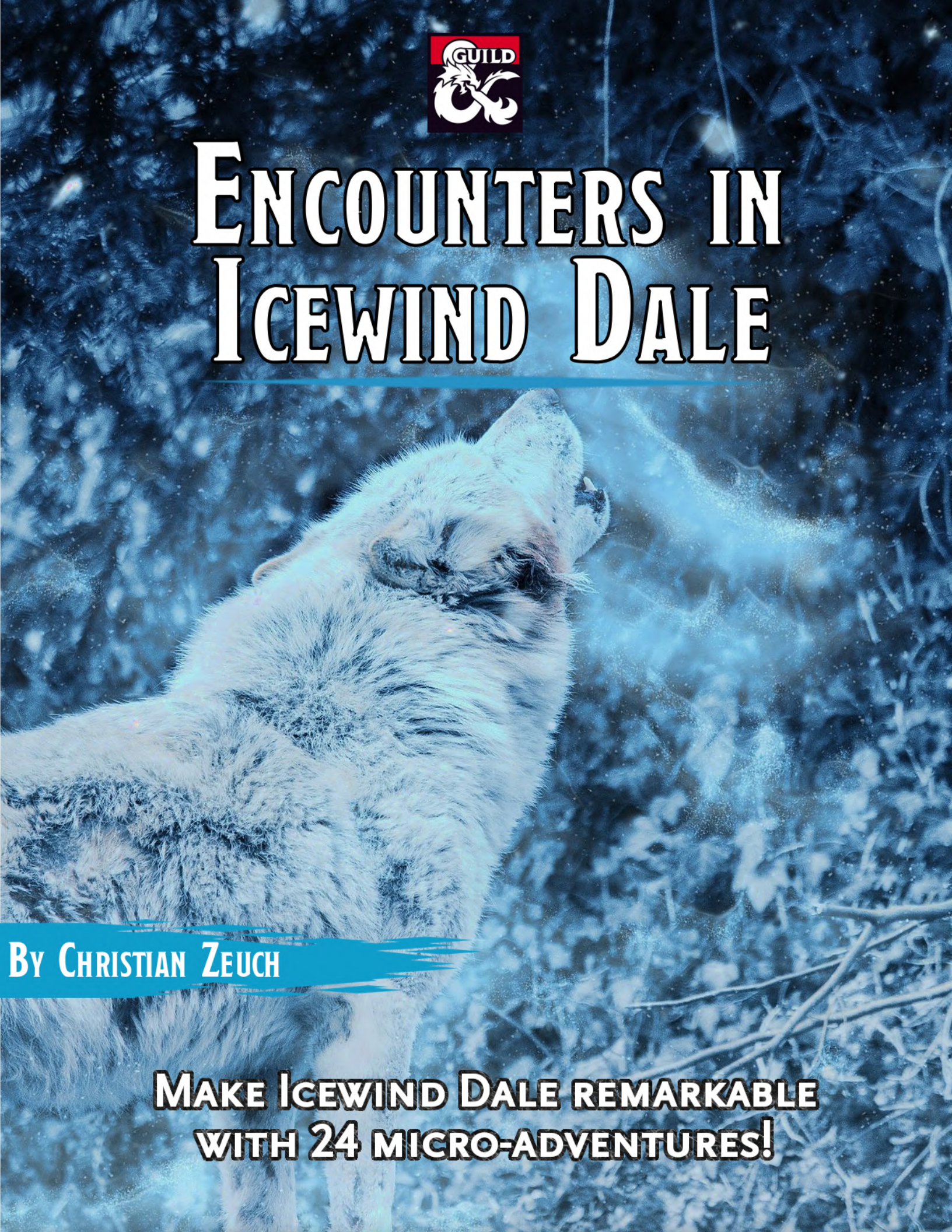
GUILD
Encounters in Icewind Dale
By Christian Zeuch
Make Icewind Dale remarkable with 24 micro-adventures!

Credits

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Interior Art Art under CC0 license, Wizard of the Cost stock art and some Inkarnate scenes created by Christian Zeuch
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Special Thanks

- GMBinder for the amazing layout tool
- Rodrigo Kuerten (@R_Kuerten) for his ideas and inspiration on this product

On the Cover

A wolf howling in an arctic scenario with trees close by, the whole image with a blue tonality.

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Icewind Dale, the Frozen Tundra

This supplement contains 24 encounters to be run in Icewind Dale region, from Forgotten Realms. The encounters are divided as coast, mountain, settlements, and tundra. Some are small, others longer; to the point that they could be considered micro adventures or small quests.

Overview

Encounters in Icewind Dale provides a series of detailed encounters or events that you can use in your adventures in the frozen tundra. It also contains some new creatures and monsters, as well as battle maps to use in those encounters, so you could simply use them on something else.

You will also find the map of Icewind Dale, so the encounters may contain suggestions of best spots for them to occur. Most of its territory is considered plains, or tundra, but it has some small woods, hills, and mountains, as well as some settlements. The brave explorers will have many opportunities to find interesting things to do.

This supplement focuses on adding value for your frozen adventures running in Icewind Dale. You can either use the Random Encounter table or simply select the encounter you believe makes more sense for the situation.

Content Warning

Some content may be triggering, including: animal distress (wolves, whale), enchantment magic (modify memory), kidnapping, gore, and child illness.

Running Encounters

To run *Encounters in Icewind Dale*, you will need to use the core rulebooks (*Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*). Even though the encounters are focused on Icewind Dale, they can be easily adapted to any setting that contains similar features (cold and tundra).

Most creatures used in these encounters are new and listed in appendix A. For all the rest, use the *Monster Manual*. Magic items from this adventure are listed in appendix B.

Random Encounters

Very often, random encounters consist of a table with some creatures that can provide some challenge to the group. It's not always the case, though. Some books and supplements create richer and interesting encounters, not all of them involving combat.

You can roll a d20 twice a day while traveling in Icewind Dale. On a result of 1 to 5, roll a d6 and check the appropriate table based on the type of terrain where the group is currently traveling. Or simply select one you like the most or that feels better for the group at that moment.

Optional: Wilderness Hazards

If you want to spice things up, consider using wilderness hazards described in chapter 5 of the *Dungeon Master's Guide*. Walking on frozen streams, rivers, ponds, or lakes is considered "slippery ice". Additionally, snowfall is considered "strong wind" or "heavy precipitation". Water is usually considered "frigid water".

Encounter Challenge

Some of the encounters are meant to be combat, but not all. Besides, it may happen that the challenge the group faces could be too dangerous for them. They have options, like fleeing, using stealth, hiding, or negotiating. Let them be creative!

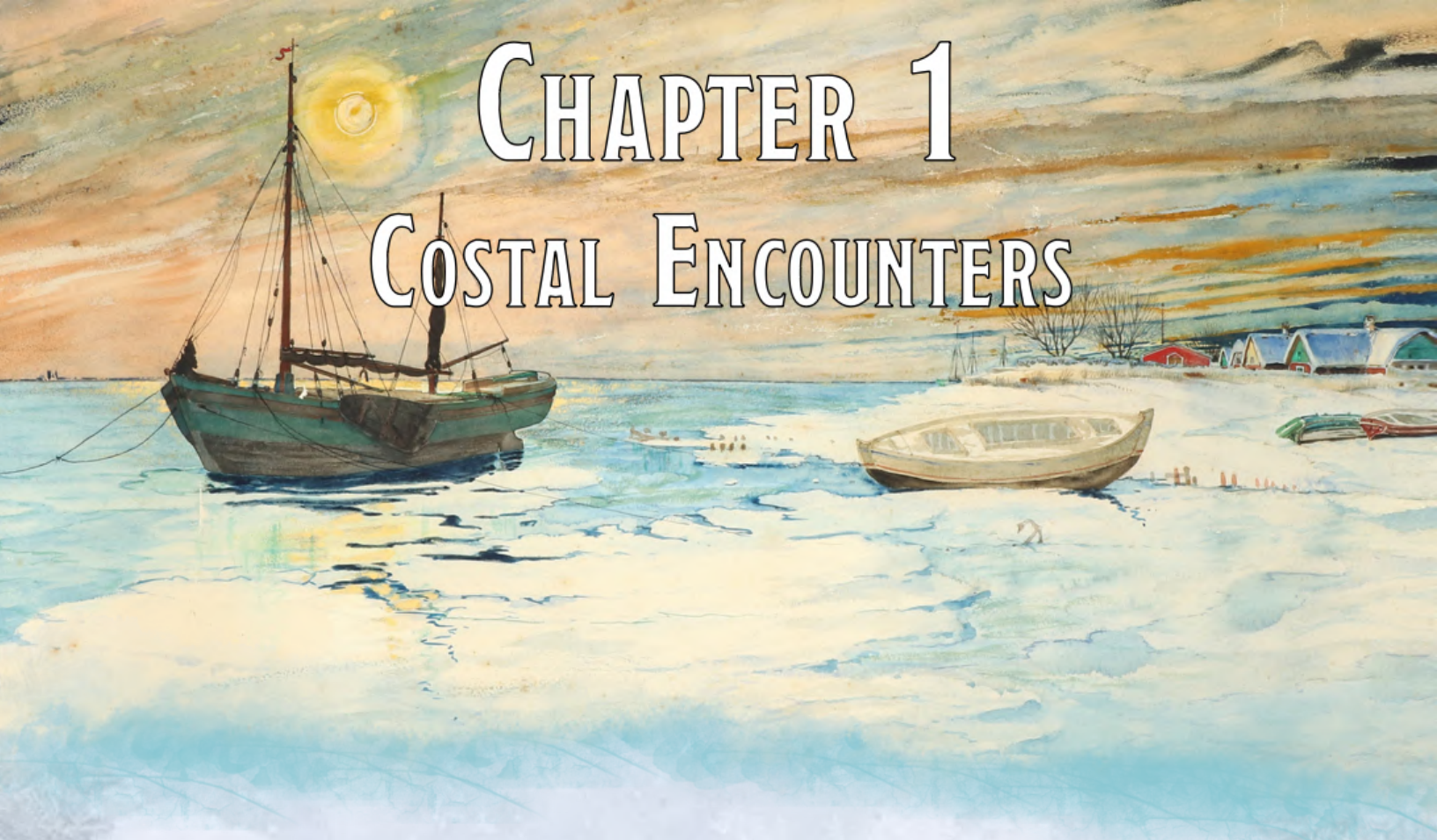
Each encounter has a rewards section. The XP Thresholds by Character Level table is found in chapter 3 of the *Dungeon Master's Guide*. The entry will indicate the encounter difficulty: easy, medium, hard, or deadly.

The Setting

A cold, frozen tundra, Icewind Dale is located northwest of the Sword Coast–a harsh place, home to simple folks that fight hard every day to make their living as fisherfolk, artisans, and miners. Reghedmen barbarians also inhabit the location, having frequent conflicts with orcs.

And of course, monsters and creatures of many kinds are also present, lurking and preying on the innocent. It's a place full of danger and action. Surely not a boring location!


Sea of Moving Ice
Evermelt
Kelvin's Cairn
Reghed Glacier
Ten Towns
Shaengarne River
The Ice Peak
Ironmaster
Spine of the World
The Iron Trail
Ten Trail
The Cold Run
Auckney
Hundlestone
Aurilssbarg
Fireshear
The Iceflow
The Northern Means
N
25
75
125
Miles
Icewind Dale
Luskan



Chapter 1
Costal Encounters

The below encounters may happen anywhere close to Icewind Dale's coast.

d6	Encounter
1	Watch your steps!
2	Piracy ahead
3	That didn't go well...
4	You lost?
5	Bad luck...
6	Finder's Keeper

Bad luck...

Encounter Level: NA

Encounter Type: Exploration

Encounter Overview: The party comes across a badly wounded bowhead whale at a rocky shore.

Encounter Spots: It can happen anywhere near the coast, preferably away from settlements.

Background

A group of men were hunting whales and found this bowhead. They almost managed to catch it but got careless. As the chase extended too long, they hit an ice platform, which sank the ship. The whale used its remaining strength to swim until it passed out on the coast.

The Encounter

During a trip near the coast, read or paraphrase:

> After a long walk, the group sights a large whale on the rocky shores, the stones around it stained in red. It's the first time most of you have seen such a massive creature.

The whale has 10 hit points left and is very weak. If the party heals the whale at least 20 hit points, it's enough for it to swim back into the sea and recover from its wounds.

However, if the party total Strength scores equals at least 40, they can attempt to push the whale back into the sea with a DC 20 Strength (Athletics) group check. A failure causes 5 (1d10) bludgeoning damage to the whale due to the severe injuries it took, even if the party healed it earlier. It moans for a few moments and goes quiet again. The group can try again.

On a success, the party manages to push it just enough for the creature to continue on its own.



After becoming completely submerged, it goes to the surface, whistles very loudly in a low tone and expels water from its back, plunging into the water for good.

Attacks against it are made with advantage and are considered critical hits, in case the group decides to end its suffering.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the whale;
- The party tries to help the whale but realizes it's too heavy;
- The adventurers try to help it but end up killing it in the process;
- The group manages to help it;
- They decide to end its suffering if they can't help it.

Rewards

If they save the whale, award them XP from a medium encounter. In case they try but fail and decide to end its suffering, award XP equal to an easy challenge.

Finder's keeper

Encounter Level: 3

Encounter Type: Exploration/Puzzle

Encounter Overview: The party finds a bottle with a scroll inside. Opening the bottle could prove a challenge, as is reading the scroll's content.

Encounter Spots: It can happen anywhere near the coast, preferably in The Cold Run.

Background

A pirate ship sunk while navigating south the Sea of Moving Ice and one of its treasures, this carefully crafted bottle, wound up in The Cold Run shores.

The Encounter

While walking on the shores of The Cold Run or similar location, read or paraphrase:

> You notice a bottle with carefully crafted reliefs, lying on the rocky beach. A scroll rests inside it, protected by a stopper painted with white runes.

The bottle's glass is thick and the whole item is magically protected. It can't be broken and the only way to open it is speaking its secret word. The stopper contains blue runes painted on it and the glass has reliefs of stars encircling a small sentence written in Common. See below for more information on the puzzle.

After speaking the secret word, the group can retrieve the scroll. It's sealed with a blue, waxed rune. There's another word here but much simpler: a successful DC 15 Intelligence (Arcana, History or Religion) check reveals the rune is an arcane representation of the wind. Speaking "wind" out loud breaks the seal. A *dispel magic* also does the trick.

The content is empty. A *detect magic* reveals an illusion aura. The text is invisible and can only be read with *see invisibility*. Once that's done, the characters who read the text once can see it even after the spell wears off. It's a *scroll of summon shadow demon*.

A successful DC 10 Intelligence (Investigation) check made in Ten Towns reveals there's an old, retired wizard that lives in the town's outskirts who may help the group acquire a *scroll of see invisibility* for 50 gp.

