DM's Notes

These notes are condensed from the material in the book, leaving out most superfluous information. It is recommended that you read the full chapter thoroughly when preparing the adventure, only using these notes as reminders at the table.

Cold-Hearted Killer

- Start with following description:

> Just another gruesome day in Ten-Towns: howling wind, bitter cold, foul tempers, and snowdrifts big enough to bury a herd of moose. But today the local tavern is abuzz with news about a series of recent killings. Before the murders, the only question on everyone's mind was, "Will summer ever return to Icewind Dale?" Now the question is, "Will I be the killer's next victim?" Nothing breeds fear and paranoia like a murderer with no face. Three cold-blooded murders have been committed in the past month: a halfling trapper in Easthaven, a human shipbuilder in Targos, and, three days ago, a dwarf glassblower in Bryn Shander. Each victim was found with a dagger of ice through the heart.
>
> What's the connection? The drunken lot huddled in the tavern offers no credible ideas, but sitting apart from them is an elderly shield dwarf with a nasty scar across her nose who looks like she has something worth knowing. She's been smoking her pipe and eyeing you ever since you walked in.

- Hlin Trollbane (**veteran**) is investigating murders. After evaluating characters for a while:

> "Sephek Kaltro works for a small traveling merchant company called Torg's, owned and operated by a shady dwarf named Torrga Icevein. In other words, Sephek gets around. He's charming. Makes friends easily. He's also Torrga's bodyguard, so I'm guessing he's good with a blade."
>
> "His victims come from the only three towns that sacrifice people to the Frostmaiden on nights of the new moon. This is what passes for civilized behavior in Icewind Dale. Maybe the victims found a way to keep their names out of the drawings and Sephek found out they were cheating, so he killed them. Maybe, just maybe, Sephek is doing the Frostmaiden's work."
>
> "I followed Torg's for a tenday as it moved from town to town. Quite the devious little enterprise, but that's not my concern. What struck me is how comfortable Sephek Kaltro looked in this weather. No coat, no scarf, no gloves. It was like the cold couldn't touch him. Kiss of the Frostmaiden, indeed."
>
> "I will pay you a hundred gold pieces to apprehend Sephek Kaltro, ascertain his guilt, and deal with him, preferably without involving the authorities. When the job is done, return to me to collect your money."

- Explains that Bryn Shander, Easthaven, & Targos hold lotteries to determine who is sacrificed to Auril.

Finding Torg's

- You can roll d10 on Starting Town table to determine location of caravan.
- 1 hour and DC 17 Charisma (Investigation) finds someone who can share travel plans for 5 gp.

Torrga Icevein and her Caravan

- Caravan is 3 dogsleds, pulled by 6 sled dogs each.
- Has company emblem (gold wolf paw on black field)
- Carries goods, such as wood, flint, oil, blankets, etc.
- Most goods stolen or fenced, sells at double price.
- Also commits murder's for hire, has corpse of half-elf male with stab wound in sack on one sled. Can be delivered to Luskan for 125 gp bounty.
- Torrga (NE dwarf **bandit captain**)
- Pays 4 guards (NE **bandits**) and **Sephek Kaltro.**
- ***Treasure.*** Small lockbox in satchel (key around Torrga's neck, DC 20 Thieves Tools to open), contains 92 gp, 76 sp, 125 cp, and 7 x 10 gp gems.

Sephek Kaltro

- Thirties, dark & handsome, stylish attire, blue eyes
- Stays close to Torrga during business hours
- Spends night looking to murder or carousing
- Claims to be born during Midwinter, but was actually a mariner whose ship sank of coast of Auril's island a few months ago, possessed by frost druid spirit.
- Wields magic weapons made of ice in combat.

Concluding the Quest

- If Sephek dies, party gets 100 gp from Hlin. If they arrest him, they get no reward.
- If Torrga survives, she pressures Ten-Towners not to do business with adventurers.

Optional: Murder Mystery

- Replace initial information from Hlin with:

> "These three murders have two things in common. First, all three victims live in towns that hold lotteries to determine who to sacrifice to Auril: Bryn Shander, Targos, and Easthaven. I heard that the glass blower 'twas killed in Bryn Shander had been bragging about bribing officials to keep his name out of the lottery – may have some to do with it."
>
> "Second, all three murders happened while the travelling merchant company Torg's was in town. I know, because I make a habit of keeping track of where Torrga Icevein – the owner of Torg's – goes. Always causing trouble, that one!"
>
> "I don't know who's doin' them murders, but I'd bet me pa's beard that it's got something to do with those lotteries – and with that scoundrel Torrga and her thievin' caravan!"

- Official in each city responsible for accepting bribe.
- **Bryn Shander.** Tilna Melo (CG human commoner), bribed by glassblower Branak, gave all 10 gp to poor families.
- **Easthaven.** Tegon Dapperfeet (N halfling commoner), aide to town Speaker, kept name of sister Elsie out of lottery.
- **Targos.** Skath (LE tiefling veteran), hangs out at 'Three Flags Sailing', openly admits to accepting bribe from Terren.
- Officials remember being asked about bribes by blue-eyed human shortly before murders happened.

Nature Spirits

- Characters approached by Dannika Graysteel (LN half-elf **acolyte**) who wants to study chwingas:

> A bundled-up figure walks briskly up to you. "Well met! You lot seem like you're looking for work. Or trouble. You wouldn't be standing around in this cold otherwise."

- Thinks chwingas may be key to improving weather.
- Offers 25 gp and *lantern of tracking (elementals)*
- Suggests characters try in other towns.
- Each town has 25% cumulative chance of chwingas

Thieves in the Wind

- When they find town with chwingas, they spot Elva coming out of snow-covered cottage.
- Elva talks about trickster spirits and stolen cutlery
- DC 10 Investigation in cottage to find small tacks leading from windowsill to nearby thicket.
- DC 14 Survival to discern that there are three tracks.
- DC 13 Perception and follow tracks to find 3 **chwingas** pretending to eat with kitchenware in clearing.
- Chwingas welcome characters to join. If indulged, one chwinga follow a character for up to a tenday. When it parts, it gives *charm of animal conjuring*, a *charm of heroism,* or a *charm of vitality*, or from Appendix C.
- If characters are aggressive, chwingas try to hide.

