FORGOTTEN REALMS®



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Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

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INTRODUCTION

This document provides the encounters and the monster statistics that support the *Legacy of the Crystal Shard*™ adventure. The adventure is intended to support a range of low-level characters. As a result, not every encounter is designed to target characters of a specific level. Icewind Dale is a perilous place, and if the adventurers charge into danger, they might end up facing something too tough for them to handle. Here are a few tips for helping your players succeed in the adventure despite these threats.

- ◆ **Talk to your players up front.** Some players assume that a Dungeon Master isn't going to throw a challenge at the characters that they can't handle. If your players operate under this assumption, let them know before getting into the adventure that they'll come across encounters where the best approach might be to run away.
- ◆ **Adjust the timeline.** A sense of urgency is an intentional part of this adventure's design. Players shouldn't feel as if they have time to deal with every problem. The adventure has few restrictions regarding when characters can rest and recuperate. If they're resting more often than is desirable, then use events to spur them along. On the other hand, if they're getting badly beaten up, you can modify the timeline presented in the adventure to give them more opportunity to regain resources.
- ◆ **Allow encounters to change.** A wandering monster encountered on the tundra doesn't necessarily fight to the death. Even a savage bear that's likely to defeat the party might retreat if it's badly hurt. A pack of wolves might tire of chasing after fleeing characters and give up. Even the verbeeg near the front of the verbeeg lair can be circumvented if the adventurers think to look for a back entrance. If the players need it, feel free to nudge them to look for alternatives to all-out combat.
- ◆ **Modify the number of monsters.** If the above suggestions don't work, and characters are consistently dying or falling unconscious, consider modifying the number of monsters. Many encounters will work fine with fewer creatures. Alternatively, if the characters are higher level and the players are getting bored because the encounters are too easy, you can add more monsters.

D&D® NEXT ENCOUNTERS

This section contains the information you need to run the adventure using the D&D Next playtest rules.

Encounters that appear in the *Legacy of the Crystal Shard*™ adventure book or on its accompanying Dungeon Master's Screen are presented here in alphabetical order. Encounters in the adventure book (and in certain places in this section) are marked with bold type and an asterisk. For example, **marauding yetis*** points to the encounter by the same name in this document.

Each encounter identifies the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. The encounters also indicate the total XP award for the monsters. Compare this number to the encounter-building guidelines presented in the DM Guidelines document in the D&D Next playtest packet to estimate the difficulty of each encounter. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure. For D&D Next, easy checks are DC 10, moderate checks are DC 15, and hard checks are DC 20.

Abandoned Mining Gear

Scattered pieces of mining gear can be found throughout the mines: rope, hammers, picks, spikes, candles, flint, chalk, mirrors, waterskins, dry rations, and dwarven liquor. These were left behind by miners fleeing the tunnels because of a zombie attack, and the dwarves of Battlehammer Hold would be grateful for their return.

Band of Ruffians

Combat Encounter (50 XP in Act 1 or 200 XP in Act 2)

◆ 5 thugs (Act 1) or 5 tough thugs (Act 2)

These local hotheads are suspicious of any newcomers to town, and spend their days variously blaming dwarves, foreigners, barbarians, wizards, Duvessa Shane, Sheriff Markham, and anyone else they can think of for their own misfortunes. They hurl accusations and insults at the party, finding fault with whatever course of action the heroes have been pursuing as of late. If other people are nearby, the ruffians vent their spleen and then depart. If few or no bystanders are present (particularly at night), the ruffians back their words up with violence. They are cowards at heart, however, and if half the ruffians are defeated, the others flee. If the ruffians are searched, the characters discover that they wear amulets or rings made of black ice.

By Act 2, the black ice has begun to physically empower the ruffians. Use tough thugs instead of thugs for the encounter.

Following any encounter with the ruffians, it's a good idea to have bystanders or a passing member of the town guard condemn the ruffians' behavior and thank the characters for the good they're doing in Bryn Shander. It's important for the players to know that the townsfolk appreciate the heroes' efforts, so they don't come to resent the community they're meant to be helping.

Barbarian Sympathizers

These two brothers, Hoedin and Braedin Hewer, have come to Bryn Shander to buy food to take back to Caer-Konig in preparation for what promises to be a long winter. The brothers' barbarian ancestry is evident in their physique, and they sympathize with the plight of Hengar and his tribe.

If the brothers are encountered during Act 1, they express their disapproval of the townsfolk's insensibility to the plight of the barbarians and exhort the adventurers to help Hengar and the Tribe of the Elk. They volunteer to help the party break Hengar free if he's still a prisoner (the brothers have the same statistics as a human warrior).

If Hoedin and Braedin are encountered during Act 2, they tell the characters about the trouble the pirates of Lac Dinneshere have been causing. They entreat the adventurers to come back with them to Caer-Konig to put a stop to the pirates' depredations, and are willing to wait a few days if the characters have other business to conclude first.

Barracks Goblins

Combat Encounter (100 XP)

◆ 10 goblins

Bear Attack

Combat Encounter (200 XP)

◆ 1 brown bear

Corrupted by the activities of the Ice Witch, this brown bear is unusually aggressive, attacking travelers and fighting to the death.

Bear Tribe Camp

Combat Encounter (200 XP)

◆ 1 human war chief (Wolvig Barrundson)

◆ 2 Bear Tribe warriors

The Elk Tribe warriors accompanying the adventurers deal with their share of the Bear Tribe encampment. This encounter represents only the Bear Tribe warriors that the adventurers must face themselves, including the Bear Tribe chief. You can adjust the difficulty of the encounter by forcing the characters to deal with additional warriors, or by having allies help them finish off any warriors they can't handle.

Bear Tribe Hero

Combat Encounter (200 XP)

- ◆ 1 human war chief
- ◆ 2 Bear Tribe warriors

A mighty hero of the Bear Tribe and his faithful followers challenge the adventurers as they make their way across the field of battle.

Bear Tribe Raiders

Combat Encounter (120 XP)

- ◆ 3 Bear Tribe warriors

These warriors have been ranging out across the tundra from their new camp at Evermelt to raid the other barbarian tribes. Eager to win treasure and spill blood in the Frostmaiden's name, they attack without hesitation and fight without mercy. Giving themselves over to their battle frenzy, these barbarians fight to the death.

Beleaguered Allies

In the heat of combat, the adventurers come across a group of allied forces fighting a losing battle against a stronger force. Roll to determine the allies and enemies.

1d6 Allies	1d10 Enemies
1-2 Dwarves	1-3 Bear Tribe raiders*
3-4 Elk Tribe warriors	4-5 Wolf attack*
5-6 Human warriors	6-7 Yeti attack*
	8-9 Bear attack*
	10 Dragon and witch*

Black Ice Guards

Combat Encounter (280 XP)

- ◆ Baerick Hammerstone
- ◆ 2 dwarf warriors
- ◆ 1 human rogue (black ice emissary)

Black Ice Merchant

This merchant—a dwarf by the name of Clagg Halfhammer—has come from the dwarven valley to sell black ice trinkets in Bryn Shander's market. He's heard rumors regarding the schism between Stokely and Baerick, and about dwarves going missing in the mines. He is now fearful of the prospect of returning home—a fear that is only exacerbated by his constant exposure to black ice. He suggests that the heroes buy his trinkets if they anticipate going to the valley, since Baerick shows favor to those who wear black ice. This is a falsehood, however—Baerick bestows black ice weapons and armor on his followers, but characters wearing black ice gain no special advantage.

Blinding Snow

A sudden storm fills the air with driving snow, obscuring vision around the adventurers. The area is lightly obscured. Roll an additional encounter.

Chasm Crossing

As the adventurers cross the ice, they reach a chasm that must be traversed. If they cannot do so, they must turn back and find a new route, adding 1d4 hours to their travel time. The chasm is 1d3 × 10 feet wide, and drops 30 feet into ice-filled water. You can adjudicate the adventurers' attempts to cross the chasm as you see fit.

A fall into the chasm deals 10 (3d6) bludgeoning damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Chosen's Call

Combat Encounter (560 XP)

- ◆ Hedrun the Ice Witch
- ◆ 2 animated black ice statues

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessell's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 15 Intelligence check to search the dusty ground, or with a *detect magic* spell.

The rune can be safely disabled with a DC 13 Thievery check. On a failed check, a blast in the tunnel brings part of the ceiling down. Any creature in a collapsing section of tunnel is subject to an attack: +5 vs. Reflex; Hit: 2d6 damage, and the target falls prone and is buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand up, and the only action it can take on its turn is to make a DC 13 Strength check to escape. This check takes a penalty equal to the number of feet of rubble covering the target. An unburied creature adjacent to the target can attempt to pull the target free as an action by making the same Strength check.

When a tunnel collapses, it is completely blocked off. The rune disappears and the trap is disabled. After a collapse, it takes 5 hours of work to clear a space 10 feet on a side; each additional character reduces this time by 1 hour.

When the characters encounter a collapsing tunnel trap, no more encounters are possible until the tunnel is cleared or the characters double back to explore different tunnels.

Cult Assassins

Combat Encounter (200 XP/260 XP in Act 2)

- ◆ 5 tough thugs
- ◆ 1 dark adept (Act 2 only)

Devotees of Auril are not a major force in Ten-Towns at the start of the adventure, but their influence grows quickly. By fighting off the yeti at the gates of Bryn Shander, freeing Hengar from Auril's wrath, or simply asking too many questions, the adventurers can come to the cultists' attention, with violent results. Cultists might also attack the adventurers simply because they're strangers and will therefore not be missed.

Since the cultists are otherwise normal townsfolk, it's easy for them to gain surprise in this encounter, and the heroes likely have little or no warning before they're attacked. The characters might be drinking in a tavern when they notice the other patrons eying them while the barkeep methodically closes the windows and doors. Alternatively, they might be helping a guard resolve a dispute between two bickering merchants when all three suddenly draw daggers and attack the heroes. The sense of strangeness surrounding these encounters is heightened by the cultists giving no indication of why they're attacking the characters—and by their compulsion to fight to the death. Searching any body reveals an object bearing Auril's mark, frequently carved from black ice.

By Act 2, Auril's power has grown to the point where her faithful are learning to channel that power. The cultists are led by a dark adept.

Displaced Fisher

Bratha Junn is a fisher from Caer-Konig who has decided to pack up her few worldly belongings and move to Lonelywood. Hungry for company on the road and afraid of the prospect of beasts or a winter squall, she invites the adventurers to travel with her. Reroll or ignore this encounter if it occurs more than once, or if the adventurers are not on the road to Lonelywood.

Bratha explains that she left Caer-Konig because the competition and violence of fishing Lac Dinneshere became too much to handle. Disputes over fishing territory were bad enough, but now that pirates have started sinking ships, she wants nothing more to do with her former life. She counts herself lucky that she had few ties to Caer-Konig, and looks forward to the peace and quiet of Lonelywood.

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the D&D Next bestiary, downloadable at dndnext.com, for the white dragon's statistics.

Dragon and Witch

Combat Encounter (400 XP)

- ◆ 1 Ice Witch's simulacrum
- ◆ 1 skeletal white dragon (Icingdeath)

The adventurers face the skeleton of Icingdeath and the simulacrum either in Evermelt or elsewhere.

When the simulacrum is destroyed, the skeletal dragon collapses to a heap of bones.

Dragon's Lair: If the characters face Icingdeath's skeleton in the dragon's lair, they can recover some of the creature's valuable treasure encased in ice. For every minute they spend chipping away at ice, they uncover one of the following (to a maximum of ten treasures).

1d10	Description
1	50 gp and 250 sp
2	Three gems worth 50 gp each
3	A <i>potion of healing</i>
4	A necklace of ivory and gold worth 100 gp
5	400 cp
6	120 gp and 95 cp
7	Six gems worth 10 gp each
8	A +1 <i>battleaxe</i> of dwarven make
9	A silver bracer worth 90 gp
10	50 gp and a gem worth 100 gp

HEDRUN'S SIMULACRA

Simulacrum is a spell that allows the caster to create a partially real, illusory duplicate of a creature, formed from ice and snow. The duplicate looks like the original creature and remains under its creator's absolute control. If reduced to 0 hit points, it reverts to snow and melts or blows away in the wind.

The spell ordinarily creates a zombie-like creature, though additional magic can imbue it with a life force and some portion of the original creature's knowledge and personality. Hedrun's ability to create a simulacrum of herself is unusual, however. In effect, her simulacrum is an extension of herself, allowing her to travel Iceswind Dale without putting herself at risk. The simulacrum can use all of her spells and other abilities, and it speaks and acts with Hedrun's full knowledge. She can have only one simulacrum active at a time.

When the simulacrum is destroyed, Hedrun requires about a day to create a new one, and the simulacrum must then make the journey from her tower to the dale. Thus, after destroying a simulacrum, adventurers will not encounter a new one for at least two days.

Dwarf Patrol

Combat Encounter (120 XP)

- ◆ 3 dwarf warriors

On the road to Kelvin's Cairn: The noise of this patrol carries through the snow before the dwarves come into view, even on the flat tundra. These dwarves are charged with keeping watch on the road, to ensure that travelers seeking their homes in the valley remain safe. However, they are too busy arguing among themselves to perform their duty. Although these dwarves remain loyal to Stokely Silverstream, two members of the patrol (including its leader) wield axes crafted with Baerick Hammerstone's black ice, and it has made them belligerent and overbearing.

The dwarves argue among themselves about the quality of the black ice axes, the route the patrol takes, their pace on the road, the approaching weather, the cause of the harsh winter, and what to do when they spot the adventurers. In fact, it's hard for the characters to get a word in edgewise, so vociferous is the dwarves' debate. If provoked, the dwarves wielding black ice might attack the adventurers while the third dwarf pleads for calm.

In the Dwarf Mines: Two different dwarf patrol encounters might occur in the dwarf mines.

Battlehammer Patrol: This patrol is cautious but not hostile, particularly if the adventurers have already made their presence known in Battlehammer Hold. If the characters haven't yet talked to Stokely, the dwarves urge them to do so.

The dwarves can provide information regarding what's happening in the mines—specifically, the presence of zombies and the conflict with Baerick's dwarves. They blame Baerick, not his black ice, for their troubles, but some of the dwarves have kin among Baerick's dwarves and find their behavior inexplicable.

The dwarves fight to defend themselves, but they would rather bring the adventurers to Stokely as captives than as corpses. They try to flee if the adventurers overpower them.

Halls of Black Ice Patrol: The dwarves of this patrol are belligerent, demanding to know what the adventurers are doing in their mines, accusing them of coming to steal from them, and threatening death if the adventurers don't leave the mines at once. The dwarves appear to be spoiling for a fight—or the chance to loot the characters' corpses.

Elk Tribe Hunter

The young barbarian Wigleff was part of a larger hunting party attacked by a group of Bear Tribe warriors while out on the tundra. Roll or ignore this encounter if it occurs more than once.

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped

of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

Wigleff's injuries are superficial, and he quickly recovers his strength if offered food and drink. He can help guide the adventurers to the Elk Tribe's camp if they don't have the benefit of Hengar's aid, or can repeat Hengar's plea for help if the characters are involved in other strands of the adventure.

Fight on the Lake

Combat Encounter (170 XP/530 XP if tough thugs)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 12 thugs or tough thugs (pirates); see below

Derrick and a dozen pirates sail the *Howling Fiend*, but at your option, more pirates might sail alongside them in a second boat. Derrick tries to ram the adventurers' vessel, after which he and half his crew board the party's boat to fight hand-to-hand. The rest of the pirates attack from the deck of the *Howling Fiend*.

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), the pirates are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). If not, they wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

Gatha Dureen is a merchant from Bryn Shander driving a small wagon to Targos, where she intends to relocate. Three hours into the journey, the road has split off to Targos and this encounter can't occur. A dwarf patrol encounter occurs instead.

Gatha has operated her family's bakery in Bryn Shander for twenty years, but is now fleeing to escape the vandalism and intimidation of the Ship Rethnor thugs who work for Vaelish Gant. She is a middle-aged human female with coppery-red hair and gray-blue eyes. Soft-spoken and gentle, Gatha has a loud laugh—though it takes a great deal to make her laugh these days. She is deeply upset about having to leave Bryn Shander, and would love to be able to go back and feel safe. The bakery has been in her family for five generations, and she is overwhelmed with guilt for breaking the tradition. Her wagon is loaded with flour, yeast, and various spices.

Gant's Offices

Combat Encounter (210 XP)

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors
- ◆ 1 quasit

The sigil on the door of Gant's office is a deadly magic glyph trap. The glyph can be detected with a *detect magic* spell or a DC 15 Intelligence check. When detected, the glyph can be disabled with a DC 15 Dexterity check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) lightning damage, or half damage on a successful save.

Goblin Ambush

Combat Encounter (100 XP)

- ◆ 10 goblins

Goblin sentries lurk in the verbeeg lair where Davrick Fain is planning to hatch a remorhaz. Dressed in white furs, they hide in snowbanks waiting for travelers. As the adventurers pass near, the goblins attack with a barrage of arrows.

If the adventurers are not traveling on the Eastway, the goblins are en route to the road and can't set up an effective ambush.

Goblin Guards

Combat Encounter (100 XP)

- ◆ 10 goblins

If this encounter is being used as part of the back entrance to Rycher's Lair, and if Rycher had reason to suspect the arrival of hostile adventurers, then he dismisses the goblins in favor of traps. See **Rycher's Lair***.

Green Slime

Exploration Encounter (20 XP)

- ◆ 1 green slime

A patch of green slime drops from the tunnel ceiling onto a passing adventurer.

Hideout Guards

Combat Encounter (80 XP)

- ◆ 4 human warriors

Hideout Thugs

Combat Encounter (200 XP)

- ◆ 2 wererats
- ◆ 3 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the gap, threatening to crush them. Give the adventurers a few rounds to come up with a means of escape—perhaps making Strength checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 4 (1d8) bludgeoning damage and 3 (1d6) cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (DC 10 Dexterity saving throw to avoid), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d6 bludgeoning damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Ice Hunters

The adventurers come across a group of six local hunters dressed in heavy furs and steering kayaks through the treacherous ice. The hunters are in search of seals and beluga whales to provide food in the harsh winter. They are not hostile to the adventurers unless attacked, and can direct them to the Ice Witch's tower. If attacked, the hunters fight as Bear Tribe warriors.

Ice Witch's Raiders

Combat Encounter (330 XP)

- ◆ 3 Bear Tribe warriors
- ◆ 3 orcs

The servants of the Ice Witch patrol the Sea of Moving Ice to protect her tower from intruders.

Kessell's Trap

Combat Encounter (120 XP)

- ◆ 2 giant spiders
- ◆ 4 zombies
- ◆ Akar Kessell (noncombatant)

King Günvald

Combat Encounter (570 XP)

- ◆ 1 human war chief (King Günvald)
- ◆ 6 Bear Tribe warriors
- ◆ 3 orcs

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character must make a DC 10 Dexterity saving throw or fall prone, slide down the slope, and make a second DC 10 Dexterity saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Major NPC

The heroes have a chance encounter with one of the major NPCs (nonplayer characters) in Bryn Shander. Duveesa Shane, Sheriff Markham, Vaelish Gant, Slim, Marek the Shank, or Helda Silverstream are all candidates for this encounter, as are any NPCs from elsewhere in Ten-Towns who might be in Bryn Shander on business (most likely one of the speakers). If the characters are outside Bryn Shander, use any NPC detailed in the Setting Book.

This is a good chance to point the characters toward new quests, to remind them about old ones they've been ignoring, or to weave connections between disparate parts of the adventure. For example, if the heroes encounter Vaelish Gant while trying to smuggle Hengar out of town, the wizard might offer the barbarian a black ice charm. He ostensibly does so to provide protection against the Ice Witch's magic. However, he secretly hopes that the black ice's corrupting influence will make Hengar an easy target for later manipulation if Gant decides to exploit the barbarian tribes.

Marauding Yetis

Combat Encounter (190 XP)

- ◆ 1 yeti
- ◆ 4 young yetis

This encounter represents the yetis that the player characters must deal with. Additional yetis attack the caravan and the town, but other caravan or town guards kill and drive them off in the same time it takes for the adventurers to dispatch their foes in this encounter. You can adjust the difficulty of the encounter by forcing the characters to deal with additional yetis, or by having guards help them finish off any they can't handle.

Marek the Shank

Combat Encounter (150 XP)

- ◆ Marek the Shank
- ◆ 1 wolf

Nighttime Break-in

Combat Encounter (230 XP)

- ◆ 5 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb as an action, creating a 20-foot-radius cloud centered on a point within 20 feet of him. The cloud's area is heavily obscured and lasts for 1 minute or until dispersed by a wind of 11 mph or greater.

Orc Champion

Combat Encounter (470 XP)

- ◆ 1 orog
- ◆ 5 orcs

A fierce orc leader leads its lesser allies against the adventurers as they cross the battlefield.

Overwhelming Odds

The adventurers find themselves faced with two deadly threats at once. Roll twice on the following table and refer to the indicated encounters.

1d10	Enemies
1-3	Bear Tribe raiders*
4-5	Wolf attack*
6-7	Yeti attack*
8-9	Bear attack*
10	Dragon and witch*

Pirate Crew

Combat Encounter (XP Varies; see below)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 human warrior (Pyrse)
- ◆ Up to 30 thugs or tough thugs (pirates); see below

The full pirate crew consists of thirty pirates, in addition to Derrick and Pyrse. At the hideout, the adventurers find this number minus any pirates the adventurers defeated at Easthaven or any time thereafter.

Except for Derrick and Pyrse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven),

more of the pirates are outfitted with short swords, crossbows, and better armor (the tough thug statistics block). Use the thug statistics block to balance out the pirates as you see fit.

Pirate Raid

Combat Encounter (130 XP)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 8 thugs (pirates)

If the adventurers join the fray, half the pirates break off to fight them while the rest concentrate on looting Rurden's Armory. (If the adventurers position themselves in front of the building, the other pirates circle around to try to find or create another way in). Derrick joins the attack on the party, unable to resist a fight. However, despite his violent temper, Derrick backs off if he's reduced to half his hit points, yelling at his compatriots to harry his attackers. He's not used to sustaining heavy losses, and if the adventurers take down five or more of his pirates, Derrick calls the rest back to their ships to make a hasty getaway.

Poachers

Combat Encounter (200 XP)

- ◆ 24 human commoners (miners; noncombatants)
- ◆ 8 human warriors
- ◆ 1 tough thug

This group of townsfolk and sellswords, under the leadership of a member of Ship Rethnor, carries out Vaelish Gant's will beyond Ten-Towns. Though the miners stand fast behind the better-armed warriors, they immediately flee if a fight breaks out.

Polar Bear Attack

Combat Encounter (200 XP)

- ◆ 1 brown bear

Even more aggressive than the brown bears of the tundra thanks to the actions of the Ice Witch, this polar bear attacks the adventurers' boats. The polar bear's statistics are identical to those of the brown bear, except that it has a swim speed of 30 feet.

Portage

Two icebergs have collided ahead of the adventurers, closing off the channel they hoped to use. They can backtrack, adding 1d4 + 1 hours to their journey, or they can carry their boats across the ice to the next stretch of water, adding only 1 hour.

ARCTIC CATS

Icewind Dale is home to two varieties of white-furred great cats, both of which pose a threat to travelers on the northern roads.

The fabled crag cat, also called the Hunter-of-Men, is a sure-footed predator that favors rock ledges and cliffs in the highlands. It is a great cat with long, sharp teeth, possessing certain magical abilities that make it particularly fearsome. Its cry sounds like a sudden, human scream of terror. It can't be detected or traced by magic, though some folk say they can "feel" when one is near or watching. And it has a natural resistance to magic that can sometimes turn a spell back on its caster.

Tundra cats are related to crag cats, but lack their magical characteristics. They are more or less identical to white-furred tigers, though they have the same screaming cry as their mountain-dwelling cousins.

Rampaging Bear

Combat Encounter (200 XP)

- ◆ 1 brown bear

A bear rampages across the battlefield, undaunted by the attacks of nearby allied soldiers.

Remorhaz Lair

Combat Encounter (370 XP)

- ◆ Davrick Fain
- ◆ 1 human warrior (Rycher)
- ◆ 1 young remorhaz

Rycher's Cats

Combat Encounter (240 XP)

- ◆ 2 crag cats

These white-furred, long-fanged beasts are at least nominally tamed by the "wild man" Rycher, but they hunt freely on the western slopes of Kelvin's Cairn and down to Maer Dualdon. They ambush travelers but flee quickly from prey that fights back.

One of the cats leaps out to ambush passersby, hoping to fell its target quickly. The other remains hidden, waiting for characters to flee or become separated from the group before striking. If the adventurers stand their ground after

the initial ambush, the cats retreat. If the beasts are pursued, they race back to Rycher's cave.

Rycher's Lair

Combat Encounter (260 XP)

- ◆ 1 human warrior (Rycher)
- ◆ 2 crag cats

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 15 Wisdom check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, the character who triggered it must succeed on a DC 20 Dexterity saving throw. On a failed save, that character takes 9 (2d8) piercing damage and is restrained until the trap can be opened with a DC 20 Strength check or disabled with a DC 15 Intelligence check.

Ship Rethnor Thugs

Combat Encounter (Act 1, 140 XP if no wererat or 190 XP if a wererat is present; Act 2, 490 XP)

- ◆ 7 human warriors, with one possibly a wererat (Act 1)
- ◆ 7 wererats (Act 2)

Random Encounter: These thugs are going about their daily business of bullying and terrorizing the local populace. If the heroes haven't yet had any run-ins with Slim or Marek the Shank, the thugs try to bully them into paying "traveler's dues" to guarantee safe passage while going about their business in Bryn Shander. If the characters refuse to pay, the thugs pretend to back off, then tail the adventurers and ambush them as soon as the opportunity presents itself.

If the characters have already encountered either Slim or Marek, the thugs know who they are and attack them on sight. They taunt the adventurers as they fight: "Slim said to give you his regards . . ." If the characters have already taken Slim and Marek down, the thugs vow vengeance for their leaders' demise: "Nobody crosses Ship Rethnor and lives to brag about it!"