The Puzzle

The text engraved in the bottle reads, in Common: "What is the color of the wind?". The answer is "Blew".

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the bottle;
- The party checks the bottle but fails to open it or to break the seal;
- The adventurers manage to access the scroll and break the seal, but have no means to read it content yet;
- The party is able to access the scroll and read its content.

Rewards

If they access the scroll's content, award them XP from a medium encounter.

Piracy ahead!

Encounter Level: 2-3

Encounter Type: Exploration/Social/Combat

Encounter Overview: Close to nightfall, the party notices a small, well-lit ship close to the coast, and at the shores, an empty rowboat. All this far from any port, even though a settlement is closed.

Encounter Spots: It can happen anywhere near the coast, preferably close to a settlement.

Background

A small crew of pirates operating in the region need to restock their booze. They docked their small ship, the Nimble Escape, and a small group of pirates went to town to grab themselves some booze to warm their nights.

The Encounter

During a trip near the shore, read or paraphrase:

> The night just fell, and you notice an empty rowboat lying at the shores close to your position. Not too far away from the rowboat, in the light mist, is a small, well-lit ship which seems anchored.

The pirates that left to get the booze will be away for an hour. The ship is several dozens of feet into the water and the rowboat allows 5 people inside.

Any character with passive Intelligence (Investigation) of 15 or who succeeds on such a check realizes that something is weird since the ship is not docked at the town's port.

A DC 15 Wisdom (Perception) check focusing on the ship allows the character to spot some kind of dark symbol painted on it. Once they get closer, they can see that the symbol represents wind carrying swords. A DC 15 Intelligence check reveals it's likely a pirate ship.

The party may decide to approach the ship, to arrest the criminals or to steal from them. If the group doesn't state they're going to row stealthy, they get spotted once they get close. It takes 5 rounds to row to the ship and 10 if rowing in stealth mode.

There are six **bandits** and a **bandit captain**, Luxox Daskos, on the ship. Luxox is in his quarters, one pirate is on guard, and the rest are gambling and drinking the rest of the rum they have on the deck.



There's a ladder made of rope which was used by the crew members that left the ship, and it can be climbed without any test, taking one round to climb it.

Climbing in silence also requires stealth checks. Allow the party to make group checks. If they successfully manage to get into the ship without being noticed, they have the surprise. In this case, Luxox doesn't grab his crossbow like mentioned below.

The captain's quarters have a chest protected by a lock to which Luxox carries a key. It contains 87 gp, 276 sp and 321 cp, along with 5 gems worth 25 gp each. Also, a white cloak with silver details can be



found, folded on top of the coins. It's a *warming cloak* (see appendix B).

The Battle

If they get spotted, roll a 1d4, which is the number of rounds needed to approach the ship. Luxox starts barking orders. His first 2 rounds are used ordering the crew to remove the ladder while the others attack with their crossbows.

Luxox also gets his own light crossbow.

The pirates have cover as they duck behind the ship's parapet. If Luxox's crew is killed, or if 4 pirates are killed and the group is still standing, they surrender.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the ship;
- The party decides to investigate the ship without knowledge on what to find there;
- The adventurers find out that it's a pirate ship and go there to deal with the pirates.

Rewards

Award the characters the normal XP from the fight, with the additional XP from below:

- If they find out that the ship is from pirates, award them XP from an easy encounter;
- If they managed to surprise the pirates, award them XP from an easy encounter.

That didn't go well...

Encounter Level: 1-2

Encounter Type: Social/Combat

Encounter Overview: The party encounters an injured man, almost unconscious, with his back against a rock near the shore. He tried to hunt a polar bear and underestimated it, becoming the prey himself. He managed to escape, but this is not over yet...

Encounter Spots: it can happen anywhere near the coast.

Background

Londraw, a man in his forties, spotted a polar bear teaching its cubs how to fish a few dozen feet into the water. They were on a floating ice platform and Londraw felt safe to attack with his longbow. However, the mother bear decided to leave the cubs on the platform to end the threat and swam to the land to chase the man. However, in a matter of a minute, the bear was on him even once Londraw gave and started dashing away. After being hit by the creature, he was badly wounded. Knowing that he couldn't finish the creature off, he played dead assuming that the bear would get back to its cubs.



He was right, and he walked away from the place, but as he lost quite some blood, it became too hard to continue so he lay down on the ground with his back against a rock. He didn't anticipate the bear would go back to fetch the cubs and teach them a different lesson.

The Encounter

During a trip near the coast, the party notices blood in the snow. If they follow the obvious trail, read or paraphrase:

> The bloody trail leads to a badly injured man, who can barely stay conscious. His bow stands beside him and he tries to keep pressure on the big cuts he has on his belly, though without much success. He also has a huge bite wound on his left leg.

Londraw has 2 hit points left and is a **scout**. He's very weak, with two levels of exhaustion. He tells the group his story and seems to be resigned to his fate as he makes it clear he let his ego speak louder than reason. He knew attacking a polar bear alone could be dangerous, but deep inside, he wanted to succeed.

The bear believes its prey is dead. However, when it doesn't find the body, it follows the trail with its cubs behind it. After a short interaction between the party and Londraw, read or paraphrase:

> A loud roar can be heard coming from behind you. A huge polar bear standing tall on its feet approaches you, its white fur covered with blood from some arrows sticking from its body. Farther behind it are some cubs.

The Battle

The **polar bear** is currently at 42 hit points, and stops at 60 feet from the party to try and intimidate them. It attacks them on sight.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the blood;
- The party follows the trail and find Londraw, helping him with a healing spell or with a Healer's kit;
- The adventurers decide not to help the man.

Rewards

If they interact with Londraw, award them XP from an easy encounter.

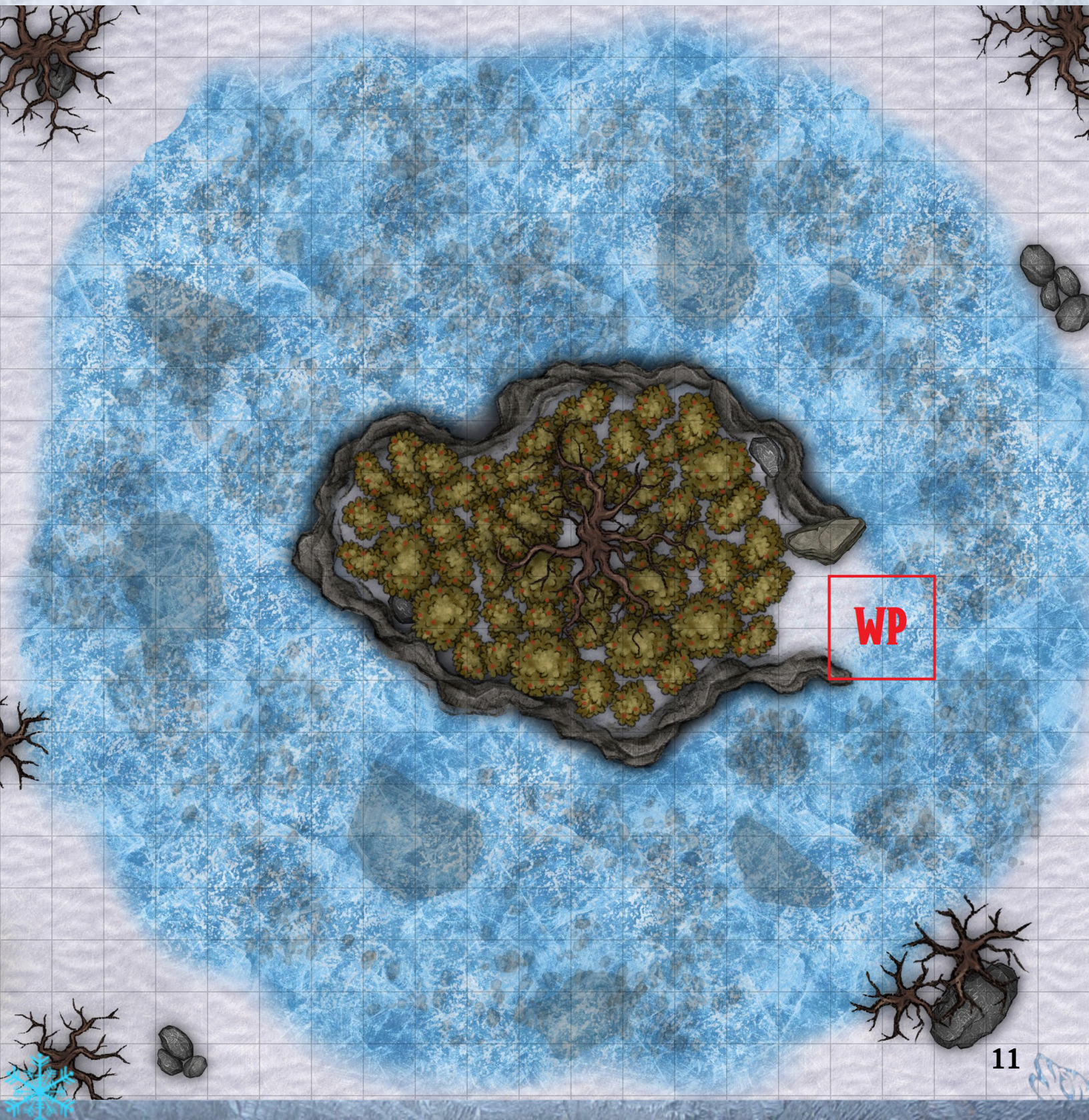
Additionally, if they heal him, also award XP from a medium encounter and Londraw gives them a silver bracelet worth 10 gp.

Watch your steps!

Encounter Level: 3-4

Encounter Type: Exploration/Combat

Encounter Overview: The adventurers are traveling by land when they notice a tiny berry-filled island in the middle of a frozen pond. Game has been scarce and it could be a nice way to save rations.



Encounter Spots: It can happen anywhere near the coast preferably away from settlements.

Background

This small pond is the perfect hunting spot for a white pudding, as the island is a rocky elevation with a natural ramp that is around ten feet wide. It positions itself in front of it and waits for the prey to go towards the fruit bushes, surprising and attempting to kill them.

The Encounter

During a trip near the coast, read or paraphrase:

> The cold has been harsh, making it hard to see game recently. After a few minutes walking, a small, rocky island in the center of a frozen pond lies ahead. It's filled with fruit bushes, mostly berries, surrounding a big, leafless tree. A small elevation leads to the bushes from the pond.

The ice is slippery and the water is frigid (see "slippery ice" and "frigid water" in chapter 5 from the *Dungeon Master's Guide*). The pond is only 15 feet deep and the ice breaks if more than 400 pounds stand in a 10-foot radius centered on a creature. The ice can be broken with an action, using a bludgeoning or slashing weapon, or melted with a fire spell like *fire bolt*.

The white pudding is hiding at the ramp's entrance, in the highlighted area in the map. It attacks, with surprise, once the creature is close to the ramp.

The Battle

The **white pudding** (see appendix A) will focus on engulfing the closest creature, then proceed to the next one. If the group decides to run, it gives chase while attacking with its frigid acid. If it notices that the group outruns it too much, it returns to its hunting spot.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the bushes and follows their path;
- The party decides to grab some berries and trigger a fight against the white pudding;
- The adventurers decide to access the elevation from another place, avoiding the fight.

Rewards

If they manage to avoid the fight and still grab some fruits, award them XP from an medium encounter.

You lost?

Encounter Level: 7

Encounter Type: Social/Combat

Encounter Overview: The party encounters a huge giant with light blue skin walking towards them, seemingly distracted.

Encounter Spots: This encounter should happen preferably north of Ten Towns, although you can run it elsewhere if you prefer.

Background

Aenor Gleenwith, a powerful elf wizard featured in *The Great Trial* product, was looking for test subjects in the cold North to a new dungeon level for his Great Trial. He ran into a frost giant who got annoyed with Aenor and his stupid questions, so he decided to attack him, to his demise. Aenor easily handled the giant but instead of killing him, he modified his memory and let him go to become his hiring agent.

The giant now wanders around without any knowledge of his past. He also forgot his evil ways and became a rather inoffensive giant. He lost his winter wolf (see "Puppy Time"), but he doesn't recall this.



The Encounter

During a trip near the coast, read or paraphrase:

> As you move through the snow, a low rumbling draws your eyes toward a towering silhouette atop a nearby ledge. As it steps into view, you see an enormous giant, thick hides covering pale blue flesh. He wears a horned helm and scraps of piecemeal armor, yet carries no weapons. The creature lumbers toward you, yet appears to make no aggressive action.

The giant approaches the party, lowering itself down onto one knee. It speaks in slightly broken Common, and asks the characters for their aid. He has forgotten pretty much everything, his home, his family, or if he even has either. All he remembers is his name, Skjörlan (CG male **frost giant**), and that he has been travelling across Icewind Dale for some months now.

Skjörlan is looking for information on the area, and maybe anything strange that they have seen.

Any creature with a passive Perception of 15 or higher notices that Skjörlan has a tiny red pouch tied around its left foot. The leather pouch contains an envelope marked with a green wax seal depicting an apple tree. Skjörlan knows nothing of the letter and is clearly very confused.

The letter reads:

"Dear, brave Adventurers! If you were courageous enough to find this letter, you may be able to help me with my issue. I can pay. Find me at The Frozen Antlers, a tavern some 10 miles north of Bryn Shander. Ask for Part Ylraelc".

His name reads "Clearly Trap" backwards. If the party questions this aloud, a *magic mouth* is triggered, saying: *"Good catch! I was just messing with you. You seem studious enough to be worth my time. Come see me, and ask for "an old fool" instead, I believe we can do real business."* Inside the pouch is a single gold piece, minted with the face of Aenor himself.

Once the party decides to leave, the giant thanks them for the conversation and offers to accompany them for the rest of the day, if they accept his company and protection. The tavern in question can be reached by the end of the following day.

Talking to Part Ylraelc at the tavern triggers a fight with Aenor Gleenwith, who is a level 20 wizard with powerful magic items. He intends to drop the group unconscious and take them to his dungeon.

The Battle

Attacking the giant will cause them to go into a defensive stance (Dodge action):

> You start attacking the giant and once they realize what's happening, they put their arms to cover their face and say very loudly: "Why are you doing this to me?".

If the party attacks the giant for 2 rounds, they attack back with rock attacks and bare hands for 13 (3d4+6) bludgeoning damage with a +9 bonus to hit.

Outcomes

Some of the possible outcomes are listed here:

- The group hides from the giant;
- The group decided to talk to the giant;
- The adventurers find the pouch and the letter;
- The group identifies the false name and suspect of a hoax;
- The group goes to talk to Mr.Ahctogi.Sresol

Rewards

If they talked to the giant, award them XP from an easy encounter. In case they find the letter, award additional XP equal to a medium encounter.