Concluding the Quest

- If they bring back live chwinga, get 25 gp and lantern.
- If not restrained or harmed, Dannika gives extra 25 gp

Bremen

Overview

- **Description.** Founded by dwarven prospectors, harbor is frozen, lies by frozen Sharngarne River.
- **Population.** 150.
- **Speaker.** Very old dwarf Dorbulgrul Shalescar (LG)
- **Militia.** 25 **tribal warriors** and 2 **veterans.**
- **Sacrifice to Auril.** Warmth.
- **Rivals.** Lonelywood, Targos, Termalaine.
- **Travel.** 2 hours to Targos, 1 hour mount/sled

Locations

- **Buried Treasures.** Few visitors. Owned by middle-aged, eager-to-please Cora Mulphoon (NG human). Her son Huarwar is missing for two months, he got lost in wilderness looking for town speaker, returned very cold and became mean, had shard of black ice, then tieflings came and took him willingly to a castle. They had amulets that looked like Huarwar's shard. Don't know where, but there are castles in Caer-Dineval and Caer-Konig.
- **Five-Tavern Center.** Owned by five brothers who compete with each other, called Stones, Even Keel, the River's Mouth, the Grumpy Moose, and the Black-Bearded Brother. Old and poorly maintained.

Lake Monster

- Party gets quest near the docks:

> The lake around the creaky docks is frozen, forcing fishers to pull their rowboats up onto the ice. Standing between a pair of boats is a stout humanoid in cold weather clothing. A gray hood hides most of the humanoid's face, but you can make out a wide nose and a long, frosty beard. The stout figure stamps their feet, spots you, and waves you over.
> "Good, you're here. Get to it, ingrates! Those fish ain't gonna catch themselves!"

- Grynsk Berylbore (dwarf **commoner**) owns boats, waiting for fishers he hired day before, will pay 5 cp per trout. If asked about damage to his boat, says:

> "Don't you see? Bloody ice everywhere. Last crew were apparently born with pits for eyes, because they sailed right into a damned ice floe! I ain't gotten around to repairin' the gunwale yet, but she floats just fine."

- DC 11 Insight sees he's lying. Is annoyed if pressured.
- After a while, Tali (NG half-elf **scout**) arrives:

> You hear footsteps approaching on the creaky dock. Another figure covered head to toe in cold weather clothing has joined you. The figure wags a gloved finger at the frosty-bearded dwarf.
> "You have no honor, Berylbore!" the newcomer yells, pulling down a woolen muffler to reveal a pale, half-elven face. "You're sending these innocent people to their deaths. And for what, a few fish?"
> "Pay no mind to this rambling fool!" says Grynsk.
> "Did you tell them about the monster?" retorts the half-elf.

- Grynsk curses in Dwarvish and leaves, Tali says:

> "I'm getting the feeling Grynsk doesn't like me very much. Or anyone who steps between him and the gold swimming in this lake. I'm Tali. I'm studying the local animal life here in Icewind Dale. I just couldn't stay silent and watch another crew fall victim to the monster of Maer Dualdon."

- Soft spoken, researches fauna, heard rumors of creature in Maer Dualdon attacking fishing boats. Wants characters to go out and see it and take notes:

> Tali hands you a notebook. "I can't offer you much other than my gratitude, but if you're going out on the lake, please write down any information you learn about the nature of this monster. If we know what's out there, the people of Bremen would be much safer for it. And, well, it bears the potential to be awfully interesting."

- Optional: Offers *scroll of animal friendship* and 5 gp.

Scouting the Lake

- Characters can use rowboats, one has only 35 hp.
- DC 11 Wisdom (Water Vehicles) check to steer around 1d4 + 1 ice floats, boat takes 1d6 bludgeoning on fail.
- Water is d20 x 10 ft. or 100 ft. deep.
- Roll Lake Events table 1/hour:

d20	Lake Event
1–10	Nothing happens
11–12	Spot rowboat from Lonelywood or Termalaine, 1d4 fishers (commoners) fish nearby for 1 hour and leave
13	A keelboat from Targos with 1d6 fishers (**commoners**) & captain (**scout**), don't think monster is real, harass characters, and leave for 1 hour.
14	Cold wind, choppy water, fishing and saving throws against cold made with disadvantage
15	**Knucklehead trout** leaps up, attack 1 character, passive Perception 13 or higher spots it & can use reaction to attack/grapple it before it dives back
16–20	**Plesiosaurus** appears

Clever Beast

- When **plesiosaurus** appears, DC 13 Nature to identify.
- Roll on Plesiosaurus Behavior table. Plesiosaurus afterward if characters don't try to catch attention.

d6	Lake Event
1	Splashes boats.
2	Rams boat from beneath. 3d6 + 4 bludgeoning to boat. Character standing in boat DC 12 Dex save or fall prone, fail by 5 or more falls into frigid water.
3	Bites boat from 10 ft. away, 3d6 + 4 piercing to boat.
4	Capsizes boat. All in boat make DC 12 Athletics group check. If majority fails, boat capsizes.
5–6	**Plesiosaurus** leaves without so much as a hello.

Talking to the Plesiosaurus

- If they talk to it, plesiosaurus says:

> A reptilian head at the end of a long, slender neck rises out of the cold, dark water. The creature gazes at you intently and says, in Common, "I'm listening."

- DC 15 Arcana knows its *awaken* spell.
- DC 14 Persuasion to make it talk about attacks:
  - Used to just swim around.
  - Servant of Frostmaiden Ravisin gave intelligence and said to make people of Bremen suffer.
  - Is trying to spread fear among town's fishers.
  - Don't want to be dumb again, so tries to do as told
  - Don't know where ravisin came from or where she is
- Tries to capsize boat if attacked or mocked.
- DC 18 Persuasion check can convince it that *awaken* is permanent, and it promises not to attack fishers again
- If below half hit points, it disengages and dives away.

Back to Bremen

- Grynsk pays 5 cp per fish.
- If they get research, Tali gives *spell scroll of animal friendship* and 5 gp. If no notes, Tali gives no reward.

Bryn Shander

Overview

- **Description.** First stop for visitors, perched on hill, 30 ft. walls, 15 ft. gates.
- **Speaker.** Duvessa Shane (LG, human, young)
- **Population.** 1,200
- **Militia.** 250 **tribal warriors** and 20 **veterans.**
- **Sacrifice to Auril.** Humanoid.
- **Rivals.** None.

To	Travel Time
Caer-Dineval	10½ hours
Easthaven	7½ hours
Good Mead	6 hours
Targos	2 hours
Termalaine	6 hours

Locations

- **Blackiron Blades.** Smithy run by Garn the Hammer (LG dwarf) and shop run by Elza (LG dwarf) with supplies.
- **House of the Morninglord.** House converted to place of worship for Amaunator run by retired adventurer Mishann (NG human **priest**). Copper Knobberknocker (CG rock gnome **acolyte)** rents attic, helps with services and chores, is worried about friend Macreadus, who is doing resarch in Black Cabin to end winter, wants characters to check in.
- **The Northlook.** Inn an tavern run by retired sellsword Scramsax (N human **veteran**), has fish plaque that sings:

There's a place I like to go
Farther up the river's flow;
Where it is, I do not know;
Must be under all that snow.

Foaming Mugs

- Three dwarves approach characters at Northlook or in street:

Three stocky figures bundled in cold weather garb stumble toward you. They have snowshoes slung over their backs and ice picks fastened to their belts, and two of them have thick beards. The third holds up a gloved hand and says, through a thick wool scarf in a raspy voice, "Well met! I'm Hruna, and these are my friends, Korux and Storn. We need help, and you look capable."

