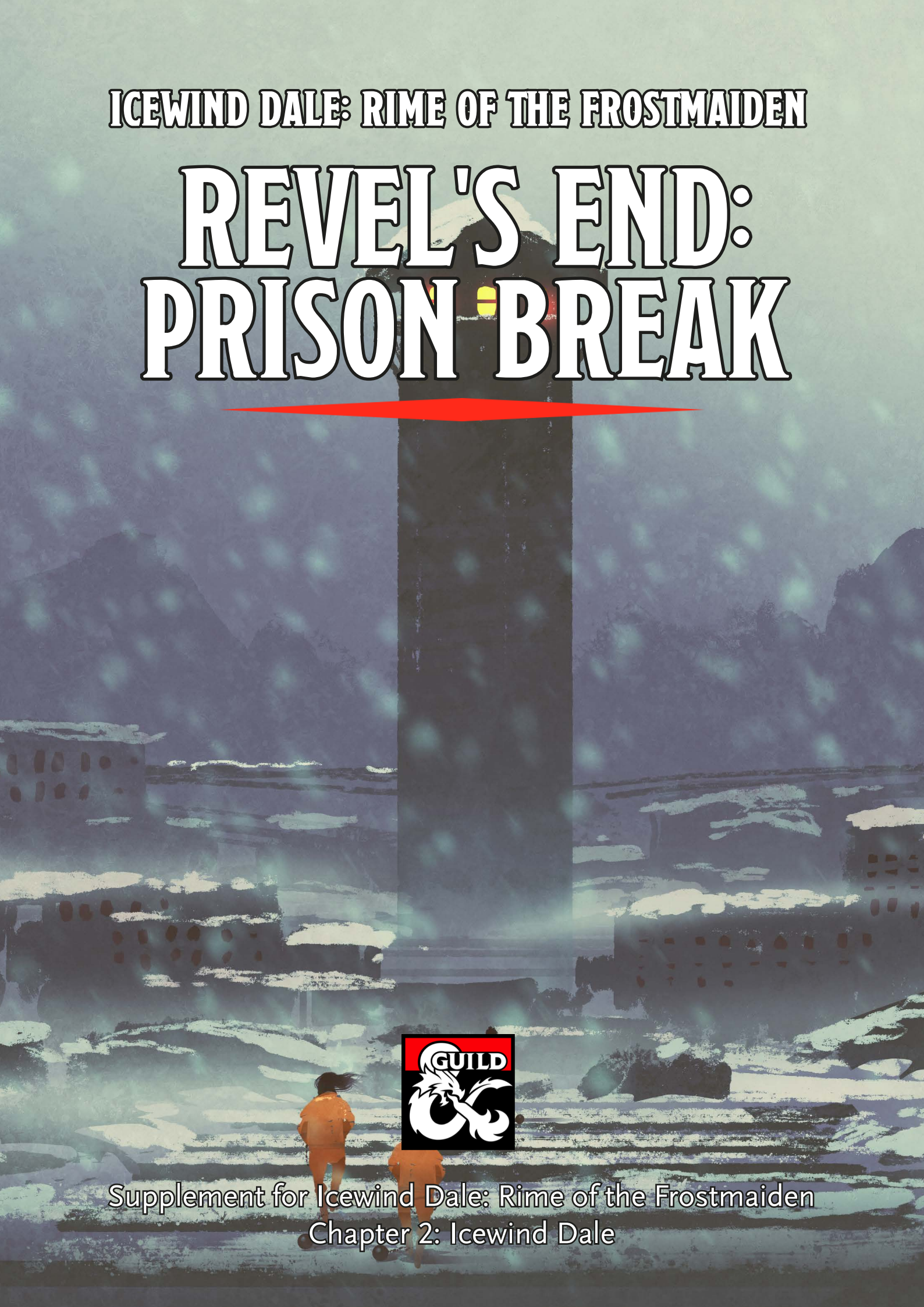
ICEWIND DALE: RIME OF THE FROSTMAIDEN

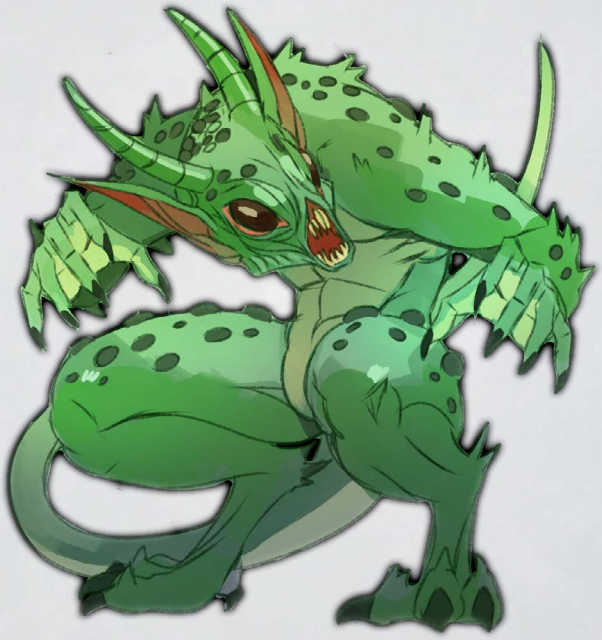
REVEL'S END: PRISON BREAK



Supplement for Icewind Dale: Rime of the Frostmaiden
Chapter 2: Icewind Dale

ICEWIND DALE: RIME OF THE FROSTMAIDEN

REVEL'S END: PRISON BREAK



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Introduction

In the northern reaches of Icewind Dale lies an infamous prison situated on the frigid coast of the Sea of Moving Ice. One of the prisoners is the sole keeper of a devastating secret, the location of the entrance to the Caves of Hunger and the lost city of Ythryn. In order to end the Everlasting Rime, all options are on the table, including the prison break of a notorious criminal.

What's This All About?

As written in Icewind Dale: Rime of the Frostmaiden, Vellynne Harpell (and presumably the other Arcane Brotherhood members) already know the location of the waterfall where the Rime of the Frostmaiden is to be used to open the Reghed Glacier to reach the lost city of Ythryn. While this is a fine explanation, some DMs may want to throw in one more challenge for their players before Chapter 6: The Caves of Hunger, such as finding the location of the waterfall for themselves.

One individual who may know the location is Prisoner 237 (Vaelish Gant), being held prisoner at Revel's End. Examining the map of Icewind Dale, Revel's End is situated, conveniently, on the way from Solstice to the Caves of Hunger so adding this quest does not result in arduous backtracking. Of course, Prisoner 237 will only reveal the location of the waterfall if he is sprung out of prison and so we arrive at Revel's End: Prison Break.

Housekeeping Items