In Act 1, there is a 50 percent chance that one of the thugs is a wererat. By Act 2, all the thugs have been infected with lycanthropy and have become wererats.

In the Council Hall: A similar group of thugs awaits the adventurers in the council hall if they answer the forged note ostensibly from Duessa Shane. In this case, one of the thugs is automatically a wererat.

In Caer-Konig: Another group of thugs carries out Vaelish Gant's schemes around Lac Dinneshere. These thugs do not include a wererat.

Slim's Ambush

Combat Encounter (190 XP)

- ◆ 1 wererat (Slim)
- ◆ 6 human warriors

Suspicious Merchant

Faedrith Guldan is a merchant from Bremen, traveling home with a wagon from a trip to Bryn Shander. Reroll this encounter if it occurs more than once or if the adventurers are not on the road to Bremen.

Guldan draws a sword at the adventurers' approach and challenges them, believing they might mean him harm. If they manage to convince him that they don't intend to hurt or rob him, he explains the reason for his suspicion. While in Bryn Shander, he heard tales of merchants going missing throughout Ten-Towns and along the roads.

Temple of the Storm

Combat Encounter (750 XP)

- ◆ Akar Kessell
- ◆ 1 air elemental

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she must succeed on a DC 10 Constitution saving throw. On a failed save, the character takes 2 (1d4) cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

Combat Encounter (140-240 XP)

- ◆ 5 human warriors

These guards patrol the streets of Bryn Shander. They spend their time keeping cart traffic moving along the town's crowded thoroughfares, helping locals with minor building repairs, breaking up brawls, and escorting drunkards home so they don't pass out and freeze to death in the street. They also keep an eye out for newcomers to town, both to help them become properly acclimated and to make sure they don't cause trouble.

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been

seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

The adventurers come across a group of ordinary townsfolk huddling behind flimsy shelter, trying to avoid the fray. When the townsfolk spot the heroes, they call out for help, asking the adventurers to escort them safely back to the nearest settlement.

Vaelish Gant

Combat Encounter (250 XP)

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

Combat Encounter (200 XP)

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

Combat Encounter (200 XP)

- ◆ 1 Bear Tribe shaman
- ◆ 2 Bear Tribe furies

Winter Squall

A sudden, violent storm blows down off the Reghed Glacier. The adventurers can't make any progress across the tundra for 1 hour. There is a 20 percent chance that a combat encounter occurs while the party is stopped during the storm. If this encounter occurs while the party is resting, each character takes a -2 penalty to Constitution saving throws to withstand the effect of the cold.

Winter Wolf

Combat Encounter (170 XP)

- ◆ 2 wolves
- ◆ 1 winter wolf

A winter wolf and its hunting companions catch the heroes' scent and decide to take them down.

Wolf Attack

Combat Encounter (100 XP or 230 XP if the winter wolf is present)

- ◆ 5 wolves
- ◆ 1 winter wolf (25 percent chance)

ZOMBIE ATTACK!

When the adventurers encounter zombies in the mines, be sure to play up the claustrophobic atmosphere, and use the terrain to the monsters' advantage. Have the zombies attack from around blind corners, come at the party from behind, or lurch out from behind support beams to attack characters who think they're safely in the middle of the party. After one or two such attacks, even innocuous encounters will put the characters on edge. Is the strange, bent shadow hanging from the tunnel ceiling really a broken beam? Or is a zombie's claw ready to catch unwary passersby?

The Ice Witch spurs the beasts of the tundra to attack any humans who dare to brave the winter, making this pack of wolves unusually aggressive. There is a 25 percent chance that the pack is led by a winter wolf.

Yeti Attack

Combat Encounter (220 XP)

- ◆ 2 yetis

Spurred by the Ice Witch to indulge their appetite for human flesh, this band of tundra yetis does not shy from attacking even well-armed bands of travelers. The yetis attempt to use the inclement weather and natural terrain to their advantage, setting an ambush for unwary adventurers.

Zombie Pack

Combat Encounter (100 XP)

- ◆ 10 zombies

Groups of zombie dwarves wander the mines with no real purpose, attacking any living beings they come across. Some carry mining picks or shovels they use as weapons, dealing piercing or slashing damage instead of the bludgeoning damage of the zombie's slam attack.

D&D NEXT STATISTICS

AIR ELEMENTAL

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft.; fly 100 ft. (hover)

Senses darkvision 50 ft.

Str 14 (+2) Dex 17 (+3) Con 13 (+1)

Int 6 (-2) Wis 10 (+0) Cha 10 (+0)

Alignment neutral

Languages Auran

TRAITS

Body of Air: Unless it has a creature restrained, the elemental can move through any gap wide enough to permit airflow. Other creatures can enter the elemental's space. A creature that does so provokes an opportunity attack from the elemental, which has advantage on the attack roll.

Damage Resistance: The elemental is resistant to lightning, thunder, and nonmagical weapons.

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, petrified, polymorphed against its will, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and if the elemental has no creature restrained and the target is Large or smaller, the target must make a DC 11 Strength saving throw. *Failed Save:* The target is pulled into the elemental's space and restrained. When the elemental moves, it pulls the target with it, and the target remains restrained in the elemental's space. Each time it ends its turn restrained in this way, the target takes 9 (2d6 + 2) bludgeoning damage. The target can make one DC 11 Strength or Dexterity check on its turn as part of its movement. On a success, the target is longer restrained and can complete its movement.

A creature within 5 feet of the elemental can take an action to attempt to free a creature restrained by the elemental. Doing so requires a successful DC 11 Strength check, and the creature making the attempt provokes an opportunity attack from the elemental.

ENCOUNTER BUILDING

Level 5 XP 350

AKAR KESSELL

Medium Undead

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) Dex 14 (+2) Con 16 (+3)

Int 17 (+3) Wis 9 (-1) Cha 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

Immunities: Akar is immune to disease, necrotic, and poison. He cannot be put to sleep or paralyzed, and does not need to sleep, eat, or breathe.

Spellcasting: Akar is a 4th-level spellcaster mage who uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*minor illusion, ray of frost*

1st Level (4/day)—*cause fear, inflict wounds, magic missile, sleep*

2nd Level (3/day)—*hold person, invisibility, mirror image*

ACTIONS

Melee Attack—Shocking Life Drain: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage plus 4 (1d8) lightning damage, and the target cannot take reactions until its next turn. A living target must make a DC 11 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by the amount of necrotic damage dealt. A creature dies if its hit point maximum is reduced to 0. This reduction lasts until the target completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 5 XP 400

ANIMATED BLACK ICE STATUE

Medium Construct

Armor Class 18

Hit Points 18 (4d8)

Speed 25 ft.

Senses blindsight 25 ft.

Str 14 (+2) Dex 11 (+0) Con 10 (+0)

Int 1 (-5) Wis 3 (-4) Cha 1 (-5)

Alignment unaligned

Languages —

TRAITS

Immunities: The statue is immune to cold, disease, poison, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The statue makes two slam attacks.

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 3 XP 80

BAERICK HAMMERSTONE

Medium Humanoid (Dwarf)

Armor Class 17 (splint armor)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 17 (+3) Dex 10 (+1) Con 15 (+2)

Int 10 (+0) Wis 9 (-1) Cha 13 (+1)

Alignment neutral evil

Languages Common, Dwarvish

TRAITS

Action Surge: Baerick can take an additional action on his turn. He cannot use this trait again until completes a short rest or a long rest.

Dwarven Resilience: Baerick has advantage on saving throws against poison and resistance to poison damage.

Improved Critical: Baerick scores a critical if he rolls a natural attack roll of 19-20.

ACTIONS

Melee Attack—Black Ice Maul: +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) bludgeoning damage and 1 cold damage.

Melee or Ranged Attack—Light Hammer: +6 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage.

Second Wind: Baerick regains 11 hit points. He cannot use this action again until he completes a long rest.

ENCOUNTER BUILDING

Level 4 XP 150

BEAR TRIBE FURY

Medium Humanoid (Human)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

Str 11 (+0) Dex 14 (+2) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

ACTIONS

Multiattack: The fury makes two short sword attacks.

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage, or 3 (1d6) slashing damage with the second attack.

Ranged Attack—Javelin: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BEAR TRIBE SHAMAN

Medium Humanoid (Human)

Armor Class 12 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 12 (+1)

Alignment chaotic neutral

Languages Common

TRAITS

Spellcasting: The shaman is a 4th-level spellcaster who uses Wisdom as his magic ability (spell save DC 12). He has the following spells prepared:

Cantrips—*resistance, ray of frost*

1st Level (3/day)—*cure wounds, healing word, inflict wounds*

2nd Level (2/day)—*silence, spiritual weapon*

ACTIONS

Melee Attack—Longspear: +5 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

BEAR TRIBE WARRIOR

Medium Humanoid (Human)

Armor Class 13 (hide armor)

Hit Points 15 (2d10 + 4)

Speed 40 ft.

Str 14 (+2) Dex 13 (+1) Con 14 (+2)

Int 9 (-1) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

TRAITS

Reckless Attack: Whenever the warrior takes an action to make a melee attack, it can do so with advantage on the attack roll. Doing so grants attackers advantage on their attack rolls against the warrior until the start of its next turn.

ACTIONS

Melee Attack—Greatsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +1 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BROWN BEAR

Large Beast

Armor Class 10

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 19 (+4) Dex 10 (+0) Con 14 (+2)

Int 3 (-4) Wis 13 (+1) Cha 7 (-2)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The bear gains a +5 bonus to all checks to detect hidden creatures.

ACTIONS

Multiattack: The bear makes one bite attack and one claws attack.

Melee Attack–Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Melee Attack–Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 4 XP 200

CRAG CAT

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) Dex 15 (+2) Con 14 (+2)

Int 4 (-3) Wis 12 (+1) Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The cat gains a +5 bonus to all ability checks to detect hidden creatures.

Snow Stealth: The cat can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

ACTIONS

Melee Attack–Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

Melee Attack–Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

Pounce: If the cat moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone and the cat can make a bite attack against it.

ENCOUNTER BUILDING

Level 3 XP 120

DARK ADEPT

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 10 (+0)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The adept is a 2nd-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spells prepared:

1st Level (2/day)—*cure wounds, inflict wounds*

ACTIONS

Melee Attack–Mace: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack–Sling: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 60

DAVRICK FAIN

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Str 15 (+2) Dex 11 (+0) Con 14 (+2)

Int 10 (+0) Wis 16 (+3) Cha 13 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: Davrick is a 5th-level spellcaster who uses Wisdom as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*chill touch, resistance*

1st Level (4/day): *cure wounds, healing word, inflict wounds, sanctuary*

2nd Level (3/day): *darkness, hold person, silence*

3rd Level (1/day): *dispel magic*

ACTIONS

Melee Attack–Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 200

DWARF WARRIOR

Medium Humanoid (Dwarf)

Armor Class 18 (chain mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) Dex 11 (+0) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: The dwarf has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Melee Attack—Battleaxe: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) slashing damage.

Melee or Ranged Attack—Light Hammer: +3 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

REACTIONS

Defender: If a creature attacks the dwarf or a creature within 5 feet of the dwarf while it is wielding a shield, the dwarf can use a reaction to give the attacking creature disadvantage on the attack roll. The dwarf cannot use this reaction again until it completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 2 XP 40

GIANT SPIDER

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., spider climb

Senses darkvision 30 ft.

Str 14 (+2) Dex 15 (+2) Con 10 (+0)

Int 2 (-4) Wis 10 (+0) Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Spider Climb: The spider can climb at its full speed, including on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a web spell.

Stealthy +5: The spider gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage.

Ranged Attack—Web (Recharge 5-6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2 XP 40

GOBLIN

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1) Dex 11 (+0) Con 10 (+0)

Int 10 (+0) Wis 9 (-1) Cha 8 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Stealthy +5: The goblin gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 - 1) bludgeoning damage (minimum 1 damage).

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

GREEN SLIME

Medium Ooze (Hazard)

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: It takes a DC 10 Wisdom check to notice the green slime under normal conditions and a DC 12 Intelligence check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

HEDRUN THE ICE WITCH

Medium Humanoid (Human)

Armor Class 14 (ice armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str 9 (-1) Dex 14 (+2) Con 14 (+2)

Int 15 (+2) Wis 16 (+3) Cha 12 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Animal Empathy: Beasts are aggressive toward Hedrun only if she harms them first.

Auril's Footing: Hedrun ignores difficult terrain created by ice, snow, and similar wintry conditions, magical or natural. She is immune to the effect of her own *spike growth* spell.

Freezing Aura: Liquid water that comes within 5 feet of Hedrun instantaneously freezes. She can traverse bodies of water across the ice created by this trait, but the ice melts quickly enough to prevent other creatures from doing the same.

Ice Armor: Hedrun's ice armor makes her immune to cold damage. Additionally, whenever Hedrun takes damage, she can apply half to her ice armor. Her ice armor can absorb no more than 16 hit points per day.

Spellcasting: Hedrun is a 5th-level spellcaster that uses Wisdom as her magic ability (spell save DC 13). She has the following spells prepared:

Cantrips—*chill touch*, *ray of frost*

1st Level (4/day)—*animal friendship*, *fog cloud*, *gust of wind*, *ice darts*¹

2nd Level (3/day)—*hold person*, *ice spear*², *spike growth*

3rd Level (2/day)—*dispel magic*, *sleet storm*

1. Ice Darts: Hedrun launches three darts of magic ice at up to two creatures that she can see within 50 feet of her, making an attack roll against each target. On a hit, the target takes 5 (1d4 + 3) cold damage and its speed is reduced by 15 feet until Hedrun's next turn.

At Higher Levels: When Hedrun casts this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

2. Ice Spear: Hedrun launches a spear of ice at one creature that she can see within 50 feet of her, making an attack roll against the target. On a hit, the target takes 17 (5d6) cold damage and is restrained. The target must succeed on a DC 15 Strength or Dexterity check to end the restrained condition. On a miss, the spear explodes near the target for half as much damage.

At Higher Levels: When Hedrun casts this spell using a 3rd-level spell slot, it deals 24 (7d6) cold damage on a hit.

ENCOUNTER BUILDING

Level 5 XP 400

HUMAN COMMONER

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0) Dex 10 (+0) Con 10 (+0)

Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Alignment any

Languages Common

TRAITS

Pack Tactics: The commoner gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Club: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +1 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

HUMAN ROGUE

Medium Humanoid

Armor Class 14 (leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 13 (+1) Dex 16 (+3) Con 12 (+1)

Int 11 (+0) Wis 10 (+0) Cha 13 (+1)

Alignment neutral evil

Languages Common

TRAITS

Assassinate: The rogue has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Sneak Attack: Once per turn, if the rogue attacks and hits a creature that has another creature able to take actions and hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The rogue also deals this extra damage if the rogue has advantage on the attack roll.

ACTIONS

Melee Attack—Short Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 50

HUMAN WAR CHIEF

Medium Humanoid (Human)

Armor Class 17 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 14 (+2) Dex 14 (+2) Con 12 (+1)

Int 11 (+0) Wis 11 (+0) Cha 12 (+1)

Alignment any

Languages Common

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the war chief and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

ACTIONS

Multiattack: The war chief makes two long sword attacks.

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Javelin: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

HUMAN WARRIOR

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1 XP 20

ICE WITCH'S SIMULACRUM

The simulacrum uses the same statistics block as Hedrun the Ice Witch, with the adjustments noted here.

Hit Points 19 (3d8 + 6)

ENCOUNTER BUILDING

Level 4 XP 200

MAREK THE SHANK

Medium Humanoid (Goblinoid, Hobgoblin)

Armor Class 16 (studded leather, shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 12 (+1) **Wis** 10 (+0) **Cha** 16 (+3)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear Marek and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast: Marek cannot be frightened while he can see a friendly creature within 30 feet of him that also has this trait.

ACTIONS

Multiattack: Marek makes two attacks.

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 130

ORC

Medium Humanoid (Orc)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 70

OROG

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 120

QUASIT

Tiny Fiend (Demon, Shapechanger)

Armor Class 13

Hit Points 7 (3d4); see Traits below

Speed 20 ft.

Senses darkvision 100 ft.

Str 5 (-3) Dex 17 (+3) Con 10 (+0)

Int 10 (+0) Wis 10 (+0) Cha 7 (-2)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Magic Resistance: The quasit has advantage on saving throws against magical effects.

Damage Resistance: The quasit is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage, and the target has disadvantage on all Dexterity checks and saving throws, and on all attack rolls made using Dexterity, for 1 minute. This is a poison effect.

Cause Fear (1/day): The quasit chooses any number of creatures within 20 feet of it. Each target must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the quasit. As an action, the frightened target can make a DC 8 Wisdom check to end this effect.

Change Shape: The quasit polymorphs into a Medium wolf or a Tiny bat, centipede, or toad and can remain in this form indefinitely. The quasit gains a fly speed of 40 feet in bat form; otherwise, its statistics do not change (except for its size). The quasit reverts to its natural form when killed.

Invisibility: The quasit turns invisible until it attacks, uses cause fear, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 2 XP 60

SKELETAL WHITE DRAGON

Huge Undead

Armor Class 14

Hit Points 51 (6d12 + 12)

Speed 50 ft.

Senses darkvision 100 ft.

Str 17 (+3) Dex 12 (+1) Con 14 (+2)

Int 2 (-4) Wis 7 (-2) Cha 2 (-4)

Alignment chaotic evil

Languages —

TRAITS

Ice Walk: The dragon takes no penalty to speed while traversing ice or snow.

Immunities: The dragon is immune to cold, disease, and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The dragon makes one claw attack and one bite attack or tail attack.

Melee Attack—Bite: +3 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

Melee Attack—Tail: +3 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Large or smaller, the dragon also either pushes the target up to 10 feet away or knocks it prone.

ENCOUNTER BUILDING

Level 4 XP 200

THUG

Medium Humanoid (Human)

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 11 (+0)

Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee or Ranged Attack—Dagger: +2 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

TOUGH THUG

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2) Dex 12 (+1) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment neutral

Languages Common

TRAITS

Thug Tactics: The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Light Crossbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

VAELISH GANT

Medium Humanoid (Human)

Armor Class 11

Hit Points 27 (5d6 + 10)

Speed 30 ft.

Str 9 (-1) Dex 13 (+1) Con 14 (+2)

Int 17 (+3) Wis 10 (+0) Cha 15 (+2)

Alignment lawful evil

Languages Common, Draconic, Infernal, Orcish

TRAITS

Abjurer's Armor: Whenever Vaelish takes damage, he can apply half to his *mage armor*. His *mage armor* effect can absorb no more than 13 hit points per day.

Spellcasting: Vaelish is a 5th-level spellcaster that uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*light, prestidigitation, shocking grasp*

1st Level (4/day)—*charm person, magic missile, shield*

2nd Level (3/day)—*invisibility, scorching ray*

3rd Level (2/day)—*fireball*

ACTIONS

Melee Attack—Sapphire Staff: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sapphire Staff Magic: Vaelish uses his staff to cast one of the following spells stored within it (save DC 13).

Cantrip—*ray of frost*

1st Level (2/day)—*detect magic*

4th Level (1/day)—*dimension door*

REACTIONS

Shield [1st-Level Spell]: When he is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Vaelish can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of his next turn.

ENCOUNTER BUILDING

Level 4 XP 250

VERBEEG

Large Giant

Armor Class 16 (studded leather, shield)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Str 19 (+4) Dex 12 (+1) Con 14 (+2)

Int 11 (+0) Wis 12 (+1) Cha 10 (+0)

Alignment neutral evil

Languages Common, Giant

ACTIONS

Melee Attack—Spear: +6 to hit (reach 10 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

Ranged Attack—Javelin: +6 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 200

WERERAT

Medium Humanoid (Shapechanger)

Armor Class 13

Hit Points 16 (3d8 + 3); see Traits below

Speed 35 ft.

Senses low-light vision

Str 10 (+0) Dex 16 (+3) Con 12 (+1)

Int 12 (+1) Wis 11 (+0) Cha 11 (+0)

Alignment neutral evil

Languages Common (cannot speak in rat form)

TRAITS

Cunning: The wererat has advantage on ability checks to bluff, listen, sneak, and spot.

Damage Resistance: The wererat is resistant to nonmagical weapons except those made of silver.

Opportunist: If the wererat has advantage on an attack roll, it can give up the advantage to make two attacks.

Rat Scurry: While in rat form, when the wererat moves on its turn, its movement does not provoke opportunity attacks.

ACTIONS

Melee Attack—Bite (rat and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 3) piercing damage, and the target must make a DC 9 Constitution saving throw.

Failed Save: The target is cursed with lycanthropy.

Melee or Ranged Attack—Dagger (humanoid and hybrid forms only): +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape: The wererat polymorphs into a Medium rat-humanoid hybrid or a Small rat and can remain in this form for up to 24 hours.

While in hybrid form, it can make bite and claw attacks only. While in rat form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the wererat gains low-light vision.

The wererat reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 3 XP 70

WINTER WOLF

Large Beast

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 50 ft.

Senses low-light vision

Str 16 (+3) Dex 15 (+2) Con 14 (+2)

Int 8 (-1) Wis 12 (+1) Cha 7 (-2)

Alignment neutral evil

Languages —

TRAITS

Immunity: The wolf is immune to cold.

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each creature friendly to the wolf that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage, or 11 (1d10 + 6) piercing damage against a prone creature. If the attack deals 9 or more damage, the wolf also knocks the target prone.

Cold Breath: The wolf breathes an icy blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw. *Failed Save:* 15 (4d6 + 2) cold damage. *Successful Save:* Half damage. The wolf must complete a short rest or a long rest to use this breath weapon again.

ENCOUNTER BUILDING

Level 4 XP 130

WOLF

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1) Dex 15 (+2) Con 13 (+1)

Int 2 (-4) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 XP 20

YETI

Large Monstrosity

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 35 ft., climb

Senses low-light vision

Str 16 (+3) **Dex 15** (+2) **Con 14** (+2)

Int 8 (-1) **Wis 13** (+1) **Cha 7** (-2)

Alignment neutral

Languages Giant

TRAITS

Chilling Surprise: Any creature surprised by a yeti must succeed on a DC 10 Wisdom saving throw or become frightened and paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending both conditions on a success.

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Multiattack: The yeti makes two claw attacks. If the yeti hits one Medium or smaller target with both claw attacks, the target is grappled and is restrained while grappled. While it has a creature grappled, the yeti can use its claw attack against only that creature. Whenever a creature ends its turn grappled in this way, it takes 5 (2d4) cold damage. A yeti can grapple only one creature at a time.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 110

YOUNG REMORHAZ

Medium Monstrosity

Armor Class 16

Hit Points 30 (4d10 + 8)

Speed 30 ft., burrow

Senses blindsight 25 ft., darkvision 50 ft., low-light vision

Str 18 (+4) **Dex 14** (+2) **Con 15** (+2)

Int 2 (-4) **Wis 13** (+1) **Cha 7** (-2)

Alignment unaligned

Languages –

TRAITS

Burrow: The remorhaz can burrow through ice and snow at its speed, and through earth at one-third its speed. When burrowing through earth, ice, or packed snow, the remorhaz leaves behind a 5-foot-wide tunnel.

Heat: Any creature or object that touches the remorhaz takes 5 (2d4) fire damage.

Immunities: The remorhaz is immune to fire and cold.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) piercing damage, and a Medium or smaller target must make a DC 12 Strength or Dexterity saving throw. *Failed Save:* The target is grappled and is restrained while grappled. While it has a creature grappled in this way, the remorhaz can use its bite attack against only that creature. In addition, whenever a creature ends its turn grappled in this way, it takes 5 (2d4) fire damage. A remorhaz can grapple only one creature at a time.

ENCOUNTER BUILDING

Level 4 XP 150

YOUNG YETI

Medium Monstrosity

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 35 ft., climb

Senses low-light vision

Str 15 (+2) Dex 15 (+2) Con 13 (+1)

Int 8 (-1) Wis 13 (+1) Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Grapple: The yeti uses the grapple action against a creature. Whenever a creature ends its turn grappled by the yeti, the creature takes 2 (1d4) cold damage. If it has a creature grappled, the yeti can use its claw attack only against that creature. The yeti can grapple only one creature at a time.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1 XP 20

ZOMBIE

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2) Dex 6 (-2) Con 10 (+0)

Int 5 (-3) Wis 7 (-2) Cha 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie is immune to disease and poison, and it cannot be frightened or put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage was dealt by a critical hit. *Successful Save:* The zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

MORE ABOUT THE TRIBES

The following material supplements the discussion of the Reghed tribes in the *Campaign Guide*.

Tribe of the Bear

The other great tribe of the Reghed is the Tribe of the Bear. Driven to desperation by Auril's fierce winter, the Tribe of the Bear has broken peace with the other tribes and with the Ten-Towners, launching raids to steal supplies. Worse, the tribe has turned to the worship of the Frostmaiden and joined forces with Hedrun, the Ice Witch.

Günvald Barrundson

King of the Bear Tribe

King Günvald Barrundson, true to the name of his tribe, is a bear of a man. Approaching seven feet tall, he has a mane of white hair and a bushy, yellow-white beard, though he is only 35 years old. His eyes are pale blue, and his skin is pale and chapped.

King Günvald is said to have wrestled a polar bear and come out the victor, though he himself never makes that claim. Some say the bear he defeated is now his companion, Hündel. In any event, the legend reveals much about his nature and his rule. Günvald is a strong man who loves strength. He covets power, he is willing to wrest it from the grip of those he feels are unworthy of holding it, and he keeps a tight grip on his own authority in order to dissuade anyone who might try to seize power from him. His rule of the Tribe of the Bear has been marked by violence—he has killed several would-be claimants to his title, has broken longstanding alliances and gone to war with the Elk and Tiger tribes, has set Hündel against warriors who failed in important tasks, and now, in Auril's deadly winter, has offered human sacrifices to the Frostmaiden.

The Bear Tribe suffered badly when the harsh winter began. It lost many members to beast attacks and was in danger of running out of food as the beasts and the storms claimed more and more reindeer. From the start, the tribe's shaman proclaimed Auril's wrath and urged his fellows and his king to appease her, and Grünvald was soon forced to acquiesce. When a yeti took the life of his wife, Affya, his patience broke and he personally led the tribe in a terrible ritual slaughter of the warriors whose injuries prevented them from fighting. Since then, the fortunes of the tribe have improved, and now Grünvald has sworn allegiance to the Ice Witch—a bitter pill for the power-hungry man to swallow, but a necessary concession in his mind.