- Work in mine at base of Kelvin's Cairn operated by Clan Battlehammer, provides iron for smithies in Ten-towns.
- Hruna has raspy voice, lost right ear & two fingers;
  Korux is silent, lost three fingers, two toes & nose;
  Storn glances around after white dragons.

"We're the survivors of a group of dwarves tasked with delivering a sled of iron ingots to Bryn Shander. A yeti surprised us and killed a member of our group. The rest of us fled as the yeti tore Oobok limb from limb. Now we need someone to go back and get the sled for us. As payment, we offer each of you a gemstone worth fifty gold pieces. The friendship of the dwarves of Icewind Dale can also be a boon in these harsh times. You'll need snowshoes to make the trip in good time."

- Dwarves can cover expense for snowshoes.
- Optional: Make reward 50 gp total or 10 gp each instead.

Search for the Sled

- Dwarves point direction to sled – halfway to Kelvin's Cairn.
- **Blizzard.** When within couple miles of sled, blizzard comes:

A blizzard descends on you, reducing visibility to twenty feet. Kelvin's Cairn vanishes from view as the blowing snow and howling wind engulf you.

-

- **Oobok's Remains**

You crest a snow-covered ridge and see a frozen, dismembered corpse in the gully in front of you. Snow covers some of the gory bits, but the headless torso and severed limbs are visible. You see tracks in the snow all around the corpse, and the telltale grooves in the snow left behind by a sled that has been hauled away.

- Yeti ate his arms and organs. Tracks are left by goblins.
- DC 10 Survival to determine tracks are fresh, belong to small humanoids in snowshoes.
- **Goblins.** Characters find goblins after ½ hour:

The creatures you've been following appear to be goblins, based on their stature. All six of them groan, grunt, and curse loudly as they haul the bulky sled toward what appears to be a twenty-foot-tall wagon parked in the snow. Harnessed to this conveyance are two roaring polar bears that don't look happy.

- Characters are 120 ft. from sled, which is 120 ft. from wagon
- Sled weighs 300 lb. + 600 lb. ingots. Four goblins to move it.
- If attacked, 6 **goblins** by sled take cover and shoot bows.
- On first turn, goblins blow horn to alert Izobai (**goblin boss**), **hawk** and 2 **goblins** in wagon. Izobai climbs onto wagon.
- If Izobai spots characters within 60 ft., orders 2 **goblins** in wagon to shoot through gaps (they have 3/4 cover)
- If 5+ goblins are killed, or Izobai is killed/captured, goblins can negotiate truce, hand over ingots for lives and freedom.
- Can also be persuaded with kindness if party offers gifts
- **Freeing the Bears.** DC 12 Animal Handling can approach polar bears safely, use action to free bear who attacks goblins
- **Treasure.** Izobai has 2 *potions of animal friendship* and 13 sp, 25 cp and bone whistle (1 sp). Goblins have 1d6 cp each.

Concluding the Quest

- 300 iron ingots, 2 lb each, has foaming mug symbol, worth 5 sp to blacksmith, when returned to dwarves, characters receive reward + 10% discount on goods in shop.

Caer-Dineval

Overview

- **Description.** Small fortress, harbor frozen, speaker sick.
- **Speaker.** Crannoc Siever (LN human, bully, sick)
- **Population.** 100.
- **Militia.** 25 **tribal warriors** and 2 **veterans.**
- **Sacrifice to Auril.** Food.
- **Rivals.** Caer-Konig, Easthaven

To	Travel Time
Bryn Shander	10½ hours
Caer-Konig	2 hours
Easthaven	9 hours
Good Mead	8 hours

Locations

- **The Caer.** Built 400+ years ago by Dinev family that ruled Icewind Dale until slain in Caer by orcs. Is residence of Speaker, but now inhabitated by Knights of the Black Sword.
- **Dinev's Rest**. Boarded up, closed inn, 6 **duergar** hide inside
- **The Uphill Climb.** Tavern with view of lake and docks, serves hot chowder, but is out of beer and spirits. Run by Roark (LG human), claims to have no rooms and sends adventurers to Caer because he wants them to investigate it.

Black Swords

- Knights of the Black Sword are secret cultis of Levistus, archdevil of Stygia, sixth layer of the Nine Hells.
- Most are Icewind Dale natives who devoted themselves to Levistus to avoid freezing to death, and found sword-shaped chardalyn amulet that helped them survive cold.
- Know about Xardorok and can ally with enemies of duergar.
- Take telepathic orders from Levistus.
- Pose as members of Speaker Crannoc's Staff, turn away visitors. Will welcome characters if 1 of these is true:
  - One character has the Runaway Author secret
  - The characters found and killed duergar in Dinev's Rest.
  - The characters dealt with Nildar or Durth Sunblight.
- If their goals align, will keep them safe and help them, but won't give up the Caer or Speaker Crannoc. Alliance ends if:
  - The characters attack any cult member other than Kadroth
  - The characters harm or hinder Avarice
  - The characters give up their fight against duergar

Getting into the Castle

- Characters can get in by ambushing cultists when they leave castle and use amulets and clothes as disguises, or;
- Scale the walls with climbing gear or magic, or;
- Use charming magic to convince cultist to let them inside.

Approaching the Caer

A sturdy, stone castle devoid of warmth and ostentation squats atop the cliffs overlooking the town and the frozen harbor. Warding the castle entrance are thick, battle-hardened wooden doors. Four cylindrical guard towers have wind-worn flags bearing the town's heraldry fluttering above their tiled, conical roofs. These towers are connected by icy battlements and parapets. Atop the castle walls and within the guard towers, torches flicker.

- **General Features.** Ground outside is 10 ft. lower than courtyard, so walls are 20 ft. from outside, 10 ft. on inside. Arrow slits provide 3/4 cover. Most of castle lit by torches.
- **Castle Defenders.** Alarm can be sounded by yelling. If alarm raised, 12 **cultists** from guard towers (C4) and 2 **cult fanatics** from gatehouse (C6) defend castle.

Chardalyn Amulets

- Corrupted by Levistus. Shows as desecrated objects if inspected with *detect evil and good* or similar magic.
- Each dawn, roll d6. If 1, DC 10 Charisma save or become lawful evil. Can be undone with *remove curse* within nine days, but after that can only be undone with *wish* or divine intervention.

C1. Main Gate

- 2 iron portcullises, 2 closed wooden doors seal castle.
- Mechanisms to portcullises and doors in C6.
- **Gate Guards.** Cult fanatics in C6 reject entry: "Speaker Crannoc Siever is too sick to entertain guests!" and "Speaker Crannoc Siever has no need for your heathen rituals!"

