ICEWIND DALE: RIME OF THE FROSTMAIDEN

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DM's resources for Icewind Dale: Rime of the Frostmaiden
Chapter 2: Icewind Dale

ICEWIND DALE: RIME OF THE FROSTMAIDEN

ICEWIND DALE



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Introduction

Icewind Dale: Rime of the Frostmaiden is a chilly campaign that will take your characters from 1st to beyond 10th level, as they face frosty foes, deeply buried dangers, and dark deities, while reshaping the fate of Icewind Dale – and perhaps the entire Sword Coast along with it!

This campaign has an evocative setting with a multitude of interesting locations and awesome quests that will have your players engaged – and maybe even a bit nervous – as they are haunted and harrowed by all the magnificent evils Icewind Dale has to offer.

As awesome as *Icewind Dale: Rime of the Frostmaiden* is, it isn't necessarily the easiest campaign to run. There's a lot going on and a lot to keep track off. In addition, the adventure's main story (or stories, really) lacks cohesion in places, making both structuring and pacing them a difficult task.

This download, which covers Chapter 2 of the campaign book, provides you with tools and thoughts that will help you make *Icewind Dale: Rime of the Frostmaiden* an exciting experience for your players – and much more manageable for you.

It is strongly recommended that you read through the campaign book before using these resources. And always remember, the advice and ideas given here are options – you know best what works at your table.

This download contains:

Starting Chapter 2. Advice when and how to start Chapter 2, including an assessment of each of the 'Icewind Dale Quests' that can get the chapter started.

Wilderness Encounters. A thorough walkthrough of each of the 'Wilderness Encounters' described in the book, including advice on how to run them and how to adjust their difficulty – plus revised encounter tables.

Places of Interest. A complete guide to each of the 13 locations featured in the chapter, including troubleshooting, ideas on how to enhance them, and recommendations for adjusting encounter difficulty.

Structure in Chapter 2. An in-depth guide to tying locations in Chapter 2 to the main story in a way that makes logical sense and maintains a sandbox-feel.

Full-Color, VTT-ready Encounter Maps. Several encounter maps in different versions that can be used to run encounters in and around Icewind Dale, including a Frozen River Map and a Night Camp Map.

Encounter Sheets. All creatures of Chapter 2: Icewind Dale neatly arranged together on pages so you don't have to flip through piles of books at the table.

Icewind Dale Cheatsheet. An overview of Ten-Towns and abbreviated Wilderness Survival-rules on one page.

Follow Along for More

These DM's resources are the second in a series of resources for *Icewind Dale: Rime of the Frostmaiden*. **Sign up to our mailing list here** to receive notifications and special discounts when new DM's resources are released. Also **follow us on Twitter** for more D&D-related fun, give-aways, and free content.

Contents

Chapter 2: Icewind Dale

Overview 4

Running Chapter 2 4

Starting Chapter 2 4

Icewind Dale Quests 5

Wilderness Encounters 7

Encounter Tables 12

Places of Interest 13

Angajuk's Bell 13

Black Cabin 13

Cackling Chasm 14

Cave of the Berserkers 14

Dark Duchess 15

Id Ascendant 15

Jarlmoot 16

Lost Spire of Netheril 18

Reghed Tribe Camp 19

Revel's End 19

Skytower Shelter & Wyrmdoom Crag 19

Locations Overview 20

Locations Recommendations 20

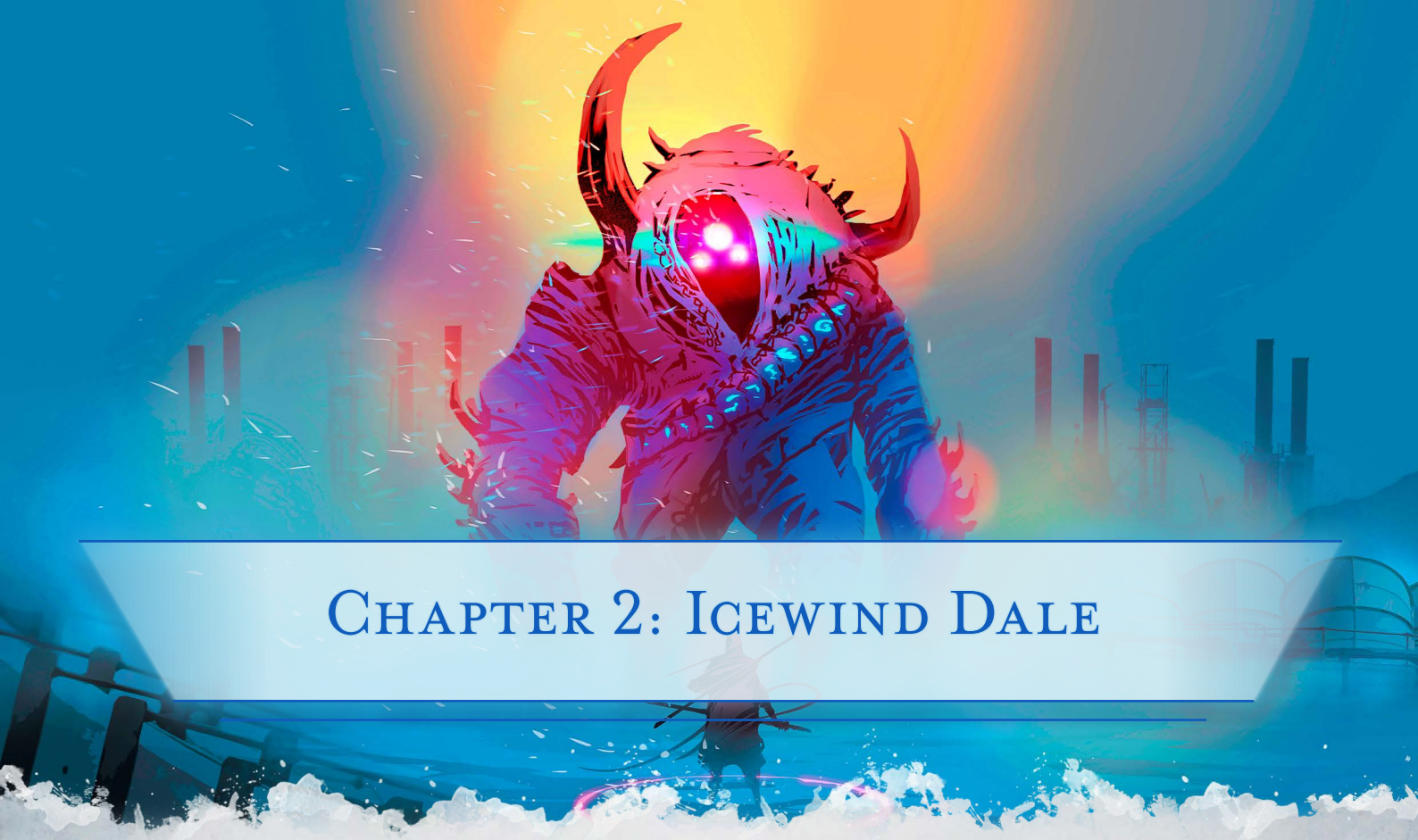
Structure in Chapter 2 21

Vellynne's Quest 21

Finding the Codicil of White 21

Finding the Glacier Entrance 22

Summary & Overview 22



Chapter 2: Icewind Dale

In Chapter 2: Icewind Dale, the characters are let out into the cold and desolate wilderness of Icewind Dale, where they will come face-to-face with frosty foes and fierce friends, while exploring the many wonders of the desolate tundra.

On the following pages, we will go over the material presented in Chapter 2 of *Icewind Dale: Rime of the Frostmaiden*. First, we'll give a brief overview of the chapter, and what is expected to accomplish, before discussing how to run the chapter as a whole. We will then go through the 'Wilderness Encounters' and 'Places of Interest' presented in the chapter, offering advice on when and how to use them.

It's strongly recommended that you read through Chapter 2 of *Icewind Dale: Rime of the Frostmaiden* before reading the following pages. And always remember, the advice and ideas given here are options – you know best what works at your table.

Overview

The second chapter of *Icewind Dale: Rime of the Frostmaiden* is essentially a continuation of the sandbox-style approach established in chapter 1. In truth, it shouldn't be viewed as something that has to be played *after Chapter 1: Ten-Towns*, but as something that can be used concurrently. We will go over that on the following pages, as we discuss when and how to use the various encounters and locations in Icewind Dale. That being said, the chapter's purpose can be summarized like this:

- Get the characters familiar with Icewind Dale and let them finish quest threads from Chapter 1.
- Get the characters leveled up to as high as 7th level.
- Give information about or foreshadow later events, NPCs, and locations, such as Auril the Frostmaiden, the Arcane Brotherhood, and Xardorok Sunblight.

With that in mind, let's take a closer look at how we can make Chapter 1 as fun and manageable as possible for both you and the players.

Running Chapter 2

In this section we discuss how to run Chapter 2, adding to or elaborating on the information given in the book. This starts with a discussion about when and how to introduce the content in Chapter 2: Icewind Dale, before going over each of the 'Icewind Dale Quests' and 'Wilderness Encounters' presented in the chapter.

Starting Chapter 2

While the introduction to Chapter 2 states that it is designed for characters of 4th level or higher, this isn't necessarily the case when you take a closer look at the encounters and locations described in the chapter. Plenty are doable at lower levels or can easily be adjusted so they are – which you can find guidance for later in this document.

This means that you can – and perhaps should – begin to seed rumors about various Icewind Dale-locations as early as 2nd or 3rd level. In this way, Chapter 1 and Chapter 2 mesh together and become one big sandbox, instead of two separate environments – something that seems to have been the original intention anyway, even if the book doesn't make that entirely clear. This has the added benefit of providing a more varied pace, where the characters can shift between urban intrigue and wilderness exploration.

The question then becomes *how* to get the characters moving into Icewind Dale. The book provides several 'Tall Tales in Ten-Towns' that can inspire exploration, as well as 'Icewind Dale Quests' that tie to each location. The tall tales are fine for what they are – quick rumors you can sprinkle in whenever you feel like it – but some of the quests could use some work, which will be examined under 'Icewind Dale Quests' on the following pages. On page 21 of this document, you will also find advice about how to tie some of the locations in Chapter 2 closer to the adventure's main stories which unfold in the book's later chapters.

Icewind Dale Quests

The 'Icewind Dale Quests' described in the book (pg. 103) offer a hook for each of the adventure locations in the chapter. Below we will go over each, reviewing the scenario and offering possible adjustments.

Whale Oil Acquisition

This quest has the party accompanying a whale oil merchant out on the Sea of Moving Ice aboard Angajuk for a reward of 150 gp.

This quest is very bare-bones. It doesn't really offer anything of interest besides what is already described at 'Angajuk's Bell' (pg. 114), which isn't the most exciting location to begin with. Unless you really want the party to visit Angajuk early on, you may want to just wait until the characters need a ride from the whale in Chapter 5.

Provisions for Macreadus

This quest has the party bringing supplies to Macreadus in the Black Cabin on behalf of Copper Knobberknocker with a promise of free healing as compensation.