For all his aggressive nature and the bloody history of his reign, Grünvald is an honorable warrior—or was, until the black ice of Hedrun's tower worked its influence on him. He never ordered his warriors into a fight he wouldn't join in himself, and he knew enough to pull his warriors back when he led them into a battle they couldn't

win. Though he was fond of raiding Ten-Towns and the other tribes, ambushes were not his style. He enjoyed the thrill of the fight, even when his opponents' efforts to defend themselves were futile.

The black ice has exacerbated his worst qualities and all but obliterated his redeeming features. He longs for battle, looks for any pretense to start a fight, and now refuses to back down from any conflict, no matter the losses that he or his warriors might suffer. He has also grown desperately afraid of losing what power he has left after allowing his tribe to come under the Ice Witch's thrall. He suspects his underlings—his own younger brother, Wolvig, and the tribal shaman Bjami Tengervaald—of plotting against him.

Bjami Tengervaald

Shaman of the Bear Tribe

For all of Günvald's lust for power, and his fear of being usurped, it has been a long time since he actually steered the activity of the Bear tribe. For years, Bjami Tengervaald, the tribe's shaman, has manipulated the king, the war chief, and every influential tribe warrior to see that his own will was carried out—all while making Günvald believe that all the best ideas were his own.

Bjami is a small, withered man who has endured over sixty winters in Icewind Dale—an accomplishment few can claim. His size and gaunt frame hide a hardy strength that can be attributed to long years spent in communion with wintry spirits, bear totems, and the Frostmaiden herself. Winter seems to have taken root in his very bones and blood, making him something slightly more than human. He believes that his actions are the will of Auril—and he's right.

When Auril made the Ice Witch her Chosen, Bjami realized it immediately, and he was filled with an apocalyptic religious fervor. He believes that Auril's choice of a woman from the Elk tribe is a sign that all the tribes will come under her dominion, united again as they were in Wulfgar's day. He imagines himself and the Ice Witch, side by side, ruling together over a conquered Icewind Dale that is locked in eternal winter.

Wolvig Barrundson

War Chief of the Bear Tribe

King Günvald's younger brother is Wolvig Barrundson, who holds the title of war chief while Günvald coordinates the tribe's efforts from the Ice Witch's palace. Though he believes the position is a great honor that recognizes his skill in battle, in truth he holds the position because Bjami desires it—and because Bjami knows Wolvig to be extremely pliable to his will.

Wolvig is tall and fair like most of his people, with long, blond hair and no beard. An angry red battle scar runs across his neck, and he displays it proudly as a sign of his

strength. "I survived this," he is fond of saying, pointing at the scar, "and I think I'll survive you too." Few people take him as seriously as he takes himself.

Although the Tribe of the Bear, under Bjami's command, is sworn to the service of Auril and the Ice Witch, Wolvig still prays to Tempus—though silently—in battle. Sacrificing people to Auril by leaving them exposed to the cold is not how warriors should behave, he believes, and he secretly resents the path that Bjami has led the tribe down. But his fear of the shaman, and of his older brother's wrath, keeps him in line.

Wolvig is a simple man with simple tastes. He enjoys battle, good food, and good company. He often finds himself wishing that life were less complicated, and he believes that acting as Bjami and Günvald desire is the simplest course of action, even if it doesn't match his own sense of a warrior's ethics.

The Lesser Tribes

After the united Reghed tribes attacked Ten-Towns under the leadership of King Heafstaag of the Elk Tribe, the tribes were sorely depleted. It is said that only fifty warriors survived the ill-fated assault, and the harsh winter that followed took the lives of many of the women and children who had not participated in the attack. Though they clung to their traditional names, the smaller tribes were absorbed into the Tribe of the Elk and the Tribe of the Bear, living and hunting alongside the "true" members of the two strongest tribes.

After the war with Akar Kessell, the people of the tribes abandoned their nomadic ways for a time and settled in Ten-Towns, particularly Bremen and Caer-Konig. Over the succeeding decades, though, they slowly returned to their old traditions, and the tribes took on their old identities. Aside from the Tribe of the Elk and the Tribe of the Bear, the Tiger and Wolf tribes retain a significant presence on the tundra. The Tribe of the Seal and the Tribe of the Caribou emerged for a time and then were reabsorbed into the Tribe of the Elk.

With the coming of Auril's deadly winter, the smaller Tiger and Wolf tribes are struggling to survive. The Tribe of the Tiger tried to find shelter in Bremen, but the group was rebuffed by the suspicious townsfolk and set up a camp instead on the northwestern shores of Maer Dualdon. Its numbers have been whittled away by persistent beast attacks—the people of Bremen and Lonelywood have no idea of the extent to which this tribe has served as a buffer between them and the Ice Witch's fury.

The chieftain of the Tribe of the Tiger is a woman—which would have been unthinkable before Wulfgar's time. Queen Fritha Craegmar is a wise and fair leader and a mighty warrior, though she has no love of violence. While some in the tribe wanted to attack the "weak folk" of Bremen and take the town by force, Fritha relied on a diplomatic envoy, and she withdrew the tribe peacefully

when Bremen's speaker rebuffed her. Perhaps fortunately for both peoples, Speaker Dorbulgruf shares Fritha's calm head. Many members of the tribe grumble against their leader now, however, saying she should have led them to war for the sake of preserving the tribe. It is possible she might not hold her position much longer.

The Tribe of the Wolf, meanwhile, has moved as far to the south and west as possible without leaving Icewind Dale, sheltering in the foothills of the Spine of the World near Ironmaster. Its people have suffered greatly from beast attacks, though they have erected makeshift fortifications that protect them from the worst of the assaults. They grow hungry and desperate, though, as the Ice Witch's beasts drive reindeer and other game away, out of their reach.

The Tribe of the Wolf is currently without a king. The former chieftain, Halpstaag Kaerigson, died during the tribe's migration to the south, and no one has sought to claim his place in this dire time. The tribe's shaman, Jütti Merliss, leads the tribe by default.

AGE 12+



LEGACY OF THE CRYSTAL SHARD™

ENCOUNTERS AND MONSTER STATISTICS:
D&D® 4TH EDITION

FORGOTTEN REALMS®



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Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

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INTRODUCTION

This document provides the encounters and the monster statistics that support the *Legacy of the Crystal Shard*™ adventure. The adventure is intended to support a range of low-level characters. As a result, not every encounter is designed to target characters of a specific level. Icewind Dale is a perilous place, and if the adventurers charge into danger, they might end up facing something too tough for them to handle. Here are a few tips for helping your players succeed in the adventure despite these threats.

- ◆ **Talk to your players up front.** Some players assume that a Dungeon Master isn't going to throw a challenge at the characters that they can't handle. If your players operate under this assumption, let them know before getting into the adventure that they'll come across encounters where the best approach might be to run away.
- ◆ **Adjust the timeline.** A sense of urgency is an intentional part of this adventure's design. Players shouldn't feel as if they have time to deal with every problem. The adventure has few restrictions regarding when characters can rest and recuperate. If they're resting more often than is desirable, then use events to spur them along. On the other hand, if they're getting badly beaten up, you can modify the timeline presented in the adventure to give them more opportunity to regain resources.
- ◆ **Allow encounters to change.** A wandering monster encountered on the tundra doesn't necessarily fight to the death. Even a savage bear that's likely to defeat the party might retreat if it's badly hurt. A pack of wolves might tire of chasing after fleeing characters and give up. Even the verbeeg near the front of the verbeeg lair can be circumvented if the adventurers think to look for a back entrance. If the players need it, feel free to nudge them to look for alternatives to all-out combat.
- ◆ **Modify the number of monsters.** If the above suggestions don't work, and characters are consistently dying or falling unconscious, consider modifying the number of monsters. Many encounters will work fine with fewer creatures. Alternatively, if the characters are higher level and the players are getting bored because the encounters are too easy, you can add more monsters.

D&D[®] 4TH EDITION

ENCOUNTERS

This section contains the information you need to run the adventure using the 4th Edition D&D rules.

Encounters that appear in the *Legacy of the Crystal Shard* adventure book or on its accompanying Dungeon Master's Screen are presented here in alphabetical order. Encounters in the adventure book (and in certain places in this section) are marked with bold type and an asterisk. For example, **marauding yetis*** points to the encounter by the same name in this document.

Each encounter identifies the encounter level and the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure, but skill checks can replace or modify those checks. For example, an Intelligence check to search is a Perception check to search, while ability checks to open locks or disable traps are Thievery checks. Easy checks are DC 9, moderate checks are DC 13, and hard checks are DC 21.

Abandoned Mining Gear

Scattered pieces of mining gear can be found throughout the mines: rope, hammers, picks, spikes, candles, flint, chalk, mirrors, waterskins, dry rations, and dwarven liquor. These were left behind by miners fleeing the tunnels because of a zombie attack, and the dwarves of Battlehammer Hold would be grateful for their return.

Band of Ruffians

Level 1 / Level 2 Encounter

◆ 8 thugs and 2 tough thugs (Act 1) or 5 tough thugs (Act 2)

These local hotheads are suspicious of any newcomers to town, and spend their days variously blaming dwarves, foreigners, barbarians, wizards, Du vessa Shane, Sheriff Markham, and anyone else they can think of for their own misfortunes. They hurl accusations and insults at the party, finding fault with whatever course of action the heroes have been pursuing as of late. If other people are nearby, the ruffians vent their spleen and then depart. If few or no bystanders are present (particularly at night), the ruffians back their words up with violence. They are cowards at heart, however, and if half the ruffians are defeated, the others flee. If the ruffians are searched, the characters discover that they wear amulets or rings made of black ice.

By Act 2, the black ice has begun to physically empower the ruffians. Use tough thugs instead of thugs for the encounter.

Following any encounter with the ruffians, it's a good idea to have bystanders or a passing member of the town guard condemn the ruffians' behavior and thank the characters for the good they're doing in Bryn Shander. It's important for the players to know that the townsfolk appreciate the heroes' efforts, so they don't come to resent the community they're meant to be helping.

Barbarian Sympathizers

These two brothers, Hoedin and Braedin Hewer, have come to Bryn Shander to buy food to take back to Caer-Konig in preparation for what promises to be a long winter. The brothers' barbarian ancestry is evident in their physique, and they sympathize with the plight of Hengar and his tribe.

If the brothers are encountered during Act 1, they express their disapproval of the townsfolk's insensibility to the plight of the barbarians and exhort the adventurers to help Hengar and the Tribe of the Elk. They volunteer to help the party break Hengar free if he's still a prisoner (the brothers have the same statistics as a human warrior).

If Hoedin and Braedin are encountered during Act 2, they tell the characters about the trouble the pirates of Lac Dinneshere have been causing. They entreat the adventurers to come back with them to Caer-Konig to put a stop to the pirates' depredations, and are willing to wait a few days if the characters have other business to conclude first.

Barracks Goblins

Level 1 Encounter

◆ 6 goblins

Bear Attack

Level 1 Encounter

◆ 1 brown bear

Corrupted by the activities of the Ice Witch, this brown bear is unusually aggressive, attacking travelers and fighting to the death.

Bear Tribe Camp

Level 5 Encounter

◆ 1 human war chief (Wolvig Barrundson)

◆ 6 Bear Tribe warriors

The Elk Tribe warriors accompanying the adventurers deal with their share of the Bear Tribe encampment. This encounter represents only the Bear Tribe warriors that the adventurers must face themselves, including the Bear Tribe chief. You can adjust the difficulty of the encounter by forcing the characters to deal with additional warriors, or by having allies help them finish off any warriors they can't handle.

Bear Tribe Hero

Level 4 Encounter

- ◆ 1 human war chief
- ◆ 4 Bear Tribe warriors

A mighty hero of the Bear Tribe and his faithful followers challenge the adventurers as they make their way across the field of battle.

Bear Tribe Raiders

Level 1 Encounter

- ◆ 4 Bear Tribe warriors

These warriors have been ranging out across the tundra from their new camp at Evermelt to raid the other barbarian tribes. Eager to win treasure and spill blood in the Frostmaiden's name, they attack without hesitation and fight without mercy. Giving themselves over to their battle frenzy, these barbarians fight to the death.

Beleaguered Allies

In the heat of combat, the adventurers come across a group of allied forces fighting a losing battle against a stronger force. Roll to determine the allies and enemies.

1d6 Allies	1d10 Enemies
1-2 Dwarves	1-3 Bear Tribe raiders*
3-4 Elk Tribe warriors	4-5 Wolf attack*
5-6 Human warriors	6-7 Yeti attack*
	8-9 Bear attack*
	10 Dragon and witch*

Black Ice Guards

Level 3 Encounter

- ◆ Baerick Hammerstone
- ◆ 4 dwarf warriors
- ◆ 1 human rogue (black ice emissary)

Black Ice Merchant

This merchant—a dwarf by the name of Clagg Halfhammer—has come from the dwarven valley to sell black ice trinkets in Bryn Shander's market. He's heard rumors regarding the schism between Stokely and Baerick, and about dwarves going missing in the mines. He is now fearful of the prospect of returning home—a fear that is only exacerbated by his constant exposure to black ice. He suggests that the heroes buy his trinkets if they anticipate going to the valley, since Baerick shows favor to those who wear black ice. This is a falsehood, however—Baerick bestows black ice weapons and armor on his followers, but characters wearing black ice gain no special advantage.

Blinding Snow

A sudden storm fills the air with driving snow, obscuring vision around the adventurers. The area is lightly obscured. Roll an additional encounter.

Chasm Crossing

As the adventurers cross the ice, they reach a chasm that must be traversed. If they cannot do so, they must turn back and find a new route, adding 1d4 hours to their travel time. The chasm is 1d3 × 10 feet wide, and drops 30 feet into ice-filled water. You can adjudicate the adventurers' attempts to cross the chasm as you see fit.

A fall into the chasm deals 3d10 damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Chosen's Call

Level 6 Encounter

- ◆ Hedrun the Ice Witch
- ◆ 2 animated black ice statues

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessel's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 13 Arcana check or a DC 13 Perception check to search the dusty ground.

The rune can be safely disabled with a DC 13 Thievery check. On a failed check, a blast in the tunnel brings part of the ceiling down. Any creature in a collapsing section of tunnel is subject to an attack: +5 vs. Reflex; Hit: 2d6 damage, and the target falls prone and is buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand up, and the only action it can take on its turn is to make a DC 13 Strength check to escape. This check takes a penalty equal to the number of feet of rubble covering the target. An unburied creature adjacent to the target can attempt to pull the target free as an action by making the same Strength check.

When a tunnel collapses, it is completely blocked off. The rune disappears and the trap is disabled. After a collapse, it takes 5 hours of work to clear a space 10 feet on a side; each additional character reduces this time by 1 hour.

When the characters encounter a collapsing tunnel trap, no more encounters are possible until the tunnel is cleared or the characters double back to explore different tunnels.

Cult Assassins

Level 3 Encounter

- ◆ 6 tough thugs
- ◆ 1 dark adept (Act 2 only)

Devotees of Auril are not a major force in Ten-Towns at the start of the adventure, but their influence grows quickly. By fighting off the yeti at the gates of Bryn Shander, freeing Hengar from Auril's wrath, or simply asking too many questions, the adventurers can come to the cultists' attention, with violent results. Cultists might also attack the adventurers simply because they're strangers and will therefore not be missed.

Since the cultists are otherwise normal townsfolk, it's easy for them to gain surprise in this encounter, and the heroes likely have little or no warning before they're attacked. The characters might be drinking in a tavern when they notice the other patrons eying them while the barkeep methodically closes the windows and doors. Alternatively, they might be helping a guard resolve a dispute between two bickering merchants when all three suddenly draw daggers and attack the heroes. The sense of strangeness surrounding these encounters is heightened by the cultists giving no indication of why they're attacking the characters—and by their compulsion to fight to the death. Searching any body reveals an object bearing Auril's mark, frequently carved from black ice.

By Act 2, Auril's power has grown to the point where her faithful are learning to channel that power. The cultists are led by a dark adept.

Displaced Fisher

Bratha Junn is a fisher from Caer-Konig who has decided to pack up her few worldly belongings and move to Lonelywood. Hungry for company on the road and afraid of the prospect of beasts or a winter squall, she invites the adventurers to travel with her. Reroll or ignore this encounter if it occurs more than once, or if the adventurers are not on the road to Lonelywood.

Bratha explains that she left Caer-Konig because the competition and violence of fishing Lac Dinneshere became too much to handle. Disputes over fishing territory were bad enough, but now that pirates have started sinking ships, she wants nothing more to do with her former life. She counts herself lucky that she had few ties to Caer-Konig, and looks forward to the peace and quiet of Lonelywood.

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the D&D Compendium or page 73 of *Monster Vault* for the white dragon's statistics.

Dragon and Witch

Level 3 Encounter

- ◆ 1 Ice Witch's simulacrum
- ◆ 1 skeletal white dragon (Icingdeath)

The adventurers face the skeleton of Icingdeath and the simulacrum either in Evermelt or elsewhere.

When the simulacrum is destroyed, the skeletal dragon collapses to a heap of bones.

Dragon's Lair: If the characters face Icingdeath's skeleton in the dragon's lair, they can recover some of the creature's valuable treasure encased in ice. For every minute they spend chipping away at ice, they uncover one of the following (to a maximum of ten treasures).

1d10	Description
1	50 gp and 250 sp
2	Three gems worth 50 gp each
3	A <i>potion of healing</i>
4	A necklace of ivory and gold worth 100 gp
5	400 cp
6	120 gp and 95 cp
7	Six gems worth 10 gp each
8	A +1 <i>magic battleaxe</i> of dwarven make
9	A silver bracer worth 90 gp
10	50 gp and a gem worth 100 gp

HEDRUN'S SIMULACRA

Simulacrum is a spell that allows the caster to create a partially real, illusory duplicate of a creature, formed from ice and snow. The duplicate looks like the original creature and remains under its creator's absolute control. If reduced to 0 hit points, it reverts to snow and melts or blows away in the wind.

The spell ordinarily creates a zombie-like creature, though additional magic can imbue it with a life force and some portion of the original creature's knowledge and personality. Hedrun's ability to create a simulacrum of herself is unusual, however. In effect, her simulacrum is an extension of herself, allowing her to travel Icedwind Dale without putting herself at risk. The simulacrum can use all of her spells and other abilities, and it speaks and acts with Hedrun's full knowledge. She can have only one simulacrum active at a time.

When the simulacrum is destroyed, Hedrun requires about a day to create a new one, and the simulacrum must then make the journey from her tower to the dale. Thus, after destroying a simulacrum, adventurers will not encounter a new one for at least two days.

Dwarf Patrol

Level 1 Encounter

- ◆ 5 dwarf warriors

On the Road to Kelvin's Cairn: The noise of this patrol carries through the snow before the dwarves come into view, even on the flat tundra. These dwarves are charged with keeping watch on the road, to ensure that travelers seeking their homes in the valley remain safe. However, they are too busy arguing among themselves to perform their duty. Although these dwarves remain loyal to Stokely Silverstream, three members of the patrol (including its leader) wield axes crafted with Baerick Hammerstone's black ice, and it has made them belligerent and overbearing.

The dwarves argue among themselves about the quality of the black ice axes, the route the patrol takes, their pace on the road, the approaching weather, the cause of the harsh winter, and what to do when they spot the adventurers. In fact, it's hard for the characters to get a word in edgewise, so vociferous is the dwarves' debate. If provoked, the dwarves wielding black ice might attack the adventurers while the other dwarves plead for calm.

In the Dwarf Mines: Two different dwarf patrol encounters might occur in the dwarf mines.

Battlehammer Patrol: This patrol is cautious but not hostile, particularly if the adventurers have already made their presence known in Battlehammer Hold. If the characters haven't yet talked to Stokely, the dwarves urge them to do so.

The dwarves can provide information regarding what's happening in the mines—specifically, the presence of zombies and the conflict with Baerick's dwarves. They blame Baerick, not his black ice, for their troubles, but some of the dwarves have kin among Baerick's dwarves and find their behavior inexplicable.

The dwarves fight to defend themselves, but they would rather bring the adventurers to Stokely as captives than as corpses. They try to flee if the adventurers overpower them.

Halls of Black Ice Patrol: The dwarves of this patrol are belligerent, demanding to know what the adventurers are doing in their mines, accusing them of coming to steal from them, and threatening death if the adventurers don't leave the mines at once. The dwarves appear to be spoiling for a fight—or the chance to loot the characters' corpses.

Elk Tribe Hunter

The young barbarian Wigleff was part of a larger hunting party attacked by a group of Bear Tribe warriors while out on the tundra. Reroll or ignore this encounter if it occurs more than once.

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

Wigleff's injuries are superficial, and he quickly recovers his strength if offered food and drink. He can help guide the adventurers to the Elk Tribe's camp if they don't have the benefit of Hengar's aid, or can repeat Hengar's plea for help if the characters are involved in other strands of the adventure.

Fight on the Lake

Level 1 / Level 3 Encounter

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 12 thugs and tough thugs (pirates); see below

Derrick and a dozen pirates sail the *Howling Fiend*, but at your option, more pirates might sail alongside them in a second boat. Derrick tries to ram the adventurers' vessel, after which he and half his crew board the party's boat to fight hand-to-hand. The rest of the pirates attack from the deck of the *Howling Fiend*.

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), three of the pirates accompanying Derrick are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). The others wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

Gatha Dureen is a merchant from Bryn Shander driving a small wagon to Targos, where she intends to relocate. Three hours into the journey, the road has split off to Targos and this encounter can't occur. A dwarf patrol encounter occurs instead.

Gatha has operated her family's bakery in Bryn Shander for twenty years, but is now fleeing to escape the vandalism and intimidation of the Ship Rethnor thugs who work for Vaelish Gant. She is a middle-aged human female with coppery-red hair and gray-blue eyes. Soft-spoken and gentle, Gatha has a loud laugh—though it takes a great deal to make her laugh these days. She is deeply upset about having to leave Bryn Shander, and would love to be able to go back and feel safe. The bakery has been in her family for five generations, and she is overwhelmed with guilt for breaking the tradition. Her wagon is loaded with flour, yeast, and various spices.

Gant's Offices

Level 4 Encounter

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors
- ◆ 1 quasit

The sigil on the door of Gant's office is a deadly magic glyph trap. The glyph can be detected with a DC 13 Arcana check. When detected, the glyph can be disabled with a DC 13 Thievery check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door is subject to an attack: +5 vs. Reflex; Hit: 3d6 lightning damage; Miss: Half damage.

Goblin Ambush

Level 3 Encounter

- ◆ 8 goblins

Goblin sentries lurk in the verbeeg lair where Davrick Fain is planning to hatch a remorhaz. Dressed in white furs, they hide in snowbanks waiting for travelers. As the adventurers pass near, the goblins attack with a barrage of arrows.

If the adventurers are not traveling on the Eastway, the goblins are en route to the road and can't set up an effective ambush.

Goblin Guards

Level 1 Encounter

- ◆ 6 goblins

If this encounter is being used as part of the back entrance to Rycher's Lair, and if Rycher had reason to suspect the arrival of hostile adventurers, then he dismisses the goblins in favor of traps. See **Rycher's Lair***.

Green Slime

Level 1 Encounter

- ◆ 1 green slime

A patch of green slime drops from the tunnel ceiling onto a passing adventurer.

Hideout Guards

Level 1 Encounter

- ◆ 2 human warriors

Hideout Thugs

Level 3 Encounter

- ◆ 2 wererats
- ◆ 3 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the gap, threatening to crush them. Give the adventurers a

few rounds to come up with a means of escape—perhaps making Athletics checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 5 cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (+5 vs. Reflex), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d10 damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Ice Hunters

The adventurers come across a group of six local hunters dressed in heavy furs and steering kayaks through the treacherous ice. The hunters are in search of seals and beluga whales to provide food in the harsh winter. They are not hostile to the adventurers unless attacked, and can direct them to the Ice Witch's tower. If attacked, the hunters fight as Bear Tribe warriors.

Ice Witch's Raiders

Level 3 Encounter

- ◆ 2 Bear Tribe warriors
- ◆ 3 orcs

The servants of the Ice Witch patrol the Sea of Moving Ice to protect her tower from intruders.

Kessell's Trap

Level 3 Encounter

- ◆ 2 giant spiders
- ◆ 4 zombies
- ◆ Akar Kessell (noncombatant)

King Günvald

Level 4 Encounter

- ◆ 1 human war chief (King Günvald)
- ◆ 3 Bear Tribe warriors
- ◆ 2 orcs

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character is subject to an attack: +5 vs. Reflex. On a hit, the character falls prone, slides down the slope, and must succeed on a saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 1d6 cold damage.

Major NPC

The heroes have a chance encounter with one of the major NPCs (nonplayer characters) in Bryn Shander. Du vessa Shane, Sheriff Markham, Vaelish Gant, Slim, Marek the Shank, or Helda Silverstream are all candidates for this encounter, as are any NPCs from elsewhere in Ten-Towns who might be in Bryn Shander on business (most likely one of the speakers). If the characters are outside Bryn Shander, use any NPC detailed in the Setting Book.

This is a good chance to point the characters toward new quests, to remind them about old ones they've been ignoring, or to weave connections between disparate parts of the adventure. For example, if the heroes encounter Vaelish Gant while trying to smuggle Hengar out of town, the wizard might offer the barbarian a black ice charm. He ostensibly does so to provide protection against the Ice Witch's magic. However, he secretly hopes that the black ice's corrupting influence will make Hengar an easy target for later manipulation if Gant decides to exploit the barbarian tribes.

Marauding Yetis

Level 1 Encounter

- ◆ 1 yeti
- ◆ 4 young yetis

This encounter represents the yetis that the player characters must deal with. Additional yetis attack the caravan and the town, but other caravan or town guards kill and drive them off in the same time it takes for the adventurers to dispatch their foes in this encounter. You can adjust the difficulty of the encounter by forcing the characters to deal with additional yetis, or by having guards help them finish off any they can't handle.