C2. Snowy Courtyard

Footprints in the snow lead to various doors along this courtyard's perimeter, including a tall double door to the keep, with its unwelcoming row of arrow slits and barred windows on the upper floor. To the east of the double door is a small, single-story building with a slanted, snow-covered roof. West of the double door are two unused merchant stalls with torn canopies. Tucked under some icy stairs in the northwest corner is a slender wooden hut with a crescent moon carved into its flimsy door.

C3. Kennel and Sled Storage

- 6 sled dogs (**wolf**), bark loudly if approached, cultists ignore. There is also dog sled with harnesses and reins.
- **Kennel Boy.** 8-year-old Alassar found as stowaway, now does chores, knows layout of levels 1 and 2 of castle.

C4. Guard Towers

- 3 **cultists** in each. Has cots, furs, footlockers, brazier.
- ***Northwest Tower.*** Has stone trapdoor in floor to C16 and secret passage to C9 – auto-spotted if wall is examined.

C5. Armory

- Rack with 20 spears, chest with 6 *flasks of alchemist's fire*, on walls are 8 longbows and 8 quivers with 50 arrows.

C6. Gatehouse

- Has wheels that open outer doors and portcullises.
- Murder holes in middle of floor, arrow slits in south wall.
- 2 **cult fanatics** (human **Huarwar Mulphoon**, tiefling **Fel Suparra)**, one is sleeping, one stands guard.

C7. Great Hall

- Door to C2 and be sealed with crossbar as an action.

This once-grand hall is dimly lit by chandeliers that are missing most of their candles. Three long tables in the center of the hall are littered with dirty dishes, which a young tiefling servant is slowly collecting.

A stone staircase ascends to a pair of twenty-foot-high balconies that hug the walls. On the north landing, directly across from the main entrance, hangs a banner depicting the town's heraldry: a stone watchtower on a dark blue field, with a horizontal red fish facing to the right under the tower.

- 14-year-old Mere is frightened of Kaldroth, wants to be free, knows full layout of castle, but can't be bribed or coerced as long as Kadroth is a concern. Knows about Levistus, duergar, and has met albino tiefling wizard (Avarice).

C8. Speaker's Den

- Comfortable furnished, fire burning in hearth.
- Outside door is Thoob (human **cultist**) who serves Kadroth, a sadistic klutz who likes to boss lesser cultists around.

C9. Speaker's Office

- Kadroth (LE tiefling **cult fanatic**) is here, leads because he claims to speak with Levistus, annoyed that Hethyl Arkorran has more respect and influence in cult.
- Kadroth is afraid of Avarice and Arcane Brotherhood.
- Keeps Crannoc Siever alive for appearances' sake, sometimes brings him to office to sign documents.
- **Ring of Keys.** Kadroth has ring of keys for all doors in Caer.

C10. Servant's Quarters

- Furnishing for servants to rest, bathe, clean uniforms.
- Cook Karou Salafan (human) and Mere (tiefling) rest here, other servants are imprisoned in area C24.
- **Supplies.** 3 crates of torches next to stacked pile of cut wood

C11. Kitchen

This kitchen reeks of fish. It is furnished with stone ovens, a fireplace for roasting skewers of meat and boiling soups, and wood-block countertops. A portly cook busies himself at a table while a kettle belches steam over a fire in the hearth. A kennel by the door holds a pair of goats.

- Cook Karou Salafan (NG human **commoner**) here, doesn't know much, keeps head down, and doesn't say much.

C12. Kadroth's Bedchamber

- Gilded mirror, ornately carved wooden table and chair. Kadroth's black cat, Touche, here, Mere checks fire routinely.

C13. Soothsayer's Room

A chilly draft wafts through this bedroom despite a roaring fire in the hearth. Bundled under a thick quilt and seated in a squat rocking chair in front of the fire is a venerable dwarf with a wooden peg where her right foot should be. Next to her, on a small table, is a plate of food. "I've been dreading this moment," she says.

- Hethyl Arkorran (dwarf noncombatant), old, heartless, blunt.
- Can see future, knows she is dying, dies after sharing:
  - Xardorok Sunblight, a duergar warlord, will conquer Icewind Dale unless the characters defeat him.
  - Xardorok has a fortress hidden in the Spine of the World. It contains a forge powered by the heart of a red dragon.
  - Xardorok has a plan for destroying Ten-Towns, which the characters can discover if they search his fortress.
  - The characters will die if they face Xardorok too soon. They must test their mettle against the horrors that haunt the farthest reaches of Icewind Dale first.

C14. Speaker's Bedchamber

This room is immaculately furnished. It has all the trappings of a royal bedchamber, including a soft bed, warm quilts, elegant tapestries, and a gilded chamber pot. Bars over the windows dispel the air of luxury somewhat, as does the guard standing just inside the door.

- Yajath (human **cultist**) guards Speaker Siever.
- Speaker Crannoc Siever (LN human **commoner**), beard unkempt, filling chamber pot, says "perfect timing" sarcastic
- 49-year-old, unmarried, under house arrest, not deathly ill.
- Only leaves room to sign paperwork in C9.
- Cultists slew guards, threatened to kill servants if Crannoc misbehave. Knows cook is making meals, don't know where rest of servants are, maybe cistern under castle.
- Crannoc wants control of castle and punish cultists, knows:
  - Cultists claimed to be neutral arbiters send by the Council of Speakers to help Caer-Dineval solve fishing disputes
  - Kadroth is the leader, answers to someone named Levistus

C15. Old Library

This room was set on fire years ago and never repaired. Evidence remains of floor-to-ceiling shelves along the walls. A draft issues from a darkened fireplace, stirring the cobwebs around it.

C16. Under the Castle

- If peering down trapdoor in the northwest guard tower:

A wooden ladder clings to the west wall, held in place with iron brackets. The ladder descends twelve feet to a hall made of mortared stone lit and heated by four sputtering torches. Extending from the east end of the hall is a water-filled cistern. A small rowboat is tied off near the water's edge.

- 5 ft. wide, 8 ft. high passage leads north to C17.

C17. Cold Storage

This room is empty except for four sheet-wrapped bodies lying side by side on the floor.

- Remains of 4 cultists (3 humans and a halfling) killed by speaker's guards during takeover of castle. Ground is too frozen to bury, so they're being kept here in cold storage.

C18. West Cistern

Stone steps descend into the icy water that partially floods this twenty-foot-wide, arched tunnel, which continues eastward into darkness. The roof arches twelve feet above the water, which is eight feet deep. The rowboat tethered at the water's edge looks safe to use.

- Inspection of water sees swollen bodies weighed down by chain shirts – 6 human and 1 dwarf, guards killed by cultists
- 5 ft. wide, 8 ft. high passage lead north to C19 & south to C20
- **Eastern Door.** At eastern end of cistern is a 10 ft. square slab of blue marble half-submerged, blocks access to C23. Must move farther into cistern to see it. Lever to open in C22.
- **Rowboat**. 2 oars and can hold 2 medium creatures + gear

C19. Storage

- Floor above water level. Rat chewing on sack of grain.