If you plan to run this supplement, here are a few things to consider to make to avoid any contradictions with the written adventure:

- Chapter 2: Icewind Dale (Revel's End) states that Gant's actions were not sanctioned by the Arcane Brotherhood. We can revise our understanding of this to be that the Arcane Brotherhood did not sanction his efforts to dominate Bryn Shander with his protection racket. He was, instead, supposed to be looking for the location of the Caves of Hunger so that his superiors could find Ythryn. While he was successful in locating the waterfall entrance, his efforts to supplant Duvessa Shane in Bryn Shander led to his arrest before he could report back to his superiors.
- At the end of Chapter 4, Vellynne Harpell says: "Using divination magic, the Arcane Brotherhood has learned that the city is buried deep inside the Reghed Glacier. But the glacier can be cracked open at a place where a waterfall once flowed down its side but has since frozen. We have already found the waterfall. All we need now is the magic to break open the glacier." You may want to revise the last two sentences to: "Someone has already found the waterfall, but that's an issue for later. First we need the magic to break open the glacier."
- At the beginning of Chapter 6, boxed text reads: "An immense, glistening wall of blue ice stands before you. It seems impenetrable, but then you notice that a lighter-colored stripe nearly bisects the wall at one point. This must be the frozen waterfall Vellynne spoke of!" You may want to revise this text based on your party's experience with finding the location.
- Based on Character Advancement descriptions in *Rime of the Frostmaiden* Chapters 5 and 6, the characters should be somewhere around levels 7 or 8 during this adventure.