Marek the Shank

Level 2 Encounter

- ◆ Marek the Shank
- ◆ 3 wolves

Nighttime Break-in

Level 3 Encounter

- ◆ 3 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb (a standard action), creating a zone in a burst 4 within 4 squares of him. The zone is heavily obscured and lasts for 1 minute.

Orc Champion

Level 3 Encounter

- ◆ 1 orc reaver
- ◆ 4 orcs

A fierce orc leader leads its lesser allies against the adventurers as they cross the battlefield.

Overwhelming Odds

The adventurers find themselves faced with two deadly threats at once. Roll twice on the following table and refer to the indicated encounters.

1d10	Enemies
1-3	Bear Tribe raiders*
4-5	Wolf attack*
6-7	Yeti attack*
8-9	Bear attack*
10	Dragon and witch*

Pirate Crew

Level Varies

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 human warrior (Pyrse)
- ◆ Up to 30 thugs and tough thugs (pirates)

The full pirate crew consists of thirty pirates, in addition to Derrick and Pyrse. At the hideout, the adventurers find this number minus any pirates the adventurers defeated at Easthaven or any time thereafter.

Except for Derrick and Pyrse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), more of the pirates are outfitted with short swords, crossbows, and better armor (the tough thug statistics block). Use the thug statistics block to balance out the pirates as you see fit.

Pirate Raid

Level 2 Encounter

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 3 tough thugs (pirates)
- ◆ 5 thugs (pirates)

If the adventurers join the fray, half the pirates break off to fight them while the rest concentrate on looting Rurden's Armory. (If the adventurers position themselves in front of the building, the other pirates circle around to try to find or create another way in). Derrick joins the attack on the party, unable to resist a fight. However, despite his violent temper, Derrick backs off if he's reduced to half his hit points, yelling at his compatriots to harry his attackers. He's not used to sustaining heavy losses, and if the adventurers take down five or more of his pirates, Derrick calls the rest back to their ships to make a hasty getaway.

Poachers

Level 5 Encounter

- ◆ 24 human commoners (miners; noncombatants)
- ◆ 6 human warriors
- ◆ 1 tough thug

This group of townsfolk and sellswords, under the leadership of a member of Ship Rethnor, carries out Vaelish Gant's will beyond Ten-Towns. Though the miners stand fast behind the better-armed warriors, they immediately flee if a fight breaks out.

Polar Bear Attack

Level 1 Encounter

- ◆ 1 brown bear

Even more aggressive than the brown bears of the tundra thanks to the actions of the Ice Witch, this polar bear attacks the adventurers' boats. The polar bear's statistics are identical to those of the brown bear, except that it has a swim speed of 30 feet.

Portage

Two icebergs have collided ahead of the adventurers, closing off the channel they hoped to use. They can backtrack, adding 1d4 + 1 hours to their journey, or they can carry their boats across the ice to the next stretch of water, adding only 1 hour.

ARCTIC CATS

Icwind Dale is home to two varieties of white-furred great cats, both of which pose a threat to travelers on the northern roads.

The fabled crag cat, also called the Hunter-of-Men, is a sure-footed predator that favors rock ledges and cliffs in the highlands. It is a great cat with long, sharp teeth, possessing certain magical abilities that make it particularly fearsome. Its cry sounds like a sudden, human scream of terror. It can't be detected or traced by magic, though some folk say they can "feel" when one is near or watching. And it has a natural resistance to magic that can sometimes turn a spell back on its caster.

Tundra cats are related to crag cats, but lack their magical characteristics. They are more or less identical to white-furred tigers, though they have the same screaming cry as their mountain-dwelling cousins.

Rampaging Bear

Level 1 Encounter

- ◆ 1 brown bear

A bear rampages across the battlefield, undaunted by the attacks of nearby allied soldiers.

Remorhaz Lair

Level 3 Encounter

- ◆ Davrick Fain
- ◆ 1 human warrior (Rycher)
- ◆ 1 young remorhaz

Rycher's Cats

Level 1 Encounter

- ◆ 2 crag cats

These white-furred, long-fanged beasts are at least nominally tamed by the "wild man" Rycher, but they hunt freely on the western slopes of Kelvin's Cairn and down to Maer Dualdon. They ambush travelers but flee quickly from prey that fights back.

One of the cats leaps out to ambush passersby, hoping to fell its target quickly. The other remains hidden, waiting for characters to flee or become separated from the group before striking. If the adventurers stand their ground after

the initial ambush, the cats retreat. If the beasts are pursued, they race back to Rycher's cave.

Rycher's Lair

Level 1 Encounter

- ◆ 1 human warrior (Rycher)
- ◆ 2 crag cats

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 13 Perception check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, it makes an attack against the triggering character: +5 versus Reflex; *Hit*: 2d8 damage and the target is restrained until the trap can be opened with a DC 15 Athletics check or a DC 15 Thievery check.

Ship Rethnor Thugs

Level 4 / Level 5 Encounter

- ◆ 6 human warriors, with one possibly a wererat (Act 1)
- ◆ 7 wererats (Act 2)

Random Encounter: These thugs are going about their daily business of bullying and terrorizing the local populace. If the heroes haven't yet had any run-ins with Slim or Marek the Shank, the thugs try to bully them into paying "traveler's dues" to guarantee safe passage while going about their business in Bryn Shander. If the characters refuse to pay, the thugs pretend to back off, then tail the adventurers and ambush them as soon as the opportunity presents itself.

If the characters have already encountered either Slim or Marek, the thugs know who they are and attack them on sight. They taunt the adventurers as they fight: "Slim said to give you his regards . . ." If the characters have already taken Slim and Marek down, the thugs vow vengeance for their leaders' demise: "Nobody crosses Ship Rethnor and lives to brag about it!"

In Act 1, there is a 50 percent chance that one of the thugs is a wererat. By Act 2, all the thugs have been infected with lycanthropy and have become wererats.

In the Council Hall: A similar group of thugs awaits the adventurers in the council hall if they answer the forged note ostensibly from Du vessa Shane. In this case, one of the thugs is automatically a wererat.

In Caer-Konig: Another group of thugs carries out Vaelish Gant's schemes around Lac Dinneshere. These thugs do not include a wererat.

Slim's Ambush

Level 3 Encounter

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors

Suspicious Merchant

Faedrith Guldan is a merchant from Bremen, traveling home with a wagon from a trip to Bryn Shander. Reroll this encounter if it occurs more than once or if the adventurers are not on the road to Bremen.

Guldan draws a sword at the adventurers' approach and challenges them, believing they might mean him harm. If they manage to convince him that they don't intend to hurt or rob him, he explains the reason for his suspicion. While in Bryn Shander, he heard tales of merchants going missing throughout Ten-Towns and along the roads.

Temple of the Storm

Level 4 Encounter

- ◆ Akar Kessell
- ◆ 6 air elementals

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she is subject to an attack: +5 vs. Fortitude; *Hit*: The target takes 1d4 cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

Encounter Level Varies; see below

- ◆ 4 human warriors

These guards patrol the streets of Bryn Shander. They spend their time keeping cart traffic moving along the town's crowded thoroughfares, helping locals with minor building repairs, breaking up brawls, and escorting drunkards home so they don't pass out and freeze to death in the street. They also keep an eye out for newcomers to town, both to help them become properly acclimated and to make sure they don't cause trouble.

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

The adventurers come across a group of ordinary townsfolk huddling behind flimsy shelter, trying to avoid the fray. When the townsfolk spot the heroes, they call out for help, asking the adventurers to escort them safely back to the nearest settlement.

Vaelish Gant

Level 1 Encounter

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

Level 1 Encounter

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

Level 2 Encounter

- ◆ 1 Bear Tribe shaman
- ◆ 3 Bear Tribe furies

Winter Squall

A sudden, violent storm blows down off the Reghed Glacier. The adventurers can't make any progress across the tundra for 1 hour. There is a 20 percent chance that a combat encounter occurs while the party is stopped during the storm. If this encounter occurs while the party is resting, each character takes a -2 penalty to Endurance checks to withstand the effect of the cold.

Winter Wolf

Level 2 Encounter

- ◆ 4 wolves
- ◆ 1 winter wolf

A winter wolf and its hunting companions catch the heroes' scent and decide to take them down.

Wolf Attack

Level 2 / Level 3 Encounter

- ◆ 5 wolves
- ◆ 1 winter wolf (25 percent)

The Ice Witch spurs the beasts of the tundra to attack any humans who dare to brave the winter, making this pack of wolves unusually aggressive. There is a 25 percent chance that the pack is led by a winter wolf.

ZOMBIE ATTACK!

When the adventurers encounter zombies in the mines, be sure to play up the claustrophobic atmosphere and use the terrain to the monsters' advantage. Have the zombies attack from around blind corners, come at the party from behind, or lurch out from behind support beams to attack characters who think they're safely in the middle of the party. After one or two such attacks, even innocuous encounters will have the characters on edge. Is the strange, bent shadow hanging from the tunnel ceiling really a broken beam? Or is a zombie's claw ready to catch unwary passersby?

Yeti Attack

Level 1 Encounter

- ◆ 3 yetis

Spurred by the Ice Witch to indulge their appetite for human flesh, this band of tundra yetis does not shy from attacking even well-armed bands of travelers. The yetis attempt to use the inclement weather and natural terrain to their advantage, setting an ambush for unwary adventurers.

Zombie Pack

Level 1 Encounter

- ◆ 5 zombies

Groups of zombie dwarves wander the mines with no real purpose, attacking any living beings they come across. Some carry mining picks or shovels they use as weapons, dealing the same damage as the zombie's slam attack.

D&D 4TH EDITION

STATISTICS

Air Elemental	Level 1 Lurker
Small elemental magical beast (air)	XP 100
HP 23; Bloodied 11	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +5
Speed 0, fly 6 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits or misses with an attack.	
STANDARD ACTIONS	
⬇ Slam ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 3 damage.	
⬇ Grasp of Storms ♦ At-Will	
Attack: Melee 1 (one creature that can't see the elemental); +4 vs. Reflex	
Hit: 2d6 + 4 damage, and the elemental grabs the target (escape DC 12) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.	
Skills Stealth +8	
Str 16 (+3)	Dex 17 (+3)
Con 11 (+0)	Int 5 (-3)
Wis 11 (+0)	Cha 8 (-1)
Alignment unaligned Languages understands Primordial	

Akar Kessell	Level 4 Elite Controller
Medium natural humanoid (undead)	XP 350
HP 108; Bloodied 54	Initiative +4
AC 18, Fortitude 15, Reflex 16, Will 17	Perception +6
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
⬇ Claw (necrotic) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 6 necrotic damage, and the target is dazed until the start of its next turn and loses a healing surge.	
⌚ Grave Bolt (necrotic) ♦ At-Will	
Attack: Ranged 20 (one or two creatures); +7 vs. Reflex	
Hit: 1d6 + 8 necrotic damage, and the target is immobilized (save ends).	
⚡ Horrific Visage (fear, psychic) ♦ Recharge ☼ ☼ ☼	
Attack: Close blast 5 (creatures in the blast); +7 vs. Will	
Hit: 2d6 + 6 psychic damage, and the target must use a move action as the first action on its next turn to move its speed away from Akar.	
Miss: Half damage.	
Skills Arcana +10, Religion +10	
Str 10 (+2)	Dex 14 (+4)
Con 14 (+4)	Int 16 (+5)
Wis 9 (+1)	Cha 18 (+6)
Alignment evil Languages Common	

Animated Black Ice Statue	Level 2 Soldier
Medium elemental animate (construct)	XP 125
HP 42; Bloodied 21	Initiative +1
AC 17, Fortitude 15, Reflex 12, Will 13	Perception +1
Speed 5 (ice walk)	
TRAITS	
Brittle Skin	
Whenever the statue takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.	
STANDARD ACTIONS	
⬇ Slam ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target cannot shift until the end of the statue's next turn.	
TRIGGERED ACTIONS	
Overwhelming Ice ♦ Recharge when first bloodied	
Trigger: An enemy adjacent to the statue hits one of the statue's allies with a melee attack.	
Effect (Immediate Reaction): Melee 1 (triggering enemy). The target falls prone.	
Str 17 (+4)	Dex 6 (-1)
Con 18 (+5)	Int 2 (-3)
Wis 11 (+1)	Cha 6 (-1)
Alignment unaligned Languages –	

Baerick Hammerstone	Level 5 Soldier
Medium natural humanoid, dwarf	XP 200
HP 64; Bloodied 32	Initiative +4
AC 21, Fortitude 18, Reflex 15, Will 17	Perception +4
Speed 5	Low-light vision
TRAITS	
Stand the Ground	
Baerick can move 1 square fewer than the effect specifies when subjected to a pull, push, or slide.	
Steady-Footed	
Baerick can make a saving throw to avoid falling prone when an attack would knock him prone.	
STANDARD ACTIONS	
⬇ Black Ice Maul (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 7 damage.	
⚔ Throwing Hammer (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +10 vs. AC	
Hit: 2d6 + 5 damage.	
MINOR ACTIONS	
⬇ Maul Bash (weapon) ♦ Recharge ☼ ☼	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 5 damage, and Baerick either knocks the target prone or pushes it 1 square.	
TRIGGERED ACTIONS	
⬇ Stubborn ♦ At-Will	
Trigger: An enemy tries to push Baerick or knock him prone.	
Effect (Immediate Interrupt): Baerick makes a melee basic attack against the triggering enemy.	
Str 17 (+5)	Dex 10 (+2)
Con 16 (+5)	Int 11 (+2)
Wis 14 (+4)	Cha 12 (+3)
Alignment evil Languages Common, Dwarven	
Equipment black ice plate armor, 3 throwing hammers, black ice maul	

Bear Tribe Fury	Level 4 Skirmisher
Medium natural humanoid, human	XP 175
HP 55; Bloodied 27	Initiative +8
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +10
Speed 6	
TRAITS	
Adept Charger	
The fury is not limited to taking only free actions immediately after a charge.	
Bear Tribe Flurry	
While bloodied, the fury gains a +2 power bonus to speed and a +4 power bonus to all defenses against opportunity attacks.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 4 damage, or 3d6 + 4 if the attack was part of a charge.	
☞ Javelin (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
⚔ Furious Strike (weapon) ♦ Recharge if the power misses every target	
Attack: Melee 1 (one or two creatures); +7 vs. Fortitude	
Hit: 1d6 + 5 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Wild Instinct ♦ At-Will	
Trigger: An enemy ends its movement in a square where it flanks the fury.	
Effect (Immediate Reaction): The fury shifts up to 2 squares.	
Skills Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 17 (+5)
Con 15 (+4)	Int 10 (+2) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment 2 short swords, 2 javelins	

Bear Tribe Shaman	Level 5 Controller
Medium natural humanoid, human	XP 200
HP 52; Bloodied 26	Initiative +5
AC 19, Fortitude 15, Reflex 17, Will 19	Perception +11
Speed 6	
STANDARD ACTIONS	
⚔ Longspear (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage, and the target is slowed until the end of its next turn.	
☞ Phantom Fangs (implement, psychic) ♦ At-Will	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: 2d8 + 4 psychic damage, and the target is immobilized until the end of its next turn.	
Miss: The target is slowed until the end of its next turn.	
MINOR ACTIONS	
⬅ Concussive Roar ♦ Encounter	
Attack: Close blast 3 (enemies in the blast); +8 vs. Will	
Hit: The shaman pushes the target up to 3 squares, and the target is immobilized (save ends).	
Miss: The shaman can push the target 1 square.	
Skills Heal +11, Nature +11, Religion +9	
Str 13 (+3)	Dex 17 (+5) Wis 18 (+6)
Con 12 (+3)	Int 15 (+4) Cha 14 (+4)
Alignment unaligned Languages Common	
Equipment hide armor, longspear, totem	

Bear Tribe Warrior	Level 3 Soldier
Medium natural humanoid, human	XP 150
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 17, Reflex 14, Will 14	Perception +3
Speed 6	
STANDARD ACTIONS	
⚔ Longspear (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
Effect: The target is marked until the end of the warrior's next turn.	
☞ Bear Tooth Arrow (weapon) ♦ Recharge when first bloodied	
Attack: Ranged 15/30 (one creature); +6 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is immobilized until the end of its next turn.	
Miss: Half damage, and the target is slowed until the end of its next turn.	
TRIGGERED ACTIONS	
⚔ Spear Jab (weapon) ♦ At-Will	
Trigger: An enemy adjacent to the warrior and marked by it shifts.	
Effect (Opportunity Action): The warrior uses <i>longspear</i> against the triggering enemy.	
Skills Athletics +9	
Str 16 (+4)	Dex 14 (+3) Wis 14 (+3)
Con 17 (+4)	Int 8 (+0) Cha 10 (+1)
Alignment unaligned Languages Common	
Equipment hide armor, longspear, shortbow, 20 arrows	

Brown Bear	Level 5 Brute
Large natural beast	XP 200
HP 80; Bloodied 40	Initiative +3
AC 17, Fortitude 19, Reflex 16, Will 16	Perception +3
Speed 8	
TRAITS	
Devour	
Any creature grabbed by the bear at the start of the bear's turn takes 1d8 + 5 damage.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 7 damage.	
⚔ Bear Grab ♦ Recharge when first bloodied	
Effect: The bear uses <i>claw</i> twice against the same target. If either attack hits, the target falls prone, and the bear grabs the target (escape DC 15) if it has fewer than two creatures grabbed.	
Str 20 (+7)	Dex 13 (+3) Wis 13 (+3)
Con 20 (+7)	Int 2 (-2) Cha 12 (+3)
Alignment unaligned Languages –	

Crag Cat **Level 3 Soldier**

Large natural beast XP 150

HP 49; Bloodied 24 **Initiative +7**
AC 19, Fortitude 17, Reflex 16, Will 15 **Perception +8**
Speed 8, climb 4 **Low-light vision**

STANDARD ACTIONS⊕ **Bite** ♦ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC. If the cat is grabbing a creature, it can make this attack only against that creature.
Hit: 2d6 + 4 damage, and the target is grabbed (escape DC 15).

⊕ **Puncturing Fangs** ♦ **At-Will**

Effect: Melee 1 (one creature grabbed by the cat). The target takes 2d6 damage, and ongoing 5 damage (save ends).

Skills Athletics +10, Acrobatics +10, Stealth +10

Str 18 (+5) **Dex** 19 (+5) **Wis** 15 (+3)
Con 17 (+4) **Int** 2 (-3) **Cha** 11 (+1)

Alignment unaligned **Languages** –

Dark Adept **Level 1 Controller (Leader)**

Medium natural humanoid, human XP 100

HP 32; Bloodied 16 **Initiative +2**
AC 15, Fortitude 12, Reflex 13, Will 14 **Perception +1**
Speed 6

STANDARD ACTIONS⊕ **Mace (weapon)** ♦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 6 damage, and the adept can slide the target 1 square.

↘ **Sling (weapon)** ♦ **At-Will**

Attack: Ranged 20 (one creature); +6 vs. AC
Hit: 1d6 + 3 damage.

↘ **Biting Hex** ♦ **Recharge** ☹ ☹ ☹

Attack: Ranged 10 (one creature); +4 vs. Will
Hit: The target takes 2d6 + 6 damage if it moves during its turn (save ends).

Skills Religion +7

Str 10 (+0) **Dex** 15 (+2) **Wis** 13 (+1)
Con 14 (+2) **Int** 14 (+2) **Cha** 14 (+2)

Alignment evil **Languages** Common

Equipment robes, mace, sling, 20 sling stones

Davrick Fain **Level 3 Elite Controller (Leader)**

Medium natural humanoid, human XP 300

HP 92; Bloodied 46 **Initiative +2**
AC 17, Fortitude 14, Reflex 14, Will 16 **Perception +5**
Speed 6

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS⊕ **Mace (cold, fear, weapon)** ♦ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 2 damage, ongoing 5 cold damage (save ends), and Davrick slides the target up to 2 squares.

✦ **Icy Tendrils (cold)** ♦ **At-Will**

Attack: Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex
Hit: 1d6 + 5 cold damage, and the target is dazed until the end of Davrick's next turn.

MINOR ACTIONS↘ **Chilling Words (charm)** ♦ **Recharge** ☹ ☹ ☹

Attack: Ranged 5 (one creature); +6 vs. Will
Hit: The target cannot use a standard action during its next turn.

Dark Imperative (cold) ♦ **Recharge** when first bloodied

Effect: Close burst 5 (one ally in the burst). Davrick slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra cold damage.

Skills Arcana +8, Religion +8

Str 13 (+2) **Dex** 12 (+2) **Wis** 18 (+5)
Con 14 (+3) **Int** 15 (+3) **Cha** 13 (+2)

Alignment evil **Languages** Common

Equipment chainmail, shield, mace

Dwarf Warrior **Level 1 Soldier**

Medium natural humanoid XP 100

HP 33; Bloodied 16 **Initiative +3**
AC 17, Fortitude 15, Reflex 13, Will 15 **Perception +8**
Speed 5 **Low-light vision**

TRAITS**Stand the Ground**

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

STANDARD ACTIONS⊕ **Battleaxe (weapon)** ♦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.

Effect: The dwarf marks the target until the end of the dwarf's next turn.

↘ **Throwing Hammer (weapon)** ♦ **At-Will**

Attack: Ranged 10 (one creature); +6 vs. AC
Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarf's next turn.

⊕ ↘ **Double Hammer Strike (weapon)** ♦ **Recharge** ☹ ☹ ☹ ☹

Effect: The dwarf uses *battleaxe* and then uses *throwing hammer*. The dwarf does not provoke opportunity attacks for this use of *throwing hammer*.

Str 16 (+3) **Dex** 12 (+1) **Wis** 17 (+3)
Con 17 (+3) **Int** 10 (+0) **Cha** 10 (+0)

Alignment unaligned **Languages** Common, Dwarven

Equipment chainmail, heavy shield, battleaxe, 4 throwing hammers

Giant Spider		Level 4 Skirmisher	
Medium natural beast (spider)		XP 175	
HP 52; Bloodied 26		Initiative +5	
AC 18, Fortitude 17, Reflex 16, Will 15		Perception +7	
Speed 6, climb 6 (spider climb)		Tremorsense 5	
Resist 5 poison			
TRAITS			
Web Walk			
The spider ignores difficult terrain composed of webs.			
STANDARD ACTIONS			
Ⓣ Bite (poison) ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).			
Ⓣ Death from Above ♦ Recharge ☹ ☹ ☹			
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.			
MOVE ACTIONS			
Prodigious Leap ♦ Encounter			
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.			
Skills Athletics +9, Stealth +8			
Str 14 (+4)	Dex 12 (+3)	Wis 10 (+2)	
Con 12 (+3)	Int 1 (-3)	Cha 8 (-1)	
Alignment unaligned		Languages –	

Goblin		Level 1 Skirmisher	
Small natural humanoid		XP 100	
HP 30; Bloodied 15		Initiative +5	
AC 15, Fortitude 13, Reflex 14, Will 13		Perception +2	
Speed 6		Low-light vision	
STANDARD ACTIONS			
Ⓣ Short Sword ♦ At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 1d6 + 5 damage, or 2d6 + 5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square.			
⚔ Dagger ♦ At-Will			
Attack: Ranged 10 (one creature); +6 vs. AC			
Hit: 1d4 + 5 damage.			
MOVE ACTIONS			
Deft Scurry ♦ At-Will			
Effect: The goblin shifts up to 3 squares.			
TRIGGERED ACTIONS			
Goblin Tactics ♦ At-Will			
Trigger: The goblin is missed by a melee attack.			
Effect (Immediate Reaction): The goblin shifts 1 square.			
Skills Stealth +8, Thievery +8			
Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)	
Con 14 (+2)	Int 8 (-1)	Cha 8 (-1)	
Alignment evil		Languages Common, Goblin	
Equipment leather armor, light shield, short sword, 2 daggers			

Green Slime		Level 4 Lurker	
Medium natural beast (blind, ooze)		XP 175	
HP 47; Bloodied 23		Initiative +9	
AC 18, Fortitude 17, Reflex 17, Will 14		Perception +2	
Speed 4, climb 4		Blindsight 10	
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant			
TRAITS			
Ooze			
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.			
STANDARD ACTIONS			
Ⓣ Slam (acid) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. Reflex			
Hit: 5 acid damage, and ongoing 5 acid damage (save ends).			
Ⓣ Engulf (acid) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. Reflex			
Hit: 1d6 + 3 acid damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.			
Skills Stealth +10			
Str 11 (+2)	Dex 16 (+5)	Wis 11 (+2)	
Con 17 (+5)	Int 1 (-3)	Cha 1 (-3)	
Alignment unaligned		Languages –	

Hedrun the Ice Witch **Level 5 Solo Controller**Medium natural humanoid, human XP 1,000

HP 252; Bloodied 126 **Initiative +4**
AC 19, Fortitude 17, Reflex 18, Will 18 **Perception +10**
Speed 6 (ice walk)
Immune cold
Saving Throws +5; Action Points 2

TRAITS☼ **Freezing Aura** ◆ **Aura 3**

Liquid water in the aura instantaneously freezes. Hedrun can traverse bodies of water across such ice, but the ice melts to prevent other creatures from doing the same.

☼ **Blood Ice** (cold, necrotic) ◆ **Aura 3**

While Hedrun is bloodied or has at least 1 hit point and is unable to take actions, the ground in the aura is difficult terrain and each enemy that starts its turn in the aura takes 10 cold and necrotic damage, or 15 cold and necrotic damage if Hedrun is bloodied and has at least 1 hit point and is unable to take actions.

Animal Empathy

Beasts are aggressive toward Hedrun only if she harms them first.

STANDARD ACTIONS⬇️ ⚡ **Ice Spear** (cold) ◆ **At-Will**

Attack: Melee 1 or Ranged 10 (one or two creatures); +10 vs. AC
Hit: 2d8 + 5 cold damage, Hedrun pushes the target up to 2 squares, and the target is slowed (save ends).
Effect: Hedrun creates an ice spear to replace any she has lost.