C20. Shrine of Levistus

Frost covers the floor of this dark, fifteen-foot-square room. To your left and right are narrow tunnels, and across from the entrance stands an eight-foot-tall pillar of ice with a horned, pale-skinned, humanoid figure trapped inside it. The pillar is wrapped in black chains, and the wall behind it is covered with brown fungus.

- Figure in pillar is a wooden mannequin resembling Levistus. Ice is kept frozen by 10 ft. square patch of brown mold on wall behind it (DMG, pg. 105). Creature that touches ice pillar is close enough to mold to be harmed by it.
- DC 10 Religion check guess that this effigy is an altar.

C21. Avarice's Quarters

This room is the private quarters of an albino tiefling who sits at a small desk in the dark, writing in a book with white leather covers. An ink-black crow perches on one of her horns and seems to read along with her scrivening. Without taking her eyes off the page, she says to you, "Get out."

- Other furnishings: red rug, narrow bed, freestanding mirror.
- Albino tiefling is Avarice (see appendix C). Raven is familiar, Skelm. Levistus has told Avarice not to harm adventurers until they help find Ythryn. Avarice is hospitable, but won't talk about what she do. If not safe, leaves without fight.
- Avarice's gargoyles, Gargle and Gurgle, are sent to spy on wizard rivals. Can speak to gargoyles telepathically, orders them back to castle if characters confront her. If characters slay or capture Avarice, gargoyles attack as they leave keep.
- **Treasure.** Has *staff of frost* and spellbook (see Appendix C).

C22. Iron Lever

- Empty except for lever to open slab in C18.

C23. East Cistern

- Cistern continues for 40 ft. beyond slab, tunnel to C24.

C24. Prisoners

A five-foot-wide, eight-foot-high tunnel leads to a dark, cold room that reeks of filth.

- 5 servants (human **commoners**) trapped here for 2 weeks. Malnourished, fed only every few days.
- Lanthis Alderdusk, 64 y/o assistant, notary, and scribe.
- Elprekt Norbrav, effete, tall, thin, 55 y/o butler.
- Mylbara Norbrav, Elprekt's 45 y/o wife, Dwarvish translator.
- Tam Sharf, mute, 30 y/o thief/housemaid, wanted for murder in Luskan
- Dassir Ravenscar, shy, 25-year-old dogkeeper.
- Want to break out, hide, and try to grapple first character through door, one grapple with advantage, if fail they back off

Outcome: Dark Alliance

- Characters get access to northeast guard tower to stay in.

Outcome: Routing the Cultists

- If Siever retakes control, party can stay in the Caer anytime.
- If Kadroth & Hethyl dies, Avarice takes leadership eventually

Caer-Konig

Overview

- **Description.** By mountain's foot, dock frozen, Caer ruined.
- **Speaker.** Trovus (NG silver dragonborn), retired adventurer
- **Population.** 150.
- **Militia.** 25 **tribal warriors** and 2 **veterans.**
- **Sacrifice to Auril.** Food.
- **Rivals.** Caer-Dineval, Easthaven
- **Travel.** Two hours to Caer-Dineval.

Locations

- **Hook, Line, and Sinker.** Run by Eglendar "Glen" Korr (NG half-elf), free half-pints of ale by door for anyone who visits. Last call drinking contest where locals challenge visitors.
- **Frozenfar Expeditions.** Run by old ranger Atenas Swift (NG human **scout**), sells adventure gear, shed with dogsleds and dogs, guide Jarthra Farzassh (LG dwarf **scout**) also here.
- **The Northern Light.** Run by Shorard sisters (NG human), Allie is charming, Cori is scowling.

The Unseen

The town sits quietly at the foot of Kelvin's Cairn. A few bundled-up people shuffle between snow-battered houses, keeping their heads down, barely bothering to give you a look as you walk past them.

A pile of snow stirs as you pass it, and someone hidden beneath it suddenly stands. The figure looks around and yells, "Who goes there? Is it thieves? Have I found those creeping bastards?"

When he pulls down the scarf covering his face, you see it is a silver dragonborn holding onto an empty wine bottle as if it was a weapon. He belches, grins at you, and says, "Pardon my manners. Bit jittery with all the thieving going on. I'm Trovus, the town speaker."

- Trovus drinks a lot, patrols at night looking for thieves, passes out in snow, don't remember why. Can explain:

"The town has had some thievery troubles. No one's seen anything, really. Just the other night, the lantern over at the Northern Light was stolen. Cori won't let me hear the end of it because I haven't been able to find those responsible. Not yet, anyway. But I have a knack for this stuff."

- Makes speech about adventuring days, including kicking half-ogre into river, making kobolds believe he was a dragon
- Takes adventurers to Northern Light, says this is missing:
  - A color-switching magic lantern, taken from the local inn
  - A pair of goats, stolen from the local tavern
  - A small sack of pearls from Frozenfar Expeditions
- Has no reward for dealing with thieves. Optional: Trovus offers characters *breastplate of warning (dragons)*

Helpful Sisters

The inn appears to be mostly empty. A young woman looks up as you enter, gives Trovus a chastising smile, and says, "Did you fall asleep outside again? I'm telling you, Trovus, one day you're going to have to stop relying on the kindness of strangers."

The woman then opens a door into what looks like a kitchen and calls out, "Heat up something for Trovus. He's been out 'patrolling' again."

- Allie settles Trovus into chair, confirms that break-ins are happening, no witnesses, only clue is tracks leading to Kelvin's Cairn, Allie thinks tracks made by dwarves live in valley at Kelvin's Cairn because they are desperate for food and ale, but can't explain why they took Lantern, weird that there's no witnesses: "A quiet dwarf is an oxymoron."
- Interaction with Allie is interrupted by Cori:

The door to the kitchen swings open as a stern-looking woman enters holding a steaming bowl of soup. She places the bowl down in front of Trovus and says, "No dwarf did this. Someone would have spotted 'em. Caught 'em. No, there's something more going on. Besides, what use do hungry dwarves have for a lantern?"

- Magic lantern used to decorate outside of the inn.
- Has no reward, but can provide food, beds and beer.
- If they accept, Allie takes them to footprints at back of inn
- **Dogsleds.** If characters want to follow, Shorard sisters suggest getting dogsled from Frozenfar Expeditions. Jarthra is willing to with them for 10 gp, has advantage on Survival.

Following the Tracks

- Tracks leading away from inn are lost after 50 ft.
- Next morning, find new set of fresh footprints. Leads to tracks made by orgre zombie pulling dogsled 1/4 mile outside town. DC 15 Survival sees checks belong to ogre.
- Tracks lead toward mountain, veer off to duergar outpost in northwest foothills of Kelvin's Cairn.
- Mile away, tracks disappear, 1/hour = DC 15 Survival group check to find outpost, if two fails, random encounter

Approaching the Outpost

A blocky stronghold bereft of warmth or charm juts out of a hillside in a rough crescent shape. Only part of its construction is visible; the rest is buried in the stone.