The real hook in this quest is not the provisions, but the possibility of ending the Everlasting Rime, so in that regard, it's just what is already presented in the description of Bryn Shander in Chapter 1. All told, this is a serviceable way to get the characters to the Black Cabin, that you can present to the characters whenever you want.

Gnoll Heads

This quest has the characters fetching gnoll heads for the speaker of Caer-Konig, Trovus, with a reward of 10 gp per head.

Just like the Cackling Chasm isn't the most exciting location, this quest doesn't move the needle much either. You can certainly use it – and fetching monster heads is a classic D&D-trope – but it isn't all that interesting. Be aware that if you use this quest, the characters will go into the chasm trying to take the head of every gnoll, and not just kill the gnoll fang of Yeenoghu, Chyzka (something the other gnolls will peacefully allow the characters to do). This makes the location a lot tougher, though still doable for characters of 5th-level or higher.

Zero Rum

This quest has the party fetching rum off a pirate ship for tavernkeepers in Bremen, who will pay 150 gp + the price of the rum for their troubles.

Although it is great that the adventure offers up significant financial incentives, it seems a bit ludicrous that tavernkeepers would be able to pay 150 gp in addition to the price of the rum. Reward aside, the quest itself isn't very interesting and can't even be completed.

Changing the Quest. Instead of a quest to fetch rum, you can have this mission be about stealing the dragon's treasure. There are many NPCs that could offer a 'hot tip' about a dragon's hoard possibly being kept on a wrecked ship (they've seen the dragon circling the wreckage) freely or for a reward of 1/5th of the treasure. These NPCs could include: the Zhentarim Speaker Naerth in Targos, Clan Battlehammer dwarves or a friendly goliath werebear the party runs into, or even a frost giant riding a mammoth – perhaps fetching the treasure is the payment it wants for sparing their lives!

Distress Signal

This quest has the party going out to stop the distress signal from the 'Id Ascendant' on behalf of four Ten-Towners, who can offer up 250 gp. This quest works fine to get the party moving toward the nautiloid and gives them incentive to stop the distress signal.

Changing the Quest. If you want a more interesting reward, you can have the townsfolk offer their psychic services instead of gold – or in addition to a more modest amount of 50 gp. While they can't use their abilities at the moment because of the signal's interference, they each promise to use their psychic powers on behalf of the characters once the signal has been quieted. Their abilities mimic spells, but are psychic (they aren't magical and don't require components), and can only be used once per day. Their abilities are:

- Vedda Starsprit can use *speak with dead*, and can even cast the spell without a corpse as long as she touches a person or object close to the deceased individual.
- Nars Beldrun can use *divination*.
- Telvaster Hangingbell can use *locate object* or *locate creature*, with an extended range of up to 10 miles.
- Kaska Lang can use *scrying*, seeing the images in his head instead of in a crystal ball or mirror.



Yselm's Way

This quest has the party searching for a giant's treasure in Jarlmoot on behalf of a treacherous frost druid.

The premise here is interesting – a frost druid that wants to lure the characters into a trap – but there's a minor issue with it. Yselm offers to lead the characters to Jarlmoot for 25 gp, even though she wants them to go – so what if they refuse to pay her price? And what if the characters aren't motivated by the promises of treasure?

Changing the Quest. You can avoid the issue of the reward becoming a potential showstopper by simply having her offer her guide services for a tenth of any treasure they find – or even freely, because she purports to have seen a vision that describes the characters as the only ones who could claim the treasure. Conversely, you could also appeal to more heroic characters by having Yselm claim that the Jarlmoot may hold magic that could end Auril's Everlasting Rime!

Peace out

This quest has the party going on a diplomatic and/or assassination mission to Karkolohk on behalf of Bryn Shander for a reward of 300 gp.

The way this quest is worded the characters are likely to go into Karkolohk guns blazing, which ruins any possibility of a peaceful resolution. This is a shame, because the most fun thing about Karkolohk is the potential to negotiate with Yarb-Knock and learn the truth of his predicament.

Changing the Quest. Instead of offering 300 gp for Yarb-Gnock's head, you can have Speaker Duvessa Shane and Sheriff Markham Southwell approach the characters together. The pair will pay the characters 100 gp to head to Karkolohk and assess whether the goblins intentions are true, and another 200 gp to either negotiate a 'not-too-costly' truce with the goblins – or exterminate the threat. Shane is hoping for a peaceful resolution, while Southwell distrusts the goblins and warn the characters that he thinks it is a trap.

Hunt for the Red Yeti

This quest has the characters stumbling into the Lost Spire of Netheril while looking for a Red Yet.

While the premise seems initially interesting – a yeti-hunting contest! – this one really boils down to the characters stumbling across the Lost Spire of Netheril (as they could have done doing literally anything else), and then losing 300 gp in a bet they didn't have any chance of winning. As written, you may as well just skip the formalities and have the characters stumble across the spire at random.

Wolf Tribe Cannibals

This quest has the party dealing with Wolf Tribe cannibals on behalf of a concerned Wolf Tribe member.

There's a few issues with this quest as written. First, why is this the characters' problem? When Aluka comes into town and issues her warning, there's little incentive (besides being adventurers) for the characters to handle the issue. Second, a fully hostile Reghed Tribe camp is a lot of enemies – potentially very difficult for the party to survive and for the DM to run.

Changing the Quest. You can resolve the first issue by having the characters be called to a meeting with, or approached by, the town's speaker of whichever town they're in, where Aluka is also present and can detail the predicament. The town speaker then offers the characters a financial incentive – say 50 gp – to deal with the matter. Second, instead of having the mission be a full blown assault on the camp – which would mean that you and your players have to deal with nearly forty combatants – you can lay it out as a crisis of leadership. Aluka can explain that most of the tribe detest the chieftain's gruesome decrees, but none dares protest. Only a handful of warriors and the tribe's shaman back him fully. If the party has an appropriate warrior, she may suggest that they challenge Sangra – something he would have a hard time refusing – to a duel to the death, instead of outright destroying the tribe. Conversely, if the characters are possessed of magic or charm, she may suggest that they convince the tribe's Great Warrior (see 'Reghed Tribe Camp', ID:RotF pg. 152), an honorable woman named Katina, that she must challenge Sangra for leadership of the tribe – and that the characters help make sure she wins the contest. As a last resort, Aluka may also suggest that they take out the chieftain under cover of night without anyone else noticing, although it galls her to even suggest it.

Behind Bars

This quest has the party seeking out Vaelish Gant in Revel's End on behalf of Speaker Duvessa Shane for a reward of 250 gp.

This quest is fine as far as it gets the party traveling to Revel's End, but because there's very little to actually do at Revel's End, and Vaelish Gant has very little useful information, there isn't much of a point to it – besides showing off a cool location.

A Goliath Problem

This quest has the characters seeking out two tribes of goliaths to broker a peace on behalf of a goliath warrior, who offers a *figurine of wondrous power (silver raven)*.

The goliath camps are quite fun in themselves, and this quest sets the characters firmly on the path toward brokering a peace, which seems the most entertaining way to handle this scenario. The backstory – looking for Oyaminartok and becoming a thief and gambler – doesn't have very much to do with the quest, however.

Changing the Quest. Instead of looking for Oyaminartok, you can have Kwan be banished from her tribe because chieftain Arn discovered that instead of killing a goliath from Wyrmdoom Crag (Aruk from area W6 in Wyrmdoom Crag) when she had him at her mercy after he'd fallen into a ravine, she helped him out, nursed him back to health, and fell in love with him. The pair is convinced that the tribes must be united, not only so that they can be allowed to love one another, but also to the benefit of both tribes. Instead of meeting her in a town, you can have the party come across Kwan in the wilderness – fighting for her life against an abominable yeti or a pair of crag cats – after which she explains her situation and asks the characters for their aid.

Dragon Bone Stew

This quest has the party fetching dragon bones on behalf of Dannika Graysteel for a reward of one *potion of resistance (cold)* each.

While essentially just a fetch quest, it works fine to get the party going to Wyrmdoom Crag – and possible reintroduces an old NPC, which is always fun.

Changing the Quest. The quest doesn't mention how the characters can acquire the dragon bones once they're at the camp. You can have Chieftain Ogulai offer to give them a dragon bone if they can help heal the aarakocra in W6. While they help treat the aarakocra, you can also have Aruk appeal to them to end the goliath feud (see 'A Goliath Problem' above).

Wilderness Encounters

The book presents a list of Wilderness Encounters (pg. 105), which you can use to challenge the characters as they travel around in Icewind Dale. The section in the book also includes advice on how and when to use random encounters, which we will expand on below, before taking a closer look at each encounter, discussing their merits and offering advice on how to run them.

Beneath the description of each combat encounter, you will also find advice on the encounter's difficulty, including tables that show how difficult encounters with varying difficulty is for a party of four characters.

Running Wilderness Encounters

Unless you just want to use a random encounter to stall because you have nothing else prepared for the rest of the session, you are probably best off only running random encounters that add something to the game. There's a **longer blog post about creating great encounters on eventyrgames.com**, but to quickly summarize, an encounter adds something to the game when it provides information, consequences, or entertainment:

- **Information** tells the characters something useful or interesting about the story, the world, the setting, or themselves.
- **Consequences** for the characters or their environment, whether good (gaining resources, improving reputation, etc.) or bad (losing resources, looking bad, etc.)
- **Entertainment** is something that is fun and enjoyable, such as an amusing NPC, a puzzle, or a tactically challenging combat.

As an example, a single yeti is both inconsequential, uninformative, and boring – but an abominable yeti may be a tough enough challenge to have dire consequences! Likewise, a band of battlehammer dwarves with nothing to say serves no purpose as an encounter – but if they can point the characters to the Lost Spire of Netheril, the encounter suddenly becomes worth the effort.

When to Use Wilderness Encounters

While rolling on random encounter tables can be fun, and add an element of excitement to the game, you may still want to select your random encounters with a bit of care, depending on the party's situation, and what you are trying to accomplish.

Combat Encounters. Random combat encounters should be used sparingly and in a way that makes sense. As a general rule of thumb, you should always weigh your options. If the combat encounter you have rolled is less fun than what is at the character's destination, and if it doesn't add anything else to the game – in terms on information, consequences, or entertainment – then you may be better off just skipping it. You can also follow these guidelines when trying to decide on which encounter you should use:

- If the characters are traveling toward a location you think will be easy for them to handle, you can 'soften them up' with an easier combat encounter just before they reach their destination. While the encounter itself likely won't be very tense or exciting, the resources the characters spend dealing with it becomes consequential when the characters need them later.
- If the characters have far to travel between destinations – and thus will have plenty of time to take a long rest before they arrive – but are itching for a fight, you can run a combat encounter that is difficult enough to challenge them on its own, or two or more lesser encounters, that will – in combination – be enough to challenge the party.

Non-combat Encounters. If you mainly want to use wilderness encounters to give a sense that time is passing and to add depth and realism to Icewind Dale, you are often best served using non-combat encounters. They usually take up less time, and can be used to provide the characters with useful information or entertaining scenarios. As we go through the encounters on the next page, we will suggest ways you can enhance non-combat encounters to make them more informative or exciting.