⚡ **Snow Blindness** (cold, radiant) ◆ **At-Will**

Attack: Ranged 5 (one or two creatures); +8 vs. Fortitude
Hit: 2d6 + 5 cold and radiant damage, and the target can't see anything that is more than 2 squares away from it (save ends).

Chosen Action ◆ **At-Will**

Effect: Hedrun makes two basic attacks.

⬅️ **Icy Blast** (cold, zone) ◆ **Recharge** ⚡ ⚡

Attack: Close blast 5 (creatures in the blast); +8 vs. Fortitude
Hit: 2d12 + 5 cold damage, and the target falls prone.
Miss: Half damage.
Effect: The blast creates a zone that lasts until the end of Hedrun's next turn. The ground in zone is difficult terrain for creatures without ice walk.
Sustain Minor: The zone persists until the end of Hedrun's next turn.

Skills Arcana +10, Bluff +8, Diplomacy +8, Nature +10

Str 14 (+4) **Dex** 15 (+4) **Wis** 16 (+5)
Con 15 (+4) **Int** 17 (+5) **Cha** 12 (+3)

Alignment evil **Languages** Common

Equipment ice armor

Human Commoner **Level 2 Minion Soldier**Medium natural humanoid, human XP 31

HP 1; a missed attack never damages a minion. **Initiative +3**
AC 15, Fortitude 13, Reflex 11, Will 11 **Perception +2**
Speed 6

TRAITS**Mob Rule**

While at least two other human commoners are within 5 squares of the commoner, it gains a +2 power bonus to all defenses.

STANDARD ACTIONS⬇️ **Club** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 damage.

Str 14 (+3) **Dex** 11 (+1) **Wis** 12 (+2)
Con 12 (+2) **Int** 9 (+0) **Cha** 13 (+2)

Alignment unaligned **Languages** Common

Equipment club

Human Rogue **Level 5 Lurker**Medium natural humanoid XP 200

HP 49; Bloodied 24 **Initiative +11**
AC 19, Fortitude 16, Reflex 19, Will 16 **Perception +9**
Speed 6

STANDARD ACTIONS⬇️ **Short Sword** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6 + 6 damage.

⬇️ **Garrote** (weapon) ◆ **At-Will**

Requirement: The rogue must not be grabbing a creature.
Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: The target is grabbed (escape DC 22) until the end of the rogue's next turn. Until the grab ends, the rogue has superior cover, and neither it nor the target can be pulled, pushed, or slid.

⬇️ **Arterial Cut** (weapon) ◆ **At-Will**

Effect: Melee 1 (one creature grabbed by the rogue). The target takes 2d10 + 5 damage, and ongoing 10 damage (save ends). The grab then ends.

TRIGGERED ACTIONS⬇️ **Quick Cut** ◆ **At-Will**

Trigger: An enemy escapes the rogue's grab.
Effect (Immediate Interrupt): The rogue uses *short sword* against the triggering enemy.

Skills Athletics +9, Stealth +12

Str 14 (+4) **Dex** 20 (+7) **Wis** 14 (+4)
Con 13 (+3) **Int** 10 (+2) **Cha** 6 (+0)

Alignment evil **Languages** Common

Equipment leather armor, short sword, garrote

Human War Chief **Level 5 Brute**Medium natural humanoid XP 200

HP 77; Bloodied 38 **Initiative +5**
AC 17, Fortitude 19, Reflex 17, Will 15 **Perception +4**
Speed 6

STANDARD ACTIONS⬇️ **Longsword** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d8 + 7 damage.

⚡ **Javelin** (weapon) ◆ **At-Will**

Attack: Ranged 10 (one creature); +10 vs. AC
Hit: 3d6 + 6 damage.

⬇️ **Daring Strike** (weapon) ◆ **Recharge** ⚡ ⚡

Attack: Melee 1 (one creature); +8 vs. Fortitude
Hit: 3d12 + 5 damage, and the target falls prone. If the war chief scores a critical hit, the target also takes ongoing 5 damage (save ends).

Skills Athletics +11

Str 18 (+6) **Dex** 16 (+5) **Wis** 14 (+4)
Con 17 (+5) **Int** 8 (+1) **Cha** 10 (+2)

Alignment unaligned **Languages** Common

Equipment hide armor, longsword, 3 javelins

Human Warrior		Level 3 Soldier	
Medium natural humanoid,		XP 150	
HP 47; Bloodied 23		Initiative +5	
AC 19, Fortitude 16, Reflex 15, Will 14		Perception +6	
Speed 5			
STANDARD ACTIONS			
⚔ Longsword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d8 + 6 damage, and the warrior marks the target until the end of the warrior's next turn.			
⚔ Powerful Strike (weapon) ♦ Recharge ☼ ☼ ☼			
Attack: Melee 2 (one creature); +8 vs. AC			
Hit: 2d10 + 5 damage, and the target falls prone.			
TRIGGERED ACTIONS			
⚔ Interceding Strike (weapon) ♦ At-Will			
Trigger: An enemy adjacent to the warrior makes an attack that doesn't include the warrior as a target.			
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +8 vs. AC			
Hit: 1d10 + 5 damage.			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Alignment unaligned Languages Common			
Equipment hide armor, longsword			

Ice Witch's Simulacrum		Level 5 Elite Controller	
Medium natural animate		XP 400	
HP 126; Bloodied 63		Initiative +4	
AC 19, Fortitude 17, Reflex 18, Will 18		Perception +5	
Speed 6 (ice walk)			
Immune cold			
Saving Throws +2; Action Points 1			
TRAITS			
☼ Freezing Aura ♦ Aura 3			
Liquid water in the aura instantaneously freezes. Hedrun can traverse bodies of water across such ice, but the ice melts to prevent other creatures from doing the same.			
Animal Empathy			
Beasts are aggressive toward Hedrun only if she harms them first.			
STANDARD ACTIONS			
⚔ ☹ Ice Spear (cold) ♦ At-Will			
Attack: Melee 1 or Ranged 10 (one or two creatures); +10 vs. AC			
Hit: 2d8 + 5 cold damage, Hedrun pushes the target up to 2 squares, and the target is slowed (save ends).			
Effect: Hedrun creates an ice spear to replace any she has lost.			
⚡ Icy Blast (cold, zone) ♦ Recharge ☼ ☼ ☼			
Attack: Close blast 3 (creatures in the blast); +8 vs. Fortitude			
Hit: 2d12 + 5 cold damage, and the target falls prone.			
Miss: Half damage.			
Effect: The blast creates a zone that lasts until the end of Hedrun's next turn. The ground in zone is difficult terrain for creatures without ice walk.			
Sustain Minor: The zone persists until the end of Hedrun's next turn.			
Skills Arcana +10, Nature +10			
Str 14 (+4)	Dex 15 (+4)	Wis 16 (+5)	
Con 15 (+4)	Int 17 (+5)	Cha 12 (+3)	
Alignment evil Languages Common			
Equipment ice armor			

Marek the Shank		Level 3 Elite Controller (Leader)	
Medium natural humanoid, hobgoblin		XP 300	
HP 94; Bloodied 47		Initiative +3	
AC 17, Fortitude 17, Reflex 15, Will 15		Perception +1	
Speed 6			
Saving Throws +2; Action Points 1			
TRAITS			
Beast Master's Exhortation			
When an allied beast or magical beast that is adjacent to Marek hits with an attack, that beast gains 5 temporary hit points.			
Elite Action			
On each of his turns, Marek can choose two standard actions and take each of them.			
STANDARD ACTIONS			
⚔ Longsword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d8 + 6 damage, and Marek can shift 1 square, and an ally adjacent to him can shift 1 square into the space Marek just left. If Marek triggers an attack due to this movement, he can designate his ally as the attack's target instead of him.			
↘ Shortbow (weapon) ♦ At-Will			
Attack: Ranged 15/30 (one creature); +8 vs. AC			
Hit: 1d8 + 3 damage, and the target grants combat advantage until the start of Marek's next turn.			
⚔ War Whip (weapon) ♦ At-Will			
Attack: Melee 3 (one creature); +8 vs. AC			
Hit: 2d4 + 5 damage, and the target falls prone.			
Effect: Marek can slide the target 1 square.			
Attack Command ♦ At-Will			
Effect: Melee 1 (one ally that is a beast or magical beast). The target can make a basic attack as a free action.			
Str 19 (+5)	Dex 14 (+3)	Wis 10 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 15 (+3)	
Alignment evil Languages Common, Goblin			
Equipment leather armor, longsword, whip, shortbow, 20 arrows			

Orc		Level 3 Soldier	
Medium natural humanoid		XP 150	
HP 50; Bloodied 25		Initiative +5	
AC 19, Fortitude 17, Reflex 15, Will 13		Perception +1	
Speed 6 (8 when charging)			
Low-light vision			
STANDARD ACTIONS			
⚔ Greataxe (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d12 + 4 damage, or 1d12 + 9 with a charge attack.			
↘ Shortbow (weapon) ♦ At-Will			
Attack: Ranged 15/30 (one creature); +8 vs. AC			
Hit: 1d8 + 4 damage.			
⚡ Hacking Frenzy (weapon) ♦ Recharge ☼ ☼ ☼			
Attack: Close burst 1 (enemies in the burst); +6 vs. AC			
Hit: 1d12 + 4 damage, and the orc marks the target until the end of the orc's next turn.			
Effect: The orc grants combat advantage until the start of its next turn.			
TRIGGERED ACTIONS			
Savage Demise ♦ Encounter			
Trigger: The orc drops to 0 hit points.			
Effect (Free Action): The orc takes a standard action.			
Str 18 (+5)	Dex 14 (+3)	Wis 10 (+1)	
Con 18 (+5)	Int 8 (+0)	Cha 9 (+0)	
Alignment chaotic evil Languages Common, Giant			
Equipment studded leather, greataxe, shortbow, 20 arrows			

Orc Reaver	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6 (8 when charging)	Low-light vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
⚔ Battleaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
Effect: After the attack, the orc can shift 1 square.	
🗡 Javelin (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
⚡ Blood-Crazed Charge ♦ Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy.	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+6)	Dex 17 (+5) Wis 13 (+3)
Con 15 (+4)	Int 8 (+1) Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, battleaxe, 4 javelins	

Quasit	Level 3 Lurker
Tiny elemental humanoid (demon)	XP 150
HP 40; Bloodied 20	Initiative +8
AC 17, Fortitude 13, Reflex 17, Will 15	Perception +8
Speed 4, fly 6	Darkvision
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 0 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage, or 1d6 + 10 damage if the quasit was invisible when it attacked.	
Vanish (illusion) ♦ At-Will	
Effect: The quasit becomes invisible until the end of its next turn or until it hits or misses with an attack.	
Skills Arcana +9, Bluff +9, Stealth +9	
Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)
Con 16 (+4)	Int 16 (+4) Cha 16 (+4)
Alignment evil Languages Common, Primordial	

Skeletal White Dragon	Level 5 Elite Brute
Large natural magical beast (dragon, undead)	XP 400
HP 160; Bloodied 80	Initiative +2
AC 17, Fortitude 17, Reflex 12, Will 11	Perception +6
Speed 4 (ice walk)	Darkvision
Immune cold, disease, poison; Resist 10 cold, 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Instinctive Rampage	
On an initiative of 10 + the dragon's initiative check, the dragon can move up to its speed as a free action. The dragon can move through enemies' spaces and gains resist 5 to all damage during the move. Each time the dragon enters an enemy's space for the first time during the move, it can use <i>claw</i> against that enemy. If the attack hits, the target also falls prone.	
If the dragon cannot use a free action to make this move due to a dominating or stunning effect, then that effect ends instead of the dragon making this move.	
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 3d10 + 6 damage.	
⚡ Claw ♦ At-Will	
Attack: Melee 1 (one or two creatures); +8 vs. AC	
Hit: 2d6 + 6 damage.	
Str 18 (+6)	Dex 11 (+2) Wis 9 (+1)
Con 20 (+7)	Int 1 (-3) Cha 1 (-3)
Alignment chaotic evil Languages Common, Draconic	

Thug	Level 2 Minion Brute
Medium natural humanoid, human	XP 31
HP 1; a missed attack never damages a minion.	Initiative +1
AC 14, Fortitude 14, Reflex 13, Will 14	Perception +2
Speed 6	
STANDARD ACTIONS	
⚔/🗡 Dagger (weapon) ♦ At-Will	
Attack: Melee 1 or ranged 5/10 (one creature); +7 vs. AC	
Hit: 6 damage.	
Str 11 (+1)	Dex 10 (+1) Wis 12 (+2)
Con 12 (+2)	Int 10 (+1) Cha 10 (+1)
Alignment unaligned Languages Common	
Equipment dagger	

Tough Thug	Level 2 Brute
Medium natural humanoid, human	XP 125
HP 42; Bloodied 21	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +2
Speed 6	
TRAITS	
Thug Tactics	
While the thug is within 5 squares of another tough thug, it gains a +4 power bonus to damage rolls.	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
🏹 Crossbow (weapon) ♦ At-Will	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 2d8 + 1 damage.	
Str 14 (+3)	Dex 11 (+1) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 13 (+2)
Alignment unaligned Languages Common	
Equipment short sword, crossbow, 20 bolts	

Vaelish Gant	Level 4 Controller	
Medium natural humanoid, human	XP 175	
HP 52; Bloodied 26	Initiative +4	
AC 17, Fortitude 13, Reflex 14, Will 15	Perception +5	
Speed 6		
STANDARD ACTIONS		
⚔ Quarterstaff (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 4 damage, and Vaelish can slide the target 1 square.		
⚡ Magic Missile (force, implement) ♦ At-Will		
Effect: Ranged 20 (one creature). The target takes 5 force damage.		
⚡ Brilliant Chains (implement, lightning) ♦ Encounter		
Primary Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d8 + 3 lightning damage, and Vaelish makes the following secondary attack.		
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +7 vs. Reflex		
Hit: 3 lightning damage, and the target is slowed (save ends). Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed, it takes 5 lightning damage and falls prone.		
⚡ Cacophonous Burst (implement, thunder) ♦ Encounter		
Attack: Area burst 1 within 10 (creatures in the burst); +7 vs. Fortitude		
Hit: 2d6 + 5 thunder damage, Vaelish can push the target 1 square from the center of the burst, and the target is dazed (save ends).		
MOVE ACTIONS		
🌀 Dimension Door (teleportation) ♦ Encounter		
Effect: Vaelish teleports up to 20 squares. He needs no line of sight to his destination if it is a space that he has seen in the past 24 hours.		
TRIGGERED ACTIONS		
🛡 Deflecting Shield ♦ Encounter		
Trigger: Vaelish is the target of a melee or ranged attack.		
Effect (Immediate Interrupt): Vaelish gains a +4 bonus to the defense targeted by the triggering attack until the end of his next turn.		
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Alignment evil Languages Common		
Equipment robes, quarterstaff, orb		

Verbeeg	Level 6 Elite Skirmisher	
Large fey humanoid (giant)	XP 500	
HP 150; Bloodied 75	Initiative +8	
AC 20, Fortitude 18, Reflex 17, Will 15	Perception +3	
Speed 8	Low-light vision	
Saving Throws +2; Action Points 1		
TRAITS		
Verbeeg Stealth		
The verbeeg can make a Stealth check to become hidden as long as one square it occupies has superior cover or total concealment from the creature it is attempting to hide from.		
STANDARD ACTIONS		
⚔ Spear (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage.		
Bounding Assault ♦ At-Will		
Effect: The verbeeg ends any marked condition affecting it, makes a spear attack, shifts up to half its speed, and makes another spear attack. The verbeeg can move through enemies' spaces during the shift.		
MINOR ACTIONS		
⚡ Cunning Trick ♦ Recharge [☞] [☞]		
Attack: Melee 3 (one creature); +9 vs. Will		
Hit: The verbeeg knocks the target prone or slides it up to 3 squares.		
Skills Bluff +10, Stealth +10, Thievery +10		
Str 24 (+10)	Dex 16 (+6)	Wis 11 (+3)
Con 19 (+7)	Int 13 (+4)	Cha 14 (+5)
Alignment evil Languages Common, Elven, Giant		
Equipment hide armor, light shield, spear		

Wererat	Level 3 Skirmisher
Medium natural humanoid (shapechanger), human	XP 150
HP 37; Bloodied 18	Initiative +7
AC 17, Fortitude 16, Reflex 14, Will 13	Perception +7
Speed 6, climb 4 (rat or hybrid form only)	Low-light vision
TRAITS	
Regeneration	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
⚔ Dagger (weapon) ♦ At-Will	
<i>Requirement:</i> The wererat must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 6 damage, or 2d6 + 6 if the wererat has combat advantage against the target.	
⚔ Bite (disease) ♦ At-Will	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d4 + 4 damage. If the target is granting combat advantage to the wererat, it also takes ongoing 5 damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
MOVE ACTIONS	
🐭 Rat Scurry ♦ At-Will	
<i>Requirement:</i> The wererat must be in rat form.	
<i>Effect:</i> The wererat shifts up to its speed.	
MINOR ACTIONS	
🔄 Change Shape (polymorph) ♦ At-Will	
<i>Effect:</i> The wererat alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid.	
Skills Bluff +6, Stealth +10	
Str 10 (+1)	Dex 18 (+5)
Con 15 (+3)	Int 13 (+2)
Wis 12 (+2)	Cha 11 (+1)
Alignment evil	
Languages Common	
Equipment dagger	

Wererat Filth Fever	Level 3 Disease
<i>Those infected by this disease waste away as they alternately suffer chills and hot flashes.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: While affected by stage 1, the target loses a healing surge.	
Stage 2: While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
8 or Lower: The stage of the disease increases by 1.	
9-12: No change.	
13 or Higher: The stage of the disease decreases by 1.	

Winter Wolf	Level 5 Skirmisher
Large natural beast (mount)	XP 200
HP 67; Bloodied 33	Initiative +7
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8	Low-light vision
TRAITS	
❄️ Freezing Aura ♦ Aura 1	
Any creature that ends its turn in the aura takes 5 cold damage.	
Pack Harrier	
The wolf has combat advantage against any enemy that is adjacent to two or more of the wolf's allies.	
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 + 4 damage, or 3d6 + 4 against a prone target. If the wolf has combat advantage against the target, the target falls prone.	
Str 19 (+6)	Dex 16 (+5)
Con 19 (+6)	Int 5 (-1)
Wis 14 (+4)	Cha 11 (+2)
Alignment unaligned	
Languages –	

Wolf	Level 2 Skirmisher
Medium natural beast	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +7
Speed 8	Low-light vision
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the wolf has combat advantage against the target, the target falls prone.	
Str 13 (+2)	Dex 16 (+4)
Con 14 (+3)	Int 2 (-3)
Wis 13 (+2)	Cha 10 (+1)
Alignment unaligned	
Languages –	

Yeti	Level 4 Controller
Large natural beast	XP 175
HP 58; Bloodied 29	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 16	Perception +11
Speed 6 (ice walk), climb 6	Low-light vision
Resist 5 cold	
TRAITS	
❄️ Chilling Wail ♦ Aura 3	
Any enemy that ends its turn in the aura takes 5 psychic damage and takes a -2 penalty to all defenses until the end of its next turn.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d6 + 5 damage.	
⚡ Fearsome Howl (fear, thunder) ♦ Encounter	
<i>Attack:</i> Close blast 4 (enemies in the blast); +7 vs. Will	
<i>Hit:</i> 1d8 + 4 thunder damage, and the yeti pushes the target up to 3 squares.	
⚡ Piercing Shriek (thunder) ♦ Encounter	
<i>Attack:</i> Close burst 3 (enemies in the burst); +7 vs. Will	
<i>Hit:</i> 1d10 + 5 damage, and if the target ends its next turn within 5 squares of the yeti, it takes 5 thunder damage.	
Skills Intimidate +9	
Str 18 (+6)	Dex 16 (+5)
Con 18 (+6)	Int 10 (+2)
Wis 18 (+6)	Cha 15 (+4)
Alignment unaligned	
Languages –	

Young Remorhaz		Level 4 Elite Brute	
Medium elemental beast		XP 350	
HP 128; Bloodied 64		Initiative +5	
AC 16, Fortitude 15, Reflex 16, Will 13		Perception +9	
Speed 6, burrow 4 (tunneling)		Low-light vision	
Resist 10 cold, 10 fire			
Saving Throws +2; Action Points 1			
TRAITS			
☀ Blistering Heat (fire) ♦ Aura 1			
Any creature that starts its turn in the aura takes 5 fire damage.			
STANDARD ACTIONS			
⬇ Bite ♦ At-Will			
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC			
<i>Hit:</i> 2d8 + 7 damage, and the remorhaz grabs the target (escape DC 14). While grabbing a target, the remorhaz can bite only that target. If a Medium or smaller creature grabbed by the remorhaz fewer than 1 hit point, the remorhaz can swallow the creature as a free action. The creature then dies.			
⬅ Immolating Carapace (fire) ♦ Recharge ☼ ☼ or when the remorhaz starts its turn while grabbing a creature			
<i>Attack:</i> Close burst 1 (creatures in the burst); +7 vs. Reflex			
<i>Hit:</i> 1d8 + 3 fire damage, and ongoing 5 fire damage until the target ends its turn in a space that is not adjacent to the remorhaz.			
Str 17 (+5)	Dex 16 (+5)	Wis 15 (+4)	
Con 14 (+4)	Int 5 (-1)	Cha 10 (+2)	
Alignment unaligned Languages –			

Young Yeti		Level 1 Soldier	
Medium natural beast		XP 100	
HP 28; Bloodied 14		Initiative +3	
AC 17, Fortitude 14, Reflex 13, Will 11		Perception +5	
Speed 6 (ice walk), climb 6		Low-light vision	
Resist 5 cold			
STANDARD ACTIONS			
⬇ Claw ♦ At-Will			
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC			
<i>Hit:</i> 1d6 + 1 damage.			
⬇ Twin Claw Grab ♦ At-Will			
<i>Effect:</i> The yeti uses <i>claw</i> twice. If both attacks hit the same target, the yeti grabs the target (escape DC 12).			
⬅ Challenging Howl (thunder) ♦ Recharge when no creature is marked by the yeti			
<i>Attack:</i> Close blast 3 (enemies in the blast); +4 vs. Fortitude			
<i>Hit:</i> 1d8 + 4 thunder damage, and the target is marked (save ends).			
Str 14 (+2)	Dex 13 (+1)	Wis 10 (+0)	
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)	
Alignment unaligned Languages –			

Zombie		Level 1 Brute	
Medium natural animate (undead)		XP 100	
HP 33; Bloodied 16		Initiative -1	
AC 13, Fortitude 14, Reflex 11, Will 11		Perception -1	
Speed 4		Darkvision	
Immune disease, poison			
TRAITS			
Zombie Weakness			
If the zombie takes a critical hit, it drops to 0 hit points, and it takes a -5 penalty on the d20 roll for <i>zombie fortitude</i> .			
STANDARD ACTIONS			
⬇ Slam ♦ At-Will			
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC			
<i>Hit:</i> 1d12 + 3 damage, and the zombie grabs the target (escape DC 12). While grabbing a creature, the zombie can slam only that creature, but gains a +4 bonus to damage rolls against that creature.			
TRIGGERED ACTIONS			
Zombie Fortitude ♦ Encounter			
<i>Trigger:</i> The zombie drops to 0 hit points.			
<i>Effect (No Action):</i> Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.			
Str 16 (+3)	Dex 8 (-1)	Wis 8 (-1)	
Con 13 (+1)	Int 1 (-5)	Cha 3 (-4)	
Alignment unaligned Languages –			

MORE ABOUT THE TRIBES

The following material supplements the discussion of the Reghed tribes in the *Campaign Guide*.

Tribe of the Bear

The other great tribe of the Reghed is the Tribe of the Bear. Driven to desperation by Auril's fierce winter, the Tribe of the Bear has broken peace with the other tribes and with the Ten-Towners, launching raids to steal supplies. Worse, the tribe has turned to the worship of the Frostmaiden and joined forces with Hedrun, the Ice Witch.

Günvald Barrundson

King of the Bear Tribe

King Günvald Barrundson, true to the name of his tribe, is a bear of a man. Approaching seven feet tall, he has a mane of white hair and a bushy, yellow-white beard, though he is only 35 years old. His eyes are pale blue, and his skin is pale and chapped.

King Günvald is said to have wrestled a polar bear and come out the victor, though he himself never makes that claim. Some say the bear he defeated is now his companion, Hündel. In any event, the legend reveals much about his nature and his rule. Günvald is a strong man who loves strength. He covets power, he is willing to wrest it from the grip of those he feels are unworthy of holding it, and he keeps a tight grip on his own authority in order to dissuade anyone who might try to seize power from him. His rule of the Tribe of the Bear has been marked by violence—he has killed several would-be claimants to his title, has broken longstanding alliances and gone to war with the Elk and Tiger tribes, has set Hündel against warriors who failed in important tasks, and now, in Auril's deadly winter, has offered human sacrifices to the Frostmaiden.

The Bear Tribe suffered badly when the harsh winter began. It lost many members to beast attacks and was in danger of running out of food as the beasts and the storms claimed more and more reindeer. From the start, the tribe's shaman proclaimed Auril's wrath and urged his fellows and his king to appease her, and Grünvald was soon forced to acquiesce. When a yeti took the life of his wife, Affya, his patience broke and he personally led the tribe in a terrible ritual slaughter of the warriors whose injuries prevented them from fighting. Since then, the fortunes of the tribe have improved, and now Grünvald has sworn allegiance to the Ice Witch—a bitter pill for the power-hungry man to swallow, but a necessary concession in his mind.

For all his aggressive nature and the bloody history of his reign, Grünvald is an honorable warrior—or was, until the black ice of Hedrun's tower worked its influence on him. He never ordered his warriors into a fight he wouldn't join in himself, and he knew enough to pull his warriors back when he led them into a battle they couldn't

win. Though he was fond of raiding Ten-Towns and the other tribes, ambushes were not his style. He enjoyed the thrill of the fight, even when his opponents' efforts to defend themselves were futile.

The black ice has exacerbated his worst qualities and all but obliterated his redeeming features. He longs for battle, looks for any pretense to start a fight, and now refuses to back down from any conflict, no matter the losses that he or his warriors might suffer. He has also grown desperately afraid of losing what power he has left after allowing his tribe to come under the Ice Witch's thrall. He suspects his underlings—his own younger brother, Wolvig, and the tribal shaman Bjami Tengervaald—of plotting against him.