Setting Up the Prison Break

After the party has acquired the *Codicil of White*, Vellynne Harpel or any other Arcane Brotherhood NPC can inform the party that they now need to seek out a wizard named Vaelish Gant held at the prison Revel's End who knows the location of the waterfall that leads to Ythryn. The quest giver may suggest that getting an audience with Gant may be a logical first step rather than suggesting a full on prison break from the get-go.

The Meeting

When the characters first arrive at Revel's End, they can enter peacefully through the north or south doors at which point the guards summon the Warden to speak with them as described in "Getting Inside" (pg. 154). No check is required to convince the Warden that either the party simply wants temporary lodging or that the party wants to interrogate a prisoner.

During the interrogation, which takes place in R12. Meeting Room, Gant is willing to reveal any of the information presented in "Roleplaying Vaelish Gant", however, he pleads ignorance about knowing the location of the waterfall that marks the entrance to the Ythryn. The Warden does not permit violent intimidation tactics within Revel's End so without a spell like *detect thoughts*, the characters may come up empty for now.

What the Warden does not know is that Vaelish Gant has an invisible, shape-changing **quasit** familiar. Vaelish Gant's quasit familiar is mentioned in *Legacy of the Crystal Shard* (pg. 11) though it is not mentioned in Rime of the Frostmaiden. Once the meeting has concluded, the quasit presents itself to the characters and explains that Gant will tell the party what he knows if they can break him out of prison.

A Familiar Situation

Once the characters decide to break Gant out of prison, Gant's quasit familiar can explain the following details about Revel's End:

- There are somewhere between 50 and 100 guards at Revel's End who take 8 hour shifts.
- During High Alert the guards and the Warden can see invisible creatures and the lights turn red.
- The location and number of occupants in rooms R3. Guard Rooms, R7. Councilor's Quarters, R8. Kitchen and Side Rooms, and R9. Guard Towers. He is unaware of the spectator in the armory and has never been inside the tower levels.
- Animals are kept in R5. Stables.
- Small groups of prisoners have recreation time in the R11. Courtyards when weather permits. Guards watch them closely from the towers.
- The waste buckets in R14. Privy are emptied once per day in the morning by two prisoners under the supervision of two guards.
- There is an antimagic field protecting the R17. Cells, which cannot be broken into by force. The controls for the cells are in area R18. Surveillance Hub.
- The Guard Barrack and Warden's Quarters are somewhere above the Surveillance Hub.
- The Warden (Marta Marthannis) has a drinking problem.

Infiltration

From the information provided by the quasit, the characters should be able to develop a number of ways to facilitate the escape including:

- Grabbing Gant while he is out of his cell in either the Courtyard, emptying the Privy, or in a meeting with the Warden (or someone disguised as the Warden).
- Infiltrating the Surveillance hub and letting him out of his cell.

Creating a Diversion

The characters may decide to cause some sort of distraction. Doing so is tricky because if the distraction is too severe, it could set the prison guard on High Alert. Distractions that do not set the prison on High Alert include the following:

- Some sort of commotion at the R5. Stables involving the animals. (Draws attention of southern R3. guards).
- A bout of sickness in the R6. Mess Hall or R4. Hospital from suspected food poisoning.
- Nonlethal violence between prisoners in the R11. Courtyard. (Draws the attention of closest R3. guards).

If any prison personnel witness an assault on guard or some sort of fire or explosion, they immediately run to find the Warden, who has the sole power to place the prison on High Alert. Other circumstances that would cause guards to seek the Warden include a prisoner revolt, an escape, the approach of an unfamiliar ship, a dragon sighting, or an attack.

Sneaking Around

Navigating the prison undetected requires a successful DC 12 Dexterity (Stealth) check for all rooms other than R.16 Panopticon where the DC is 15. The DC increases by 5 if the prison is on High Alert. If there is a distraction going on at the prison, Dexterity (Stealth) checks are made with advantage.