Arveiaturace

This short encounter with Arveiaturace is a fun, little (hopefully) non-combat encounter that will strike fear into the hearts of your players. It seems most fun to run during a blizzard. Unless the characters are really smart, resourceful, or powerful, there's little chance they can handle a combat encounter with Arveiaturace. Try to make this obvious when you run the encounter, and give the characters every chance to either make a quick escape or speak peacefully with the old dragon.

Changing the Encounter. If the characters stumble upon Arveiaturace during a blizzard, you can have Arveiaturace accidentally shake off Meltharond as she shakes the characters off. Panicking, Arveiaturace forgets all about the characters, which gives them a chance to escape. You can play up her sounds of despair ("By Tiamat, not again, not again, oh dear Master, don't move, I'll find a way to get you back in the saddle... Oh, Tiamat, what a mess!"), which may even cause the characters to feel pity for the ancient dragon. You can have Arveiaturace offer – truthfully – a lift or other guidance to the party in return for their aid in putting Melthorand back in his saddle.

Awakened Beast

The characters come across an awakened beast, which is told to spy on the party and report back to the frost druid that awakened it. This encounter works well when the party are lost, meandering about, or could use a little guidance. You can have the awakened beast either ask a lot of questions about the characters and what they're doing, or lead them into a very dangerous area – or an encounter with more dangerous foes, such as chardalyn berserkers, a frost giant riding a mammoth, or a coldlight walker.

Battlehammer Dwarves

The characters run into shield dwarves from Clan Battlehammer, which they can speak with. This encounter doesn't really have that much to offer as written, but can be used to guide the characters if they're lost – help them get to where they're going, avoid dangers, or learn more about the land.

Changing the Encounter. You can enhance this encounter by having the dwarves – let's say there's three of them – be engaged in a heated debate when the characters find them. The three dwarven brewers – cousins– are having a discussion about which of their ales (this is just an example, they could also be cooks, candymakers, bakers, etc.) is the best. When they notice the characters, they ask them for their aid in settling the matter. If you're playing in person, you can bring three different beers (again, just an example) to the table and have the players taste each, making an entire little event out of the scenario. If you're playing online, you can describe the taste of each ale, making references to beers you think the players would know. Once the characters have had their taste of each brew, they must make a decision. If they can't or won't decide, or they end up in a tie, the dwarves become unfriendly and quickly pack up their stuff to get moving. If the characters choose a winner, the dwarf excitedly gives the character a 1-gallon cask of their best brew and offers up any help or advice they want, while the two others sulk and urge their cousin to get on with it!



Chardalyn Berserkers

This encounter is a straight combat encounter with 2–5 chardalyn berserkers. There's a little twist to it – the Frostmaiden's Ring, which instantly and without a saving throw teleports the party to the 'Cave of the Berserkers'. This is something of a deus ex machina, that screams: "I want you to go here!". But since there's not much to do in the cave besides fight more berserkers, it seems like a drastic move for a very little reward.

Changing the Encounter. Instead of using the ring, you can have the berserkers leave clear tracks back to the cave, and make sure you point out the tracks out to the characters. You can also add some tension to the scene by having the chardalyn berserkers be chasing down a Battlehammer dwarf or fighting a pitched battle with a goliath werebear as the party arrives on the scene. The dwarf may tell the party that his friend was taken back to the berserker's cave, while the goliath werebear can ask for the characters' aid in clearing out the cave and ending the berserker threat.

Difficulty. If you roll for the number of berserkers, this encounter can be difficult enough to challenge characters of up to 7th-level or higher.

Chardalyn Berserker Encounter Difficulty

Party Level	— Chardalyn Berserkers— 2	3	4	5
4	Deadly	—	—	—
5	Hard	Deadly	—	—
6	Medium	Hard	Deadly	—
7	Easy	Medium	Hard	Deadly

Chwinga

This encounter with a chwinga is a cute, little event that is unlikely to take up much time at the table.

Changing the Encounter. You can add some excitement to the encounter by having the chwinga be fleeing for its life from another threat. Saving a chwinga's life may be just the thing you need to make a bland encounter with a pair of crag cats, icewind kobolds, or a yeti more memorable. While the foes encountered may not be strong enough to threaten the characters, intervening quickly enough to save the chwinga's life could still be challenging – and one of the chwinga charms (ID: RotF, pg. 283) is a cool reward for success!

Coldlight Walker

This is a straight combat encounter with a coldlight walker. The suggestion to have the coldlight walker be one of the humanoid sacrifices made by the Ten-Towners gives it a cool flavor, but it otherwise doesn't do much except make the character spend some resources.

Difficulty. If encountered alone, a coldlight walker is a deadly foe for 3rd-level characters, and becomes negligible once the characters pass level 5.

Crag Cats

A straight combat encounter with a pack of 1d4 crag cats isn't really the most inspiring or exciting encounter. You are probably best off either not using this encounter at all, opting for more interesting encounters, or only using it when the resources the characters must spend to defeat them will be needed before they can take a rest and replenish them. It can also work if combined with a social encounter, such as Battlehammer dwarves or a chwinga (see above).

Difficulty. There's a big difference in difficulty between 1 crag cat and 4. Instead of rolling, you can just pick the number of crag cats you want, based on how difficult you want the encounter to be. Remember, the crag cats retreat when two or more of them are dead, which makes the encounter a bit easier than it otherwise would be.

Crag Cat Encounter Difficulty

Party Level	— Crag Cats — 1	2	3	4
1	Medium	Deadly	—	—
2	Easy	Medium	Hard	Deadly
3	—	—	Easy	Medium
4	—	—	—	Easy

Frost Druid and Friends

This combat encounter has the party facing a frost druid with three awakened friends.

Difficulty. How challenging this encounter is, depends greatly on which allies the frost druid is bringing to the fight. The goat, reindeer, and walrus are roughly equal in power, but an awakened tree is a big leap up. The table below shows the encounter's difficulty depending on how many of the druid's three allies are awakened trees.

Frost Druid and Friends Encounter Difficulty

Party Level	— Awakened Trees — 0	1	2	3
3	Deadly	Deadly	—	—
4	Medium	Hard	Deadly	—
5	Easy	Medium	Hard	Deadly
6	Easy	Medium	Medium	Hard
7	—	Easy	Medium	Hard

Frost Giant Riding a Mammoth

This encounter is very cool, but also very difficult – it's probably good that there's plenty of options given for negotiating with the frost giant in the encounter's description. If you run this encounter against lower level parties, make sure you have a backup ready for if things are looking bad for the characters. Perhaps a goliath werebear shows up to lend a helping hand or Arveiaturace flies past, distracting the giant who exclaims: "There's the beast! Out of my way, small fools, lest my quarry escapes me!" before riding off – potentially leaving a set of tracks the characters can follow to the *Dark Duchess* (ID:RotF pg. 127).

Difficulty

A frost giant and a mammoth is a tough encounter for characters of up to 6th or 7th level, and probably shouldn't be used against characters of 4th-level or lower.



Gnolls

This encounter is another straight combat encounter, that offers little in the way of story relevance or excitement. It will work if you need a challenge that is appropriate for lower level parties.

Changing the Encounter. You can give this encounter a bit more depth by using it to steer the characters toward the Cackling Chasm. A defeated gnoll surrenders,and blames Chyzka, the gnoll fang of Yeenoghu, for the gnolls' desperate attacks, promising that the gnolls will leave Icewind Dale if the characters can get rid of Chyzka. While still not the most exciting encounter, this combination of encounter and location does well to fill out an adventuring day for a lower level party with only minimal preparation.

Difficulty

A pack of 4–7 gnolls is at least a medium encounter for a 3rd-level party, but is probably little more than an inconvenience once the characters reach level 5.

Gnoll Encounter Difficulty

	— Gnolls —	
Party Level	**4–5**	**6–7**
2	Hard	Deadly
3	Medium	Hard
4	Easy	Medium
5	—	Easy

Goliath Party

In this non-combat encounter, the characters meet a band of goliaths they can face off with in athletic contests. This is a fun little encounter, that is definitely worth running.

Changing the Encounter. The encounter works fine as written, but some of the individual athletic contests can be changed to make them a bit more engaging:

- **Tug o' War.** If you want to add just a bit of randomness, you can have each team use their combined Strength scores as suggested, but add a d20 roll to each value when determining the winner. This makes it so a clearly stronger team will still nearly always win, but allows for upsets to happen.
- **Hand Standing.** This seems like it would be more fun to have the team that has the last person (hand) standing be declared the winners, which means that the contest doesn't end until all participants in one team have failed their checks. To avoid the contest going on forever, simply have the DC of the Athletics check increase by 5 with each roll.

Goliath Werebear

This is a fun non-combat encounter that can easily be combined with other encounters or locations. A goliath werebear can be used to bail the characters out of a deadly encounter, if they ever get in over their head, or to steer them toward locations such as 'Black Cabin', 'Cackling Chasm', 'Cave of the Berserkers', 'Dark Duchess', 'Karkolohk', and so on.

Herd of Beasts

This encounter seems more of a description – "this happened on your journey" – than an actual encounter. As the book also suggests, it offers most as a prelude to an encounter with beasts – crag cats, yetis, etc. – or hunters – goliaths, humans, etc.

Humans

These encounters with tribes of humans can be run as both combat or non-combat encounters. While the description in the book provides the parameters of the encounter, there's not a whole lot of flavor to it.

Changing the Encounter. If the encounter is with indifferent tribes – bear or elk – you can use it to provide meaningful information about the character's destination. The scouting party is led by Affra, a middle-aged trapper with a warm smile and humorous eyes. If approached with respect, she will invite the characters to eat with her – smoked and salted meat – and share a potentially useful rumor ('the White Wyrm has been seen circling the shipwreck', 'the frost giant spirits at Jarlmoot will test you, so be careful', or 'the gnolls are grumbling with hunger and dissatisfied with their leader', etc.). If the encounter is with the Wolf or Tiger Tribe, consider implementing the 'Wolf Tribe Cannibals'-quest here (you can replace the Wolf Tribe with the Tiger Tribe without issue). The scouting party is led by the stern Kamakani, who almost reluctantly orders his warriors to capture the characters. When he sees how powerful they are, however, he calls off the attack, and instead asks the characters to aid him in disposing of the evil chieftain.

Difficulty. Because this encounter features between 5–10 tribal warriors or scouts, it can offer a challenge for parties from anywhere between 2nd and 5th-level. You can also mix and match the various types of combatants to make combat a bit more engaging and fun to run.

Human Encounter Difficulty (Tribal Warriors)

	— Tribal Warriors —	
Party Level	**5–7**	**8–10**
2	Hard	Deadly
3	Easy	Medium
4	—	Easy

Human Encounter Difficulty (Scouts)

	— Tribal Warriors —	
Party Level	**5–7**	**8–10**
2	Deadly	—
3	Hard	Deadly
4	Medium	Hard
5	Easy	Medium



Ice Troll

This encounter is a straight-forward combat encounter. It serves well when you need to throw a hard challenge in front of the party, but otherwise doesn't have much to offer, since trolls don't make for great conversation partners.