Bjami Tengervaald

Shaman of the Bear Tribe

For all of Günvald's lust for power, and his fear of being usurped, it has been a long time since he actually steered the activity of the Bear tribe. For years, Bjami Tengervaald, the tribe's shaman, has manipulated the king, the war chief, and every influential tribe warrior to see that his own will was carried out—all while making Günvald believe that all the best ideas were his own.

Bjami is a small, withered man who has endured over sixty winters in Icewind Dale—an accomplishment few can claim. His size and gaunt frame hide a hardy strength that can be attributed to long years spent in communion with wintry spirits, bear totems, and the Frostmaiden herself. Winter seems to have taken root in his very bones and blood, making him something slightly more than human. He believes that his actions are the will of Auril—and he's right.

When Auril made the Ice Witch her Chosen, Bjami realized it immediately, and he was filled with an apocalyptic religious fervor. He believes that Auril's choice of a woman from the Elk tribe is a sign that all the tribes will come under her dominion, united again as they were in Wulfgar's day. He imagines himself and the Ice Witch, side by side, ruling together over a conquered Icewind Dale that is locked in eternal winter.

Wolvig Barrundson

War Chief of the Bear Tribe

King Günvald's younger brother is Wolvig Barrundson, who holds the title of war chief while Günvald coordinates the tribe's efforts from the Ice Witch's palace. Though he believes the position is a great honor that recognizes his skill in battle, in truth he holds the position because Bjami desires it—and because Bjami knows Wolvig to be extremely pliable to his will.

Wolvig is tall and fair like most of his people, with long, blond hair and no beard. An angry red battle scar runs across his neck, and he displays it proudly as a sign of his

strength. "I survived this," he is fond of saying, pointing at the scar, "and I think I'll survive you too." Few people take him as seriously as he takes himself.

Although the Tribe of the Bear, under Bjami's command, is sworn to the service of Auril and the Ice Witch, Wolvig still prays to Tempus—though silently—in battle. Sacrificing people to Auril by leaving them exposed to the cold is not how warriors should behave, he believes, and he secretly resents the path that Bjami has led the tribe down. But his fear of the shaman, and of his older brother's wrath, keeps him in line.

Wolvig is a simple man with simple tastes. He enjoys battle, good food, and good company. He often finds himself wishing that life were less complicated, and he believes that acting as Bjami and Günvald desire is the simplest course of action, even if it doesn't match his own sense of a warrior's ethics.

The Lesser Tribes

After the united Reghed tribes attacked Ten-Towns under the leadership of King Heafstaag of the Elk Tribe, the tribes were sorely depleted. It is said that only fifty warriors survived the ill-fated assault, and the harsh winter that followed took the lives of many of the women and children who had not participated in the attack. Though they clung to their traditional names, the smaller tribes were absorbed into the Tribe of the Elk and the Tribe of the Bear, living and hunting alongside the "true" members of the two strongest tribes.

After the war with Akar Kessell, the people of the tribes abandoned their nomadic ways for a time and settled in Ten-Towns, particularly Bremen and Caer-Konig. Over the succeeding decades, though, they slowly returned to their old traditions, and the tribes took on their old identities. Aside from the Tribe of the Elk and the Tribe of the Bear, the Tiger and Wolf tribes retain a significant presence on the tundra. The Tribe of the Seal and the Tribe of the Caribou emerged for a time and then were reabsorbed into the Tribe of the Elk.

With the coming of Auril's deadly winter, the smaller Tiger and Wolf tribes are struggling to survive. The Tribe of the Tiger tried to find shelter in Bremen, but the group was rebuffed by the suspicious townsfolk and set up a camp instead on the northwestern shores of Maer Dualdon. Its numbers have been whittled away by persistent beast attacks—the people of Bremen and Lonelywood have no idea of the extent to which this tribe has served as a buffer between them and the Ice Witch's fury.

The chieftain of the Tribe of the Tiger is a woman—which would have been unthinkable before Wulfgar's time. Queen Fritha Craegmar is a wise and fair leader and a mighty warrior, though she has no love of violence. While some in the tribe wanted to attack the "weak folk" of Bremen and take the town by force, Fritha relied on a diplomatic envoy, and she withdrew the tribe peacefully

when Bremen's speaker rebuffed her. Perhaps fortunately for both peoples, Speaker Dorbulgruf shares Fritha's calm head. Many members of the tribe grumble against their leader now, however, saying she should have led them to war for the sake of preserving the tribe. It is possible she might not hold her position much longer.

The Tribe of the Wolf, meanwhile, has moved as far to the south and west as possible without leaving Icewind Dale, sheltering in the foothills of the Spine of the World near Ironmaster. Its people have suffered greatly from beast attacks, though they have erected makeshift fortifications that protect them from the worst of the assaults. They grow hungry and desperate, though, as the Ice Witch's beasts drive reindeer and other game away, out of their reach.

The Tribe of the Wolf is currently without a king. The former chieftain, Halpstaag Kaerigson, died during the tribe's migration to the south, and no one has sought to claim his place in this dire time. The tribe's shaman, Jütti Merliss, leads the tribe by default.



AGE 12+



LEGACY OF THE CRYSTAL SHARD™

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Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

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INTRODUCTION

This document provides the encounters and the monster statistics that support the *Legacy of the Crystal Shard*™ adventure. The adventure is intended to support a range of low-level characters. As a result, not every encounter is designed to target characters of a specific level. Icewind Dale is a perilous place, and if the adventurers charge into danger, they might end up facing something too tough for them to handle. Here are a few tips for helping your players succeed in the adventure despite these threats.

- ◆ **Talk to your players up front.** Some players assume that a Dungeon Master isn't going to throw a challenge at the characters that they can't handle. If your players operate under this assumption, let them know before getting into the adventure that they'll come across encounters where the best approach might be to run away.
- ◆ **Adjust the timeline.** A sense of urgency is an intentional part of this adventure's design. Players shouldn't feel as if they have time to deal with every problem. The adventure has few restrictions regarding when characters can rest and recuperate. If they're resting more often than is desirable, then use events to spur them along. On the other hand, if they're getting badly beaten up, you can modify the timeline presented in the adventure to give them more opportunity to regain resources.
- ◆ **Allow encounters to change.** A wandering monster encountered on the tundra doesn't necessarily fight to the death. Even a savage bear that's likely to defeat the party might retreat if it's badly hurt. A pack of wolves might tire of chasing after fleeing characters and give up. Even the verbeeg near the front of the verbeeg lair can be circumvented if the adventurers think to look for a back entrance. If the players need it, feel free to nudge them to look for alternatives to all-out combat.
- ◆ **Modify the number of monsters.** If the above suggestions don't work, and characters are consistently dying or falling unconscious, consider modifying the number of monsters. Many encounters will work fine with fewer creatures. Alternatively, if the characters are higher level and the players are getting bored because the encounters are too easy, you can add more monsters.

D&D[®] NEXT ENCOUNTERS

This section contains the information you need to run the adventure using the D&D Next playtest rules.

Encounters that appear in the *Legacy of the Crystal Shard*[™] adventure book or on its accompanying Dungeon Master's Screen are presented here in alphabetical order. Encounters in the adventure book (and in certain places in this section) are marked with bold type and an asterisk. For example, **marauding yetis*** points to the encounter by the same name in this document.

Each encounter identifies the creatures that appear in it. The names of those monsters correspond to statistics presented at the end of the encounters section. The encounters also indicate the total XP award for the monsters. Compare this number to the encounter-building guidelines presented in the DM Guidelines document in the D&D Next playtest packet to estimate the difficulty of each encounter. If you need to, adjust encounters by adding or subtracting monsters.

Checks: Use ability checks as described in the adventure. For D&D Next, easy checks are DC 10, moderate checks are DC 15, and hard checks are DC 20.

Abandoned Mining Gear

Scattered pieces of mining gear can be found throughout the mines: rope, hammers, picks, spikes, candles, flint, chalk, mirrors, waterskins, dry rations, and dwarven liquor. These were left behind by miners fleeing the tunnels because of a zombie attack, and the dwarves of Battlehammer Hold would be grateful for their return.

Band of Ruffians

Combat Encounter (50 XP in Act 1 or 200 XP in Act 2)

◆ 5 thugs (Act 1) or 5 tough thugs (Act 2)

These local hotheads are suspicious of any newcomers to town, and spend their days variously blaming dwarves, foreigners, barbarians, wizards, Du vessa Shane, Sheriff Markham, and anyone else they can think of for their own misfortunes. They hurl accusations and insults at the party, finding fault with whatever course of action the heroes have been pursuing as of late. If other people are nearby, the ruffians vent their spleen and then depart. If few or no bystanders are present (particularly at night), the ruffians back their words up with violence. They are cowards at heart, however, and if half the ruffians are defeated, the others flee. If the ruffians are searched, the characters discover that they wear amulets or rings made of black ice.

By Act 2, the black ice has begun to physically empower the ruffians. Use tough thugs instead of thugs for the encounter.

Following any encounter with the ruffians, it's a good idea to have bystanders or a passing member of the town guard condemn the ruffians' behavior and thank the characters for the good they're doing in Bryn Shander. It's important for the players to know that the townsfolk appreciate the heroes' efforts, so they don't come to resent the community they're meant to be helping.

Barbarian Sympathizers

These two brothers, Hoedin and Braedin Hewer, have come to Bryn Shander to buy food to take back to Caer-Konig in preparation for what promises to be a long winter. The brothers' barbarian ancestry is evident in their physique, and they sympathize with the plight of Hengar and his tribe.

If the brothers are encountered during Act 1, they express their disapproval of the townsfolk's insensibility to the plight of the barbarians and exhort the adventurers to help Hengar and the Tribe of the Elk. They volunteer to help the party break Hengar free if he's still a prisoner (the brothers have the same statistics as a human warrior).

If Hoedin and Braedin are encountered during Act 2, they tell the characters about the trouble the pirates of Lac Dinneshere have been causing. They entreat the adventurers to come back with them to Caer-Konig to put a stop to the pirates' depredations, and are willing to wait a few days if the characters have other business to conclude first.

Barracks Goblins

Combat Encounter (100 XP)

◆ 10 goblins

Bear Attack

Combat Encounter (200 XP)

◆ 1 brown bear

Corrupted by the activities of the Ice Witch, this brown bear is unusually aggressive, attacking travelers and fighting to the death.

Bear Tribe Camp

Combat Encounter (200 XP)

◆ 1 human war chief (Wolvig Barrundson)

◆ 2 Bear Tribe warriors

The Elk Tribe warriors accompanying the adventurers deal with their share of the Bear Tribe encampment. This encounter represents only the Bear Tribe warriors that the adventurers must face themselves, including the Bear Tribe chief. You can adjust the difficulty of the encounter by forcing the characters to deal with additional warriors, or by having allies help them finish off any warriors they can't handle.

Bear Tribe Hero

Combat Encounter (200 XP)

- ◆ 1 human war chief
- ◆ 2 Bear Tribe warriors

A mighty hero of the Bear Tribe and his faithful followers challenge the adventurers as they make their way across the field of battle.

Bear Tribe Raiders

Combat Encounter (120 XP)

- ◆ 3 Bear Tribe warriors

These warriors have been ranging out across the tundra from their new camp at Evermelt to raid the other barbarian tribes. Eager to win treasure and spill blood in the Frostmaiden's name, they attack without hesitation and fight without mercy. Giving themselves over to their battle frenzy, these barbarians fight to the death.

Beleaguered Allies

In the heat of combat, the adventurers come across a group of allied forces fighting a losing battle against a stronger force. Roll to determine the allies and enemies.

1d6 Allies	1d10 Enemies
1-2 Dwarves	1-3 Bear Tribe raiders*
3-4 Elk Tribe warriors	4-5 Wolf attack*
5-6 Human warriors	6-7 Yeti attack*
	8-9 Bear attack*
	10 Dragon and witch*

Black Ice Guards

Combat Encounter (280 XP)

- ◆ Baerick Hammerstone
- ◆ 2 dwarf warriors
- ◆ 1 human rogue (black ice emissary)

Black Ice Merchant

This merchant—a dwarf by the name of Clagg Halfhammer—has come from the dwarven valley to sell black ice trinkets in Bryn Shander's market. He's heard rumors regarding the schism between Stokely and Baerick, and about dwarves going missing in the mines. He is now fearful of the prospect of returning home—a fear that is only exacerbated by his constant exposure to black ice. He suggests that the heroes buy his trinkets if they anticipate going to the valley, since Baerick shows favor to those who wear black ice. This is a falsehood, however—Baerick bestows black ice weapons and armor on his followers, but characters wearing black ice gain no special advantage.

Blinding Snow

A sudden storm fills the air with driving snow, obscuring vision around the adventurers. The area is lightly obscured. Roll an additional encounter.

Chasm Crossing

As the adventurers cross the ice, they reach a chasm that must be traversed. If they cannot do so, they must turn back and find a new route, adding 1d4 hours to their travel time. The chasm is 1d3 × 10 feet wide, and drops 30 feet into ice-filled water. You can adjudicate the adventurers' attempts to cross the chasm as you see fit.

A fall into the chasm deals 10 (3d6) bludgeoning damage. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Chosen's Call

Combat Encounter (560 XP)

- ◆ Hedrun the Ice Witch
- ◆ 2 animated black ice statues

Collapsing Tunnels

Certain tunnels in the abandoned areas of the mine were trapped to protect the dwarves from the invasion of Akar Kessell's armies. Most of those traps were triggered during the invasion, but a few runes remain in out-of-the-way tunnels. A character can detect a rune with a DC 15 Intelligence check to search the dusty ground, or with a *detect magic* spell.

The rune can be safely disabled with a DC 13 Thievery check. On a failed check, a blast in the tunnel brings part of the ceiling down. Any creature in a collapsing section of tunnel is subject to an attack: +5 vs. Reflex; Hit: 2d6 damage, and the target falls prone and is buried under 1d6 feet of rubble. While buried, the target is restrained and cannot stand up, and the only action it can take on its turn is to make a DC 13 Strength check to escape. This check takes a penalty equal to the number of feet of rubble covering the target. An unburied creature adjacent to the target can attempt to pull the target free as an action by making the same Strength check.

When a tunnel collapses, it is completely blocked off. The rune disappears and the trap is disabled. After a collapse, it takes 5 hours of work to clear a space 10 feet on a side; each additional character reduces this time by 1 hour.

When the characters encounter a collapsing tunnel trap, no more encounters are possible until the tunnel is cleared or the characters double back to explore different tunnels.

Cult Assassins

Combat Encounter (200 XP/260 XP in Act 2)

- ◆ 5 tough thugs
- ◆ 1 dark adept (Act 2 only)

Devotees of Auril are not a major force in Ten-Towns at the start of the adventure, but their influence grows quickly. By fighting off the yeti at the gates of Bryn Shander, freeing Hengar from Auril's wrath, or simply asking too many questions, the adventurers can come to the cultists' attention, with violent results. Cultists might also attack the adventurers simply because they're strangers and will therefore not be missed.

Since the cultists are otherwise normal townsfolk, it's easy for them to gain surprise in this encounter, and the heroes likely have little or no warning before they're attacked. The characters might be drinking in a tavern when they notice the other patrons eying them while the barkeep methodically closes the windows and doors. Alternatively, they might be helping a guard resolve a dispute between two bickering merchants when all three suddenly draw daggers and attack the heroes. The sense of strangeness surrounding these encounters is heightened by the cultists giving no indication of why they're attacking the characters—and by their compulsion to fight to the death. Searching any body reveals an object bearing Auril's mark, frequently carved from black ice.

By Act 2, Auril's power has grown to the point where her faithful are learning to channel that power. The cultists are led by a dark adept.

Displaced Fisher

Bratha Junn is a fisher from Caer-Konig who has decided to pack up her few worldly belongings and move to Lonelywood. Hungry for company on the road and afraid of the prospect of beasts or a winter squall, she invites the adventurers to travel with her. Reroll or ignore this encounter if it occurs more than once, or if the adventurers are not on the road to Lonelywood.

Bratha explains that she left Caer-Konig because the competition and violence of fishing Lac Dinneshere became too much to handle. Disputes over fishing territory were bad enough, but now that pirates have started sinking ships, she wants nothing more to do with her former life. She counts herself lucky that she had few ties to Caer-Konig, and looks forward to the peace and quiet of Lonelywood.

Dragon Sighting

A white dragon flies through the sky a good distance ahead. The adventurers spot it easily before it spots them. Unless they do anything to provoke it, it soars overhead without noticing them. If they do provoke it, they face a potentially lethal encounter. See the D&D Next bestiary, downloadable at dndnext.com, for the white dragon's statistics.

Dragon and Witch

Combat Encounter (400 XP)

- ◆ 1 Ice Witch's simulacrum
- ◆ 1 skeletal white dragon (Icingdeath)

The adventurers face the skeleton of Icingdeath and the simulacrum either in Evermelt or elsewhere.

When the simulacrum is destroyed, the skeletal dragon collapses to a heap of bones.

Dragon's Lair: If the characters face Icingdeath's skeleton in the dragon's lair, they can recover some of the creature's valuable treasure encased in ice. For every minute they spend chipping away at ice, they uncover one of the following (to a maximum of ten treasures).

1d10	Description
1	50 gp and 250 sp
2	Three gems worth 50 gp each
3	A <i>potion of healing</i>
4	A necklace of ivory and gold worth 100 gp
5	400 cp
6	120 gp and 95 cp
7	Six gems worth 10 gp each
8	A +1 <i>battleaxe</i> of dwarven make
9	A silver bracer worth 90 gp
10	50 gp and a gem worth 100 gp

HEDRUN'S SIMULACRA

Simulacrum is a spell that allows the caster to create a partially real, illusory duplicate of a creature, formed from ice and snow. The duplicate looks like the original creature and remains under its creator's absolute control. If reduced to 0 hit points, it reverts to snow and melts or blows away in the wind.

The spell ordinarily creates a zombie-like creature, though additional magic can imbue it with a life force and some portion of the original creature's knowledge and personality. Hedrun's ability to create a simulacrum of herself is unusual, however. In effect, her simulacrum is an extension of herself, allowing her to travel Iceswind Dale without putting herself at risk. The simulacrum can use all of her spells and other abilities, and it speaks and acts with Hedrun's full knowledge. She can have only one simulacrum active at a time.

When the simulacrum is destroyed, Hedrun requires about a day to create a new one, and the simulacrum must then make the journey from her tower to the dale. Thus, after destroying a simulacrum, adventurers will not encounter a new one for at least two days.

Dwarf Patrol

Combat Encounter (120 XP)

- ◆ 3 dwarf warriors

On the road to Kelvin's Cairn: The noise of this patrol carries through the snow before the dwarves come into view, even on the flat tundra. These dwarves are charged with keeping watch on the road, to ensure that travelers seeking their homes in the valley remain safe. However, they are too busy arguing among themselves to perform their duty. Although these dwarves remain loyal to Stokely Silverstream, two members of the patrol (including its leader) wield axes crafted with Baerick Hammerstone's black ice, and it has made them belligerent and overbearing.

The dwarves argue among themselves about the quality of the black ice axes, the route the patrol takes, their pace on the road, the approaching weather, the cause of the harsh winter, and what to do when they spot the adventurers. In fact, it's hard for the characters to get a word in edgewise, so vociferous is the dwarves' debate. If provoked, the dwarves wielding black ice might attack the adventurers while the third dwarf pleads for calm.

In the Dwarf Mines: Two different dwarf patrol encounters might occur in the dwarf mines.

Battlehammer Patrol: This patrol is cautious but not hostile, particularly if the adventurers have already made their presence known in Battlehammer Hold. If the characters haven't yet talked to Stokely, the dwarves urge them to do so.

The dwarves can provide information regarding what's happening in the mines—specifically, the presence of zombies and the conflict with Baerick's dwarves. They blame Baerick, not his black ice, for their troubles, but some of the dwarves have kin among Baerick's dwarves and find their behavior inexplicable.

The dwarves fight to defend themselves, but they would rather bring the adventurers to Stokely as captives than as corpses. They try to flee if the adventurers overpower them.

Halls of Black Ice Patrol: The dwarves of this patrol are belligerent, demanding to know what the adventurers are doing in their mines, accusing them of coming to steal from them, and threatening death if the adventurers don't leave the mines at once. The dwarves appear to be spoiling for a fight—or the chance to loot the characters' corpses.

Elk Tribe Hunter

The young barbarian Wigleff was part of a larger hunting party attacked by a group of Bear Tribe warriors while out on the tundra. Roll or ignore this encounter if it occurs more than once.

All the other Elk Tribe hunters were slain, but Wigleff was knocked out during the fight and left for dead. Stripped

of his weapons and supplies, he is stumbling half frozen through the snow when the adventurers discover him.

Wigleff's injuries are superficial, and he quickly recovers his strength if offered food and drink. He can help guide the adventurers to the Elk Tribe's camp if they don't have the benefit of Hengar's aid, or can repeat Hengar's plea for help if the characters are involved in other strands of the adventure.

Fight on the Lake

Combat Encounter (170 XP/530 XP if tough thugs)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 12 thugs or tough thugs (pirates); see below

Derrick and a dozen pirates sail the *Howling Fiend*, but at your option, more pirates might sail alongside them in a second boat. Derrick tries to ram the adventurers' vessel, after which he and half his crew board the party's boat to fight hand-to-hand. The rest of the pirates attack from the deck of the *Howling Fiend*.

Except for Derrick, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven), the pirates are outfitted with short swords, crossbows, and better armor (use the tough thug statistics block). If not, they wield only daggers in melee and at range (use the thug statistics block).

Fleeing Merchant

Gatha Dureen is a merchant from Bryn Shander driving a small wagon to Targos, where she intends to relocate. Three hours into the journey, the road has split off to Targos and this encounter can't occur. A dwarf patrol encounter occurs instead.

Gatha has operated her family's bakery in Bryn Shander for twenty years, but is now fleeing to escape the vandalism and intimidation of the Ship Rethnor thugs who work for Vaelish Gant. She is a middle-aged human female with coppery-red hair and gray-blue eyes. Soft-spoken and gentle, Gatha has a loud laugh—though it takes a great deal to make her laugh these days. She is deeply upset about having to leave Bryn Shander, and would love to be able to go back and feel safe. The bakery has been in her family for five generations, and she is overwhelmed with guilt for breaking the tradition. Her wagon is loaded with flour, yeast, and various spices.

Gant's Offices

Combat Encounter (210 XP)

- ◆ 1 wererat (Slim)
- ◆ 4 human warriors
- ◆ 1 quasit

The sigil on the door of Gant's office is a deadly magic glyph trap. The glyph can be detected with a *detect magic* spell or a DC 15 Intelligence check. When detected, the glyph can be disabled with a DC 15 Dexterity check (failure by 5 or more triggers the trap). If the trap triggers, any creature within 10 feet of the door must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) lightning damage, or half damage on a successful save.

Goblin Ambush

Combat Encounter (100 XP)

- ◆ 10 goblins

Goblin sentries lurk in the verbeeg lair where Davrick Fain is planning to hatch a remorhaz. Dressed in white furs, they hide in snowbanks waiting for travelers. As the adventurers pass near, the goblins attack with a barrage of arrows.

If the adventurers are not traveling on the Eastway, the goblins are en route to the road and can't set up an effective ambush.

Goblin Guards

Combat Encounter (100 XP)

- ◆ 10 goblins

If this encounter is being used as part of the back entrance to Rycher's Lair, and if Rycher had reason to suspect the arrival of hostile adventurers, then he dismisses the goblins in favor of traps. See **Rycher's Lair***.

Green Slime

Exploration Encounter (20 XP)

- ◆ 1 green slime

A patch of green slime drops from the tunnel ceiling onto a passing adventurer.

Hideout Guards

Combat Encounter (80 XP)

- ◆ 4 human warriors

Hideout Thugs

Combat Encounter (200 XP)

- ◆ 2 wererats
- ◆ 3 human warriors

Iceberg Collision

As the characters row through a narrow channel in the Sea of Moving Ice, icebergs to each side begin to close the gap, threatening to crush them. Give the adventurers a few rounds to come up with a means of escape—perhaps making Strength checks to row quickly out from between the bergs, using magic to put a strong barrier between them, or scaling the side of one iceberg before it hits the other. Both icebergs feature plenty of crevices where characters can hide or attempt to climb, even after the bergs have collided.

If the characters fail to escape, their boats are destroyed and they are dropped into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 4 (1d8) bludgeoning damage and 3 (1d6) cold damage.

Ice Fracture

As the adventurers move across a floe, the ice cracks with a thundering boom and splits beneath their feet. This functions as a pit trap (DC 10 Dexterity saving throw to avoid), dropping affected characters 1d3 × 10 feet into ice-filled water. The fall deals 1d6 bludgeoning damage per 10 feet. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Ice Hunters

The adventurers come across a group of six local hunters dressed in heavy furs and steering kayaks through the treacherous ice. The hunters are in search of seals and beluga whales to provide food in the harsh winter. They are not hostile to the adventurers unless attacked, and can direct them to the Ice Witch's tower. If attacked, the hunters fight as Bear Tribe warriors.

Ice Witch's Raiders

Combat Encounter (330 XP)

- ◆ 3 Bear Tribe warriors
- ◆ 3 orcs

The servants of the Ice Witch patrol the Sea of Moving Ice to protect her tower from intruders.

Kessell's Trap

Combat Encounter (120 XP)

- ◆ 2 giant spiders
- ◆ 4 zombies
- ◆ Akar Kessell (noncombatant)

King Günvald

Combat Encounter (570 XP)

- ◆ 1 human war chief (King Günvald)
- ◆ 6 Bear Tribe warriors
- ◆ 3 orcs

Lurching Iceberg

While the adventurers are trekking across an iceberg, it crashes into another one. The ice shakes beneath their feet, then tilts sharply. Each character must make a DC 10 Dexterity saving throw or fall prone, slide down the slope, and make a second DC 10 Dexterity saving throw or slip into the ice-cold water. In addition to the threat of drowning, a creature that starts its turn in the water takes 3 (1d6) cold damage.