The Great Trial

This adventure is a 3-level dungeon where the party is forced into it against their will by the powerful wizard Aenor. He uses adventurers in ascension as test subjects for his dungeon. My next release will be a new level for his dungeon, an arctic demi-plane. If you prefer, you can skip the whole pouch and letter situation and simply run this encounter as a roleplay situation with the giant. However, if you're interested in challenging your players, this is the perfect hook to take them there, a place where they'll leave 11th level (considering the new arctic level).

Chapter 2
Mountain Encounters

The below encounters may happen while travelling through the Spine of the World, or at its base.

d6	Encounter
1	What did that?!
2	Pack of Hunters-of-Men
3	White death
4	Heavy duty
5	Going somewhere?
6	My precious!!

Heavy duty

Encounter Level: 2

Encounter Type: Social/Combat

Encounter Overview: The party meets a group of heavily armored, suspicious dwarves patrolling the mountains.

Encounter Spots: This encounter anywhere while travelling on the Spine of the World.

Background

These dwarves are from a nearby settlement forged into the mountains and they're responsible for the security in the vicinity. Due to the nature of the region, they are very weary and have trust issues.

The Encounter

During a trip near on the mountain, read or paraphrase:

> At some point during your trip, you encounter a small patrol of heavily armored dwarves, who wear hides on top of their armor, as well as helms with stag horns. One of them makes a sign for the rest to stop and says with a low voice, "Stop right there! State your business!"

If the party asks where the dwarves are from, they'll immediately believe the party is planning to attack them and they'll engage the group.

A successful DC 13 Charisma (Deception or Persuasion) check, along with roleplay, allows the group to avoid a conflict with the dwarves.

The information they can provide is below:

- They are sentinels watching over the region;
- They face many dangers daily like crag cats, orcs, ice drakes, and so on;
- They need to report everything back so they inquire who are the characters and what is their business up there.

If the party refuses to provide information or fails the Charisma check, the dwarves attack.

The Battle

There are 1d4+5 **frozenfar defender** (see appendix A). These are proud dwarves, they'll not flee nor surrender.

Outcomes

Some of the possible outcomes are listed here:

- The group convinces the dwarves they mean no harm;
- The dwarves engage the party in combat.

Rewards

If the group convinces the dwarves to let them pass, award them XP from an medium encounter.

Going somewhere?

Encounter Level: 1-2

Encounter Type: Social

Encounter Overview: The group comes across some miners traveling on two carts loaded with ore. They're taking this to the closest settlement, from the mountain and ask the group to protect them as they have already got attacked by a group of bandits.

Encounter Spots: This encounter anywhere while travelling form the Spine of the World to a settlement.

Background

Some miners from an ore mine at the base of the Spine of the World are headed to a settlement to deliver the goods, but they got attacked by four bandits. They managed to kill three of them and the last one ran away. The miners lost three people in the attack and are among three left. They're now almost unprotected and weary, aside from the fact of having lost three companions, whose bodies are on the cart.

The Encounter

During a trip near on the mountain, read or paraphrase:

> Not too far from you, a caravan composed of two carts filled with ore, led by two strong horses each, comes direction. There are three, sad-looking men on the carts.

If the party doesn't go in another direction or try to hide, once they get close, they see four bodies on the cart as well. Once the miners see the group, read:

> These men notice you and halt their carts, one of them shouting: "Please! Don't hurt us!".

If the group reassures them, they ask them to accompany them during the trip and explain what happened. They offer 20 gp as payment.

The miners are:

- Dreskow, a man in his forties (chaotic good, male human **guard**);
- Rombrant, a man in his twenties (neutral good, male human **guard**);
- Grudorf, a male dwarf (lawful neutral, male dwarf **guard**);
- Uthdrag, Pegworg, Qwant, all deceased male humans.

The trip takes a few hours. Roll a d8 and check for random encounters. Add one creature if the party is level 2.

d8 Result	Encounter
1	1d4+2 **frozenfar goblins** (see appendix A)
2	1d2 **ice drakes** (see appendix A)
3	1d2 **crag cats** (see appendix A)
4	one **giant ice toad** (see appendix A)
5-8	Nothing

The Battle

In case an encounter is triggered, the miners attack at range with their light crossbows. Use one of the random encounter maps.

Outcomes

Some of the possible outcomes are listed here:

- The group decides to hide or go in another direction to avoid the miners;
- The party is contacted by them but refuses to help them;
- The adventurers help the miners.



Rewards

Besides the XP from combat, if any, in case they help the miners, award them XP from an Medium encounter.

My precious!!

Encounter Level: 5

Encounter Type: Puzzle

Encounter Overview: The party notices a faint blue light coming from the mountains and may decide to investigate, finding a crystal protected by magical runes that require blood to allow access to the item inside it.

Encounter Spots: This encounter occurs at night, when the group is camping or traveling some miles close to the base of the Spine of the World.

Background

A recent rockslide revealed an ancient cave, which has been hidden from mankind for centuries. Long ago, an adventurer found a magic item and became the target of some evil entities. They were on her tail and she decided to hide and protect it in this remote cave in The Spine of the World. Inside she hid the crystal. She sealed the cave's entry and went to another direction, to lure her enemies away from the location. She ended up dying to his foes, but not without taking some with her.



The Encounter

When night falls, be it during a trip or a rest, read or paraphrase:

> The night looms over you, brightened only by the full moon and its stars. Suddenly, it gets a bit brighter. The source of this light coming from up high in the mountains: a faint, but noticeable, blue glow.

The light comes from a cave located 1,000 feet up in the mountains. Assume that it takes the group an hour to get to the mountain's base, and an additional hour to get to the cave. They can go up most of the way through a natural path, which doesn't require any checks to climb even though it's relatively steep.

Reaching the cave though, requires a successful DC 15 Strength (Athletics) check, as the cave is located 40 feet up right above a natural wall. Failure means the character falls d4 x 10 feet.

The cave is 30 feet wide and 20 feet deep, with a ceiling 15 feet high. Both ground and ceiling are covered with stalagmites and stalactites. On the north wall is a crystal that glows blue, sticking out of the wall.

Getting within 5 feet of the crystal reveals a wooden blade inside. A successful DC 12 Wisdom (Perception) check allows a character to notice runes on the blade, which is a *universal weapon* (see appendix B).

To retrieve the weapon, the party can either break the crystal or solve the puzzle.

Break

The crystal has AC 17, 15 hit points, a damage threshold of 10, and immunity to all types of damage except slashing and bludgeoning. Each hit that falls under the damage threshold releases a 15-foot cube of cold originating from the crystal. All creatures in the area must succeed on a DC 13 Dexterity saving throw or take 2d8 cold damage. A success reduces the damage by half. Once the crystal is destroyed, the item can be taken.

Puzzle

There are two runes carved on the wall, flanking the crystals. The left rune is similar to the letter "B" and the one on the right resembles a "P" in common. Between them, a red painting reads: "Not all is whole, but not everything is incomplete. The obvious is seldom the way."

To solve this puzzle, the party needs to paint the rune that looks like a B with blood. As for the P rune, it needs to be painted with blood to form a B. Since the runes are about a foot wide and high, the character(s) take 5 hit points of damage to come up with enough blood for the painting.

Once that's done, the crystal explodes and the item can be retrieved.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the light;
- The party goes to the cave and breaks the crystal;
- The adventurers go to the cave and solves the puzzle;
- The group fails to retrieve the item.

Rewards

- If the group go check the light, award them XP from an easy encounter;
- If they get the item by solving the puzzle, award them XP from a medium encounter;
- If they get the item by breaking the crystal, award them XP from an easy.

Pack of Hunters-of-Men

Encounter Level: 5

Encounter Type: Combat

Encounter Overview: the party is ambushed by a small pack of crag cats.

Encounter Placement: this encounter happens at any point on a hill or mountain.

Background

A pack of crag cats, hunters-of-men, is hunting and finds their next meal in a group of adventurers.

The Battle

You can use one of the random encounter maps and run this battle. Before the fight starts, read or paraphrase:

> After much walking in the snow, a pack of big, hulking feline creatures replete with white fur rises over a cliff, looking at you with hunger in their eyes. They dart down in your direction.

These 7 (2d4+2) **crag cats** attack on sight.

Rewards

Award the group the standard XP for the battle.

What did that?!

Encounter Level: 6-8

Encounter Type: Exploration/Combat

Encounter Overview: the group finds fresh remains of hunters near some woods, close to the mountain. They're mostly eaten and a trail of blood leads towards the mountain, the tracks revealing pairs of steps that resemble wolf footprints, but bipedal and with longer claws. Following the tracks lead the group to an arctic flind which is fighting some orcs to feed on them.

Encounter Spots: this encounter anywhere while travelling some miles close to the base of the Spine of the World.



Background

Diakk, an **arctic flind** (see appendix A) has been recently hunting in Icewind Dale after being hunted in the east by an elite group of gnoll hunters who wanted his power. It's a ruthless and cruel hunter, sometimes killing for sport, other times to feed. Its hunger is as big as its bloodthirst.

It lives in the mountains and sometimes goes down to hunt, usually getting back before nightfall. Sometimes it hunts at night. Diakk found three human hunters and teased them a bit, fighting them without full force, giving them false hopes that they could win. He then easily finished them off and fed on them, heading back to the mountains, where he found a group of four orcs camping near a cave.

The Encounter

During a trip near the mountain base, read or paraphrase:

> While traveling toward your destination, some crows can be seen flying closeby, a few landing on some bloody remains. While getting closer, three half-eaten bodies lie in the red, partially melted snow. The crows are picking off the remains, and most of the arms, legs and chest meat is gone, leaving reddish bones out in the open. Their swords and bows are scattered around them.

A successful DC 10 Intelligence (Investigation) check reveals that these were human hunters. A result of 15 on the check indicates that some non-eaten parts of the body present flail wounds. On a 20 or higher, the character can conclude that a flind most likely did this judging from the weapon and tracks.

The hunters are from the closest settlements, and the party can take their bodies back so they can be properly buried.

The flind left obvious clues to where it went: bloody flail, claws, and mouth, as well as the footprints on the snow. No check is needed to follow the tracks.

After one hour, already into the mountains, the group hears screams and sounds of a fight. If they approach the scene, read:

> Under the looming peaks above you, a fight echoes. A white, furry humanoid creature with features that resembles a hyena, wearing thick layers of hide, waves a triple flail around, obliterating the last standing orc. On the ground, three other orcs have fallen already, the snow turned red. Once the orc falls, the creature gazes upon you, the eyes faintly glowing red and says something with a raspy voice.

Diakk speaks Abyssal and says, "Come, your death awaits you."

The Battle

Diakk is on its third fight of the day, so they're goal is to make things quick. Their strategy is to keep moving to avoid getting surrounded, attacking as many characters as possible in a round to inflict its flail effects.

If Diakk realizes that death is imminent, they'll try to take down one of the characters before falling.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores bodies and the trail. After a week, word gets around the region that Auckney was attacked at night by a wretched creature waving a flail, killing a dozen people before disappearing into the night;
- The party ignores the trail but tries to find the families of the dead hunters;
- The adventurers follow the tracks and fight the flind, killing it.

Rewards

- If the group goes to check the remains, award them XP from an easy encounter;
- If they take the bodies to the families, award them XP from an medium encounter;
- In case they defeat the flind, its head can be worth 50 gp to a taxidermist from Ten Towns.

White death

Encounter Level: 6

Encounter Type: Exploration

Encounter Overview: during their travel through The Spine of the World, an avalanche strikes them. How will they survive?

Encounter Spots: this encounter can happen anywhere in The Spine of the World, as long as the group is traveling 1000 feet above the ground.

The Encounter

At some point during their travel, read or paraphrase:

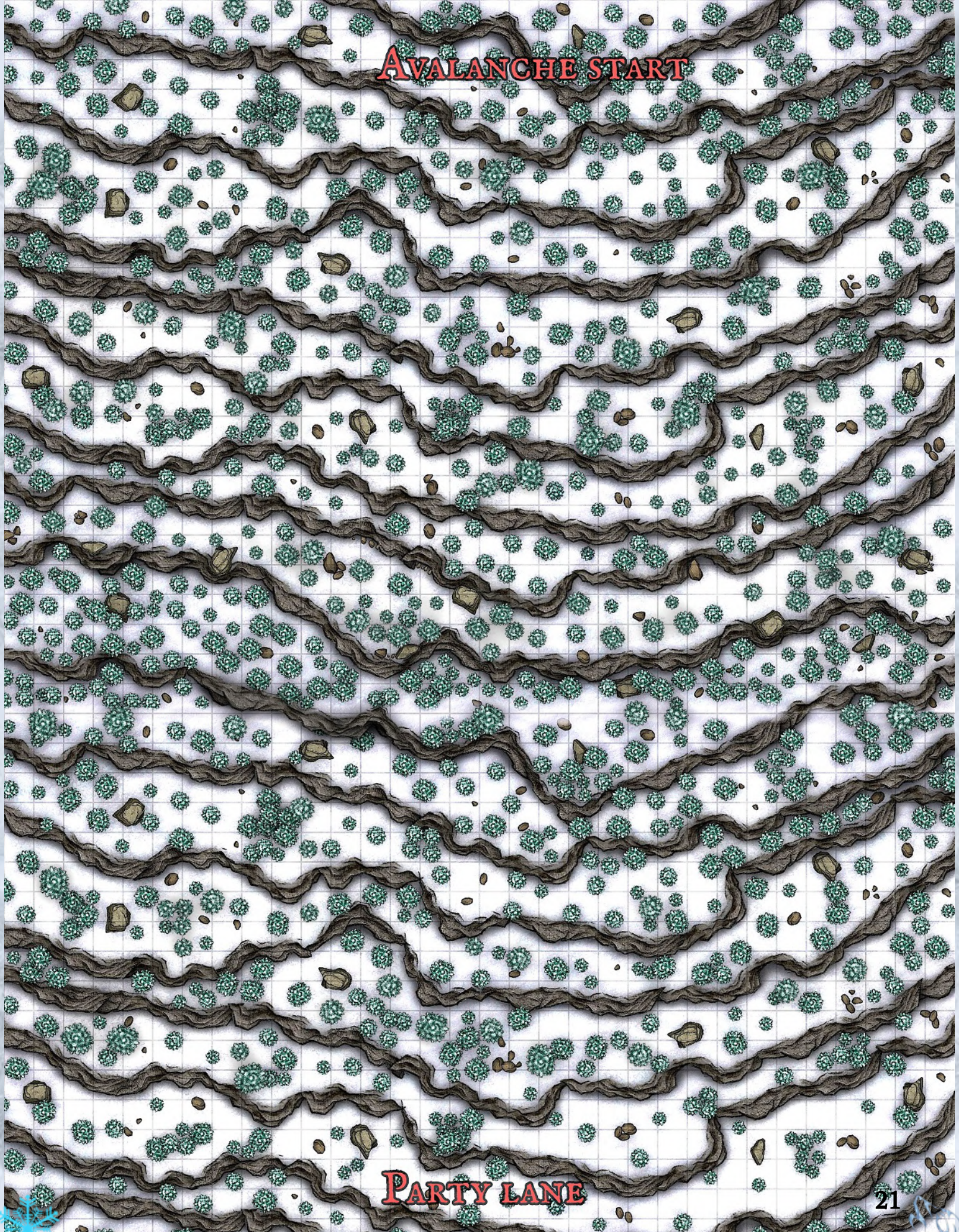
> A loud sound can be heard up above, its origin coming from a huge block of loosened snow that now runs down toward you very rapidly.