Difficulty. The ice troll's Cold Aura makes it deceptively dangerous, especially for lower level characters. Thus, even though it is outnumbered 4 to 1, it is a decent encounter for 5th-level characters and still a relevant – albeit probably not too difficult – foe for a level 6 or 7 party.

Icewind Kobolds

This encounter is fairly simple, and can be run both as a combat or non-combat encounter.

Changing the Encounter. You can use this encounter to foreshadow the 'A Beautiful Mine'-quest in Termalaine, if you haven't run that yet. The kobolds are deserters from Trex' band, who didn't want to follow the 'winged' kobold anymore, since it started acting and speaking weirdly. They know that the kobolds have taken over the mine near Termalaine. This can work both to get the party moving toward Termalaine and will also help them realize that something is off about Trex.

Difficulty. Kobolds are unimpressive foes. If run as a combat encounter, a handful of kobolds is easy enough to put in front of even 1st-level characters – and barely an inconvenience to characters of 3rd level or more.

Icewind Kobold Encounter Difficulty

	— Icewind Kobolds —		
Party Level	**2–3**	**4–5**	**6–8**
1	Easy	Medium	Hard
2	—	Easy	Medium
3	—	—	Easy

Orcs of the Many-Arrows Tribe

Canonically, the Orcs of the Many-Arrows Tribe were orcs who – at least for a period of time – tried to coexist peacefully with other civilized societies. It seems a shame to play this only as a combat encounter.

Changing the Encounter. Instead of leading with hostility, you can have the orc leader openly declare to the party that: "King Lorgru says Yartakh must return with food or treasure. What can you offer, that my warriors cannot take from you with force?" to let the party know that a peaceful resolution can be found.

Difficulty. This encounter is a tough encounter for a 5th-level party and still a suitable challenge for 6th and 7th-level characters. If you want to keep the combat a bit more manageable and decrease difficulty, you can remove the half-ogre from the encounter.

Perytons

This encounter is a straight combat encounter. On its own, it's not too interesting – although the perytons' flyby tactics may prove an entertaining and frustrating challenge – but it can be combined with a non-combat encounter for greater effect. If the characters come upon a couple of Battlehammer dwarves, a chwinga, or a scouting party of Reghed warriors being harassed by perytons, it adds a little depth to the scene.

Difficulty. If played cleverly, using dive attacks and flyby, the perytons are a tough challenge for 3rd-level characters and should put at least a dent in 4th- and 5th-level characters as well, since they fight to the death.

Snowy Owlbear

The snowy owlbear is a fun, new take on a D&D classic, so even though this encounter is fairly straight forward, it still has some merit. The most entertaining outcome is probably either feeding the snowy owlbear to get rid of it or claiming it as a loyal (and expensive!) pet. You can make that outcome more likely by describing that the snowy owlbear looks hungry and seems most interested in the character who carries the party's rations.

Difficulty. A snowy owlbear is a decent challenge for a party of 2nd- or 3rd-level adventurers and an insignificant threat to characters of 5th-level or higher.

Yeti

While the yeti is the quintessential snowy monster, it isn't necessarily the most fun encounter. If you have run, or think to run, the 'Mountain Climb'-quest in Targos, the party will probably face enough yeti for one adventure.

Changing the Encounter. If you choose to run an encounter with ordinary yetis, you can combine it with non-combat encounters, as previously described under 'Crag Cats' and 'Perytons' above. Throwing an abominable yeti at a lower level party during a blizzard can also be fun moment of intense horror, especially if you do your best to let the characters know that this is not an ordinary yeti, and that their best option is to try to escape it. If things go south and the characters don't take the hint, you can have them stumble upon Arveiaturace in the ice (the dragon's sudden tossing about scares the yeti off) or have a goliath werebear or similar ally show up to help the party.

Difficulty. The difficulty of this encounter varies a lot based on what you roll on the table. The yeti tyke is negligible, but the 1d4 yeti or the abominable yeti present very real threats to even high level characters. An abominable yeti is a deadly encounter for 5th-level characters and still a tough adversary for 7th-level characters, while 1d4 yeti remains a challenge even at higher levels, as per the table below.

Yeti Encounter Difficulty

	— Yeti —			
Party Level	**1**	**2**	**3**	**4**
2	Hard	Deadly	—	—
3	Medium	Deadly	—	—
4	Easy	Hard	Deadly	—
5	—	Medium	Hard	Deadly
6	—	Easy	Medium	Hard
7	—	—	Easy	Hard



Encounter Tables

On this page, you will find additional encounter tables made using the encounters in Chapter 2: Icewind Dale.

Combat Encounters

Below are all the combat encounters in the book categorized by difficulty. A very easy encounter is a moderate challenge – an encounter that will test their strength, but is unlikely to be fatal – for a party of four adventurers of 2nd to 3rd level, while an easy encounter should be a moderate challenge for a party of four adventurers of 3rd or 4th level, and so on. You can choose the lower or higher range encounter based on whether you want the encounter to be more or less difficult (i.e. a party of four 5th-level adventurers will probably find a coldlight walker easy, while an ice troll is a tough foe).

Very Easy Encounters (Level 2–3)

d6	Encounter
1	Crag Cats (1d2 **crag cats**)
2	Gnolls (1d2 + 3 **gnolls**)
3	Humans (1d3 + 4 **tribal warriors**)
4	Icewind Kobolds (2d4 **icewind kobolds**)
5	**Snowy Owlbear**
6	**Yeti**

Easy Encounters (Level 3–4)

d6	Encounter
1	Crag Cats (1d2 + 2 **crag cats**)
2	Frost Druid and Friends (**frost druid** + beasts)
3	Gnolls (1d2 + 5 **gnolls**)
4	Humans (1d3 + 7 **tribal warriors**)
5	Humans (1d3 + 4 **scouts**)
6	Perytons (2 **perytons**)

Medium Encounters (Level 4–5)

d4	Encounter
1	**Coldlight Walker**
2	Frost Druid and Friends (**frost druid, treant** + beasts)
3	Humans (1d3 + 7 **scouts**)
4	Yeti (2 **yeti**)

Hard Encounters (Level 5–6)

d4	Encounter
1	Chardalyn Berserkers (1d2 + 1 **chardalyn berserkers**)
2	Frost Druid and Friends (**frost druid,** 2 **treants** + beast)
3	**Ice Troll**
4	Yeti (3 **yeti**)

Very Hard Encounters (Level 6–7)

d6	Encounter
1	Chardalyn Berserkers (1d2 + 3 **chardalyn berserkers**)
2	Frost Druid and Friends (**frost druid,** 3 **treants**)
3	**Frost Giant** Riding a **Mammoth**
4	Orcs of Many-Arrows Tribe (**orc war chief**, **orc eye of gruumsh**, **half-ogre**, 6 **orcs**)
5	Yeti (4 **yeti**)
6	Yeti (1 **abominable yeti**)

All Combat Encounters

d20	Encounter
1–2	1d4 + 1 **Chardalyn Berserkers**
3–4	**Coldlight Walker**
5	1d4 **Crag Cats**
6–7	Frost Druid and Friends (**Frost druid** and 3 **awakened trees**, **mountain goats**, **elks**, or **walruses**)
8–9	**Frost Giant** Riding a **Mammoth**
10	Gnolls (1d4 + 3 **gnolls**)
11–12	Humans (1d6 + 4 **tribal warriors** or **scouts**)
13	**Ice Troll**
14	**Icewind Kobolds** (2d4 **icewind kobolds**)
15–16	Orcs of Many-Arrows Tribe (**orc war chief**, **orc eye of gruumsh**, **half-ogre**, 6 **orcs**)
17	Perytons (2 **Perytons**)
18–19	**Snowy Owlbear**
20	**Yeti** (1d4 **yeti** or 1 **abominable yeti**)

Non-Combat Encounters

The table below provides an overview of the non-combat encounters described in Chapter 2.

All Non-combat Encounters

d10	Encounter
1	Arveiaturace
2	Awakened Beast
3	Battlehammer Dwarves
4	Chwinga
5	Goliath Party
6	Goliath Werebear
7	Herd of Beasts
8	Humans (friendly tribes)
9	Icewind Kobolds (friendly)
10	Yeti Tyke

Combining Encounters

Combining non-combat and combat encounters often enhances both. You can use the tables of non-combat encounters below to determine which non-hostile creatures that are being attacked by hostile creatures and are 'In Need of Aid', or which non-hostile creatures that show up to provide the characters 'Aid When Needed', if a combat encounter proves too tough.

In Need of Aid

d8	Friendly Creatures
1	Awakened Beast
2	Battlehammer Dwarves
3	Chwinga
4	Goliath Party
5	Goliath Werebear
6	Herd of Beasts
7	Humans (friendly tribes)
8	Icewind Kobolds (friendly)

Aid When Needed

d6	Friendly Creatures
1	Arveiaturace
2	Battlehammer Dwarves
3	Goliath Party
4	Goliath Werebear
5	Humans (friendly tribes)
6	Icewind Kobolds (friendly)

Places of Interest

The meat of Chapter 2: Icewind Dale comes in the form of 13 'Places of Interest' (pg. 113– 169) which the characters can visit as they travel around Icewind Dale. These locations are all thoroughly described in the book and provide challenges of varying difficulty. Some are accessible to characters of any level, while others are very deadly for even high-level adventurers.

On the following pages, we will go over each of these places of interest, offering advice on how to run them, suggest varies changes, and give advice on how to adjust the location's difficulty. Finally, we will also provide an overview of the locations, giving our thoughts about how interesting and difficult each is, as well as provide an example of how intertwine some of the locations more closely with the campaign's primary stories.

Angajuk's Bell

This location is where the characters can find Angajuk, the awakened sperm whale that is probably their easiest way to reach the Island of Solstice in Chapter 5. Angajuk is an interesting creature and a fun concept, but as an adventure location, Angajuk's Bell doesn't have that much to offer. The encounter with giant vultures is trivial for characters of 3rd level or higher, as is the potential fight with whale hunters looking to poison Angajuk.

Earning Angajuk's Trust

Instead of having the characters earn Angajuk's trust by solving fishing for an octopus or befriending a dolphin, you can have the sperm whale bemoan that a ship wreck further down the coast has lured the White Wyrm Arveiaturace to the area. Because of its past run-ins with Auril's roc, the sperm whale is afraid of huge, flying creatures. If the characters can go to the wreck and either sink or burn it (so the dragon will leave), they will earn the whale's favor – plus, they are free to any treasure they find in the wreck. How they accomplish this feat is up to them (see more under *'Dark Duchess'* on pg. 15 of this document).

This both gives a plausible reason for the characters to visit *'Dark Duchess'* (pg. 127), and gives them a way out when the dragon shows up to confront them – Angajuk waits just off-shore, calling to the party, and allows them to escape underneath the frigid water in its air bubble.

Adjusting Difficulty

As written, the characters can encounter 3 giant vultures and 5 thugs here, which is just enough to give a party of 3rd-level adventurers a challenging day. If the characters are higher level, or you want to make it more likely that the whale hunters will get to use a character as bait for Angajuk, you can adjust the encounter to higher levels:

- **4th Level.** Jendren is a **veteran.**
- **5th Level.** Jendren is a **gladiator.**
- **6th Level.** Jendren is a **gladiator** and 2 of the whale hunters are **veterans.**
- **7th Level.** Jendren is a **gladiator** and all the other whale hunters are **veterans**.