A large double door of stone serves as the main entrance. The terrain leading to it is a gently upward-sloping plain covered with fresh snow. A stream used to flow out of a barred culvert northeast of the main entrance, but the waterway has frozen. Two other barred openings can be seen along the stronghold's northern wall. Anyone positioned behind these openings would have an unobstructed view of the hillside.

Closer to you, separated from the rest of the stronghold, is a snow-covered stone bunker perforated by arrow slits.

- One **duergar** in O1 and O3 keep watch.
- DC 10 Stealth to approach undetected by hugging north cliff, moving behind bunker and below openings.
- If **duergar** in O3 sees threat, she sounds alarm and goes to O2 to pull up drawbridge (takes 2 rounds).

O1. Bunker

This stone bunker stands fifteen feet tall. The rough edges of its construction indicate that it was cut from a single piece of stone.

- **Duergar** Brojk, shoots heavy crossbow at intruders.
- 5 ft. high tunnel to O4, 20 ft. ladder at each end.

O2. Main Keep

Heavy, doors, DC 12 Athletics to open. 30 ft. deep pit spanned by 20 ft. square wood drawbridge that can be raised.

This hall is devoid of decoration. A frozen well stands hear a hallway to the east, and three iron cages are pushed against one wall. One contains a malodorous ogre with rotting, half-frozen skin and an empty right eye socket. It howls in despair at the sight of you. Another cage holds a pair of nervous goats. The third cage is empty. Leaning against a wall near the cages is a wooden dogsled with ice clinging to it.

- 2 goats stolen from Caer-Konig. **Ogre zombie** can't get out.
- If attacked, **duergar** release **ogre zombie**, if they drop below ½ hp, duergar flee to let ogre zombie cover retreat.
- Well descends 10 ft. to underground cistern.

Roleplaying Duergar

- Use Enlarge trait before combat or turn invisible to get help
- Don't negotiate, won't surrender. If captured, DC 14 Intimidation can get them to say that: Nildar commands outpost, is searching for chardalyn on behalf of father Xardorok who has larger fortress in mountains, is making a dragon. Wants to use outpost here to raid mines in Dwarven Valley.

O3. Overlook

The door opens into a large, nearly empty room. Snow has drifted into the corners, and frost covers the stone walls. Three barred openings overlook the snow-covered grounds outside the stronghold.

- **Duergar** Urthild is here.
- Iron bars 6 ft. apart in three 5 ft. openings. DC 20 Athletics to create opening big enough for Small creature

O4. Armory

Piles of equipment are pushed against the walls of this room. In the southern end of the chamber, an open hatch reveals a route leading underground.

- 2 scale mail, 2 shields, 3 war picks, 9 javelins, 2 climber kits
- 5 ft. high tunnel to O1, 20 ft. ladder at each end.

O5. Chokepoint

A long room, divided in the middle by two open doorways, stands empty. In the far southwest corner, an iron lever sticks out of the wall.

- If Nildar (O6) hears noise, waits by lever to split party up here
- **Trap**. When lever pulled, iron spikes from barriers across doorways. Creatures in opening DC 12 Dex or 2d6 piercing and restrained. Gaps too small for creatures to slip through, each barrier has AC 15, 18 HP, immune to poison & psychic

O6. Commander's Quarters

A stone-carved bed and desk occupy this drab room. Atop the desk are several shards of dark crystal, as well as a crumpled-up piece of paper and a burlap sack draped over a glowing object that emits colored light that shifts from blue to green to red.

- If not alerted, Nildar (**duergar**) sits at desk, attacks on entry
- Glowing object is lantern from Northern Light, shards on table are glass and 3 dagger-sized pieces of chardalyn. DC 16 Arcana to see chardalyn is malleable & suited for crafting
- Piece of paper on desk written in charcoal in Dwarvish:

Brother,
You will find me on the frozen ferry in Easthaven. From this new base, the search for chardalyn continues. Long may our father reign over this dark land!
Durth

- **Roleplaying Nildar.** Wants to please father. If defeated:

"My father is more powerful than any of you filthy creatures could imagine. You don't understand the glory of it, the power found in the ice. None of you do. But you will learn soon enough when my father unleashes his terror upon Ten-Towns! Your doom soars on dragon's wings!"

- Flees if possible, goes to Xardorok's fortress, swears revenge

O7. Spore Servants

This chamber appears to be a cellblock lined with stone doors that have small, barred windows set into them at dwarf's-eye height. Snow and wind enter the room through a barred window in the northeast corner that looks out toward the snow-covered bunker that guards the main entrance.

- Barred opening in corner similar to openings in O3.
- 5 cells have **spore servant (tribal warrior)**, attack on sight

O8. Duergar Quarters

Small rooms flank a central common area where crates and sacks are stashed against the west wall. The doors of the two southern rooms are open, and each room is empty except for a tattered bedroll and a chair. From behind the closed doors of the northern rooms, you hear the faint sound of snoring.

- 2 sleeping **duergar** Ruvik and Skorn. Sleep in armor.
- **Treasure**. Crates with supplies, sacks with stolen goods from Caer-Konig: 25 pearls (5 gp), 3 daggers, woodcarver's tools, navigator's tools, fishing tackle, *potion of healing*, 73 sp.

Concluding the Quest

- Back in Northern Light, Trovus passed out in armchair.
- Allie knows nothing about duergar, is disturbed to learn they can turn invisible and grow to ogre size!
- If lantern retrieved, offers flagons of ale, and have rooms. Can also help them return stolen goods to their owners.

Dougan's Hole

Overview

- **Description.** Smallest, most isolated, inbreeding
- **Speaker.** Edgra Durmoot (NG human), plainspoken.
- **Population.** 50.
- **Militia.** 12 **tribal warriors** and 1 **veteras.**
- **Sacrifice to Auril.** Warmth.
- **Rivals.** Good Mead.
- **Travel.** 4 hours walking to Good Mead.

Locations

- **Twenty Stones of Thruun.** Triangle of granite megaliths around megalith in center. Nobody knows why it's there, believe it is maybe connected to something called Thruun.

Holed Up

- Characters may know that:

> Dougan's Hole is beset by winter wolves that stalk the outskirts of town.
> "Don't know how many, but them wolves are big as horses!" says a local with small, misshapen ears.
> "They know words an' got a mighty vocab'lary!" says another with pointed teeth.
> "By Thruun's Stones, they caught fair Sil and her lovely brother Finn th' other day," says a third, who bears more than a passing resemblance to the other two.
> A fourth who looks like their sister chimes in. "Dang winter wolves say they ain't givin' 'em back till the town coughs up a king's ransom in food and gold. This town barely got enough to feed its own, and there ain't no gold. Ain't no one allowed to leave town. Dem wolves vow to kill anyone who tries!"