The avalanche is triggered 1500 feet high. There are two main parts in an avalanche: the slide zone (the debris that spread out) and the bury zone (the direct path of the debris). The slide zone allows characters to get out of the way, while the bury zone deals damage.

Characters in the slide zone must succeed a DC 15 Dexterity saving throw or take 10 (3d6) cold damage and become buried (see below). Those in the bury zone must make a DC 15 Dexterity saving throw. A failure means that they take 28 (8d6) cold damage, or half that amount if they succeed. In both cases, they become buried.

The village of Auckney, in The Cold Run




Avalanche start
Party lane

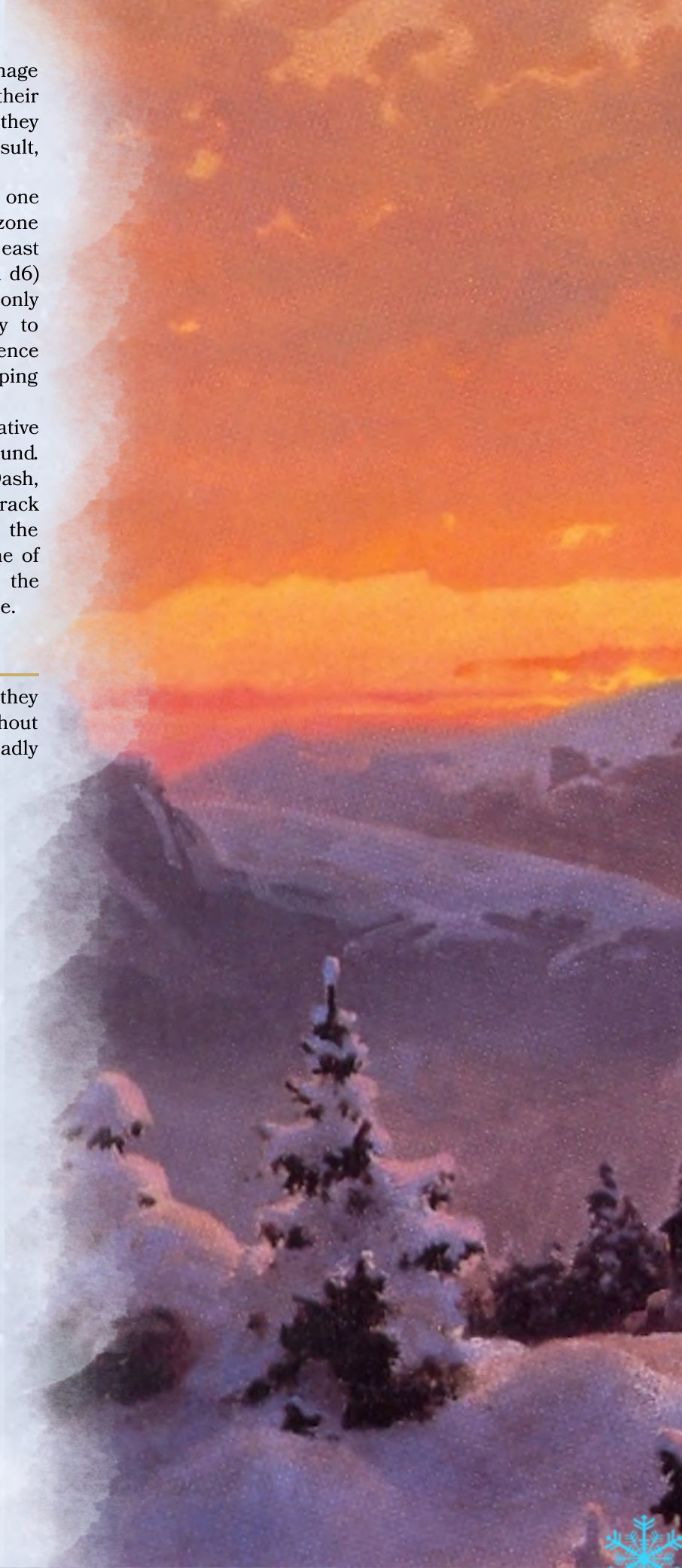
While buried, characters take 3 (1d6) cold damage per minute and cannot breathe. They can use their action to burrow. Roll a d6. On an even result, they burrow up, to the correct direction. On an odd result, they burrow toward the ground.

The width of the avalanche is 270 feet from one edge to the other, the bury zone being a 90-foot zone in the center. It moves 540 feet down and 30 feet east (even results on a d6) or west (odd results on a d6) per round. Roll the d6 to determine the direction only once. A character can spend an action to try to identify its path by succeeding a DC 20 Intelligence or Wisdom (Investigation or Perception), helping them to decide in which direction to run.

Roll for initiative. The avalanche acts at initiative count 10 and moves as mentioned above each round. Ask the group what their actions will be (e.g. Dash, casting *misty step*, etc). Use the map below to track the movement. Each square is 30 feet, so the avalanche moves 18 squares down, and 1 to one of the sides, each round. Use a 9x9 square for the avalanche; the middle 3 columns are the bury zone.

Rewards

Award them XP from a medium encounter. If they managed to get away from the avalanche without being buried, award them XP from a deadly encounter instead.



Chapter 3
Settlement Encounters



The below encounters may happen in any settlement within Icewind Dale, which are mostly communities or villages.

d6	Encounter
1	Run for your lives!
2	Don't be mean
3	Bad day
4	Move!
5	Pick a side
6	Competition time!

Bad day

Encounter Level: NA

Encounter Type: Social

Encounter Overview: The group comes across two fishermen and a fisherwoman coming back from the coast with empty nets. They're discussing how bad the day was and how this will impact their ability to feed their family.

Encounter Spots: Any settlement.

Background

Fockal is married to Vinya. They have a daughter name Vickal and a son named Myrckal. Vinya's brother, Arkon, lives with them. Vickal has been sick for quite a while now, and the family has been spending a lot of money on herbs and medical care. Their savings are gone and now they've been working a lot more to pay for these expenses. Fockal, Vinya, and Arkon have been fishing until night for the last few weeks while Myrckal watches over his sister.

Like always, they have bad and good days, but today was the first time they came back from a day's work without catching a single fish. They're clueless to what happened, and Vinya is quite desperate as this will affect them direly.

The Encounter

At any point during the day, preferably at dusk, while the group is at any settlement, read or paraphrase:

> Among the people that are present in the town, a trio catches your attention: two men and a woman coming back from the coast with empty nets and sad faces. The woman is sobbing discretely and one of the men

has his arms around her while they walk. Once they get closer, you hear the man saying, "Don't worry, we'll make it. Be strong, for her. We NEED to be strong".

If approached, the trio gets very confused, even more confused if the party shows intention to help them. Once they realize that the adventurers are serious about that, they explain their situation.

The group can help in a few ways. Below are some examples:

- Try to fish so they can have their earnings for the day;
- Aid them financially;
- Go to their houses and cast *lesser restoration* to cure Vickal.

Fishing

If the party offers to help fish, Fockal takes the party to their fishing boat and lends them their nets.

To fish, have one or more characters roll a DC 15 Intelligence (Nature) check to determine the best spot to fish. Take note of the difference between the result and the DC if they failed the check (e.g. -3).

Then, the party can try to attract fish with bread or ration, or they can simply throw their nets. If they try to attract fish with bread or ration, or other suitable food, they get advantage on their next check. Fockal provided them 3 nets. Spending some minutes observing the place can also grant advantage if the character succeeded on a DC 15 Wisdom (Perception) check.

Have each character with a net roll a DC 15 Wisdom (Survival) check. Each character can roll up to three times, after which no fish can be caught anymore. Take note of the difference between the result and the DC.

Consider 100 pounds of fish per character. Multiply the sum of all differences from all checks by 5 and that's what the group gets in addition, or subtracted from the total weight (e.g. 300 pounds plus 20 from the modifier).

Additionally, subtract 20 multiplied by the difference on the Nature check.

Any amount of fish will make Fockal happy, but they may say something like, "Well, things were indeed tough today. Not too many fish. Thanks for your help anyway!". If they got more than 300 pounds, he will say, "Wow! That's a LOT of fish! How did you manage that?".

Financial help

They are reluctant to accept any money but they still accept, as they need it badly. They thank the party profusely and mention that they are in their debt, though they can't offer much aside from shelter.

Curing Vickal

Curing the girl with a spell makes the family extremely happy and thankful. They offer their silverware to the group as a token of appreciation. It's a set of six forks, spoons, and forks worth 15 gp. They were avoiding selling it as a last resort.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the trio. At a later point, they may encounter them again and learn that Vickal died;
- The party helps them by fishing;
- The adventurers help them financially;
- The group cures Vickal.

Rewards

- If the party helps the fisher folk by fishing or providing money, award them XP from an medium encounter;
- If they cure the girl, in addition, award them XP equal to a hard encounter.

Competition time!

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: While in any of the settlements, the group finds out that the Freezing Festival is occuring. It's a competition where some folks participate to prove themselves — the person that can stay the most time in frigid water with only their underwear is declared the Frozen Champion.

Encounter Spots: Any settlement.

Background

Most villages from the region have this kind of competition. It happens once a year and it's an anticipated time as the winner gets a prestigious title and money from bets. The participants usually stay in front of a fire for a long time to warm their body up and manage to stay more time in the water. Many

denizens gather round to watch and some to bet, hoping to make a little money themselves.

The Encounter

The party can hear about the Festival in a tavern or while walking on the streets. They may hear a group of men talking about making nice money in a competition. If asked, they explain that the Freezing Festival will occur tonight.

There's no registration, anyone can participate. The competition occurs at the shores and the participants need to stay in the sea, crouching close to the shore with only their heads above water.

Before the competition begins, all participants must state their names and a sentence about why people should bet on them to win. This all happens really fast to avoid losing heat but the organization does it on purpose to make things more fair.

During the day, if the party tries to gather information on who the favorite is to win, a successful DC 15 Charisma (Persuasion) or Intelligence (Investigation) check reveals the favorite is a big, hulking woman named Ronya, who's already won the title twice. The characters can bet or participate. The list of participants is below as well as additional information. Feel free to describe each NPC in accordance with their constitution.

Participant	CON score	Return on the bet
Ronya, a woman in her forties	14	x1.3
Ryowok, a man in his thirties	14	x1.4
Deka, a woman in her twenties	13	x1.5
Klonor, a male dwarf	13	x1.5
Lonnx, a male goliath	13	x1.5
Purkka, a female half-orc	12	x1.75
Ulgor, a male dwarf	12	x1.75
Yggsoth, a man in his fifties	11	x2
Vnagost, a man in his twenties	11	x2
Klayssya, a female dwarf	10	x2.5

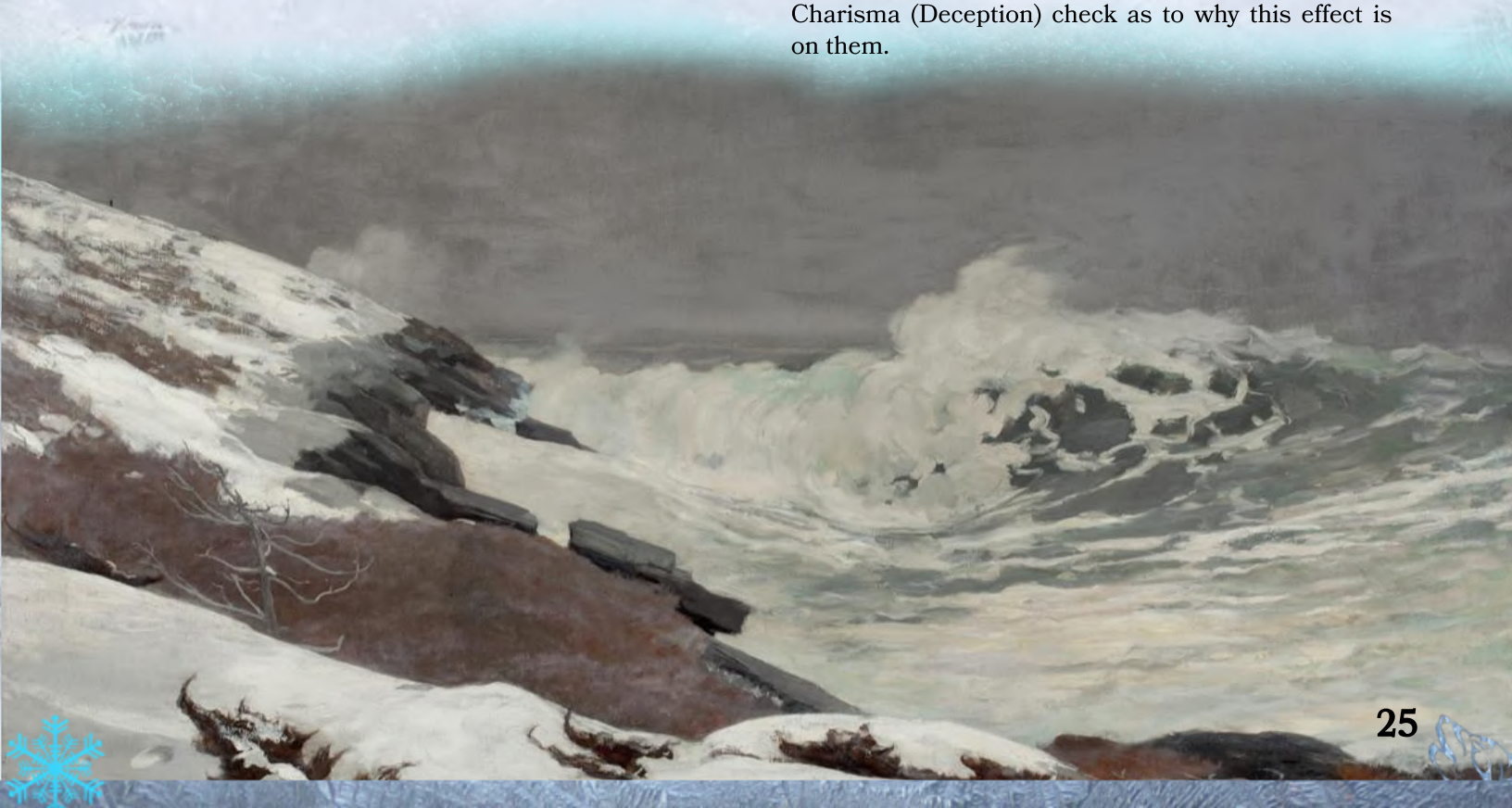
Betting

Players can bet any amount of money starting at 5 sp. If their participant wins, they get an extra amount of money determined in the column "Return on the bet". If a character bets 1gp on Klayssya, they get 2 gp 5 sp if she wins.