> **Note: Difficulty**
> Each location features an assessment of the location's difficulty. Unless otherwise noted, this assessment assumes that the party consists of 4 characters and that the characters complete the encounters at the location without a long rest.

Black Cabin

This location has a lot going on. In quick summary, the Lathanderite Macreadus managed to get incinerated while trying to create a device that could end Auril's Everlasting Rime. The characters are likely to make the same mistake, ending up as ethereal ghosts that must work to revive themselves by fixing Macreadus' device.

If you and your players like encounters that aren't exactly traditional or straight-forward, the Black Cabin offers a refreshingly different challenge to the party.

B2. Wooden Walkway

If a character stands on the walkway outside the door to B4, the walkway collapses. As written, this basically means: succeed on a DC 10 Dexterity saving throw or die. While the saving throw is easy, succeed-or-die rolls are often not very fun. And, while any character that dies here are revived if the party fixes the *Summer Star*, they are still excluded from most of the rest of the session (as they don't get to reform as a ghost), which isn't fun either.

You can make the scenario both more intense and survivable by using the rules for pulling itself up given under Weak Floor in 'B4. Main Room', but applying it if the check fails, instead of only when it succeeds. This means that a character who is slipping down the cliff manages to grab hold of a tree root on the way, and must then succeed on a DC 10 Strength (Athletics) check as an action to pull itself up – a check other creatures can use the Help action to assist with. This increases the characters' chance of survival significantly, while also making the scenario more tense and exciting.

B4. Main Room

There's two possible issues with the scenario in this room.

Summer Star. The *Summer Star*'s explosion is incredibly deadly – but that is, of course, the point. Once one or more characters die, they can communicate with Macreadus and learn that the *Summer Star* must be fixed – and when it's fixed, they are returned to life again. This is actually a cool premise, but there's an issue: the players don't know this. And because they don't, they may react poorly to being incinerated in a blast of radiant light that they have little chance of avoiding, and that deals ways too much damage for their level. You can mitigate this by quickly having the ghostly Macreadus inform the characters that fixing the *Summer Star* may be the key to restoring them to their physical forms.

Weak Floor. While a character that falls through the floor and dies can be revived by Lathander later, it still isn't the most fun way to go out. You can choose to allow a character that succeeds to jump clear safely, while a character that fails still manages to grab hold of the edge, giving them the opportunity to pull themselves up as described in the book.

Difficulty

The Black Cabin can be run at any level if you exclude the 'Frostmaiden's Revenge'-encounter, since the challenges within – falls from great heights and the exploding *Summer Star* – are likely to kill high level characters as easily as lower level characters. As the only encounter at the location, the 'Frostmaiden's Revenge'-encounter should be very difficult – and will be for a party of 4th-level adventurers. The book provides advice for adjusting its difficulty to higher levels, but if you run the encounter for 3rd-level characters, you may want to exclude the ice mephits.

Cackling Chasm

This location has no ties to the various stories in *Icewind Dale: Rime of the Frostmaiden*, and thus serves mostly as a quick location you can run if you don't have time to prepare anything else, or if you think the characters will enjoy a session of good old fashioned gnoll slaughter.

Z2. Feasting Cave & Z3. Shrine to Yeenoghu

The description doesn't explicitly say that the gnolls try to negotiate with the characters, although it suggests that 'they don't attack intruders right away'. To add a bit of depth to the scene, you can have the biggest of the four gnolls here – a scarred, graying gnoll named Aizkal – yip loudly that: "Yeenoghu has answered our calls! It is a sign, brothers!" before telling the party that "We gnolls have no quarrel with you folk. It is our fool leader Chyzka that is the enemy. Yeenoghu forbids us from harming Chyzka, but has send you to aid us. It is best for all that Chyzka dies – both for gnolls and those-with-soft-flesh!"

If the characters need more convincing, the gnolls may also offer to serve the characters as guides or foragers, although the creatures are not to be trusted and will turn on the characters as soon as they get the chance.

Difficulty

If the characters head into the Cackling Chasm with the intention of wiping out every last gnoll, the Cackling Chasm's full roster makes for a decently challenging adventuring day for characters of around 4th or 5th level (although a well-placed *fireball* or *lightning bolt* will make short work of the lesser gnolls). If the characters have come only to kill Chyzka, or you have the gnolls offer the party that option even if they have the characters at their mercy, the Cackling Chasm can be run as early as 2nd or 3rd level.

- **6th Level.** Replace three gnolls with **gnoll pack lords.**
- **7th Level.** Replace six gnolls with **gnoll pack lords.**

Cave of the Berserkers

This location is tied peripherally to the story – since it includes chardalyn and worshipers of the frostmaiden – but is otherwise mainly a combat location.

Q5. Frostmaiden's Fire

The brazier makes the chardalyn berserkers in the cave unkillable, which is a fun little twist – except that there's very little chance that the characters will make any connection between the berserkers' unwillingness to die and the brazier. To make this more obvious – and thus increasing the likelihood that the characters actually interact with the brazier – you can describe how each time the light leaves a berserker's eyes, it inhales a big gulp of the white, odorless smoke that seems to flow from the brazier, and is instantly revitalized.

Q6. Slaughterhouse & Q7. Meat Storage

You can foreshadow Xardorok's fortress and the duergar by putting a couple of fully- or partially-dismembered duergar in these two gory chambers. The gray dwarves were foraging for chardalyn when they crossed the berserkers' path – and came to a swift end.

Returning Berserkers

This is a very tough challenge, but also potentially fun. If the characters are lower level, you can allow them to spot the berserkers coming toward the cave, giving them a chance to either ambush the berserkers, escape through the waste chute, or find a place to hide. Hiding or running from three berserkers will be very tense if the characters already had trouble dealing with just the one inside the cave.

Difficulty

As written, this location makes for a tough adventuring day for a party of 5th-level adventurers. Below is advice on adjusting the difficulty to higher or lower levels:

- **2nd Level.** Remove one **white dragon wyrmling** and skip the 'Returning Berserkers'-encounter.
- **3rd Level.** Skip the 'Returning Berserkers'-encounter.
- **4th Level.** Only one **Chardalyn Berserker** returns.
- **6th Level.** Add one **Chardalyn Berserker** to area Q6.
- **7th Level.** Add two **Chardalyn Berserkers** to area Q6.



Dark Duchess

This location has potential to be a lot of fun. Of course, it works especially well if a player has the 'Pirate Cannibal'-secret, but it should be good fun either way.

Burning the Shipwreck

As suggested under 'Angajuk's Bell' on page 13 of this document, you can have the sperm whale ask the characters to destroy the shipwreck so that the White Wyrm will leave the area. Your players may also get the idea of burning the shipwreck on their own, as a means to handle the troll or get at the treasure.

The specifics of burning a frozen ship's hull includes a lot of variables, but to simplify matters, you can assume that characters who use oil (there's oil in D7. Storage), alchemist's fire, other flammables, or magic, can spend an hour starting a fire strong enough to really take hold. Even then, it takes another two hours for the ship to burn through. The frozen wood produces a lot of smoke as it burns, which quickly draws the attention of Arveiaturace, increasing the chance of her arriving to 40 percent per hour.

Arveiaturace Arrives

The scenario that plays out when Arveiaturace arrives is really fun, but also very dangerous – which is not very surprising, when an ancient dragon is involved.

Dragon's Breath. Assuming that the characters are at least 4th or 5th-level, they should be able to handle a round or two of Arveiaturace's attacks before they find a way to slip away. The dragon's breath, however, is another matter entirely. To avoid using it against the characters without making it too obvious that you're holding back, you can have the dragon use it's breath weapon but miss because of its bad eyesight – completely encasing a portion of the ship in ice! You can also have the dragon expend its breath weapon to refreeze its treasure, if the ice has been chipped away from it, or to extinguish the fires, if the ship is burning.

Rescue & Escape. As the book mentions, you can have Tinjong the Verbeeg show up to aid the party's escape. This is a fun scenario, with a minor issue: Tinjong's escape plan hitches on *fog cloud* which does nothing against Arveiaturace's blindsight. If you think your players will notice that discrepancy, you can have the verbeeg use *pass without trace* instead. You can also have Angajuk the sperm whale show up to rescue the characters, allowing them to board its air bubble and swim with it back to 'Angajuk's Bell'. This is also a good way to make the characters aware of Angajuk before they need a way to get to Auril's Abode in Chapter 5.

Difficulty

Assuming that you don't throw the full weight of the ancient dragon against the party, this location features only combat with an ice troll and 4 icewind kobolds, making it a tough challenge for a party of 4th or 5th-level adventurers. Making it harder is simple enough – just have Arveiaturace get a round or two more attacks in before the cavalry arrives. If you want to make the location easier, replace the ice troll with two **yetis.**

Id Ascendant

This alien and otherworldly location is very interesting, especially if your players are big *Spelljammer* or sci-fi fans, who will appreciate the introduction of spaceships and laser pistols. This location runs especially well if the characters already have a *psi crystal*, but can also work even if they don't – you don't have to follow the book's decree that the 'Id Ascendant' will only last 24 hours more after the characters found it. If you extend the time frame, the characters have ample time to get back to Ten-Towns and locate the *psi crystal* in the gem mine near Termalaine (see 'A Beautiful Mine', ID:RotF pg. 94).

Laser Pistols & Rifles

These weapons deal a lot of damage, but are balanced by the characters not being proficient with them, until they spend the necessary downtime to learn how to use them.

You can, of course, rule that the weapons are treated as martial weapons – they will still be balanced somewhat by requiring reloading (the 'Crossbow Expert'-feat won't help with that). For creatures with the 'Extra Attack'-feature, this means that while the laser weapons have the advantage of dealing radiant damage, they are still not much more powerful than making two attacks with a longbow (since a character can add their Dexterity modifier to both those attacks). Classes such as the rogue, who would benefit greatly from using a laser pistol, won't have proficiency with it because they lack proficiency with martial weapons.

N2. Cargo Hold

The characters are unlikely to avoid combat with the flesh golem here if they aren't being led in by the gnome ceremorphs. The book dictates that the gnome ceremorphs will try to kill the characters if any of the squidlings die here – which seems like a shame, since speaking with the gnome ceremorphs is more fun than fighting them. To avoid such a disaster, make sure to describe how the small, squid-like creatures scurry away, seemingly curious and non-hostile, when the flesh golem attacks – making it less likely that the characters will go out of their way to attack them.

Difficulty

If the characters end up fighting everything in the nautiloid, they will have to quarrel with two carrion crawlers, a flesh golem, three gnome squidlings, two gnome ceremorphs, and a bulette, which means they should probably be around 6th level. If you want to make things a bit easier, or it's clear that the characters have been pushed to their limit, you can always skip the bulette that attacks them on the way out.

If we assume that matters are resolved more diplomatically, they will only have to contend with the carrion crawlers, the flesh golem, and the bulette, which should be doable for a party of 4th-level adventurers. Again, you can make things easier by skipping the bulette, making the location appropriate for 2nd or 3rd-level adventurers.