- Speaker Durmoot believes missing teenagers dead, won't give food to wolves, offers no assistance or reward.

Good Wolf, Bad Wolf

- Koran and Kanan (**winter wolves**) approach outside town.
- Koran whimpers & limp, DC 15 Insight sees through ruse.
- Koran claims to be kicked by frost giant master Garagai. Says Garagai kidnapped townsfolk and is keeping prisoners in lodge ½ day west of town. Wants characters to free them.
- If Koran can't convince them, Kanan bares fangs, threatens to eat characters if they don't help.
- If party doesn't take bait, drop act, say children won't live much longer, and leave tracks for characters to follow

Crossing the Tundra

- 50% chance of blizzard. 1d6 + 1 **wolves** that attack party, if Kanan and Koran are with them they scare wolves away.

Approaching the Lodge

> Jutting up out of the vast tundra is a towering edifice built entirely of ice. The domed structure is easily three times the height and width of any building found in Ten-Towns.

- Three openings, remorhaz' tunnel on southern side.
- Ceilings inside are 30 ft. high.
- Winter wolves say Garagai isn't home, offer to stand guard while characters free prisoners. DC 15 Insight to see they are lying about Garagai, the frost giant is in the lodge.
- The wolves wait to ambush characters who flee from Norsu

l1. Exterior

- Winter wolves suggest taking tunnel to L4.

l2. Flensing Chamber

> A sour stench of decay fills your nostrils. Lying on the ice-packed ground is the frozen corpse of a whale, crudely butchered. Beside it is a blade in the shape of a paring knife the size of a longsword.

- **Treasure.** In alcove west of carcass is huge chest buried under ice. 1 hour to chip away ice to open. Contains giant-sized tools for flensing, and scrimshaw goat (25 gp).

l3. Caged Townsfolk

> A huge, slatted animal cage, with a locked gate attached to it by rusty hinges, stands against the west wall of this chamber. Trapped inside the cage are two shivering humans in cold weather clothing. They look fearfully at you.

- Silja (NG human **commoner**), spindly, pointy teeth, braids, most proactive, Finn (NG human **commoner**), piebald, malformed ears, frostbitten hands, chattering teeth.
- If cage bars are heated, DC 15 Athletics to pull apart enough for Silja and Finn to slip through.
- DC 15 Dexterity with thieves' tools to open lock in 1 minute. Rusty hinges squeaks when opened, Norsu comes running

l4. Entrance Corridor

> This passageway is choked with ice. Above you, icicles are densely clustered, their points sharp as daggers.

- DC 15 Stealth to move through, failure alerts Norsu in L5.

l5. Garagai's Icy Tomb

> This oval chamber with high walls of glittering ice resembles a sepulcher. The frozen, hacked-up corpse of a frost giant lies on the floor, entombed in translucent ice, and looming next to it is a woolly mammoth. Not far from the mammoth, carved from a single block of ice, is a giant-sized throne atop a circular dais. Chiseled into the throne's backrest is a large rune.

- If Norsu sees them, add:

> The mammoth stares down at you with hate in its eyes. "You are to blame for all of this!" It then lowers its head and assumes a threatening posture.

- Norsu thinks character desecrates tomb. Can be calmed with DC 12 Deception or Persuasion if character claims to be friend of Garagai or to avenge him.
- Otherwise, Norsu attacks but stay within 100 ft. of lodge
- **Ice Throne.** DC 15 Arcana see symbol is Giant rune for "ice". *Detect magic* sees conjuration around rune. Character in throne can spend 1 minute to summon blizzard 1 mile around lodge for 8 hours every tenday. Has AC 13, 80 HP, resistance to piercing, slashing, immunity to cold, poison, psychic, vulnerability to fire.

l6. War Room

> A massive table hewn from a single block of ice stands in the middle of this cold chamber, surrounded by chairs also made of ice. Many of the chairs are chipped and cracked.

l8. Whale Oil Storage

- Remorhaz' tunnel runs underneath wall to south.
- Smells bad, 5 barrels of whale oil (50 gp, 500 lb.)
- **Treasure.** DC 11 Arcana can see that white residue in tunnel is thrym, substance exuded by remorhazes before they give birth. Can be used to craft *potions of resistance (cold)* and other useful concoctions. Enough thrym for 1 bottle (250 gp).

Sneaking Out

- If quiet and avoid L5, won't alert Norsu.
- Can avoid wolves' notice through remorhaz tunnel.
- If one wolf dies, other flees.

Concluding the Quest

- If characters return with Silja and Finn, their mother Hilda is happy, gives husband/brother's old *boots of the winterlands,* which he won from adventurer in drinking contest.

Easthaven

Overview

- **Description.** Prosperous, founded by thieves, docks frozen
- **Leaders.** Speaker Danneth Waylen (CG human), Captain Arlaggath (LG half-elf **veteran**) commands militia.
- **Population.** 750.
- **Militia.** 150 **tribal warriors** and 12 **veterans.**
- **Sacrifice to Auril.** Humanoid
- **Rivals.** Caer-Dineval, Caer-Konig

To	Travel Time
Bryn Shander	7½ hours
Caer-Dineval	9 hours
Good Mead	4½ hours

Locations

The Wet Trout

- Popular tavern near docks, large, loud, run by Nymetra Myskin (CN white dragonborn **berserker**), complains, worships Auril, supports sacrifices. Scython (NG tiefling **bandit captain**) is here, happy-go-lucky owner of Easthaven Ferry, has lots of rumors.

The White Lady Inn

- Musty, named after legend of ghost walking Lac Dinneshere, run by sullen, elderly Bartaban (NG human).
- Rinaldo (LG halfling) plays fiddle while telling tale of White Lade: her husband was miser with treasure in heavy chest that maybe caused his boat to sink and drown him, Rinaldo thinks treasure is a bottom of the lake.
- **Seance**. Rinaldo invites characters and half dozen guests to join a seance in back room to speak with White Lady.

> Smoke from burning incense clouds the room. Multicolored lamps and silks are hung from the rafters, and the light from several candles illuminates a circle of uncomfortable-looking guests sitting cross-legged on the floor.
> Rinaldo pushes back the sleeves of his robe, raises his hands, closes his eyes, and intones, "Lady who watches from the lake, come to us in our darkest hour! Tell us what you've seen!" After a moment of silence, thick frost forms on the inside of the room's windows, turning them opaque, and the candles go out one by one.