Participating

The character simply has to present themselves with the organizers when they call for participants. They give their names and attempt to convince people to bet on them.

If any character uses a spell like *protection from energy*, they are not allowed to participate unless they convince the organizers with a successful DC 17 Charisma (Deception) check as to why this effect is on them.



Below is the statement of each NPC:

Participant	Statement
Ronya	I've been the Frozen Champion twice, about the get the title again.
Ryowok	I spent the whole year preparing to this.
Deka	The cold only makes me stronger.
Klonor	My dwarven resilience will earn me the title.
Lonnx	This place is nothing compared to the peaks from The Spine of the World.
Purkka	I've resisted countless battles, I can resist some cool water.
Ulgor	I'm determined to take the title from Ronya.
Yggsoth	This is what I was born for.
Vnagost	Bet on me, your money is guaranteed.
Klayssya	I'm gonna beat everyone else because I'm that good.

The Competition

Once everyone is presented and their statements spoken, the organizers ask folks to get into the water. Read or paraphrase:

> Many people are gathered on the shore, a frigid wind blowing, making the torches flicker. The organizers request all participants get in the water. All of them naked, aside from their underclothes. They enter the water under the cloudy sky, lightened by a full moon and the torches from the audience. They turn to face the audience after a dozen feet into the water. Even with the wind, the water is relatively calm.

If any character is participating, read:

> When you enter the water, you can feel its coldness into your soul. When you crouch, you shiver strongly and start concentrating on the challenge ahead of you.

Use the rules for *frigid water* from chapter 5 in the *Dungeon Master's Guide*. The last participant standing will be the winner. The participants will give up and exit the water once they get 3 levels of exhaustion. They're located 15 feet into the water so it takes 2 rounds to exit it.

However, the dwarf Ulgor is really determined to take this title from Ronya as they have had many conflicts in the past, many of them involving Ronya taunting the dwarf about how weak he is. Ulgor remains beyond 3 levels of exhaustion. Once he reaches 5 levels, read:

> It's noticeable that the dwarf Ulgor is shivering violently. When the organizers see this, they send someone to help but the dwarf screams: "I'm... fine! Leave... me... here! I'll... win... this!". The organizers stand down and accept his request.

Any character in the crowd may rush to save him, taking a round to get there with a dash action. A character that is participating can give up on its chance to win and help the dwarf. If nobody does anything, he may fail his next saving throw and die after a minute. If he remains alive, he begins to shiver and moan even more violently, clearly on the verge of losing his life. Closer characters can see his lips getting blue.

Outcomes

Some of the possible outcomes are listed here:

- The group decides not to get involved;
- The party wants to get involved but they don't get any information on favorite;
- The party wants to get involved but they get any information on the favorite;
- The adventurers decide to watch without betting;
- The group decides to bet; They earn money; They lose money;
- One or more party member participates in the competition;
- The party doesn't interfere with Ulgor, and he ends up dying.
- The party saves Ulgor.

Rewards

- If the group interacts with the festival, award them XP from an easy encounter;
- If they save Ulgor, award them XP from a medium;
- If any character wins the competition, award them XP from a hard, as well as 50 gp from the bets.

Don't be mean

Encounter Level: NA

Encounter Type: Social

Encounter Overview: The party witnesses an angry man assaulting a beggar while walking around a settlement.

Encounter Spots: Any settlement.

Background

Stenthon, a man in his forties, has been going through some hard times: he's close to getting separated from his husband. He's not getting work so easily anymore as a lumberjack and he's had a bad cough lately.

When Rengwart, a beggar who lives in the stables by the inn, asks him for money or food, he snaps and wrongly channels his repressed rage upon him.

The Encounter

At any point during the day while the group is at any settlement, read or paraphrase:

> Across the street, you hear a man with messy and dirty hair, wearing some worn down clothes, saying to a villager, a man in his forties, "Sir, do you have a few coppers to spare? I'm hungry." The man stares at the beggar for a moment and then pushes him, making him fall on his back.

If the party doesn't intervene, Stenthon gets on top of Rengwart and starts punching him in the face while screaming, "You think you're the only one with problems? You lazy-ass leech!"

If the party doesn't do anything, after a few moments two men go break up the fight and remove Stenthon from the beggar.

If the adventurers end the fight, the beggar thanks them and leaves. Stenthon realizes what happened and feels ashamed, apologizing to anyone around that saw the conflict.

If the group shows compassion toward him, he explains himself and mentions his issues to the party. He also promises to go look for the beggar and apologize, trying to make up for his error.

The party may want to go after Rengwart to help him out as well.

Outcomes

Some of the possible outcomes are listed here:

- The group watches the beggar being beaten until other folks seperate them;
- The party helps the beggar and takes aggressive measures against Stenthon;
- The adventurers help Rengwart and are merciful toward Stenthon;
- The group helps both of them with food or money.

Rewards

- If the party breaks up the fight, award them XP from an easy encounter;
- If they help any of the NPCs, in addition, award them XP equal to a medium encounter.



Move!

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: At some point during their stay in a community or village, they notice a man struggling with a cart stuck in the mud. They realize that nobody comes to his help, even those passing beside him. He's going to ask the party to help him.

Encounter Spots: Any settlement.

Background

Iosif Drogovish (neutral **commoner**) is from a family of Vistani that left Barovia for good a few generations back to settle in Icewind Dale. Even with the harsh environment, they enjoy being among hard working people. He works moving goods between settlements.

Plot

Iosif was always a cheerful and easy going person. However, he recently had a disagreement with one of his employers who didn't pay him what they agreed. Iosif lost his temper and cursed him, which later ended with the man losing his ability to speak. The news went fast and now Iosif has been having trouble finding jobs, so he had to take a hard one.

Vistani Curse

Vistani can use an action to utter a curse, which targets another creature within 30 feet that the Vistana can see. They can't curse anyone again until they finish a long rest. The target must succeed on a Wisdom saving throw to avoid being cursed. For Iosif, the DC is 12, as he has a Charisma score of 15. A *remove curse* or *greater restoration* spell ends the curse, and the Vistana suffers a psychic backlash of 10 (3d6) psychic damage. The curse may be anything, but the more severe the curse, the higher is the backlash upon ending the curse. Iosif cursed his employer by muting him so he couldn't lie anymore.

The Encounter

Iosif just got to the settlement with his cart loaded with rocks, a delivery from a mining camp up north. It has recently snowed, a wet snow, so the streets are muddy. His previous horse died, so he had to buy another one, but since business is not going so well, he could only afford an older horse. His cart got stuck on the mud due to its weight, before the goods could be delivered at the construction site where a house is being built.

> When entering the settlement, the party hears shouting. A man struggles with his stuck cart, loaded with rocks, cursing his horse. Some people pass closeby, look at him, and walk away. The man notices you and says, "Hey you, can you give me a hand?".

A successful DC 15 Wisdom (Insight) check reveals disdain from the people that pass closeby. Once they get close, he presents himself and asks if they can help him to move the cart away from the mud.

If inquired about why people are not helping, or about the disdain demonstrated by the folks, he tells the truth.

Moving the cart without removing its load requires a successful DC 20 Strength check. If they remove a third of its load, which takes about ten minutes, the DC is reduced to 15. Putting the load back requires an additional successful DC 15 Strength check.

If they fail by more than 5, they break the cart's wheel. The party can either offer to fix it with the *mending* spell, or pay him 15 gp so he can buy another one. If they don't do this, Iosif curses the characters that he judges responsible for breaking the cart, saying, "I want you to feel winter's wrath!" If any character fails the DC 12 Wisdom saving throw, they gain vulnerability to cold damage. Once the curse ends, Iosfi takes 10 (3d6) psychic damage.

If they help Iosif, he offers his horse, as he intends to buy a new one after the delivery. They just need to wait an hour and Iosif comes back on his cart with a new horse, leading the old one on a leash. The horse is a **draft horse** with Strength score of 15.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores Iosif;
- The party helps Iosif and get the horse as a reward;
- The adventurers break his cart, but offer to make up for it. They still get the horse;
- The group breaks the cart and abandons the Vistanai, who ends up cursing the characters.

Rewards

- If the group interacted with Iosif, award them XP from an Easy encounter;
- If they solved the situation without breaking the cart, award them XP from a Medium encounter;

- If they solved the situation breaking the cart but fixing that later, award them XP from an Easy encounter.

Roleplaying Iosif

The man is kind, cheerful and chatty... usually. He's fond of his home land, even with all the cold. He works hard and tries his best. However, he can't stand feeling betrayed or abandoned. He knows how bad his curse can be for the target and for himself, so he avoids and fights the urge to use it.

He's been a bit upset since cursing his employer, and earning coin is harder now. So he may show signs of stress toward the group, yelling at them but apologizing quickly.

Pick a side

Encounter Level: 2

Encounter Type: Social/Combat

Encounter Overview: When passing by a tavern, a man flies out of it, landing at the group's feet. Some dwarves follow right after, their fists clench, and they start to beat the man up. Some of the tavern patrons get out to watch the scene.

Encounter Spots: Any settlement.

Background

Farlan Lenbrog, a man in his fifties (lawful neutral, **veteran**), is a retired captain from Ten Towns and has now fallen to drinking and gambling after losing his life's objective. He's not a very good gambler, so he's been losing a lot of money, becoming so short on it that he can barely buy his booze anymore.

Plot

Farlan is at a tavern playing a card game with a bunch of dwarves. He's cheating and at some point, the dwarves confront the man, who denies all claims. They get pissed and throw him out of the place, ready to beat him up. These dwarves run a smuggling scheme, sometimes working for the Olx tribe.

The Encounter

Once Farlan is thrown out of the tavern, the dwarves get out and start to fight him. He does put up a fight, but handling four foes is tough business. The folks from the tavern go out to see, without interfering.

Once Farlan is badly beaten, the dwarves spit on him, steal the little he has on him (a waterskin, 1 gp, and 9 sp) and leave the place.

Once they get close to the tavern, read or paraphrase:

> While walking down the street, a man flies out of a tavern landing at your feet. The scene is followed by a group of dwarves with clenched fists going in his direction. One of them says, "You'll pay for that!". As they advance, more people start to get out of the tavern to watch the scene.

The group can ignore the fight, interrupt it, join a side, or ask questions to the curious crowd.

All involved parties fight with their fists, but their unarmed attacks deal 1d4 bludgeoning damage, instead of 1 damage.

The dwarves are **thugs** and are not fighting to kill the man, but rather to teach him a lesson.

The party can find out what happened with a successful DC 15 Charisma (Persuasion) check. On a success, a patron will say they believe the fight is happening because the dwarves caught Farlan cheating at a card game.

To interrupt the fight, they need to come between both parties, rolling for initiative, and they need to succeed on a DC 15 Charisma (Deception, Intimidation or Persuasion) check to make the dwarves stand down.

Outcomes

Some of the possible outcomes are listed here:

- The group ignores the fight;
- The party finds out what's going on and helps the dwarves. They thank the group and offer them 5 gp;
- The adventurers find out what's going on and help Farlan. He's broke and is very grateful for their help, and offers to accompany them for a day in their endeavors. He goes home to fetch his longsword and armor.

Rewards

- If the group interacted with the crowd or with the brigands, award them XP from an easy encounter;
- If they managed to stop the fight, award them XP from a medium encounter;
- If they helped one side, award them XP from an easy encounter.

Run for your lives!

Encounter Level: 6-8

Encounter Type: Combat

Encounter Overview: While the party is in any settlement, they hear a commotion followed by screams and an inhuman shriek. Investigating reveals the town is under attack by a huge horned ape-like creature with white fur.

Encounter Spots: Any settlement.

Background

A few hunters were out in the wild trying to catch some game when they came across a dire sight: an abominable yeti. They tried to sneak in another direction, but the yeti caught their scent and gave chase. In a desperate act, they ran for the town in hopes to get help as they knew the creature would catch them very soon.

They unfortunately perished at the town's entrance, their death witnessed by some villagers, who screamed in fear, attracting the monster to their position.

The Encounter

At any point during the day while the group is at any settlement, read or paraphrase:

> You hear a scream coming from the town's border, followed by another, much louder and inhuman scream. Another succession of shouts and screams follows, making it quite clear that something very serious is happening in that direction.

If the party investigates, read the following when they get there:

> You spot a big mess ahead of you: a massive, horned ape-like creature with thick white fur is rampaging through townsfolk while a few guards are shooting bolts at it, only to make it even more furious. A few people are frozen, and the creature smashes through them as it moves through the battlefield.

The party can fight it right there, lure it away, or simply flee the scene. One of the guards went to call for his colleagues, but they'll take 5 rounds to get there. It's a battalion of 8 **guards** and a **veteran**, the lieutenant.

The Battle

Once the party damages the yeti, it will shift its focus to the group. There are currently 3 **guards** fighting it, and the bodies of five others lie on the ground, along with a dozen villagers.

The **abominable yeti** is frenzied and fights to death. It used its cold breath a couple of rounds earlier, so roll 1d6 twice to check if it has recharged.

If the party lures the beast away, the guards won't engage but will stay put in case it comes back.

Outcomes

Some of the possible outcomes are listed here:

- The group flees the scene, leaving the yeti there wreaking havoc;
- The party fight it in the town;
- The adventurers lure it away.