Masters of Disguise

If the characters have already completed Chapter 3: Sunlight, they may have acquired the *hat of disguise* from area X31. Devil in Disguise. Characters disguised as the Warden must succeed a DC 15 Charisma (Deception) check to fool prison guards that have not recently seen the Warden in an obviously contradictory place. The check is made with advantage if the character pretends to be drunk. Characters disguised as a guard must succeed a DC 12 Charisma (Deception) check to fool prison guards and a DC 15 Charisma (Deception) check to fool the Warden.

Sample Prison Break

Now that we have a number of ideas of how the party might execute the prison break, let's play out an example scenario. First, let's assume the party just completed Chapter 5, is level 8, and is traveling with Vellynne Harpell. Vellynne says:

> 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.

From here, the party will set out to Revel's End. Let's assume they get there by way of riding Angajuk and arrive at R1. Pier. Before the party attempts anything foolish with absolutely no information to work with, we can have Vellynne suggest they simply ask for an audience with the Warden and explain that they want to set up an interrogation of Vaelish Gant.

Assuming the party agrees with this logic, if they knock on the northern door, three guards (veterans) will escort them to R12. Meeting Room on the west side of the prison by way of R15. Hexagon. Here, two guards will wait with the party while the third summons Warden Marta Marthannis. Note that as the characters enter R12. Meeting Room, they should be able to get a quick glance of R16. Panopticon and R18. Surveillance Hub. It takes the Warden 5 minutes to arrive.

At this point, the party could try to apprehend the guards, impersonate them, and move forward with the heist or wait for the Warden. Assuming they wait for the Warden, she agrees to arrange an interrogation with Vaelish Gant who she refers to as Prisoner 237. Two guards leave the room to fetch Gant, taking 3 minutes to return, as the Warden and a guard wait with the party.

Assuming the party waits for Gant and does not try to apprehend the guard and the Warden, Gant arrives shackled. See description in "The Meeting" for further details. Once the interrogation concludes, the Warden invites the party to rest in the spare rooms in R7. Councilor's Quarters before continuing their journey. Once the party is out of earshot of the Warden or guards, Gant's quasit familiar reveals himself and says:

> "I'll cut to the chase. Gant knows the location you seek - a frozen waterfall on the face of the Reghed Glacier. Break him out of Revel's End and he'll take you there."

At this point the **quasit** reveals the information described in "A Familiar Situation." Based on that information the party forms a three-part plan. First, they have the quasit turn into a **hare** and run around the R5. Stables causing the dogs to whoop and frenzy and drawing guards from the southern R3. Guard Room to investigate the commotion. Using the diversion, the party can sneak out of the Councilor's Quarters, back to the R12. Meeting Room.

Once the party is through, one them can use the *hat of disguise* or a *disguise self* spell to impersonate a guard or the Warden. The disguised individual can ask the guards in R18. Surveillance Hub to release Prisoner 237 for more questioning. Note that referring to the prisoner by the name of "Vaelish Gant" might arouse suspicion. Assuming the Charisma (Deception) check is successful, Gant is released to the impostor.

Once the party has Gant, either a party member or the quasit can simply throw a snowball (or target some spell) at a prisoner in the northeastern R11. Courtyard to start a prisoner brawl. This draws the attention of the guards in the northern R3. Guard Room. From here, the party can escape Revel's End with Vaelish Gant.

Conclusion

However the characters break Vaelish Gant out of prison, he agrees to lead the characters to the waterfall and will accompany the party to Ythryn. During the journey he may try to convince the party to ditch or mistrust their current Arcane Brotherhood companion. Without his spellbook, Vaelish Gant cannot change his spells. Once the waterfall is located, any Arcane Brotherhood members traveling with the party will likely try to make sure Vaelish Gant meets a swift end in the Caves of Hunger.

A Dan Kahn Compendium

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan kahn at leprekahn7@gmail.com.

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