Jarlmoot

This location is really interesting and ties very well into both the setting and Auril and her Everlasting Rime. It's also a very tough location, especially if you have Yselm Bloodfang lead the characters to the Jarlmoot – which seems like the most fun way to go about it.

J1. Ring of Thrones

There's a couple of things to note here.

Cold Vulnerability. It's important to note that creatures inside the ring have vulnerability to cold damage, if they aren't resistant or immune to begin with. This makes the frost giant skeleton's 'Freezing Stare' incredibly lethal, and also greatly increases the strength of the frost druid's *ice storm* and the winter wolf's 'Cold Breath'. Keep this in mind when determining how difficult the encounter should be – you can always choose to not apply vulnerability, if you think it makes the encounter too lethal for the characters.

Invisible Stalkers. The frost giant skeleton is thematically very appropriate, but the invisible stalkers that follow it are much less so. In addition, invisible stalkers are very uninteresting foes – they are basically hard-to-hit foes with low damage output, which means that a fight with them is likely to be long and uninteresting. If you want to preserve the danger of the encounter, you can skip the invisible stalkers and instead have two or three frost giant skeletons appear simultaneously at the start of the event.

J2. Hall of Braziers

Riddles are always cool, and the riddle here is overall both interesting and solvable.

Poem. The third line of the poem ("Climb a mountain with a stone in your shoe") stands out a bit, both by being a bit too long and, frankly, by sounding a bit weird – "with a stone in your shoe"? If you want to, you can instead have the poem be:

> Snatch a scale from a sleeping wyrm;
> Against the blowing wind, stand firm.
> Like mountain's stone, strong and true;
> On little feet, death comes for you.
> Be the arrow that starts the war;
> Let life's blood fall till it falls no more.

Stone Braziers. The characters have to put various ingredients into each brazier to open the door. This is cool and the characters should be able to figure it out by simply trying various things. If you want to make trial-and-error a bit more costly, however, you can apply a consequence each time the characters put a wrong object into a brazier:

- **Wyrm.** Dragon's breath spews from the brazier. Each creature within 10 ft. of the brazier must make a DC 15 Dexterity saving throw, taking 1d6 fire damage, 1d6 cold damage, 1d6 lightning damage, 1d6 acid damage, and 1d6 poison damage on a failure, or half as much on a success.
- **Vind.** A small tornado manifests briefly. Each creature in the room must make a DC 15 Strength saving throw as they are thrown around, taking 3d6 bludgeoning damage on a failure, or half as much on a success.
- **Fjell**. A thunderous boom erups from the brazier. Each creature within 10 ft. of it must make a DC 15 Constitution saving throw, taking 4d8 thunder damage on a failure, or half as much on a success.
- **Dod.** The creature who dropped the object in the brazier takes 2d6 necrotic damage and must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.
- **Krig**. The character must succeed on a DC 15 Intelligence saving throw, or be affected as by the spell *enemies abound* (from *Xanathar's Guide to Everything)*.
- **Liv.** A **shadow** springs forth and attacks the party.

Difficulty

If run as written, Jarlmoot is a very tough location, probably best reserved for characters of 7th level if they are led there and betrayed by Yselm. Below is advice for adjusting the location's difficulty to parties of lower level.

- **3rd Level.** Skip the two **invisible stalkers** in J1. Allow the characters a free round of attacks against the **frost giant skeleton** in J1 as it forms slowly. Remove the **winter wolf** from the encounter. Skip the **frost giant** under 'Leaving Jarlmoot'.
- **4th Level.** Skip the two **invisible stalkers** in J1. Replace the **winter wolf** in J1 with a **dire wolf.** Skip the **frost giant** under 'Leaving Jarlmoot'.
- **5th Level.** Skip the two **invisible stalkers** in J1. Replace the **winter wolf** in J1 with a **dire wolf.**
- **6th Level.** Remove one **invisible stalker** in J1.



Karkolohk

This location features some creative concepts, albeit it doesn't tie into any of the adventure's main stories. It has a long backstory, which boils down to the goblin fortress being led by a gnome disguised as a goblin, who's becoming desperate as he's falling out of favor with his goblin minions.

Gnome Diplomacy

This quest runs well if you use the 'Peace Out'-quest (see pg. 6 of this document), although one thing isn't very clear: what is Yarb-Gnock and the goblins getting out of the peace treaty? The book describes how he will offer to not attack caravans from Ten-Towns, but not what he wants in return, which seems like an oversight. You can have him ask that 100 rations of food be delivered to Karkolohk each month in return – a request the Council of Speakers will have a hard time agreeing to. Conversely, you can also have Yarb-Gnock simply use the characters to facilitate his escape, which seems like the most fun outcome anyway – see 'Example: Running Karkolohk' on this page.

K5. Main Battle Platform

The shield guardian found in this location is from the 'Lost Spire of Netheril' (ID:RotF pg. 145), where it is described that it wandered around in the tundra for centuries, powered down, and was found recently by the goblins. This seems like very convenient timing. Instead, you can decide that the shield guardian attacked Dzaan and the his adventurers when the 'Lost Spire of Netheril' was opened. They managed to overpower it and left it in the snow, where scavenging goblins found it soon after. If the characters ask about it, Yarb-Glock or another goblin can tell them where the 'Lost Spire of Netheril' is (on the far side of Lac Dinneshere), possibly prompting the party to go there.



Goblin Reactions

There's a discrepancy in the description of the goblins' reactions to Yarb-Gnock leaving Karkolohk. Under 'Gnome Diplomacy' we're told that "Mistaking any attempt by Yarb-Gnock to leave Karkolohk as an abduction orchestrated by the characters, the goblins attack the characters as they try to flee the fortress with Yarb-Gnock in tow", while the text in K12. Chief's Quarters maintains that: "While in his Yarb-Gnock disguise, Spellix can be used as a hostage to facilitate the characters' escape, or he can command the goblins to stand down and allow the characters to leave the fort unmolested". To compromise, you can have Yarb-Gnock's commands to stand down work at first, but have Manafek arrive to spoil the escape as described under 'Example: Running Karkolohk'.

Example: Running Karkolohk

Below is a blueprint for how you can run Karkolohk in an interesting manner, which assumes that the characters have come to make a peace treaty with the goblins.

K1. Watchtowers. As the characters approach the watchtowers, they can loudly proclaim themselves as diplomats from Bryn Shander. The goblins in the watchtowers accept this and lead them in safely, taking them through the camp to K12. Chief's Quarters.

K12. Chief's Quarters. The goblin guards knock on the door, prompting Spellix to quickly put on his disguise while muttering: "Yes, yes, Yarb-Gnock is coming, by Glittergo– eh, by Maglubiyet – stop knocking!" and, once he hears that the diplomats are here: "Great! Fantastic! Prepare the feast then, Yarb-Gnock will be right out!"

K11. Dining Room. The characters are led to the dining room and quickly joined by Yarb-Gnock, who enthusiastically greets the party and asks them how things are in Ten-Towns. Once dinner is served, he shoos any other goblins out and requests that they take him back to Bryn Shander to negotiate the peace deal. If the characters see through his disguise – which should be pretty easy – he drops it immediately, and begs the characters to take him to Bryn Shander before the goblins see through it as well and kill him!

K3. Courtyard If the characters acquiesce and lead Yarb-Gnock out, the disguised gnome can get them past the goblins in area K9 easily enough. Once they're on the walkways overseeing K3. Courtyard – moving southward out of the camp – however, they are accosted by the distrustful Manafek, who has five other goblins and a worg in tow. She asks loudly: "Leavin', are we, Yarb-Gnock?". When Yarb-Gnock nervously says he's going to Bryn Shander to negotiate a treaty, she responds with: "Don't forget to take you's disguise off then, Yarb-Gnock. 'Em tall folks don't take kindly to goblins, or so I've's heard!" before turning to her entourage and the four goblins looking on from the two watchtowers (areas K4) around the courtyard: "Yarb-Gnock's a gnome in goblin's clothing. I swear it on Maglubiyet's blood. Filthy liar's what he is!". She demands that the characters turn over Yarb-Gnock, who in turn pleads with them to get him out of the camp.

Escape. The characters can diffuse the situation quickly by simply handing over the gnome, who's hauled yelling and screaming off to be thrown over the cliff at area K7. If they choose to fight, they will have to contend with 6 goblins and 1 worg in area K3. and 2 goblins in each of the watchtower's south of the courtyard, who are firing arrows. The 4 goblins from area K9 arrive after two rounds. If the characters make a big commotion using loud magic, the remaining 16 goblins from the various watchtowers arrive within 5 rounds. If more than half of the goblins are killed – about 15 or so – the rest of Karkolohk's forces flee and hide, hoping that the murderous adventurers will leave on their own.

Difficulty

If you run Karkolohk in a manner akin to what's described in 'Example: Running Karkolohk' or the players intend to go in guns blazing, they should be able to handle the goblins at around 3rd level, assuming that they take the goblins on peacemeal, and don't allow themselves to be swarmed by all thirty goblins at once. This also allows you to keep a handle on things by having more goblins show up if things are too easy, or delay the goblins' arrival if the characters are getting overwhelmed.

Lost Spire of Netheril

This location is great and does well to foreshadow Ythryn in Chapter 7, as well as the Arcane Brotherhood and their involvement. While you can use a tall tale or the 'Hunt for the Red Yeti'-quest to get the party here, as the book suggests, you can also lead the party here more organically by having them visit Karkolohk first (see the previous page), or by tying it into the plot (see 'Structure in Chapter 2' on pg. 21 of this document).

Guardian Amulet

This location features a shield guardian amulet that matches the shield guardian in Karkolohk. If the characters acquire both, they can gain the aid of a functional shield guardian, which is a very powerful ally indeed! While the shield guardian's hit point maximum is already reduced to 80 in the book, you may want to take this a bit further. If you reduce its AC to 13, its maximum hit points to 55, its Strength to 16, its Constitution to 10, and its regeneration to 5 hit points per turn, and take away its Multiattack, the damaged shield guardian becomes less overpowering as an ally to the characters – though still incredibly powerful.

Approaching the Spire

Rolls without consequences aren't fun, so the 'Slippery Entrance' is a bit pointless. Consider either omitting this roll, or having a character take 1d6 bludgeoning damage as they land at the bottom of the tunnel.

P5. Upside-Down Potion Storage

Remember, the characters would realize that any contents of the chest will spill out when its opened, so make sure the players do as well. If they proceed to open it without taking precautions, you can simply let them know that: "You realize that when the chest opens, its contents will fall down upon you, if you stand right underneath it." This doesn't directly tell them that they need to catch whatever's inside, so they may still spill the potions and break them – but they at least had a chance.