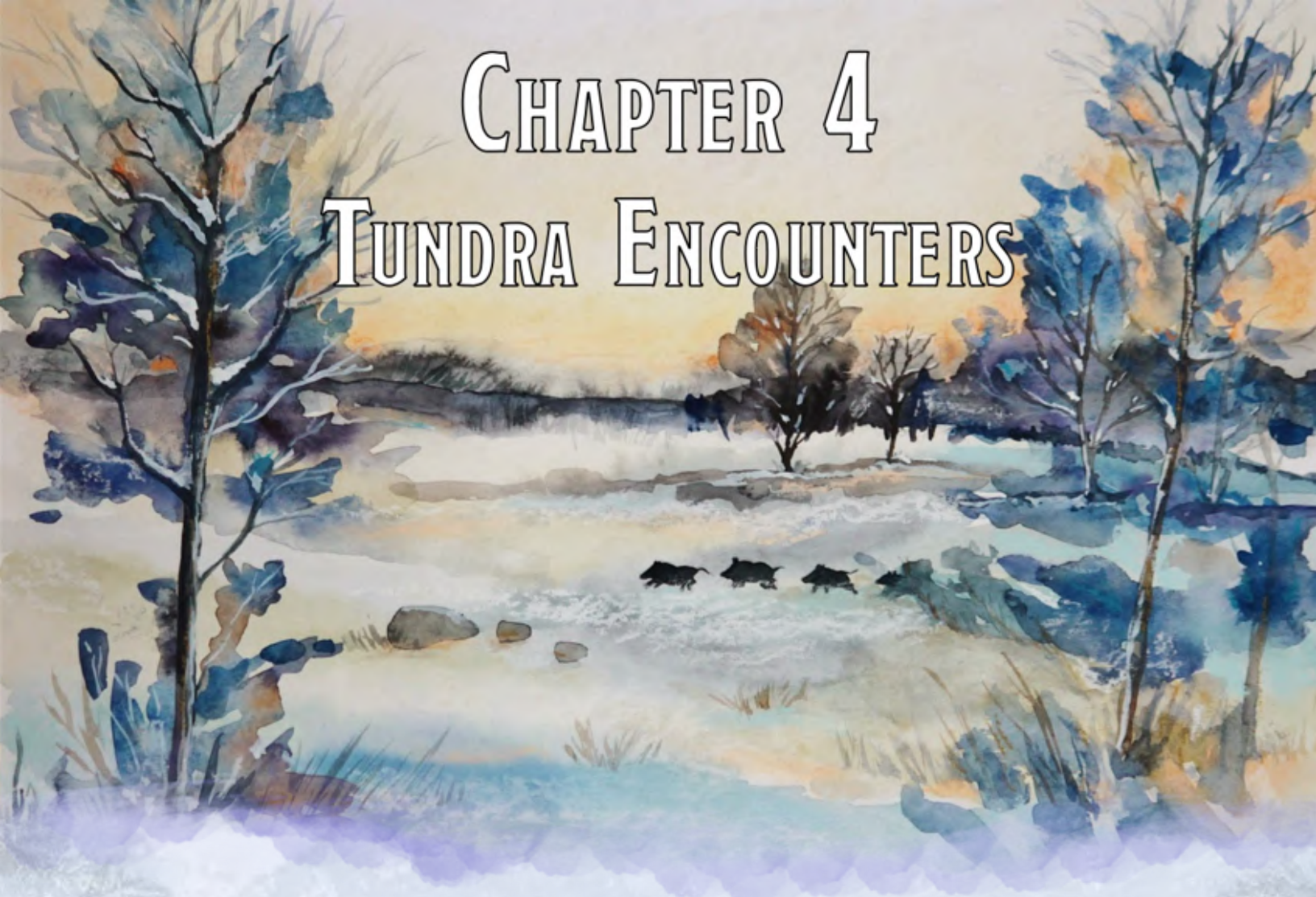
Rewards

Aside from the battle, if no new casualties (e.g. the guards) occur, award them XP from a hard encounter.

Also, the lieutenant offers them a reward of 50 gp for the help. If they refuse, telling them to use this money to help the families of the victims, award them extra XP equal to a hard challenge.







Chapter 4
Tundra Encounters

The below encounters may happen when moving through the tundra, hills or woods.

d6	Encounter
1	Tasty warmth
2	Hostage situation
3	Witnesses
4	This is ours!
5	What's in there?
6	Puppy time

Hostage situation

Encounter Level: 2-3

Encounter Type: Combat

Encounter Overview: The group finds sets of tracks that can indicate a fight occurred and someone was taken. Following the tracks takes the party to a small goblin camp where a hostage is held captive.

Encounter Spots: below is a list of possible, preferable locations to run this encounter:

- South of the Spine of the World, east of Hundlestone, between the small woods and the Iceflow;
- East of Ironmaster, close to where the Shaengarne River merges;
- South of Evermelt.

Background

The Olx goblinoid tribe set up camp some months back in some woods close to a stream. From there, they rely on game from the woods and also fishing to survive, as well as winter berries. Game has been harder lately and even though the Olx usually try to keep it to themselves, they've been roaming further away from the camp to hunt and also resorting to violence from time to time to get what's needed to survive.

Plot

On one of the hunting trips, they found an empty cart with an older couple man in his fifties, Ioglok and Daglya, on it. They decided to attack them, grabbed and captured the Daglya, and demanded Ioglok bring them 50 pounds of meat. They said that they'd release Daglya after the food had been delivered. They also threaten to kill her if he talked to anyone or if their camp is attacked.

Ioglok goes back to the closest settlement, which is their home, grabs money from their chest and buys the meat to take to the goblins. The time between Daglya's abduction and getting to the camp takes six hours.

The Encounter

When wandering through the land, read or paraphrase:

> The cold doesn't go easy on you, cutting through your bones. You come across obvious tracks in the snow. You can easily recognize footprints, but you can also tell someone was dragged from the area.

A successful Intelligence (Investigation) or Wisdom (Perception) check reveals information based on the table below:

Check Results	Information
7-10	There are at least 2 sets of footprints
11-13	A fight happened
14-17	A Medium humanoid was dragged into the woods by at least 3 Small humanoids
18-20	Cart tracks are located 60 feet away along with a pair of humanoids

Following the tracks doesn't require any test unless you decide it's snowing; then a successful DC 13 Wisdom (Survival) check is needed. After following those tracks for an hour, read or paraphrase:

> After a while following the tracks through the snowy pinewoods, ascending slightly through the fog, you spot a camp ahead. It's set in a small clearing close to a stream and some cliffs. Some tents of different sizes and shapes are scattered through clearing, with fires lit to warm its inhabitants... goblins. Some of them can be seen executing tasks like fishing, chopping logs, and the like. A woman tied with a rope stands between two trees, looking down.

If you ran "Witnesses" and Zraazz was killed, a goblin named Glyonx - a **frozenfar goblin boss** - took the leadership of the tribe. Also, there will be five less goblins that can fight in the camp, and also five less wargs (see *Witnesses*).

The Numbers

There are 25 goblins, but only 15 are **frozenfar goblins**who can fight. The rest are elders and children. Out of these 15, 7 of them go out to hunt and find food, leaving only 8 goblins to defend the camp (5 and 6 if the party killed the goblins in *Witnesses*). The leader, be it Zraazz or Glyonx, is always in the camp.

There are also 8 worgs: 1 **two-headed frozenfar worg** and 7 **frozenfar worg** (only 3 if "Witnesses" was run).

The guards focus their attention on the north, east, and south areas of the camp as the west area is protected by a 30-foot-high cliff that leads down

There is one goblin stationed and walking close to each direction: north, south, and east. Another goblin patrols around the whole camp mounted on a frozenfar worg and a last one stands on top of the big rock close to the stream near the east edge of the map.

If alive, the two-headed frozenfar worg guards Daglya. Else, another frozenfar worg do.

The Approach

Allow the group to be creative to rescue Daglya. They could start a fire, make some noise, use stealth, etc. However, if at any point it becomes clear to the leader that the camp is under attack, he whistles and the worg that guards the woman will kill her on its next turn.

If a battle is triggered at night, the goblins that were sleeping take the next round waking up.

The elderly will take the children out in the woods if a battle occurs.

Time's up!

If they take more than two hours to save Daglya, read or paraphrase:

> A man arrives at the camp dragging a big piece of meat. He drops it on the floor and says, "Here it is, as agreed! Now let my wife go!" The goblin that is clearly in charge shows up from his tent, checks the meat and makes a sign with his head to a goblin, who releases her to her husband. She runs and holds him while the leader says, "Sorry he had to do this... The things we

do to survive..." The man takes the woman away and doesn't look back.

Of course, the group may want to interrupt this at any time.

The Loot

To simplify, below is the list of what can be found if the party clears the camp and decides to loot it:

- 23 gp;
- 76 sp;
- 129 cp;
- 1 small topaz worth 25 gp;
- 1 *potion of healing*;
- 6 days worth of rations;

Outcomes

There are some possible outcomes for these encounters, and below is a list of the most common ones.



- The group ignores the tracks;
- The party investigates the tracks, finds what happened, and decides not to get involved;
- The adventurers find the camp and release Daglya without getting noticed;
- The party save Daglya but they get noticed;
- The adventurers take too long to act and Ioglok shows up with the ransom.

Rewards

Aside from the standard XP from the combat, other forms of reward are listed below:

- If the party finds out what the tracks mean, award them XP from an easy encounter;
- If the group manages to save Daglya without getting noticed, award them XP from a hard encounter. Ioglok offers the group 20 gp for saving his wife;
- If the adventurers save Daglya but get noticed, award them XP from a medium encounter. Ioglok offers the group 20 gp for saving his wife.

Puppy time

Encounter Level: N/A or 4-6 if they choose to find and fight Fern

Encounter Type: Social/Combat

Encounter Overview: While walking towards their destination, the party hears an animal crying. If they investigate, they see a dire wolf puppy crying over the body of its dead parents.

Encounter Spots: Below is a list of possible, preferable locations to run this encounter.

- At The Iceflow bridge, via the Northern Means;
- While traveling through The Iron Trail, close to the tree patches that hug the road;
- At Ten Trail, close to Hundlestone or the Shaengarne River.

Background

A small pack of **dire wolves** was attacked close to a road by a **winter wolf** called Fern. The dire wolves felt threatened by the winter wolf and got defensive, which ended up by irritating Fern. He attacked, killed both adult dire wolves and left the puppy to mourn their death. Fern was only slightly hurt from the fight, as it used its cold breath to weaken them first, finishing them off with its bites.

Plot

Fern is looking for its master, a frost giant named Skjörlan (see "You Lost?"), who they recently lost. It has been looking for them for quite some time and is quite annoyed and worried about this situation. Fern's goal is to find its master.

The Encounter

At some point during their travel, read or paraphrase:

> An animal's cry, very close to a howl, can be heard close by. It comes from a wolf, which sits beside the body of two much bigger and massive wolves. The snow around them is red.

If the whole party approaches the puppy too fast, it will run away. If they decided to go slowly, or maybe only one character, allow them to make a DC 13 Wisdom (Animal Handling) check. A success calms the puppy down, and a failure makes it run away.

Once the puppy is calmed, the group can get close and even pet it. They can also attempt to have it follow them with a DC 17 Wisdom (Animal Handling) check. The puppy becomes a pet companion of the character who succeeds on the test.

Every day, the character can attempt a DC 13 Wisdom (Animal Handling) check to train it: things like recognizing its name, basic commands as sit, lie down. After a year with the character, they can even command them to attack. In the meantime, the puppy will defend itself and also its master, fighting with the stats of a **wolf**.

The party may want to track the winter wolf. This can be done with a successful DC 20 Wisdom (Survival Check) check. Fern is one hour from the place where they found the puppy. If the group finds Fern, it attacks on sight. Fern has a passive Perception of 20. Read or paraphrase:



A wolf as tall as a man walks slowly in your direction. Its skin is white as the snow, its eyes bright blue. It says, "That's going to be a tasty meal," and run toward you.

Fern is a **winter wolf** that wears an *amulet of protection* (see appendix B).



Outcomes

Some of the possible outcomes are listed here:

- The puppy flees;
- The group manages to calm the puppy, but they fail the attempt to turn it into their companion;
- They manage to have the puppy follow them;
- The group tracks and fights Fern.

Rewards

Aside from the standard XP from the combat, if they fought Fern, other forms of reward are listed below:

- If they calmed the puppy, award them XP from an easy encounter;
- If they managed to turn it into a companion, award them XP from an hard encounter;
- If they killed Fern, they can get its *amulet of protection*.

Tasty warmth

Encounter Level: 2-4

Encounter Type: Combat

Encounter Overview: The party is ambushed by hungry ice snakes.

Encounter Spots: This encounter can happen anywhere in Icewind Dale, preferably in a place with deep snow.

Background

Some ice snakes haven't eaten for the day and are famished. They roam the land, desperate to find warm beings to feed upon.

The Battle

During any trip or rest, 1d4+1 **ice snakes** (see appendix A) approach the party stealthily. The snakes attempt to surprise the party. If they fail, the players see "something" coming in their direction from inside the snow. Roll initiative. The snakes are 30 feet from the party.

Balancing the battle

If you run this encounter at level 2, avoid having more than 2 or 3 snakes fighting the party as it could easily become a Total Party Kill.

Independently if it's a surprise round or not, once they appear, read or paraphrase:

Big, white serpents with glowing eyes emerge from the snow and attempt to constrict you.

If the party tries to flee, the snakes give chase for a few minutes and give up if they're faster.

Outcomes

Some of the possible outcomes are listed here:

- The group kills the snakes;
- The party flees.

Rewards

Provide XP according to the reward from the combat

This is ours!

Encounter Level: 2-3

Encounter Type: Social/Combat

Encounter Overview: The group encounters a party of Reghedmen barbarians armed to their teeth with greataxes, in a hurry going in the direction of close by woods. Once they approach the woods, the barbarians crouch and slow down, engaging a stealth stance.

Encounter Spots: This encounter can happen anywhere in the region, a quarter mile close to some woods or forest.