Major NPC

The heroes have a chance encounter with one of the major NPCs (nonplayer characters) in Bryn Shander. Duveessa Shane, Sheriff Markham, Vaelish Gant, Slim, Marek the Shank, or Helda Silverstream are all candidates for this encounter, as are any NPCs from elsewhere in Ten-Towns who might be in Bryn Shander on business (most likely one of the speakers). If the characters are outside Bryn Shander, use any NPC detailed in the Setting Book.

This is a good chance to point the characters toward new quests, to remind them about old ones they've been ignoring, or to weave connections between disparate parts of the adventure. For example, if the heroes encounter Vaelish Gant while trying to smuggle Hengar out of town, the wizard might offer the barbarian a black ice charm. He ostensibly does so to provide protection against the Ice Witch's magic. However, he secretly hopes that the black ice's corrupting influence will make Hengar an easy target for later manipulation if Gant decides to exploit the barbarian tribes.

Marauding Yetis

Combat Encounter (190 XP)

- ◆ 1 yeti
- ◆ 4 young yetis

This encounter represents the yetis that the player characters must deal with. Additional yetis attack the caravan and the town, but other caravan or town guards kill and drive them off in the same time it takes for the adventurers to dispatch their foes in this encounter. You can adjust the difficulty of the encounter by forcing the characters to deal with additional yetis, or by having guards help them finish off any they can't handle.

Marek the Shank

Combat Encounter (150 XP)

- ◆ Marek the Shank
- ◆ 1 wolf

Nighttime Break-in

Combat Encounter (230 XP)

- ◆ 5 human warriors
- ◆ Marek the Shank

When he flees, Marek uses his smoke bomb as an action, creating a 20-foot-radius cloud centered on a point within 20 feet of him. The cloud's area is heavily obscured and lasts for 1 minute or until dispersed by a wind of 11 mph or greater.

Orc Champion

Combat Encounter (470 XP)

- ◆ 1 orog
- ◆ 5 orcs

A fierce orc leader leads its lesser allies against the adventurers as they cross the battlefield.

Overwhelming Odds

The adventurers find themselves faced with two deadly threats at once. Roll twice on the following table and refer to the indicated encounters.

1d10	Enemies
1-3	Bear Tribe raiders*
4-5	Wolf attack*
6-7	Yeti attack*
8-9	Bear attack*
10	Dragon and witch*

Pirate Crew

Combat Encounter (XP Varies; see below)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 1 human warrior (Pyrse)
- ◆ Up to 30 thugs or tough thugs (pirates); see below

The full pirate crew consists of thirty pirates, in addition to Derrick and Pyrse. At the hideout, the adventurers find this number minus any pirates the adventurers defeated at Easthaven or any time thereafter.

Except for Derrick and Pyrse, the pirate crew's arms and armor depend on the outcome of the Easthaven raid. If the raid was successful (or if the adventurers pursued Davrick Fain before turning their attention to Easthaven),

more of the pirates are outfitted with short swords, crossbows, and better armor (the tough thug statistics block). Use the thug statistics block to balance out the pirates as you see fit.

Pirate Raid

Combat Encounter (130 XP)

- ◆ 1 human rogue (Derrick the Drownder)
- ◆ 8 thugs (pirates)

If the adventurers join the fray, half the pirates break off to fight them while the rest concentrate on looting Rurden's Armory. (If the adventurers position themselves in front of the building, the other pirates circle around to try to find or create another way in). Derrick joins the attack on the party, unable to resist a fight. However, despite his violent temper, Derrick backs off if he's reduced to half his hit points, yelling at his compatriots to harry his attackers. He's not used to sustaining heavy losses, and if the adventurers take down five or more of his pirates, Derrick calls the rest back to their ships to make a hasty getaway.

Poachers

Combat Encounter (200 XP)

- ◆ 24 human commoners (miners; noncombatants)
- ◆ 8 human warriors
- ◆ 1 tough thug

This group of townsfolk and sellswords, under the leadership of a member of Ship Rethnor, carries out Vaelish Gant's will beyond Ten-Towns. Though the miners stand fast behind the better-armed warriors, they immediately flee if a fight breaks out.

Polar Bear Attack

Combat Encounter (200 XP)

- ◆ 1 brown bear

Even more aggressive than the brown bears of the tundra thanks to the actions of the Ice Witch, this polar bear attacks the adventurers' boats. The polar bear's statistics are identical to those of the brown bear, except that it has a swim speed of 30 feet.

Portage

Two icebergs have collided ahead of the adventurers, closing off the channel they hoped to use. They can backtrack, adding 1d4 + 1 hours to their journey, or they can carry their boats across the ice to the next stretch of water, adding only 1 hour.

ARCTIC CATS

Icewind Dale is home to two varieties of white-furred great cats, both of which pose a threat to travelers on the northern roads.

The fabled crag cat, also called the Hunter-of-Men, is a sure-footed predator that favors rock ledges and cliffs in the highlands. It is a great cat with long, sharp teeth, possessing certain magical abilities that make it particularly fearsome. Its cry sounds like a sudden, human scream of terror. It can't be detected or traced by magic, though some folk say they can "feel" when one is near or watching. And it has a natural resistance to magic that can sometimes turn a spell back on its caster.

Tundra cats are related to crag cats, but lack their magical characteristics. They are more or less identical to white-furred tigers, though they have the same screaming cry as their mountain-dwelling cousins.

Rampaging Bear

Combat Encounter (200 XP)

- ◆ 1 brown bear

A bear rampages across the battlefield, undaunted by the attacks of nearby allied soldiers.

Remorhaz Lair

Combat Encounter (370 XP)

- ◆ Davrick Fain
- ◆ 1 human warrior (Rycher)
- ◆ 1 young remorhaz

Rycher's Cats

Combat Encounter (240 XP)

- ◆ 2 crag cats

These white-furred, long-fanged beasts are at least nominally tamed by the "wild man" Rycher, but they hunt freely on the western slopes of Kelvin's Cairn and down to Maer Dualdon. They ambush travelers but flee quickly from prey that fights back.

One of the cats leaps out to ambush passersby, hoping to fell its target quickly. The other remains hidden, waiting for characters to flee or become separated from the group before striking. If the adventurers stand their ground after

the initial ambush, the cats retreat. If the beasts are pursued, they race back to Rycher's cave.

Rycher's Lair

Combat Encounter (260 XP)

- ◆ 1 human warrior (Rycher)
- ◆ 2 crag cats

At your discretion, if Rycher had reason to suspect the arrival of hostile adventurers, he might have set his three bear traps in the cave entrance. However, he does so only if his two cats are safe with him inside the cave. The bear traps are hidden beneath cloths, and detecting them requires a DC 15 Wisdom check. If they are not detected, any character moving through the lair has a 25 percent chance of stepping on one of the traps. If a trap is sprung, the character who triggered it must succeed on a DC 20 Dexterity saving throw. On a failed save, that character takes 9 (2d8) piercing damage and is restrained until the trap can be opened with a DC 20 Strength check or disabled with a DC 15 Intelligence check.

Ship Rethnor Thugs

Combat Encounter (Act 1, 140 XP if no wererat or 190 XP if a wererat is present; Act 2, 490 XP)

- ◆ 7 human warriors, with one possibly a wererat (Act 1)
- ◆ 7 wererats (Act 2)

Random Encounter: These thugs are going about their daily business of bullying and terrorizing the local populace. If the heroes haven't yet had any run-ins with Slim or Marek the Shank, the thugs try to bully them into paying "traveler's dues" to guarantee safe passage while going about their business in Bryn Shander. If the characters refuse to pay, the thugs pretend to back off, then tail the adventurers and ambush them as soon as the opportunity presents itself.

If the characters have already encountered either Slim or Marek, the thugs know who they are and attack them on sight. They taunt the adventurers as they fight: "Slim said to give you his regards . . ." If the characters have already taken Slim and Marek down, the thugs vow vengeance for their leaders' demise: "Nobody crosses Ship Rethnor and lives to brag about it!"

In Act 1, there is a 50 percent chance that one of the thugs is a wererat. By Act 2, all the thugs have been infected with lycanthropy and have become wererats.

In the Council Hall: A similar group of thugs awaits the adventurers in the council hall if they answer the forged note ostensibly from Duessa Shane. In this case, one of the thugs is automatically a wererat.

In Caer-Konig: Another group of thugs carries out Vaelish Gant's schemes around Lac Dinneshere. These thugs do not include a wererat.

Slim's Ambush

Combat Encounter (190 XP)

- ◆ 1 wererat (Slim)
- ◆ 6 human warriors

Suspicious Merchant

Faedrith Guldán is a merchant from Bremen, traveling home with a wagon from a trip to Bryn Shander. Reroll this encounter if it occurs more than once or if the adventurers are not on the road to Bremen.

Guldán draws a sword at the adventurers' approach and challenges them, believing they might mean him harm. If they manage to convince him that they don't intend to hurt or rob him, he explains the reason for his suspicion. While in Bryn Shander, he heard tales of merchants going missing throughout Ten-Towns and along the roads.

Temple of the Storm

Combat Encounter (750 XP)

- ◆ Akar Kessell
- ◆ 1 air elemental

Until the Ice Witch is defeated or until the characters leave the Temple of the Storm, freezing winds buffet the adventurers. At the start of each character's turn, he or she must succeed on a DC 10 Constitution saving throw. On a failed save, the character takes 2 (1d4) cold damage and is pushed 5 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

Town Guards

Combat Encounter (140-240 XP)

- ◆ 5 human warriors

These guards patrol the streets of Bryn Shander. They spend their time keeping cart traffic moving along the town's crowded thoroughfares, helping locals with minor building repairs, breaking up brawls, and escorting drunkards home so they don't pass out and freeze to death in the street. They also keep an eye out for newcomers to town, both to help them become properly acclimated and to make sure they don't cause trouble.

The guards' attitude is cautious by default. However, there is a 50 percent chance that they recognize the adventurers from the battle at the southern gate, in which case they adopt a friendly posture. If the characters have been

seen committing any crimes in town, or if they're traveling in Hengar's company without the sheriff's permission, the guards attempt to place them under arrest. If the adventurers resist, the guards retreat but return quickly with reinforcements (1d6 + 1 additional guards).

Trapped Townsfolk

The adventurers come across a group of ordinary townsfolk huddling behind flimsy shelter, trying to avoid the fray. When the townsfolk spot the heroes, they call out for help, asking the adventurers to escort them safely back to the nearest settlement.

Vaelish Gant

Combat Encounter (250 XP)

- ◆ Vaelish Gant, human wizard

Verbeeg Giant

Combat Encounter (200 XP)

- ◆ 1 verbeeg (Dardo)

Waterfall Cavern

Combat Encounter (200 XP)

- ◆ 1 Bear Tribe shaman
- ◆ 2 Bear Tribe furies

Winter Squall

A sudden, violent storm blows down off the Reghed Glacier. The adventurers can't make any progress across the tundra for 1 hour. There is a 20 percent chance that a combat encounter occurs while the party is stopped during the storm. If this encounter occurs while the party is resting, each character takes a -2 penalty to Constitution saving throws to withstand the effect of the cold.

Winter Wolf

Combat Encounter (170 XP)

- ◆ 2 wolves
- ◆ 1 winter wolf

A winter wolf and its hunting companions catch the heroes' scent and decide to take them down.

Wolf Attack

Combat Encounter (100 XP or 230 XP if the winter wolf is present)

- ◆ 5 wolves
- ◆ 1 winter wolf (25 percent chance)

ZOMBIE ATTACK!

When the adventurers encounter zombies in the mines, be sure to play up the claustrophobic atmosphere, and use the terrain to the monsters' advantage. Have the zombies attack from around blind corners, come at the party from behind, or lurch out from behind support beams to attack characters who think they're safely in the middle of the party. After one or two such attacks, even innocuous encounters will put the characters on edge. Is the strange, bent shadow hanging from the tunnel ceiling really a broken beam? Or is a zombie's claw ready to catch unwary passersby?

The Ice Witch spurs the beasts of the tundra to attack any humans who dare to brave the winter, making this pack of wolves unusually aggressive. There is a 25 percent chance that the pack is led by a winter wolf.

Yeti Attack

Combat Encounter (220 XP)

- ◆ 2 yetis

Spurred by the Ice Witch to indulge their appetite for human flesh, this band of tundra yetis does not shy from attacking even well-armed bands of travelers. The yetis attempt to use the inclement weather and natural terrain to their advantage, setting an ambush for unwary adventurers.

Zombie Pack

Combat Encounter (100 XP)

- ◆ 10 zombies

Groups of zombie dwarves wander the mines with no real purpose, attacking any living beings they come across. Some carry mining picks or shovels they use as weapons, dealing piercing or slashing damage instead of the bludgeoning damage of the zombie's slam attack.

D&D NEXT STATISTICS

AIR ELEMENTAL

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft.; fly 100 ft. (hover)

Senses darkvision 50 ft.

Str 14 (+2) Dex 17 (+3) Con 13 (+1)

Int 6 (-2) Wis 10 (+0) Cha 10 (+0)

Alignment neutral

Languages Auran

TRAITS

Body of Air: Unless it has a creature restrained, the elemental can move through any gap wide enough to permit airflow. Other creatures can enter the elemental's space. A creature that does so provokes an opportunity attack from the elemental, which has advantage on the attack roll.

Damage Resistance: The elemental is resistant to lightning, thunder, and nonmagical weapons.

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, petrified, polymorphed against its will, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage, and if the elemental has no creature restrained and the target is Large or smaller, the target must make a DC 11 Strength saving throw. *Failed Save:* The target is pulled into the elemental's space and restrained. When the elemental moves, it pulls the target with it, and the target remains restrained in the elemental's space. Each time it ends its turn restrained in this way, the target takes 9 (2d6 + 2) bludgeoning damage. The target can make one DC 11 Strength or Dexterity check on its turn as part of its movement. On a success, the target is longer restrained and can complete its movement.

A creature within 5 feet of the elemental can take an action to attempt to free a creature restrained by the elemental. Doing so requires a successful DC 11 Strength check, and the creature making the attempt provokes an opportunity attack from the elemental.

ENCOUNTER BUILDING

Level 5 XP 350

AKAR KESSELL

Medium Undead

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Senses darkvision 50 ft.

Str 15 (+2) Dex 14 (+2) Con 16 (+3)

Int 17 (+3) Wis 9 (-1) Cha 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

Immunities: Akar is immune to disease, necrotic, and poison. He cannot be put to sleep or paralyzed, and does not need to sleep, eat, or breathe.

Spellcasting: Akar is a 4th-level spellcaster mage who uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*minor illusion, ray of frost*

1st Level (4/day)—*cause fear, inflict wounds, magic missile, sleep*

2nd Level (3/day)—*hold person, invisibility, mirror image*

ACTIONS

Melee Attack—Shocking Life Drain: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage plus 4 (1d8) lightning damage, and the target cannot take reactions until its next turn. A living target must make a DC 11 Constitution saving throw. *Failed Save:* The target's hit point maximum is reduced by the amount of necrotic damage dealt. A creature dies if its hit point maximum is reduced to 0. This reduction lasts until the target completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 5 XP 400

ANIMATED BLACK ICE STATUE

Medium Construct

Armor Class 18

Hit Points 18 (4d8)

Speed 25 ft.

Senses blindsight 25 ft.

Str 14 (+2) Dex 11 (+0) Con 10 (+0)

Int 1 (-5) Wis 3 (-4) Cha 1 (-5)

Alignment unaligned

Languages —

TRAITS

Immunities: The statue is immune to cold, disease, poison, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The statue makes two slam attacks.

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 3 XP 80

BAERICK HAMMERSTONE

Medium Humanoid (Dwarf)

Armor Class 17 (splint armor)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 17 (+3) Dex 10 (+1) Con 15 (+2)

Int 10 (+0) Wis 9 (-1) Cha 13 (+1)

Alignment neutral evil

Languages Common, Dwarvish

TRAITS

Action Surge: Baerick can take an additional action on his turn. He cannot use this trait again until completes a short rest or a long rest.

Dwarven Resilience: Baerick has advantage on saving throws against poison and resistance to poison damage.

Improved Critical: Baerick scores a critical if he rolls a natural attack roll of 19-20.

ACTIONS

Melee Attack—Black Ice Maul: +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) bludgeoning damage and 1 cold damage.

Melee or Ranged Attack—Light Hammer: +6 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage.

Second Wind: Baerick regains 11 hit points. He cannot use this action again until he completes a long rest.

ENCOUNTER BUILDING

Level 4 XP 150

BEAR TRIBE FURY

Medium Humanoid (Human)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

Str 11 (+0) Dex 14 (+2) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

ACTIONS

Multiattack: The fury makes two short sword attacks.

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage, or 3 (1d6) slashing damage with the second attack.

Ranged Attack—Javelin: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BEAR TRIBE SHAMAN

Medium Humanoid (Human)

Armor Class 12 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 12 (+1)

Alignment chaotic neutral

Languages Common

TRAITS

Spellcasting: The shaman is a 4th-level spellcaster who uses Wisdom as his magic ability (spell save DC 12). He has the following spells prepared:

Cantrips—*resistance, ray of frost*

1st Level (3/day)—*cure wounds, healing word, inflict wounds*

2nd Level (2/day)—*silence, spiritual weapon*

ACTIONS

Melee Attack—Longspear: +5 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

BEAR TRIBE WARRIOR

Medium Humanoid (Human)

Armor Class 13 (hide armor)

Hit Points 15 (2d10 + 4)

Speed 40 ft.

Str 14 (+2) Dex 13 (+1) Con 14 (+2)

Int 9 (-1) Wis 11 (+0) Cha 10 (+0)

Alignment chaotic neutral

Languages Common

TRAITS

Reckless Attack: Whenever the warrior takes an action to make a melee attack, it can do so with advantage on the attack roll. Doing so grants attackers advantage on their attack rolls against the warrior until the start of its next turn.

ACTIONS

Melee Attack—Greatsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +1 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

BROWN BEAR

Large Beast

Armor Class 10

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 19 (+4) Dex 10 (+0) Con 14 (+2)

Int 3 (-4) Wis 13 (+1) Cha 7 (-2)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The bear gains a +5 bonus to all checks to detect hidden creatures.

ACTIONS

Multiattack: The bear makes one bite attack and one claws attack.

Melee Attack–Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Melee Attack–Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 4 XP 200

CRAG CAT

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3) Dex 15 (+2) Con 14 (+2)

Int 4 (-3) Wis 12 (+1) Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The cat gains a +5 bonus to all ability checks to detect hidden creatures.

Snow Stealth: The cat can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

ACTIONS

Melee Attack–Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

Melee Attack–Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

Pounce: If the cat moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone and the cat can make a bite attack against it.

ENCOUNTER BUILDING

Level 3 XP 120

DARK ADEPT

Medium Humanoid (Human)

Armor Class 16 (ring mail, shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 12 (+1) Dex 11 (+0) Con 13 (+1)

Int 10 (+0) Wis 15 (+2) Cha 10 (+0)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: The adept is a 2nd-level spellcaster that uses Wisdom as its magic ability (spell save DC 12). It has the following spells prepared:

1st Level (2/day)—*cure wounds, inflict wounds*

ACTIONS

Melee Attack–Mace: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ranged Attack–Sling: +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 60

DAVRICK FAIN

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 25 ft.

Str 15 (+2) Dex 11 (+0) Con 14 (+2)

Int 10 (+0) Wis 16 (+3) Cha 13 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Spellcasting: Davrick is a 5th-level spellcaster who uses Wisdom as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*chill touch, resistance*

1st Level (4/day): *cure wounds, healing word, inflict wounds, sanctuary*

2nd Level (3/day): *darkness, hold person, silence*

3rd Level (1/day): *dispel magic*

ACTIONS

Melee Attack–Mace: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 4 XP 200

DWARF WARRIOR

Medium Humanoid (Dwarf)

Armor Class 18 (chain mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) Dex 11 (+0) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: The dwarf has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Melee Attack—Battleaxe: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) slashing damage.

Melee or Ranged Attack—Light Hammer: +3 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

REACTIONS

Defender: If a creature attacks the dwarf or a creature within 5 feet of the dwarf while it is wielding a shield, the dwarf can use a reaction to give the attacking creature disadvantage on the attack roll. The dwarf cannot use this reaction again until it completes a short rest or a long rest.

ENCOUNTER BUILDING

Level 2 XP 40

GIANT SPIDER

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., spider climb

Senses darkvision 30 ft.

Str 14 (+2) Dex 15 (+2) Con 10 (+0)

Int 2 (-4) Wis 10 (+0) Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Spider Climb: The spider can climb at its full speed, including on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a web spell.

Stealthy +5: The spider gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage.

Ranged Attack—Web (Recharge 5-6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2 XP 40

GOBLIN

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1) Dex 11 (+0) Con 10 (+0)

Int 10 (+0) Wis 9 (-1) Cha 8 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Stealthy +5: The goblin gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 - 1) bludgeoning damage (minimum 1 damage).

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

GREEN SLIME

Medium Ooze (Hazard)

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal.

Detect: It takes a DC 10 Wisdom check to notice the green slime under normal conditions and a DC 12 Intelligence check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

HEDRUN THE ICE WITCH

Medium Humanoid (Human)

Armor Class 14 (ice armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str 9 (-1) Dex 14 (+2) Con 14 (+2)

Int 15 (+2) Wis 16 (+3) Cha 12 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Animal Empathy: Beasts are aggressive toward Hedrun only if she harms them first.

Auril's Footing: Hedrun ignores difficult terrain created by ice, snow, and similar wintry conditions, magical or natural. She is immune to the effect of her own *spike growth* spell.

Freezing Aura: Liquid water that comes within 5 feet of Hedrun instantaneously freezes. She can traverse bodies of water across the ice created by this trait, but the ice melts quickly enough to prevent other creatures from doing the same.

Ice Armor: Hedrun's ice armor makes her immune to cold damage. Additionally, whenever Hedrun takes damage, she can apply half to her ice armor. Her ice armor can absorb no more than 16 hit points per day.

Spellcasting: Hedrun is a 5th-level spellcaster that uses Wisdom as her magic ability (spell save DC 13). She has the following spells prepared:

Cantrips—*chill touch*, *ray of frost*

1st Level (4/day)—*animal friendship*, *fog cloud*, *gust of wind*, *ice darts*¹

2nd Level (3/day)—*hold person*, *ice spear*², *spike growth*

3rd Level (2/day)—*dispel magic*, *sleet storm*

1. Ice Darts: Hedrun launches three darts of magic ice at up to two creatures that she can see within 50 feet of her, making an attack roll against each target. On a hit, the target takes 5 (1d4 + 3) cold damage and its speed is reduced by 15 feet until Hedrun's next turn.

At Higher Levels: When Hedrun casts this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

2. Ice Spear: Hedrun launches a spear of ice at one creature that she can see within 50 feet of her, making an attack roll against the target. On a hit, the target takes 17 (5d6) cold damage and is restrained. The target must succeed on a DC 15 Strength or Dexterity check to end the restrained condition. On a miss, the spear explodes near the target for half as much damage.

At Higher Levels: When Hedrun casts this spell using a 3rd-level spell slot, it deals 24 (7d6) cold damage on a hit.

ENCOUNTER BUILDING

Level 5 XP 400

HUMAN COMMONER

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0) Dex 10 (+0) Con 10 (+0)

Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Alignment any

Languages Common

TRAITS

Pack Tactics: The commoner gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Club: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +1 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

HUMAN ROGUE

Medium Humanoid

Armor Class 14 (leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 13 (+1) Dex 16 (+3) Con 12 (+1)

Int 11 (+0) Wis 10 (+0) Cha 13 (+1)

Alignment neutral evil

Languages Common

TRAITS

Assassinate: The rogue has advantage on attack rolls against creatures that have not yet acted in the combat. If such a creature is surprised and the attack hits the creature, the attack is considered to be a critical hit.

Sneak Attack: Once per turn, if the rogue attacks and hits a creature that has another creature able to take actions and hostile to it within 5 feet of it, the hit deals 1d6 extra damage. The rogue also deals this extra damage if the rogue has advantage on the attack roll.

ACTIONS

Melee Attack—Short Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Sling: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 2 XP 50

HUMAN WAR CHIEF

Medium Humanoid (Human)

Armor Class 17 (studded leather, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 14 (+2) Dex 14 (+2) Con 12 (+1)

Int 11 (+0) Wis 11 (+0) Cha 12 (+1)

Alignment any

Languages Common

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the war chief and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

ACTIONS

Multiattack: The war chief makes two long sword attacks.

Melee Attack—Long Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Javelin: +4 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 120

HUMAN WARRIOR

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 12 (+1)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1 XP 20

ICE WITCH'S SIMULACRUM

The simulacrum uses the same statistics block as Hedrun the Ice Witch, with the adjustments noted here.

Hit Points 19 (3d8 + 6)

ENCOUNTER BUILDING

Level 4 XP 200

MAREK THE SHANK

Medium Humanoid (Goblinoid, Hobgoblin)

Armor Class 16 (studded leather, shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 13 (+1)

Int 12 (+1) **Wis** 10 (+0) **Cha** 16 (+3)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear Marek and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast: Marek cannot be frightened while he can see a friendly creature within 30 feet of him that also has this trait.

ACTIONS

Multiattack: Marek makes two attacks.

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 130

ORC

Medium Humanoid (Orc)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 70

OROG

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 120

QUASIT

Tiny Fiend (Demon, Shapechanger)

Armor Class 13

Hit Points 7 (3d4); see Traits below

Speed 20 ft.

Senses darkvision 100 ft.

Str 5 (-3) Dex 17 (+3) Con 10 (+0)

Int 10 (+0) Wis 10 (+0) Cha 7 (-2)

Alignment chaotic evil

Languages Abyssal, Common

TRAITS

Magic Resistance: The quasit has advantage on saving throws against magical effects.

Damage Resistance: The quasit is resistant to cold, fire, and lightning, and to nonmagical weapons except those made of cold-forged iron.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 8 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage, and the target has disadvantage on all Dexterity checks and saving throws, and on all attack rolls made using Dexterity, for 1 minute. This is a poison effect.