Bugbear Incursion

The bugbears that arrive at the end seem like something of an afterthought, and aren't tied to the area or the story in any meaningful way. Depending on what has happened with the characters previously, you could consider replacing the bugbears with:

- 2 **cult fanatics** and 4 **cultists** send by Avarice (see 'Caer-Dineval', ID:RotF pg. 37) to investigate the spire. They question the characters about what they have found here, trying to learn as much as they can. They recognize Dzaan by his description and will attempt to kill him/his simulacrum, if he is with the party. They otherwise prefer to not harm the party, and fight only to defend themselves. If questioned, they can tell the party about Avarice and the Black Swords in Caer-Dineval.
- 8 **goblins** and 2 **worgs** from Karkolohk, if the party haven't been there already. They attack the party on sight, but surrender if half or more are slain. If questioned, they can tell the party that they found the shield guardian a few weeks ago here and show them the way to Karkolohk, where they can speak with their leader, Yarb-Gnock.
- 1 **duergar mastermind** and 3 **duergar** from Sunblight fortress, who are searching the spire for chardalyn. They attack on sight and fight to the death, only sharing the fortress' location if questioned with magic.

Difficulty

Assuming that the characters don't get into a fight with Dzaan, which they have no reason to, this location is appropriate for 4th-level adventurers. Below is advice for adjust the difficulty to parties of lower or higher level.

- **3rd Level.** Reduce the number of **bugbears** to 4.
- **5th Level.** Add one **basilisk** to area P14 and replace 1 bugbear with a **bugbear chief.**
- **6th Level.** Add one **basilisk** to area P14, replace the will-'o-wisp in area P15 with a **wraith**, and replace 1 bugbear with a **bugbear chief.**
- **7th Level.** Add 2 **basilisks** to area P14, replace the will-'o-wisp in area P15 with a **wraith**, and replace 2 bugbears with **bugbear chiefs.**

Damaged Shield Guardian

Large construct, unaligned

Armor Class 13 (Natural Armor)
Hit Points 55 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10
Languages Understands commands given in any language but can't speak
Challenge 4 (1,100 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 5 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Reghed Tribe Camp

This location is good to have if you need it – and will come into play in Chapter 5 – but doesn't otherwise provide anything of interest to play through.

Difficulty

If you assume that the entire tribe is hostile, the characters will have to face two **gladiators**, a **druid**, and 36 **tribal warriors** – and potentially 36 **wolves.** That's beyond lethal for characters lower than 5th level, but begins to become manageable if characters have access to spells like *fireball* or *ice storm*, which can make short work of the lesser combatants. Hopefully you won't have to run a combat like that, since handling so many combatants is quite the hassle, but if you do, consider using the rules for 'Handling Mobs' (*Dungeon Master's Guide* pg. 250). In quick summary, if a character has an AC of between 15–20, you can assume that they are hit once and take 5 (1d8 + 1) piercing damage for each 2 tribal warriors that attack them (or are hit once for each 4 tribal warriors that attack, if the warriors don't have advantage from their 'Pack Tactics'-feature.

Revel's End

Revel's End is a very interesting location, that unfortunately isn't utilized to its full potential. The characters may go here on behalf of Speaker Duvessa Shane from Bryn Shander to speak with Prisoner 237, but learn very little from him. You can get more out of the location if you have the characters stage a prison break here – see 'Structure in Chapter 2' on the next page, and the document 'Revel's End: Prison Break' by Dan Kahn (included with this download).

Skytower Shelter & Wyrmdoom Crag

This location and Wyrmdoom Crag, are closely linked and run in much the same way. Each works best if the characters come here to help make peace between the tribes (see 'A Goliath Problem' on pg. 6 of this document), which could make for a fun session of non-combat gameplay.

Ending the Goliath Feud

The book dictates that the characters can only convince Arn to consider a peace with the Wyrmdoom goliaths if Kanaiaka, Arn's mother, urges him to do so. But the way the adventure is written, the characters have no way to meet Kanaiaka, since Arn repels them at the barricade outside Skytower Shelter. To give them a chance to inure themselves with Kaniaka and Arn, you can instead:

- Have Arn invite the characters into his cave when he first speaks with them, where they can meet his mother, and get a chance to cure her blindness.
- Have Kanaiaka come to the barricade if the characters discuss peace with Arn, asking her son: "Who's there, son – tell me who you are speaking to", giving the characters a chance to sway her.
- Have Arn ask the characters if there are any healers or magicians among them, and suggest that if they can cure his mother's blindness, he will be in their debt.

As a note here, the book doesn't state explicitly what magic is required to end Kaniaka's blindness, but since the characters are unlikely to be high enough level to cast *greater restoration*, you can assume that her blindness can be cured with the 2nd-level spell *lesser restoration.*

S9. Feasting Cave

This little contest is quite fun, but also quite random – a character with a Strength score of 10 has a decent chance of beating a goliath warrior with 18 Strength, which seems a bit weird. You can amend this by ruling that a character participating in the contest automatically succeeds on Strength (Athletics) checks that are lower than its Strength score, which means that a goliath warrior will only have to roll once the DC reaches 20.

W2. Goat-Ball Court

You can make the game of Goat-Ball a bit more dynamic by having all participants make both a Strength (Athletics) check and a Dexterity (Acrobatics) check, instead of only one or the other.

Difficulty

The two goliath camps run best as non-combat locations, as they are extremely deadly for even 7th-level characters. Make sure the players realize the strength and numbers of their adversaries, especially if they accept Arn's mission to take Ogolai's cloak – and intend to do so violently. If combat does erupt, be quick to let non-aggressive NPCs (Kaniaka in Skytower Shelter and Ogolai in Wyrmdoom Crag) deescalate tensions and suggest a parlay instead.



Locations Overview

In this section, we will first give a brief overview of the 13 locations described in Chapter 2: Icewind Dale, ordering them by difficulty and summarizing their ties to the main stories or other locations.

Difficulty

The difficulty of the various locations vary greatly if you run them as written, making some locations appropriate for a party of four 3rd-level characters, while other locations are dangerous even for 6th- or 7th-level characters. Below is a quick overview of their difficulty relative to one another, assuming that each location is run as the adventure seems to intend, that the entire location is handled in one adventuring day, and that the characters will be hard-pressed by the end, but will most likely prevail.

- **Likely Non-Combat.** Revel's End, Skytower Shelter, Wyrmdoom Crag.
- **Easy (Level 3–4)**. Angajuk's Bell, Cackling Chasm, Karkolohk, Lost Spire of Netheril.
- **Medium (Level 4–5).** Black Cabin, Dark Duchess, Id Ascendant.
- **Hard (Level 5–6).** Cave of the Berserkers, Reghed Tribe Camp.
- **Very Hard (Level 6–7).** Jarlmoot.

This doesn't mean you can't run these locations at other levels, just that you may want to make some adjustments if you do, use wilderness encounters to soften the characters up beforehand, and/or have friendly NPCs provide aid to the characters.

Story Ties

Some of the locations tie in strongly to the rest of the campaign, while other locations are more self-contained and have very little to do with the rest of Icewind Dale. Below is a quick overview.

- **Angajuk's Bell.** Can come into play when the characters need to visit Auril's Abode in Chapter 5.
- **Black Cabin.** Ties to Auril's Everlasting Rime, although it has little actual effect on it. Also ties to Copper in Bryn Shander.
- **Cackling Chasm.** No ties, except for a captured chardalyn berserker.
- **Cave of the Berserkers.** Loosely tied to Auril, whom the berserkers worship.
- **Dark Duchess.** No ties.
- **Id Ascendant.** Ties to the gem mine near Termalaine.
- **Jarlmoot.** Can tie to Auril, if the frost druid Yselm is included.
- **Karkolohk.** Ties to Id Ascendant through the Egg-Shaped Crate and to the Lost Spire of Netheril through the shield guardian.
- **Lost Spire of Netheril.** Foreshadows Ythryn, ties to Karkolohk through the shield guardian, and provides information about the Arcane Brotherhood.
- **Reghed Tribe Camp.** No ties.
- **Revel's End.** Provides information about the Arcane Brotherhood and Ythryn.
- **Skytower Shelter.** Ties to Wyrmdoom Crag.
- **Wyrmdoom Crag.** Ties to Skytower Shelter, foreshadows Kapanuk in Xardorok's Fortress.

Locations Recommendations

Chances are that you aren't going to use all locations in your game, which means you should only pick those you think are the most interesting. This is of course very subjective, but below are some recommendations and the reasoning behind them.

Favorite Locations

A handful of locations seem to provide more interesting premises than the rest: Black Cabin, Dark Duchess, Id Ascendant, Jarlmoot, and the Lost Spire of Netheril.

Black Cabin. This ties well into the story – how to end Auril's curse – and can make for some very interesting scenarios, although it should be run with care.

Dark Duchess. Although it has no story ties worth mentioning, the scenario here is very enticing – exploring a frozen shipwreck, contending with an ice troll, before fleeing an angry, near-blind ancient dragon is just good entertainment.

Id Ascendant. Again, while this location doesn't tie with the story, it is a very strange and otherworldly location that is too good to pass up, if you and your players are into that sort of thing.

Jarlmoot. Rituals, riddles, and betrayal – this location has a lot to offer, and ties in well with Auril, if the frost druid and her betrayal is utilized.

Lost Spire of Netheril. This seems like a must-run location. It foreshadows Ythryn really well and makes it so that the characters aren't taken completely by surprise when Vellynne shows up and begins talking about Netherese ruins.

Worthwhile Locations

While perhaps not the most inspiring locations, these are worth running, especially if they somehow tie to character backgrounds, secrets, or other events that have transpired throughout the campaign. They are: Cave of the Berserkers, Karkolohk, Revel's End, and Skytower Shelter/Wyrmdoom Crag.

Cave of the Berserkers. This ties a little into Auril's Everlasting Rime and offers combat with dragon wyrmlings and tough berserkers, making it a decent location for characters that are starving for combat.

Karkolohk. If run as a 'rescue-mission', this location can provide some decent fun, and lead organically to the Lost Spire of Netheril.

Revel's End. The concept here is really cool, and even if the characters don't get too much out of their visit, it will at least foreshadow the Arcane Brotherhood and later chapters of the campaign.

Skytower Shelter/Wyrmdoom Crag. Ending an old grudge between goliath clans is interesting, and the various athletic contests can provide some low-tension fun. If you have goliath characters, or just players who like these type of diplomatic challenges,you wont go wrong with these locations.

The Rest

The last three locations are places that you probably won't feel bad about not including: Angajuk's Bell, Cackling Chasm and Reghed Tribe Camp.

Angajuk's Bell. The encounters here feel uninspired and lackluster. You may as well hold off on this location until the characters have need of Angajuk in Chapter 5.

Cackling Chasm. This location has no story-ties and doesn't really provide anything of interest to the party.

Reghed Tribe Camp. This will come into play in Chapter 5 – there's little reason to include it before then.

Structure in Chapter 2

What you get in Chapter 2: Icewind Dale is essentially all the tools you need to build a sandbox. A wide variety of interesting locations and a multitude of different rumors and quest hooks to get things moving. What you don't get, however, is any semblance of structure – that part is left up to you, the DM. This gives you the freedom to pick and choose locations as you see fit, which is awesome – but it can end up feeling a bit random and meandering, if the characters just keep stumbling into side quest after side quest, with little actual direction.

You can combat this and give yourself a semblance of structure – at least for the later parts of Chapter 2 – by tying some of the locations to the greater story. We do this by changing the premise of Vellynne's Quest, so the characters play a more active role in finding Ythryn. Below is an example of how you can do this, using some of the most interesting and compelling locations in Chapter 2: Icewind Dale.