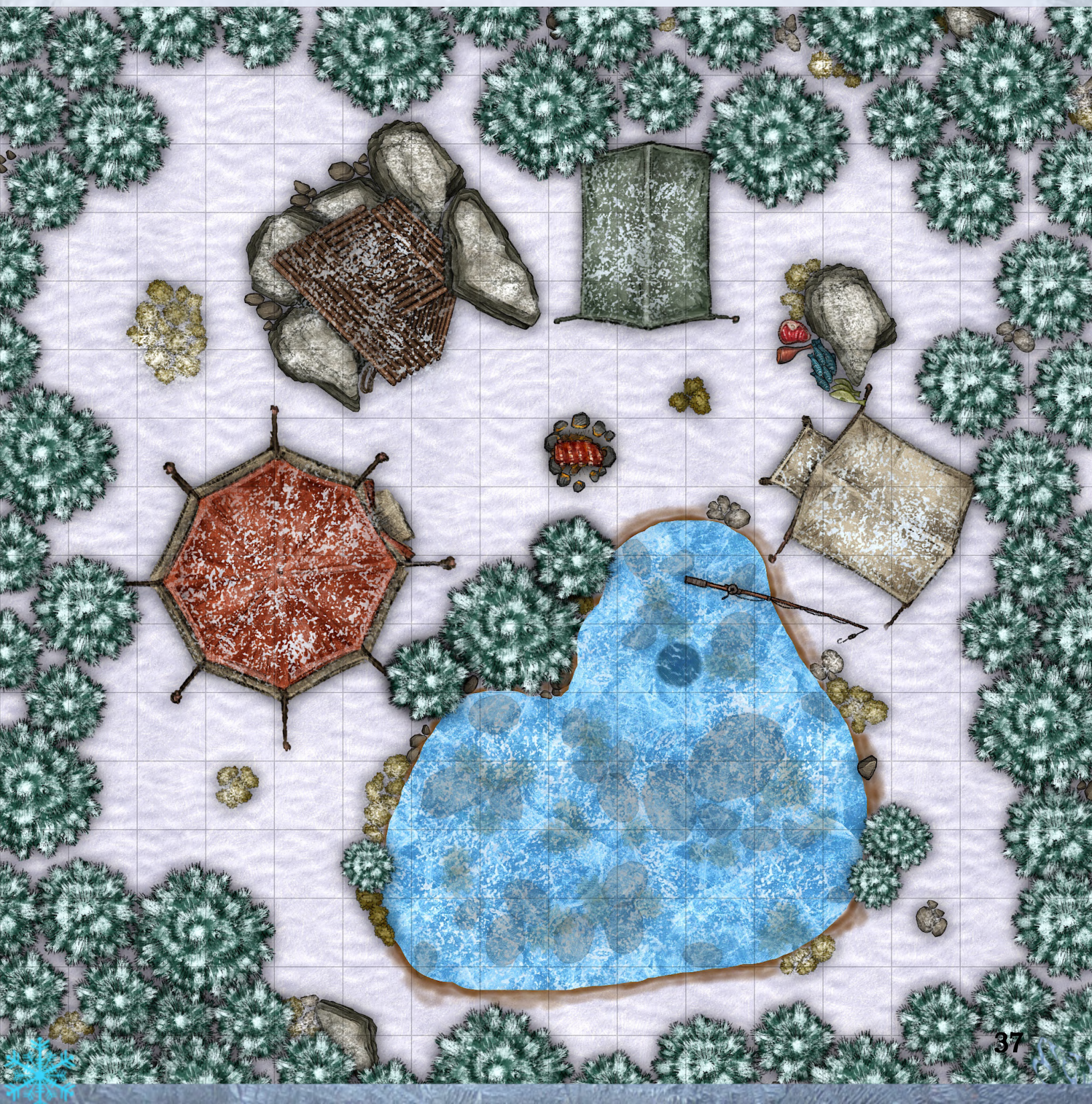
Background

A small tribe of Reghedmen just found out that three reindeers have gone missing. No tracks were left, but the Reghedmen blamed the nearby ogrillon tribe, the clan Karuck. Once dwelling in the Underdark, it's been many decades since they lived on the surface.

The Reghedmen have had many conflicts with them in the past, and for this reason, they firmly believe that they're responsible for the disappearance of the reindeers. They decided to go to a small camp, an outpost, used by the Karuck for hunting.

Plot

The orcs from the Skortchclaw tribe saw an opportunity in the squabble between the Reghedmen and the Karuck. They intend to weaken then attack



both of them. For that, they sent their shaman to the Reghedmen community to steal a few reindeer, knowing they would rush to accuse the Karuck.

The shaman used the *pass without trace* spell to cover its tracks, along the reindeer's, and took them using the *animal friendship* spell.

The Encounter

While traveling through the region, close to any woods, read or paraphrase:

> It's been a calm trip with a bit of snow slowly falling. You see three men wearing thick hides and wielding great axes rushing ahead in the direction of the woods. They ignore your presence and run past you.

If the party doesn't interact with the barbarians, but decides to pay attention to their movements, read:

> The party of warriors approaches the woods and slow down, hunching their backs while entering the woods, trying to be silent.

The group can still catch up and talk to them. If approached and asked about what's going on, they won't be very receptive, as they want to get to the Karuck as soon as possible.

A successful DC 13 Charisma (Deception or Persuasion) check allows the group to calm the barbarians down so they'll talk. They explain the information contained in the Background section and mention that they want to capture an ogrillon to question them. The Reghedmen can be convinced to apply non-lethal damage with a successful DC 15 Charisma (Deception, Intimidation or Persuasion) check and are open to talk with the ogrillon before fighting if the group convinces them with the same check with a DC of 17.

In case the group manages to capture an ogrillon or if they talk before fighting, the Karuck claim they don't know anything about the stolen reindeer. A successful DC 10 Wisdom (Insight) reveals they seem to be telling the truth. They explain this conflict already cost many lives and they aren't planning anything against them.

The Battle

The camp is half a mile into the woods. There are six **arctic ogrillon** (see appendix A) in the camp and the Reghedmen party is composed of three **bersekers**.

The Negotiation

The Reghedmen do not believe their enemies even if the party tells them they're telling the truth. Recovering their reindeer is essential to their livelihood. They tell the party they want their reindeer back no matter what.

If the party doesn't offer to find more reindeer for the barbarians, they'll kill all ogrillons. If the party opposes this course of action, they also attack the adventurers. Assume that each barbarian has only half their hit points left.

The barbarians agree to wait until the next day if the group promises to bring them three reindeer.

The Hunt

Reindeer can be found in the far north of Icewind Dale, close to Evermelt. A successful DC 15 Wisdom (Survival) check allows the party to spot them. Getting close is tricky, as their passive Perception is 13. If the group is noticed by the reindeer, the animals will flee, taking a Dash action until they feel they are safe from the party.

Once close enough, the party can calm the reindeer with a successful DC 13 Wisdom (Animal Handling) check or use spells like *animal friendship*. Once calmed, the group can gently put a rope around them and guide them to the Reghedmen community.

Outcomes

There are some possible outcomes for these encounters, and below is a list of the most common ones.

- The group does nothing;
- The party approaches the barbarians and learn about the missing reindeer and their suspicions;
- The adventurers convince the Reghedmen to talk instead of fighting;
- The group convince the Reghedmen to spare the ogrillon lives;
- The party enters in conflict with the barbarians to spare the ogrillons' lives;
- The adventurers help the barbarians to kill the ogrillons;
- The party promises to take three reindeers to the Reghedmen.

Rewards

Aside from the standard XP from the combat, if any, other rewards are listed below:





- If they find out about the missing reindeer, award them XP from an easy encounter;
- If they convince them to go for non-lethal damage, award them XP from an medium encounter;
- If they convince the barbarians to negotiate, award them XP from an hard encounter;
- If they find and take three reindeer to the Reghedmen, they give the party a scroll of *pass without trace*, which is what they believe was used to take the reindeer without leaving any tracks.

What's in there?

Encounter Level: 1-2

Encounter Type: Exploration/Social/Combat

Encounter Overview: The group comes across an abandoned shack by a small stream, close to some woods during a snowstorm. It seems like a good place to get some protection from the harsh weather.

Encounter Spots: You can run this encounter anywhere close to some woods.

Background & Encounter

Roll a d6 and check the table below to randomly determine the occupancy of the shack. The physical features are the same independently of the result.

d6 Result	Type	Content
1-2	Combat	Ice Toads
3-4	Social	Lone Hobgoblin
5-6	Exploration	Lost Treasure

For the outside description, read or paraphrase:

> Your path in the tundra through the snowstorm leads you to an abandoned shack that clearly once looked cozy. Now, part of the ceiling is collapsed and some walls have fallen.

The shack is made of wood, its roof partially collapsed, as are some of the exterior walls. Most of the internal walls have collapsed, making the shack a single room.

Ice Toads

3 (1d4 + 1) **ice toads** (see appendix A) laid their eggs in this shack and attack the group on sight.

Lone Hobgoblin

A hobgoblin called Luganor, lost his companions after a wolf attack. He ran and abandoned them, hiding in this shack. He feels so ashamed of what he did that he couldn't bear to leave the shack and bury his friends.

A successful DC 15 Charisma (Deception or Persuasion) convinces Luganor to join the party so he can make up for his mistakes. He promises to help the group until he's killed if they help him to bury his companions.

Luganor then accompanies the group and charges to the front in combat. He wishes to reclaim his honor by dying in battle.

Lost Treasure

This shack was used in the past by a small party of bandits and they hid their earnings in it. They've died in combat many years back and their treasure is still in the location.

The chest is in the center of the shack, in front of what's left of the fireplace. If the group explores this area, a character that succeeds on a DC 13 Wisdom (Perception) notices a different noise on some of the floor's wooden planks.

The planks can be removed with a crowbar or a successful DC 10 Strength (Athletics) check. The chest is closed and a successful DC 15 Dexterity check with thieves' tools, or a successful DC 20 Strength check, can force it open.

The chest contains 48 gp, 234 sp, 321 cp, 3 gems (topaz, amethyst, and onyx) worth 25 gp each, and 2 *potions of healing*.

Rewards

Aside from the standard XP from the combat, if any, award them XP from an easy encounter if they interacted with Luganor or from the medium encounter if they find and open the chest.

Witnesses

Encounter Level: 3-4

Encounter Type: Combat

Encounter Overview: The party arrives at a cabin at the riverbank, sitting beside a small pond and some low cliffs. While approaching the cabin, they see some goblins mounted on worgs approaching the cabin stealthily. The baby crying inside might disencourage the party from leaving these folks to their fate. If the group helps the family to deal with

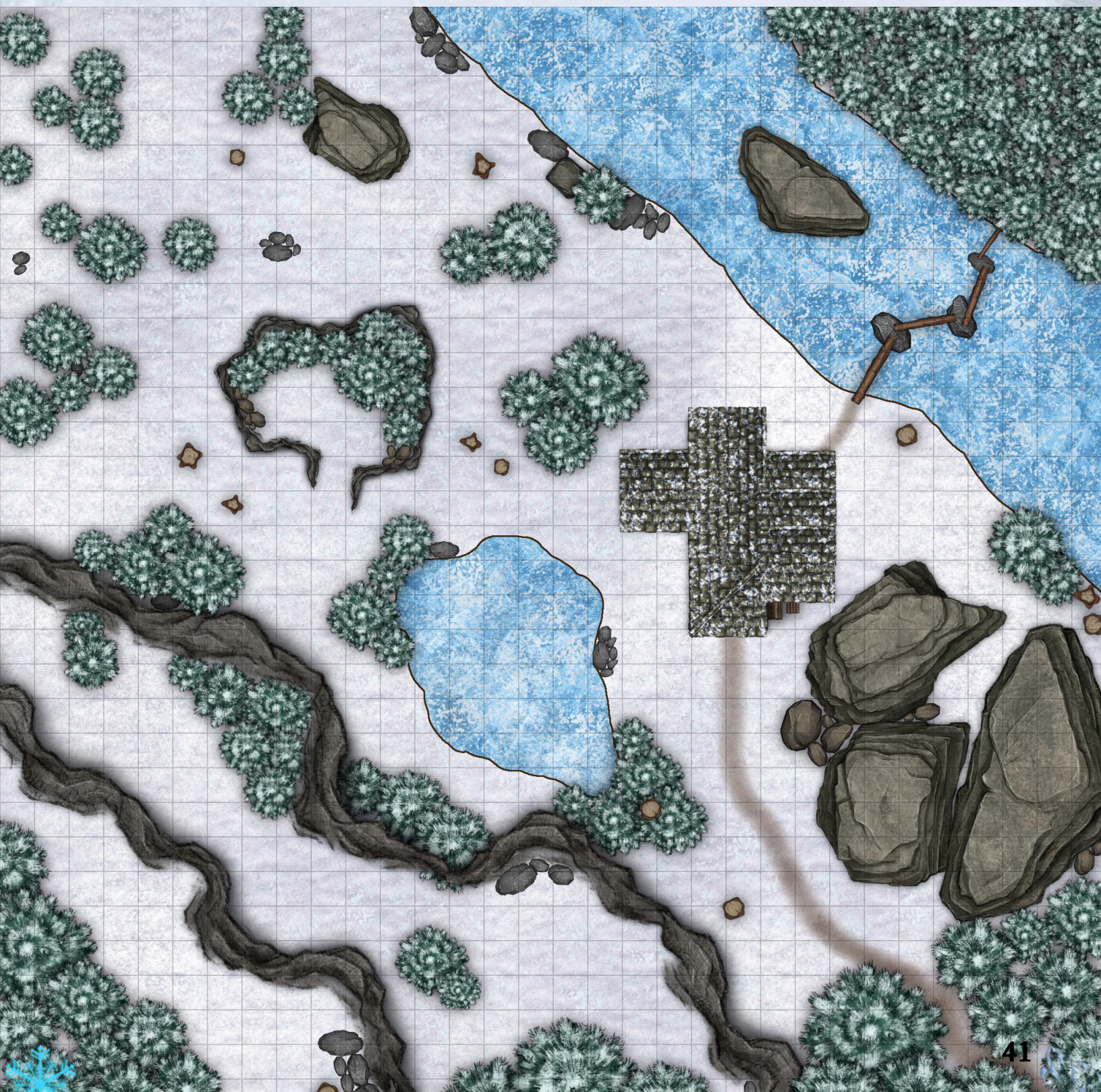
the enemies, they'll be quite thankful and offer them a family heirloom as payment.

Encounter Spots: Below is a list of possible, preferable locations to run this encounter.

- South of the Spine of the World, east of Hundlestone, between the small woods and the Iceflow;
- South of Ten Towns, close to the Shawngarne River, west of the Ten Trail road;
- East of Aucknet, close to the mount and trees south to The Iron Trail, from which a stream follows south into the sea.

Background

A family of orcs live in this cabin, Rhogor, the husband, Brugha, the wife and Kakwor, their baby. Recently, a group of hungry goblins fought Rhogor over a deer carcass. He managed to kill two of them, sending the remaining two fleeing.



Rhogor was injured but he took the deer back home. He was expecting an attack a few days ago, but since nothing happened, he assumed they wouldn't come for him. This was a mistake: They were being patient and smart, leading him to think they gave up on their revenge. They did not.

Plot

The goblins, from a small tribe called Olx, are having a hard time finding game. When they saw Rhogor and his carcass, they struck him in a desperate attempt to bring food back to the tribe. It didn't go very well, and the leader back at the tribe was furious, swearing revenge over the orc. He sent some scouts to find the orc's home, but ordered them not to take any action.

He convinced his followers to wait, as eager as they were for his blood, but they did as requested. After a week, the leader Zraazz sent a small squad on worg's backs to kill Rhogor.

The Encounter

Zraazz, the Patient One sent a squad of four **arctic goblins** (see appendix A) mounted on four **frozenfar worgs** (see appendix A), led by himself. He is a **arctic goblin boss** (see appendix A) and mounts Skwonz, a **two-headed winter worg** (see appendix A). They will approach the cabin from four sides: north, south, east and west, aiming to get close to the cabin without being seen or heard.

If the group has any character with passive Perception 15 or more, they notice the goblins once they emerge from the edges of the map, two of them coming from the north, crossing the river with care, but one of the turns slightly east, two emerging from the south (including Zraazz), and one from the west, from the cliffs. This happens while the group is passing by the big rock at northwest, close to the river, and they can't actually see the ones from the south due to the small elevation north to the pond. That places them 45 feet from the cabin. Read or paraphrase:

> A cabin sits close to the riverbank and big rocks, with smoke rising to the skies from the chimney. You sense movement around. To your left and right, three white wolf-like creatures, but bigger and larger, with goblins mounted on their back, wearing white pelts advance slowly and carefully toward the cabin. You hear a baby cry from inside the cabin.