Cause Fear (1/day): The quasit chooses any number of creatures within 20 feet of it. Each target must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target must use its movement to move away from the quasit. As an action, the frightened target can make a DC 8 Wisdom check to end this effect.

Change Shape: The quasit polymorphs into a Medium wolf or a Tiny bat, centipede, or toad and can remain in this form indefinitely. The quasit gains a fly speed of 40 feet in bat form; otherwise, its statistics do not change (except for its size). The quasit reverts to its natural form when killed.

Invisibility: The quasit turns invisible until it attacks, uses cause fear, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 2 XP 60

SKELETAL WHITE DRAGON

Huge Undead

Armor Class 14

Hit Points 51 (6d12 + 12)

Speed 50 ft.

Senses darkvision 100 ft.

Str 17 (+3) Dex 12 (+1) Con 14 (+2)

Int 2 (-4) Wis 7 (-2) Cha 2 (-4)

Alignment chaotic evil

Languages —

TRAITS

Ice Walk: The dragon takes no penalty to speed while traversing ice or snow.

Immunities: The dragon is immune to cold, disease, and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The dragon makes one claw attack and one bite attack or tail attack.

Melee Attack—Bite: +3 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

Melee Attack—Tail: +3 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Large or smaller, the dragon also either pushes the target up to 10 feet away or knocks it prone.

ENCOUNTER BUILDING

Level 4 XP 200

THUG

Medium Humanoid (Human)

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1) Dex 12 (+1) Con 11 (+0)

Int 10 (+0) Wis 10 (+0) Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee or Ranged Attack—Dagger: +2 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

TOUGH THUG

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2) Dex 12 (+1) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment neutral

Languages Common

TRAITS

Thug Tactics: The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Light Crossbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2 XP 40

VAELISH GANT

Medium Humanoid (Human)

Armor Class 11

Hit Points 27 (5d6 + 10)

Speed 30 ft.

Str 9 (-1) Dex 13 (+1) Con 14 (+2)

Int 17 (+3) Wis 10 (+0) Cha 15 (+2)

Alignment lawful evil

Languages Common, Draconic, Infernal, Orcish

TRAITS

Abjurer's Armor: Whenever Vaelish takes damage, he can apply half to his *mage armor*. His *mage armor* effect can absorb no more than 13 hit points per day.

Spellcasting: Vaelish is a 5th-level spellcaster that uses Intelligence as his magic ability (spell save DC 13). He has the following spells prepared:

Cantrips—*light, prestidigitation, shocking grasp*

1st Level (4/day)—*charm person, magic missile, shield*

2nd Level (3/day)—*invisibility, scorching ray*

3rd Level (2/day)—*fireball*

ACTIONS

Melee Attack—Sapphire Staff: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sapphire Staff Magic: Vaelish uses his staff to cast one of the following spells stored within it (save DC 13).

Cantrip—*ray of frost*

1st Level (2/day)—*detect magic*

4th Level (1/day)—*dimension door*

REACTIONS

Shield [1st-Level Spell]: When he is hit by an attack, makes a Dexterity saving throw, or is the target of *magic missile*, Vaelish can use a reaction to gain a +4 bonus to AC and to Dexterity saving throws, as well as immunity to *magic missile*, until the start of his next turn.

ENCOUNTER BUILDING

Level 4 XP 250

VERBEEG

Large Giant

Armor Class 16 (studded leather, shield)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Str 19 (+4) Dex 12 (+1) Con 14 (+2)

Int 11 (+0) Wis 12 (+1) Cha 10 (+0)

Alignment neutral evil

Languages Common, Giant

ACTIONS

Melee Attack—Spear: +6 to hit (reach 10 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

Ranged Attack—Javelin: +6 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4 XP 200

WERERAT

Medium Humanoid (Shapechanger)

Armor Class 13

Hit Points 16 (3d8 + 3); see Traits below

Speed 35 ft.

Senses low-light vision

Str 10 (+0) Dex 16 (+3) Con 12 (+1)

Int 12 (+1) Wis 11 (+0) Cha 11 (+0)

Alignment neutral evil

Languages Common (cannot speak in rat form)

TRAITS

Cunning: The wererat has advantage on ability checks to bluff, listen, sneak, and spot.

Damage Resistance: The wererat is resistant to nonmagical weapons except those made of silver.

Opportunist: If the wererat has advantage on an attack roll, it can give up the advantage to make two attacks.

Rat Scurry: While in rat form, when the wererat moves on its turn, its movement does not provoke opportunity attacks.

ACTIONS

Melee Attack—Bite (rat and hybrid forms only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 3) piercing damage, and the target must make a DC 9 Constitution saving throw.

Failed Save: The target is cursed with lycanthropy.

Melee or Ranged Attack—Dagger (humanoid and hybrid forms only): +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape: The wererat polymorphs into a Medium rat-humanoid hybrid or a Small rat and can remain in this form for up to 24 hours.

While in hybrid form, it can make bite and claw attacks only. While in rat form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the wererat gains low-light vision.

The wererat reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 3 XP 70

WINTER WOLF

Large Beast

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 50 ft.

Senses low-light vision

Str 16 (+3) Dex 15 (+2) Con 14 (+2)

Int 8 (-1) Wis 12 (+1) Cha 7 (-2)

Alignment neutral evil

Languages —

TRAITS

Immunity: The wolf is immune to cold.

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each creature friendly to the wolf that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage, or 11 (1d10 + 6) piercing damage against a prone creature. If the attack deals 9 or more damage, the wolf also knocks the target prone.

Cold Breath: The wolf breathes an icy blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw. *Failed Save:* 15 (4d6 + 2) cold damage. *Successful Save:* Half damage. The wolf must complete a short rest or a long rest to use this breath weapon again.

ENCOUNTER BUILDING

Level 4 XP 130

WOLF

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1) Dex 15 (+2) Con 13 (+1)

Int 2 (-4) Wis 12 (+1) Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1 XP 20

YETI

Large Monstrosity

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 35 ft., climb

Senses low-light vision

Str 16 (+3) **Dex 15** (+2) **Con 14** (+2)

Int 8 (-1) **Wis 13** (+1) **Cha 7** (-2)

Alignment neutral

Languages Giant

TRAITS

Chilling Surprise: Any creature surprised by a yeti must succeed on a DC 10 Wisdom saving throw or become frightened and paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending both conditions on a success.

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Multiattack: The yeti makes two claw attacks. If the yeti hits one Medium or smaller target with both claw attacks, the target is grappled and is restrained while grappled. While it has a creature grappled, the yeti can use its claw attack against only that creature. Whenever a creature ends its turn grappled in this way, it takes 5 (2d4) cold damage. A yeti can grapple only one creature at a time.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3 XP 110

YOUNG REMORHAZ

Medium Monstrosity

Armor Class 16

Hit Points 30 (4d10 + 8)

Speed 30 ft., burrow

Senses blindsight 25 ft., darkvision 50 ft., low-light vision

Str 18 (+4) **Dex 14** (+2) **Con 15** (+2)

Int 2 (-4) **Wis 13** (+1) **Cha 7** (-2)

Alignment unaligned

Languages –

TRAITS

Burrow: The remorhaz can burrow through ice and snow at its speed, and through earth at one-third its speed. When burrowing through earth, ice, or packed snow, the remorhaz leaves behind a 5-foot-wide tunnel.

Heat: Any creature or object that touches the remorhaz takes 5 (2d4) fire damage.

Immunities: The remorhaz is immune to fire and cold.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d4 + 4) piercing damage, and a Medium or smaller target must make a DC 12 Strength or Dexterity saving throw. *Failed Save:* The target is grappled and is restrained while grappled. While it has a creature grappled in this way, the remorhaz can use its bite attack against only that creature. In addition, whenever a creature ends its turn grappled in this way, it takes 5 (2d4) fire damage. A remorhaz can grapple only one creature at a time.

ENCOUNTER BUILDING

Level 4 XP 150

YOUNG YETI

Medium Monstrosity

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 35 ft., climb

Senses low-light vision

Str 15 (+2) Dex 15 (+2) Con 13 (+1)

Int 8 (-1) Wis 13 (+1) Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Climb: The yeti can climb at its full speed.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles such as snow or sand cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire.

ACTIONS

Grapple: The yeti uses the grapple action against a creature. Whenever a creature ends its turn grappled by the yeti, the creature takes 2 (1d4) cold damage. If it has a creature grappled, the yeti can use its claw attack only against that creature. The yeti can grapple only one creature at a time.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1 XP 20

ZOMBIE

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2) Dex 6 (-2) Con 10 (+0)

Int 5 (-3) Wis 7 (-2) Cha 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie is immune to disease and poison, and it cannot be frightened or put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage was dealt by a critical hit. *Successful Save:* The zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

MORE ABOUT THE TRIBES

The following material supplements the discussion of the Reghed tribes in the *Campaign Guide*.

Tribe of the Bear

The other great tribe of the Reghed is the Tribe of the Bear. Driven to desperation by Auril's fierce winter, the Tribe of the Bear has broken peace with the other tribes and with the Ten-Towners, launching raids to steal supplies. Worse, the tribe has turned to the worship of the Frostmaiden and joined forces with Hedrun, the Ice Witch.

Günvald Barrundson

King of the Bear Tribe

King Günvald Barrundson, true to the name of his tribe, is a bear of a man. Approaching seven feet tall, he has a mane of white hair and a bushy, yellow-white beard, though he is only 35 years old. His eyes are pale blue, and his skin is pale and chapped.

King Günvald is said to have wrestled a polar bear and come out the victor, though he himself never makes that claim. Some say the bear he defeated is now his companion, Hündel. In any event, the legend reveals much about his nature and his rule. Günvald is a strong man who loves strength. He covets power, he is willing to wrest it from the grip of those he feels are unworthy of holding it, and he keeps a tight grip on his own authority in order to dissuade anyone who might try to seize power from him. His rule of the Tribe of the Bear has been marked by violence—he has killed several would-be claimants to his title, has broken longstanding alliances and gone to war with the Elk and Tiger tribes, has set Hündel against warriors who failed in important tasks, and now, in Auril's deadly winter, has offered human sacrifices to the Frostmaiden.

The Bear Tribe suffered badly when the harsh winter began. It lost many members to beast attacks and was in danger of running out of food as the beasts and the storms claimed more and more reindeer. From the start, the tribe's shaman proclaimed Auril's wrath and urged his fellows and his king to appease her, and Grünvald was soon forced to acquiesce. When a yeti took the life of his wife, Affya, his patience broke and he personally led the tribe in a terrible ritual slaughter of the warriors whose injuries prevented them from fighting. Since then, the fortunes of the tribe have improved, and now Grünvald has sworn allegiance to the Ice Witch—a bitter pill for the power-hungry man to swallow, but a necessary concession in his mind.

For all his aggressive nature and the bloody history of his reign, Grünvald is an honorable warrior—or was, until the black ice of Hedrun's tower worked its influence on him. He never ordered his warriors into a fight he wouldn't join in himself, and he knew enough to pull his warriors back when he led them into a battle they couldn't

win. Though he was fond of raiding Ten-Towns and the other tribes, ambushes were not his style. He enjoyed the thrill of the fight, even when his opponents' efforts to defend themselves were futile.

The black ice has exacerbated his worst qualities and all but obliterated his redeeming features. He longs for battle, looks for any pretense to start a fight, and now refuses to back down from any conflict, no matter the losses that he or his warriors might suffer. He has also grown desperately afraid of losing what power he has left after allowing his tribe to come under the Ice Witch's thrall. He suspects his underlings—his own younger brother, Wolvig, and the tribal shaman Bjami Tengervaald—of plotting against him.

Bjami Tengervaald

Shaman of the Bear Tribe

For all of Günvald's lust for power, and his fear of being usurped, it has been a long time since he actually steered the activity of the Bear tribe. For years, Bjami Tengervaald, the tribe's shaman, has manipulated the king, the war chief, and every influential tribe warrior to see that his own will was carried out—all while making Günvald believe that all the best ideas were his own.

Bjami is a small, withered man who has endured over sixty winters in Icewind Dale—an accomplishment few can claim. His size and gaunt frame hide a hardy strength that can be attributed to long years spent in communion with wintry spirits, bear totems, and the Frostmaiden herself. Winter seems to have taken root in his very bones and blood, making him something slightly more than human. He believes that his actions are the will of Auril—and he's right.

When Auril made the Ice Witch her Chosen, Bjami realized it immediately, and he was filled with an apocalyptic religious fervor. He believes that Auril's choice of a woman from the Elk tribe is a sign that all the tribes will come under her dominion, united again as they were in Wulfgar's day. He imagines himself and the Ice Witch, side by side, ruling together over a conquered Icewind Dale that is locked in eternal winter.

Wolvig Barrundson

War Chief of the Bear Tribe

King Günvald's younger brother is Wolvig Barrundson, who holds the title of war chief while Günvald coordinates the tribe's efforts from the Ice Witch's palace. Though he believes the position is a great honor that recognizes his skill in battle, in truth he holds the position because Bjami desires it—and because Bjami knows Wolvig to be extremely pliable to his will.

Wolvig is tall and fair like most of his people, with long, blond hair and no beard. An angry red battle scar runs across his neck, and he displays it proudly as a sign of his

strength. "I survived this," he is fond of saying, pointing at the scar, "and I think I'll survive you too." Few people take him as seriously as he takes himself.

Although the Tribe of the Bear, under Bjami's command, is sworn to the service of Auril and the Ice Witch, Wolvig still prays to Tempus—though silently—in battle. Sacrificing people to Auril by leaving them exposed to the cold is not how warriors should behave, he believes, and he secretly resents the path that Bjami has led the tribe down. But his fear of the shaman, and of his older brother's wrath, keeps him in line.

Wolvig is a simple man with simple tastes. He enjoys battle, good food, and good company. He often finds himself wishing that life were less complicated, and he believes that acting as Bjami and Günvald desire is the simplest course of action, even if it doesn't match his own sense of a warrior's ethics.

The Lesser Tribes

After the united Reghed tribes attacked Ten-Towns under the leadership of King Heafstaag of the Elk Tribe, the tribes were sorely depleted. It is said that only fifty warriors survived the ill-fated assault, and the harsh winter that followed took the lives of many of the women and children who had not participated in the attack. Though they clung to their traditional names, the smaller tribes were absorbed into the Tribe of the Elk and the Tribe of the Bear, living and hunting alongside the "true" members of the two strongest tribes.

After the war with Akar Kessell, the people of the tribes abandoned their nomadic ways for a time and settled in Ten-Towns, particularly Bremen and Caer-Konig. Over the succeeding decades, though, they slowly returned to their old traditions, and the tribes took on their old identities. Aside from the Tribe of the Elk and the Tribe of the Bear, the Tiger and Wolf tribes retain a significant presence on the tundra. The Tribe of the Seal and the Tribe of the Caribou emerged for a time and then were reabsorbed into the Tribe of the Elk.

With the coming of Auril's deadly winter, the smaller Tiger and Wolf tribes are struggling to survive. The Tribe of the Tiger tried to find shelter in Bremen, but the group was rebuffed by the suspicious townsfolk and set up a camp instead on the northwestern shores of Maer Dualdon. Its numbers have been whittled away by persistent beast attacks—the people of Bremen and Lonelywood have no idea of the extent to which this tribe has served as a buffer between them and the Ice Witch's fury.

The chieftain of the Tribe of the Tiger is a woman—which would have been unthinkable before Wulfgar's time. Queen Fritha Craegmar is a wise and fair leader and a mighty warrior, though she has no love of violence. While some in the tribe wanted to attack the "weak folk" of Bremen and take the town by force, Fritha relied on a diplomatic envoy, and she withdrew the tribe peacefully

when Bremen's speaker rebuffed her. Perhaps fortunately for both peoples, Speaker Dorbulgruf shares Fritha's calm head. Many members of the tribe grumble against their leader now, however, saying she should have led them to war for the sake of preserving the tribe. It is possible she might not hold her position much longer.

The Tribe of the Wolf, meanwhile, has moved as far to the south and west as possible without leaving Icewind Dale, sheltering in the foothills of the Spine of the World near Ironmaster. Its people have suffered greatly from beast attacks, though they have erected makeshift fortifications that protect them from the worst of the assaults. They grow hungry and desperate, though, as the Ice Witch's beasts drive reindeer and other game away, out of their reach.

The Tribe of the Wolf is currently without a king. The former chieftain, Halpstaag Kaerigson, died during the tribe's migration to the south, and no one has sought to claim his place in this dire time. The tribe's shaman, Jütti Merliss, leads the tribe by default.



STOKELY SILVERSTREAM



BACKGROUND

The leader of the dwarves of Kelvin's Cairn, Stokely is a cousin of the great hero Bruenor Battlehammer. After leading his "boys" to help Bruenor in Gauntlgrym, he returned to his home and ruled in peace until Baerick Hammerstone brought black ice into the dwarven valley.

ROLEPLAYING

- ❖ Always ready to drink a toast to Bruenor, the Battlehammer clan, or Mithral Hall
- ❖ Beleaguered
- ❖ Simple but not stupid, practical, down to earth
- ❖ Worried, concerned for his people



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VAELISH GANT



BACKGROUND

A young wizard of the Arcane Brotherhood in Luskan, Vaelish Gant has grand visions of extending the Brotherhood's influence up and down the Sword Coast.

ROLEPLAYING

- ❖ Sleazy and slimy; ingratiating in an unctuous way
- ❖ Ambitious
- ❖ Arrogant
- ❖ Self-aggrandizing
- ❖ Visionary, at least in his own mind



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BAERICK HAMMERSTONE



BACKGROUND

Three weeks ago, Baerick was a simple miner in the dwarven valley. When Vaelish Gant's apprentice hired him to look for Akar Kessell's remains, his life was transformed. He now rules half of the dwarven valley in open rebellion against Stokely Silverstream.

ROLEPLAYING

- ❖ Suspicious of everyone and everything
- ❖ Easily insulted
- ❖ Hostile to outsiders
- ❖ Hot-tempered



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DAVRICK FAIN



BACKGROUND

Formerly a simple merchant of Bremen, Davrick Fain became a disciple of Auril after this winter's first great storm. He now leads a small, scattered cult of the Frostmaiden in Ten-Towns.

ROLEPLAYING

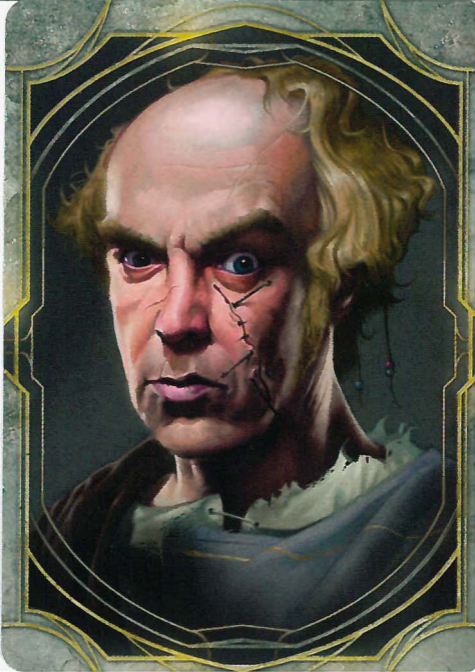
- ❖ Fanatical, devoted to Auril, the goddess of winter
- ❖ Doomsayer
- ❖ Enthusiastic and emphatic
- ❖ Loud and talkative
- ❖ Wild-eyed



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DERRICK THE DROWNDER



BACKGROUND

Derrick Gaffner is captain of the *Howling Fiend*, a fishing boat turned pirate vessel on Lac Dinneshere. Corrupted by the black ice used to make his ship's keel, Derrick is vicious and hateful.

ROLEPLAYING

- ❖ Authoritarian, intolerant of dissent
- ❖ Hot-headed
- ❖ Intimidating, enjoys causing fear
- ❖ Loud



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AKAR KESSELL



BACKGROUND

Over a hundred years ago, Kessell was a bumbling apprentice mage who stumbled upon the power of the Crystal Shard and attempted to conquer Icewind Dale. Now a wight, he seeks once more to bring the dale under his influence.

ROLEPLAYING

- ❖ Ashamed to submit to the Ice Witch
- ❖ Bitter that the power of the Crystal Shard eludes him
- ❖ Cocky, and confident he can't lose
- ❖ Furious at Drizzt Do'Urden for killing him
- ❖ Self-centered, believing that no one else matters



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HENGAR AESNVAARÐ



BACKGROUND

Hengar is a young warrior of the Tribe of the Elk who idolizes his tribe's great hero, Wulfgar son of Beornegar. He believes in duty to his people and the interdependence of the Reghed tribes and the Ten-Towners.

ROLEPLAYING

- ❖ Concerned for his people's well being
- ❖ Curious
- ❖ Earnest
- ❖ Friendly
- ❖ Optimistic



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HEDRUN, THE ICE WITCH



BACKGROUND

A young woman of the Tribe of the Elk, Hedrun was made Auril's Chosen and blessed with powers of ice and cold. Unable to control them, she accidentally killed the young man she loved—the son of the tribe's shaman. Sent into exile, she has come into her own in the service of the Frostmaiden.

ROLEPLAYING

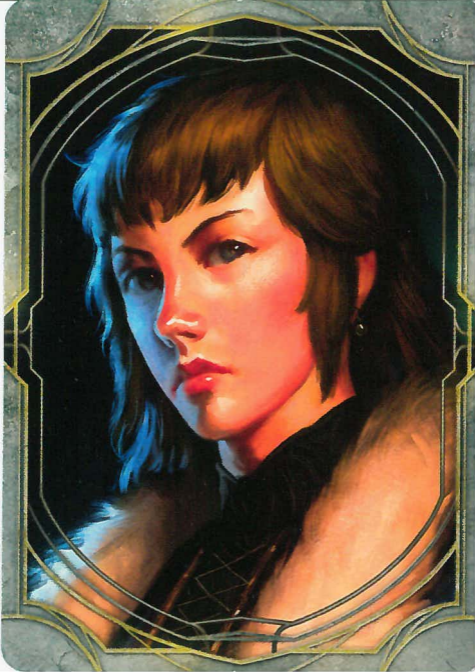
- ❖ Haunted by the death of a loved one
- ❖ Filled with Auril's fury
- ❖ Heartless
- ❖ Isolated
- ❖ Merciless
- ❖ Vengeful



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DUVESSA SHANE



BACKGROUND

The speaker of Bryn Shander is a young woman who has fought against prejudice to become the most capable leader the town has seen in many years.

ROLEPLAYING

- ❖ Sharp-tongued; she's not hot-tempered, but when she gets angry she really cuts loose
- ❖ Skilled at negotiation; she listens carefully, clarifies what she hears, and finds common ground
- ❖ Strong leader with a clear vision for the future



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MITHANN



BACKGROUND

A cleric of Amaunator, Mithann is a retired adventurer from Cormyr who spent years fighting evil across Faerûn before settling in Icewind Dale. Her adventuring days are done, but she tries to help other good-hearted adventurers as much as she can.

ROLEPLAYING

- ❖ Hopeful, always sees the best in people
- ❖ Caring
- ❖ Cheerful
- ❖ Devout
- ❖ Vigilant against evil



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Kelvin's Cairn

Maer

Lonelywood

Dwaldon

Bremen's Run

Bremen

Termalaine

Shaengarne River

Targos

Caer-Konig

Caer-Dineval

Icevind Pass

Lac Dinneshere

Bryn Shander

The Eastway

Easthaven

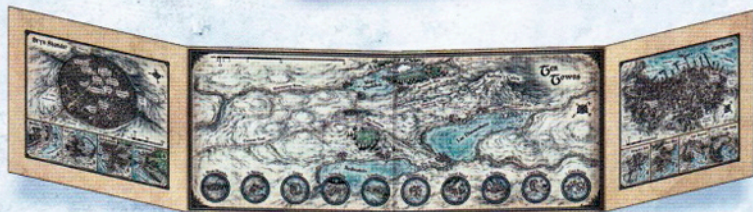
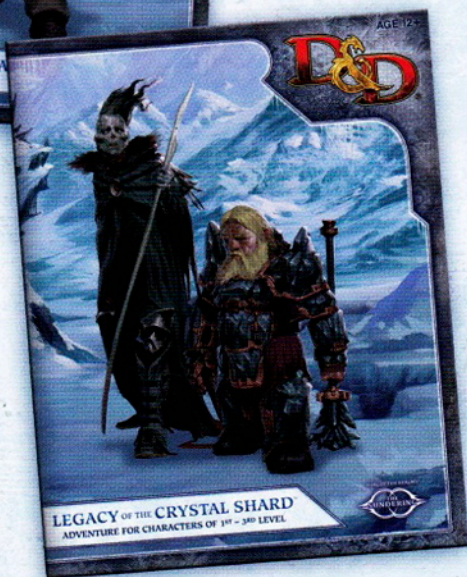
Good Mead

Dougan's Hole

Redwaters

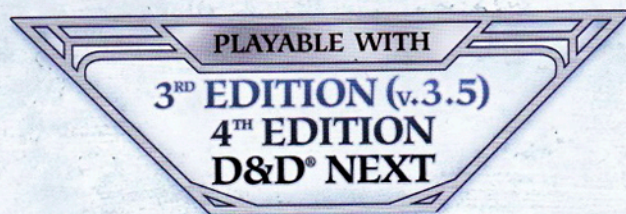
Caravan Route





Components:

- ◆ 64-page campaign guide describing Icewind Dale and its inhabitants
- ◆ 32-page adventure book describing major plots and encounters
- ◆ Four-panel, deluxe DM screen with maps and information for the Dungeon Master



EVIL STIRS IN ICEWIND DALE

The people of Icewind Dale have long stood against the perils of the North. For most of these folk, the events that shook the region a hundred years ago are now distant memories. But what was defeated was not destroyed. Now, as evil forces converge on Ten Towns, the people of the North face their greatest trial yet. Fortunately, they won't have to face it alone.

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ISBN: 978-0-7869-6464-2



9 780786 964642
Sug. Retail: US \$34.95 CAN \$39.95
Printed in USA A45380000



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Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH.
Represented by: Hasbro Europe, 2 Roundwood Ave., Stockley Park, Uxbridge,
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