Vellynne's Quest

When Vellynne presents her quest at the end of Chapter 4 (ID: RotF, pg. 194), she basically tells the characters:

- Where the entrance to Ythryn is (a waterfall in the Reghed Glacier).
- Where they can find what they need to open the glacier (*the Codicil of White* on Island of Solstice).

You can expand this scene of – let's be honest – bland exposition to a much more interesting premise by deciding that Vellynne has a lot less information. Instead of having divined the answers to every question, the necromancer doesn't know where the entrance to Ythryn is, only that it is supposedly somewhere in the Reghed Glacier – which stretches for more than 50 miles. She also knows that it is sealed with magic – the same magic prevents her from divining its location – and that an object called the *The Codicil of White* is needed to open it – but she doesn't know where the codicil is either.

Vellynne doesn't leave the characters completely in the dark, however, as she does have some ideas about how to learn more. She suggests that the characters work on figuring out where *The Codicil of White* is (See 'Finding the Codicil of White' below), while she tries to find out where the characters can enter the Reghed Glacier to find the lost city of Ythryn. Just as in the book, it is assumed that the characters are around 6th or 7th-level when they receive Vellynne's quest to help her find Ythryn.

Finding the Codicil of White

As in the book, *the Codicil of White* is hidden on Auril's Island of Solstice, but the party won't learn this information directly from Vellynne. In this example, Vellynne can tell the party of two possible places to learn more: Jarlmoot and the *Dark Duchess*.

You can choose to have Vellynne tell the characters about both of these locations, letting them choose the option they prefer – or you can choose the single option you prefer from the start, if your players don't mind being railroaded a bit. You can also choose to not have Vellynne tell them about either, forcing them to ask around on their own to learn more about Jarlmoot or the *Dark Duchess* – or any other location, where you decide they may be able to learn more about *the Codicil of White*. Ahead are summaries of the information Vellynne can give the characters about each location.

Jarlmoot

Vellynne has heard talk of an ancient circle of frost giant spirits who possess a vast knowledge of Icewind Dale.

> "Rumor has it that there's a circle of giant thrones in the tundra, where the frost giants of Icewind Dale go when they need answers – an oracle of sorts. I don't know exactly where it is, but there's a wilderness guide in Dougan's Hole who claims to know where it is."

The guide Vellynne has heard of is Yselm (see 'Yselm's Way, ID:RotF pg. 103). If the characters seek out Yselm in Dougan's Hole, she can lead the characters to Jarlmoot, just like described in the book. You can then run Jarlmoot mostly as written, except that the frost giant king Reggaryarva allows the characters to ask one question after they pass his test of combat. Assuming the characters ask where to find *the Codicil of White*:

> "The Frostmaiden's faithful has hidden her most holy texts in the fortress of Grimskalle on the mist-shrouded Island of Solstice in the Sea of Moving Ice. Most sailors and creatures of the sea know how to find it – and to avoid it, if they can."

Once the characters ask this question, you can have the frost giant king's throne rise into the air and reveal the hidden staircase – prompting Yselm's treachery, if she has led the party to Jarlmoot. The frost giant ghost will only answer one question each month, so the characters won't be able to learn more here for a while.

Dark Duchess

As in the book, Vellynne's treasured *professor orb* has been stolen by her rival Nass Lantomir, but instead of conveniently finding Nass' body on the Island of Solstice, the wizard's corpse is in the wreck of the *Dark Duchess*:

> "Most of the information I have about Ythryn and *the Codicil of White* comes from a family heirloom: a *professor orb* named Professor Skant. Professor Skant was to lead me to *the Codicil of White*, but was stolen from me by a rival before I even got to Icewind Dale. She travelled here by ship more than a month ago, but never arrived, as far as I can tell. Recently, I heard a whale oil merchant from Bryn Shander talk about a ship wreck by the coast in the Sea of Moving Ice – likely the *Dark Duchess*, the ship the thieving Nass Lantomir travelled on. If you can find Professor Skant on the ship, he can lead us to the Codicil."

The characters can either travel directly to the Sea of Moving Ice and look for the *Dark Duchess,* or they can inquire with the whale oil merchant Helka Jaggerath in Bryn Shander (the NPC from the 'Whale Oil Acquisition'-quest on pg. 103). You can run the *Dark Duchess* as it is written, except that the party finds Nass' frozen corpse near the shipwreck. You can run the scenario with her ghost as detailed in the book (pg. 200), except that the *professor orb* was picked up by kobolds, who took it to the *Dark Duchess* on behalf of Arveiaturace, where it now lies encased in the second layer of icy treasure (pg. 129). Once retrieved, Professor Skant does indeed know where *the Codicil of White* is. The professor, however, does not know the location of the entrance to Ythryn in the Reghed Glacier.

If the party don't end up going to the Dark Duchess, but you still want them to have the *professor orb*, you can always have them find Nass' corpse and the orb on the Island of Solstice, just as it is described in the book.

Finding the Glacier Entrance

When the characters have figured out where to find *the Codicil of White* it is up to them if they want to track down Vellynne first, or head to the island on their own. In any event, when they have retrieved *the Codicil of White* and speak with Vellynne again, she has learned of up to three ways they may be able to find the entrance to Ythryn: the Lost Spire of Netheril, Revel's End, and the goliath tribes in Skytower Shelter and Wyrmdoom Crag.

Again, whether or not you choose to have Vellynne tell the party about all these locations or just one or two of them, is entirely up to you. You can choose the options you think your players would prefer or you find most interesting – and even just choose your lone favorite, if your players don't mind a linear story.

The Lost Spire of Netheril

Vellynne believes the party may find a way to locate the entrance to Ythryn in the Lost Spire of Netheril:

> "One of my colleagues, a Red Wizard of Thay named Dzaan, was burned at the stake in Easthaven not long ago. His death is inconsequential, of course, but the reason is not: the townsfolk executed Dzaan because he had killed a band of adventurers who helped him find a spire that had broken off from Ythryn itself when it fell. If we can find this spire, it may possess knowledge or magic that can help us figure out where to find its entrance in the glacier!"

At your discretion, you can either have Vellynne already possess information about where the spire is, or decide that the characters must travel to Easthaven to learn more. In any event, once they reach the Lost Spire of Netheril, you can run the location as written (though you may want to adjust the difficulty to fit the party's level).

The only change you need to make is that the skeletal apprentice in 'P9. Collapsed Staircase' (pg. 148) isn't missing a finger, but instead wears a *ring of partnership*, which allows its wearer to always sense the location of its counterpart. It is often worn by lovers – in this case, the skeletal apprentice in the Lost Spire of Netheril had a passionate relationship with another Netherese apprentice, who is now floating (dead) in 'Y25. Hall of Weightless Wonder' in Ythryn (pg. 256). A character that puts on the ring will immediately sense it pulling them toward the east, leading them faultlessly to the entrance to the Caves of Hunger in the Reghed Glacier.

Revel's End

If anyone knows where the entrance to Ythryn is, it has to be Vaelish Gant, another member of the Arcane Brotherhood who sits imprisoned in Revel's End:

> "There's a prison here in the north called Revel's End, where a former colleague of mine is imprisoned. He betrayed the brotherhood and the laws of Icewind Dale, and has been excommunicated by the brotherhood. I have reason to believe, however, that before his imprisonment, Vaelish Gant managed to find the entrance to Ythryn."

Ring of Partnership

Wondrous Item (ring), uncommon (requires attunement)
These onyx rings always come in pairs. While wearing the ring, you know the shortest, most direct route to the other ring, as if affected by the spell *find the path*.

Vellynne suggests that they visit Vaelish Gant at Revel's End, which you can run much as it is described in the book, the only exception being that Vaelish Gant does indeed know where the entrance to the Caves of Hunger in the Reghed Glacier can be found. It is up to you to decide what it takes to get Vaelish Gant to share that information. The characters may be able to trick him into telling it – offering false promises of a reduced sentence – or they may have to break him out to get the information. If the latter is the case, you can find guidance on how to run a prison break in the supplement 'Revel's End: Prison Break' by Dan Kahn (included with this download).

Skytower Shelter & Wyrmdoom Crag

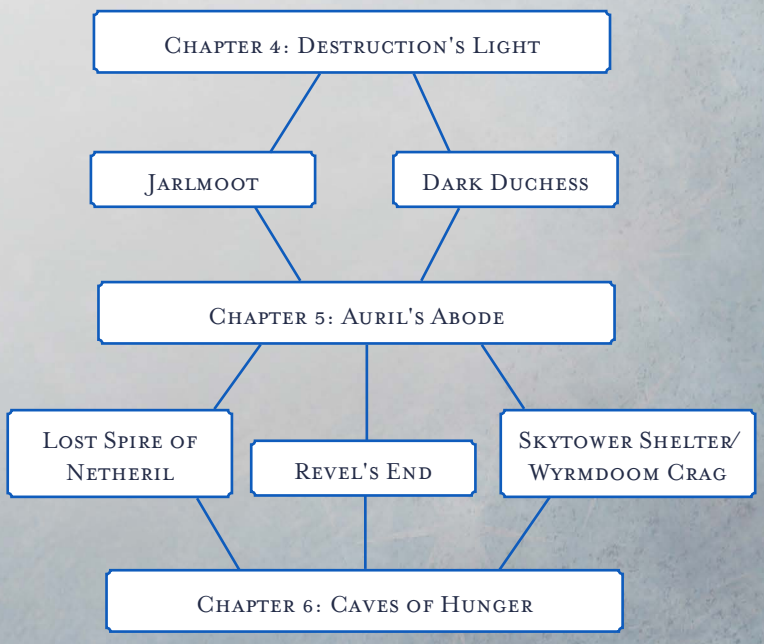
Vellynne believes that the goliaths of the frozen tundra, who live near the Reghed Glacier, may know where to find the entrance to Ythryn.

> "I've heard that two tribes of goliaths live in the mountains south of the glacier. They are hardy folk, with a vast knowledge of the tundra and the Reghed Glacier. The people in Ten-Towns seem to believe that if anyone knows where to find a hidden entrance in the glacier, it would be them."

Finding the goliath tribes is easy enough, as many Ten-Towners can point it out on a map. When the characters reach either of the two tribes, you can run them much as written in the book, with the exception that both chieftains know the location of the entrance – but won't immediately share it with the characters. Chieftain Arn is hostile, while Chieftain Ogolai is wary of outsiders who seek to disturb the mighty glacier. The characters can get the chieftains to share the location of the entrance by solving the conflict between the tribes – or through combat, bribes, or magic, at your discretion.

Summary & Overview

If you open up Vellynne's Quest like this, you can involve more of the locations in Chapter 2, while still maintaining a semi-sandbox-structure, where the players get to decide how to proceed and where to go. It is also possible to mix-and-match these locations, so that the characters can learn the location of *the Codicil of White* from Vaelish Gant at Revel's End, or the location of the entrance to Ythryn from the frost giants at Jarlmoot – the structure and ideas laid out here are just examples.



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Chapter 1: Ten-Towns

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