In case the group is below 15 on Passive Perception, they notice the goblins once they are 30 feet from the cabin and when they are passing by the elevation north of the pond, 35 feet from the cabin. Read or paraphrase:

> Once closer to the cabin, the presence of three white wolf-like creatures, but bigger and larger, with goblins mounted on their back, wearing white pelts is evident. They are moving slowly and carefully toward the cabin. One of the creatures is bigger than the rest and has two heads. You hear a baby cry from inside the cabin.

Once there, they throw an alchemist's fire through the window and force the family out, focusing on taking the wife and baby to capture Rhogor alive. Brugha runs out holding the baby, with Rhogor in front of them, trying to protect his family. They focus on grabbing the mother, then kill her and take the baby as leverage to ensure Rhogor surrenders himself peacefully.

Once that happens, they escort him to their camp, where he is killed, along with his son.

Of course, the party can interrupt and change this course of action. If Rhogor sees that he has help, he'll fight the leader with his greataxe. The rest of the enemies will fight the group.

Zraazz is not open to negotiation. He's too angry for that.

The Battle

If the group decides to help Rhogor, he focuses on fighting Zraazz while protecting his family. At this point, Zraazz wants only to kill his whole family.

The rest of the mounted goblins face the group while the house starts to burn. Each worg and their rider attacks one character.

Once the fight begins, read or paraphrase:

> The goblins start moving their mounts toward you, while the orc, who has only one arm, stays in front of his family, trying to protect them from the goblin mounting on the two-headed creature. He holds his battleaxe and demonstrates confidence and calm, ready to act if necessary.

Assume that Rhogor is fighting Zraazz and Skwonz. You can do a narrative battle and simply decide how it should happen, describing some glimpse of it to the players from time to time, or you could actually run it.

Rhogor is an **arctic elite orc** (see appendix A).

Once the group finishes dealing with Zraazz's squad, they can help Rhogor to finish off Zraazz. If Zrazz still stands, he tries to flee, using the Disengage action, then Dash.

Zraazz can be captured alive and asked about the camp. He'll only talk unless the party brings decent arguments and intimidate him with a successful DC 17 Charisma (Intimidation) check.

Putting the Fire out

A window can be broken as a bonus action and crossing it is considered difficult terrain. The party can use the same window broken to toss the alchemist fire. The fire starts on the dining table and spreads in a radius of 5 feet each subsequent round. Spells like *ray of frost* or *create or destroy water* can help to put out the fire, the latter being more effective. Allow the group to come up with creative ways to accomplish this task.

Outcomes

There are some possible outcomes for these encounters. The most common ones are:

- The group does nothing or flee;
    - Rhogor is captured and the group can try to rescue him at the camp (see "Hostage Situation");
- The party interferes and fail, their bodies left where they fell for animals to eat before the cold consumes them;
- The group takes too long to take action and deal with the situation, but at the cost of Brugha's life;
- The party helps Rhogor and his family, but the house burns beyond repair;
- The adventurers manage to save Rhogor, his family and their home.

Rewards

Aside from the standard XP from the combat, other forms of reward are listed below:

- Rhogor delivers a necklace, which he takes from his wife, to the party. It's silver with a small emerald and it's worth 250 gp. It has been passed down from father to son for generations;
    - Also, award them XP from a medium encounter if they save Rhogor and his family but fail to put the fire out;
    - Award them XP from a hard encounter if they save Rhogor and his family but fail to put the fire out.
- If they got the Olx camp location, award them XP from an easy encounter;

Roleplaying the NPCs

The information below is a guideline on how to roleplay Rhogor and Zraazz. However, feel free to tweak this to better suit your style.

Rhoghor

Chaotic neutral, male arctic orc

This orc spent most of his life raiding human communities and fighting Reghedmen barbarians until he realized the harm of his ways. He had to lose an arm to come to this realization. He convinced the love of his life to flee and live a different life, one without so much blood, butchering, and burning.

They simply fled and found a nice place close to a river to live a different life. The spot he chose provides everything they need for a life of reclusion. They recently had a baby, which filled their life with joy and happiness.

Once he realizes that his family is in danger, he assesses the situation and will do whatever necessary to make sure they live, even if it means to surrender or to sacrifice himself. His family is the most important thing in his life.

In a fight, he's a ruthless and savage killing machine, as he was for many years in the past.

Zraazz, the Patient One

Chaotic evil, male arctic goblin

Zraazz took over the leadership of the tribe some years back, after the previous leader got killed during a raid. He leads his group with a strong hand, without mercy but he values those that show loyalty and respect for their ways.

He earned his title as he accepted the mistreatments from the previous leader, abiding to his will, always believing that someday he'd take his place.

In this situation, he's angry: his tribe has been losing members over the last months, and one of the goblins killed by Rhogor was his apprentice. He wants to capture the orc but he's willing to kill him if needed.

Appendix A: Creatures

Arctic Elite Orc

Medium orc, chaotic evil

Armor Class 15 (hide armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	9 (–1)

Skills Athletics +7, Intimidation +2
Damage Resistances cold
Senses darkvision 60 ft, passive Perception 11
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

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

Rage (Recharges on a Short or Long Rest). As a bonus action, the orc can enter a rage at the start of its turn. The rage lasts for 1 minute or until the orc is incapacitated. While raging, the orc gains the following benefits:

- The orc has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the orc gains a +2 bonus to the damage roll.
- The orc has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 15 (1d12 + 1d8 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 12 (1d6 + 1d8 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Fierce warriors, arctic elite orcs are often in leadership positions but even when they're not, they take the front when battle erupts, devastating their foes with their mighty axes.



Arctic Flind

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)
Hit Points 171 (18d8 + 90)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	15 (+2)	12 (+1)	8 (–1)

Saving Throws Con +9, Wis +5
Skills Intimidate +3, Perception +5, Survival +5
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Gnoll
Challenge 9 (5.000 XP)

Agile Predator. The flind doesn't cause attacks of opportunity after making an attack against a creature. It can also freely switch between weapons.

Snow Dweller. Difficult terrain composed of ice or snow doesn't cost the flind extra movement.

Actions

Multiattack. The flind makes an attack with its claw and two attacks with its flail. It can instead make three attacks with its bonebow.

Bleeding Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) bludgeoning damage. It must succeed on a DC 17 Constitution saving throw or take an additional 5 (1d10) slashing damage at the beginning of its next subsequent turns. Any creature can take an action to attempt a DC 10 Wisdom (Medicine) check to stop the bleeding, which also stops if a spell is used to regain hit points.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Flail of Cold. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 11 (2d10) cold damage. Its speed is reduced by 10 feet until the start of the flind's next turn.

Bonebow. *Ranged Weapon Attack:* +5 to hit, range 100/300 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage. If the target is not wearing heaving armor, the thin but sharp bone arrow shatters in the flesh, causing an additional 4 (1d8) slashing damage.

Reactions

Furious Predator. The flind can make a claw attack when hit by a melee attack.

Arctic flinds are usually lone hunters rather than warleaders. They survive in the harsh cold with ease, hunting and preying at will. Few foes are able to cause them any issue, however, some bold gnolls target these creatures in hopes of becoming flind themselves.

Arctic Ogrillon

Large giant, any chaotic alignment

Armor Class 12 (hide armor)
Hit Points 34 (4d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	9 (-1)	10 (+0)

Skills Survival +3, Perception +1
Damage Resistance cold
Senses darkvision 60 ft., passive Perception 11
Challenge 1 (200 XP)

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

Snow Dweller. The ogrillon has advantage on saving throws against effects that deal cold damage. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Crag Cat

Large beast, unaligned

Armor Class 14
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	8 (–1)

Skills Stealth +6
Damage Resistance cold
Senses darkvision 60 ft., passive Perception 12
Challenge 1 (200 XP)

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

Pounce. If the cat moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

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

Actions

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

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

Frozenfar Defender

Medium humanoid (dwarf), lawful neutral

Armor Class 19 (half-plate, shield)
Hit Points 19 (3d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	9 (–1)

Skills Athletics +4, Survival +3, Perception +3
Damage Resistances cold, poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish, Giant
Challenge 1 (200 XP)

Dwarven Resilience. The dwarf has advantage on saving throws made to resist the poisoned condition

Snow Dweller. The dwarf has advantage on saving throws against effects that deal cold damage. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Sure-Footed. The dwarf has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



Frozenfar Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

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

Skills Stealth +6, Survival +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

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

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

Snow Dweller. The goblin has advantage on saving throws against effects that deal cold damage. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Frozenfar Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	9 (–1)	10 (+0)

Skills Stealth +6, Survival +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin, Worg
Challenge 1 (200 XP)

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

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

Snow Dweller. The goblin has advantage on saving throws against effects that deal cold damage. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Frozenfar Worg

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	7 (–2)	11 (+0)	8 (–1)

Saving Throws Con +4
Skills Perception +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Worg
Challenge 1 (200 XP)

Go for the Kill. If the worg knocks a target prone with its bite, the worg can make one bite attack against it as a bonus action.

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



Giant Ice Toad

Large monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	5 (-2)	12 (+1)	7 (–2)

Skills Perception +3
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 13
Challenge 2 (450 XP)

Amphibious. The toad can breathe air or water.

Cold Aura. Any creature that starts its turn within 5 feet of the toad takes 6 (1d12) cold damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 6 (1d12) cold damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Ice Drake

Medium dragon, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	4 (-3)	11 (+0)	6 (–2)

Skills Stealth +4, Survival +2, Perception +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak it
Challenge 1 (200 XP)

Pack Tactics. The drake has advantage on an attack roll against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Born. Difficult terrain composed of ice or snow doesn't cost the drake extra movement. It also has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 5-6). The drake exhales cold, icy air in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Snake

Medium elemental, neutral evil

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	7 (-2)	9 (-1)	7 (-2)

Skills Stealth +4, Perception +3
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 13
Languages understands Ignan but can't speak
Challenge 1 (200 XP)

Freezing Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

One with Snow. While in snow, the snake has advantage on Stealth checks and enemies have disadvantage to spot it.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 3 (1d6) cold damage.

Constrict. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit*: 151 (1d6 + 2) bludgeoning damage plus 3 (1d6) cold damage. The target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the snake can't constrict another target. Each turn, the creature takes 3 (1d6) bludgeoning damage and the snake regains an equal amount of hit points.





Ice Toad

Medium monstrosity, neutral

Armor Class 12 (natural armor)
Hit Points 23 (4d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	5 (-2)	11 (+0)	7 (–2)

Skills Perception +2
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Challenge 1/2 (100 XP)

Amphibious. The toad can breathe air or water.

Cold Aura. Any creature that starts its turn within 5 feet of the toad takes 4 (1d8) cold damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 4 (1d8) cold damage. If the target is a Medium or smaller creature it is grappled (escape DC 12). Until this grapple ends, the toad can't bite another target.



Two-Headed Frozenfar Worg

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	7 (–2)	13 (+1)	8 (–1)

Saving Throws Con +4
Skills Perception +5
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Goblin, Worg
Challenge 4 (1,100 XP)

Go for the Kill. If the worg knocks a target prone with its bite, the worg can make one bite attack against it as a bonus action.

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Two Heads. The worg has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the worg's heads is asleep, its other head is awake.

Actions

Multiattack. The worg makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Fiendish Gaze (Recharge 5–6). The worg targets one creature it can see within 30 feet. If the target can see the worg, the target must succeed on a DC 12 Constitution saving throw against this magical effect or take 10 (3d6) cold damage and be paralyzed for 1 minute unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this effect for 1 hour.

White Pudding

Large ooze, unaligned

Armor Class 7
Hit Points 157 (15d10 + 75)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	20 (+5)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindfight 60 ft. (blind beyond that radius), passive Perception 8
Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Camouflage. While the pudding remains motionless, the DC to spot it with a Wisdom (Perception) check is 25.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood in 1 round.

Actions

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) acid damage and 9 (2d8) cold damage. If the target is a creature, it is grappled (escape DC 14) and one piece of clothing is destroyed.

Frigid Acid. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* The pudding chooses to lose 5 hit points to throw a small part of itself at a target. On a hit, it takes 7 (2d6) acid damage and 7 (2d6) cold damage. If the target is a creature, its speed is reduced by 10 feet until the end of its next turn and one piece of clothing is destroyed.

Engulf. The pudding can pull a grappled creature toward it and engulf it. The creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 26 (4d12) acid damage at the start of each of the pudding's turns. When the pudding moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the pudding.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Appendix B: Magical Items

This appendix contains information on the unique magical items not found in the Dungeon Master's Guide. The items are all in alphabetical order.

Amulet of Protection

Wondrous item, rare (requires attunement)

While attuned to this amulet, its user gains a +1 bonus to Armor Class and can cast the *shield* spell. This spell cannot be cast again until next dawn.

Universal Weapon

Wondrous item, very rare (requires attunement)

As an action, you can cause this item can become any kind of melee weapon or spell focus. It also provides a bonus to attacks (weapon or spells attacks) and damage equal to half your proficiency bonus.

Warming Cloak

Wondrous item, uncommon

While wearing this cloak, its user has resistance to cold damage.

Encounters by Type and Level

Encounter	Terrain	Type	Level
Bad luck	Coastal	Exploration	NA
Bad day	Settlements	Social	NA
Competition time!	Settlements	Social	NA
Don't be mean	Settlements	Social	NA
Move!	Settlements	Social	NA
Puppy Time!	Tundra	Exploration/Combat	NA or 4-6
That didn't go well...	Coastal	Social/Combat	1-2
Going somewhere?	Mountains	Social/Combat	1-2
What's in there?	Tundra	Exploration/Social/Combat	1-2
Heavy duty	Mountains	Social/Combat	2
Pick a side	Settlements	Social/Combat	2
Hostage Situation	Tundra	Exploration/Combat	2-3
Piracy ahead!	Coastal	Exploration/Social/Combat	2-3
This is ours!	Tundra	Exploration/Social/Combat	2-3
Tasty Warmth	Tundra	Combat	2-4
Finder's Keeper	Coastal	Exploration/Puzzle	3
Watch your steps!	Coastal	Exploration/Combat	3-4
Witnesses	Tundra	Social/Combat	3-4
My Precious!!	Mountains	Exploration/Puzzle	5
Pack of Hunters-of-Men	Mountains	Combat	5
What did that?!	Mountains	Exploration/Combat	6-8
White Death	Mountains	Exploration	6
Run for your lives!	Settlements	Combat	6-8
You lost?	Coastal	Social/Combat	7