- Rinaldo senses White Lady's spirit is close, urges characters to reach out. Ask the players what they say or do.
- If trying to help, DC 12 Persuasion group check. On failure, White Lady appears as **specter (variant: Poltergeist)**. On success, characters can ask questions, spirit replies truthfully by tracing short answers on frosted windows. If it doesn't know, shatters window. Answers 3 questions. Knows:
  - Caer-Dineval base for devil-worshipers.
  - Gray-skinned, invisible dwarves in Easthaven, Caer-Dineval, Caer-Konig with bad intentions. Hide on Ferry in Easthaven and in Dinev's Rest in Caer-Dineval.
  - Magic cauldron is hidden in lakeside caves, guarded by evil hag Maud Chiselbone, can feed town indefinitely.

Easthaven Ferry

- Discontinued because of frozen lake, usually run by Scython.
- Now inhabited by Durth Sunblight (**duergar mind master**) and 3 **duergar** Klaska, Ossyl, and Zubloor.
- If characters show letter from duergar outpost in Caer-Konig to Speaker Waylen or Captain Arlaggath, they ask characters to slay duergar, Arlaggath can accompany them.
- Characters who search for tracks in town with DC 10 Survival check can find dwarven tracks leading to ferry.
- **Aft Cabin.** 10 ft. square, 4 sleeping bags, stolen rations, map of Icewind Dale with all towns marked, and locations of Kelvin's Cairn duergar outpost and Sunblight Fortress.
- Durth Sunblight hears creaking deck, turns invisible, stays in corner, attacks if detected or map is taken. If reduced to 20 hp, shrinks tiny and flees through small rathole. If he escapes, he returns to Sunblight fortress.
- **Development.** Duergar are searching for Easthaven, return 30 minutes after characters board ferry, and attack. If Durth is dead or gone, they abandon ship and don't return. If characters capture Durth, he warns he is son of Xardorok, who will claim Icewind Dale as kingdom, doesn't say anything more. If threatened or magically persuaded, says:
  - Xardorok has fortress in mountains.
  - Fortress has forge powered by heart of red dragon.
  - Xardorok is crafting chardalyn dragon to destroy towns
  - Xardorok's other son Nildar is in outpost by Kelvin's Cairn

Toil and Trouble

- Starts with public execution of Dzaan:

> A crowd has gathered in front of the Town Hall to watch the public execution of Dzaan, a human wizard who, despite efforts to disguise himself, was recognized and arrested for the crimes he has inflicted upon dale-folk. He has been bound to a stake and gagged. Members of the militia use torches to light the straw tucked around his feet. Fanned by the wind, the fire catches quickly. Dzaan does not struggle or scream as he is quickly engulfed in flames. Bundled-up spectators move closer to the human bonfire, eager to feel its warmth.

- Imra Arlaggath approach, curt but not unfriendly, can tell that Dzaan murdered adventures.
- Asks about characters and ask them to assist in investigation.

> "Four fishers went missing on Lac Dinneshere a tenday ago. The coastline is hard to sail along because of the ice floes, but savvy anglers prefer it—there are fewer competing fishers from the other lake towns there. We need someone to scout the coastline and search for them."

  - Characters can borrow boat (4 people) or skiff (8 people)
  - If they want reward, she can give Dzaan's *spell scroll of fireball* or *bag of tricks*.

The Search Begins

- Characters find boat 'Bunch o' Knuckleheads along coast:

> A rowboat bobs untethered in the water amid some small ice floes, not far from the eighty-foot-high cliffs that abut the shoreline. The mouths of four caves dot the snowy cliffside. One of these caves is at water level, and the others are elevated twenty to thirty feet above the frozen lake. The wind tearing through these icy caves sounds like moaning.

- 4 oars, 4 fishing tackle, dozen empty bottles.
- Tracks leading to southernmost cave.
- 2 **harpies** flying above attacks, if 1 killed, other flees.

Cauldron Caves

- **Moaning Wind.** Sounds like moaning, blows out candles
- **Ice Everywhere.** On all surfaces, is difficult terrain, DC 10 Acrobatics or fall prone when first moving unto it.
- **High Ceilings.** Caves 50 ft. high, tunnels are 30 ft. high.
- **Moonlight.** Dim light from moon in some areas.

u1. Cave Mouths

- Easy climb to reach three northernmost caves.
- Fishers entered southernmost cave, DC 10 Survival to follow tracks all the way to U7, where tracks disappear.

U2. Dire Wolf Den

- Floor strewn with animal and humanoid bones.
- Hungry **dire wolf** attacks if not given fresh meat.

U3. Cave Drawings

> This cave has ancient, stick-figure drawings carved into its northern wall.

- DC 15 History interpret carvings of frost giants in hot spring

U4. Moaning Cavern

- Empty except for three ice-covered pillars.

U5. Icy Bridge

- Stone bridge spans frozen river 20 ft. below.
- DC 10 Acrobatics to cross safely. On fail, fall 20 ft. (2d6)

U6. Old Camp

- Abandoned campsite, charred remains of campfire.
- Partially burned journal written in Dwarvish, most notable:
- "These caves are sacred to the frost giants. The carvings on the wall suggest that the giants came here to drown themselves. Did they use the hot spring as a sacrificial pool?"
- "The wind truly sounds like a wailing woman. One could easily go mad in this place."
- "I think there's someone living in these caves. Shortly after discovering the hot spring, I heard what sounded like a granny singing. When the song ended with a shrill laugh, dread sunk its teeth in me. Ye gods, that horrible cackle! I shall leave these caves in the morning and never return."

U7. Waterfall

- Frozen waterfall, DC 10 Athletics to climb. On fail, ice cracks, releasing dormant **water weird**, DC to climb becomes 15.
- Behind waterfall are explorer's pack and miner's pick.

U8. Sacred Spring

- Filled with frozen mineral water. Remains of four frost giants visible by moonlight through opening in ceiling.

U9. Ossuary

- On clear nights, illuminated by moonlight through fissures.
- Fresh blood on icy floor, bones from animals and humanoids, scraps of clothing and armor, rusty weapons.
- **Frost giant skeleton** sits partially encased in ice. Inanimate until it takes damage or an intruder enters ossuary. Acts on initiative 1, spends first 2 turns releasing itself. It killed fishers, controlled by Maud, pursues without leaving complex

U10. Cauldron of Plenty

- **Sea hag** Maud Chiselbone and **will-o'-wisp** in middle of cave.
- Maud stands between *cauldron of plenty* and stone block where she butchers meat for stew. Around block are rusty hatchets and flayed corpses of four fishers.
- Maud disguised as old woman. If threatened, summons frost giant skeleton from U9 (arrives after two rounds, if skeleton is destroyed, assumes true form and attacks characters.
- If reduced to 9 hit points or fewer, she surrenders and gives cauldron + promises chest with gold coins from bottom of lake. If agreed, she tells characters to wait in caves until midnight, and then head north for a mile along shore. If they do, they find wooden chest.
- **Treasure.** *Cauldron of plenty* stew is mixed with human meat and organs, must be dumped out to transport. If they get chest from Maud, it has 600 gp and 4 **crawling claws.**

Concluding the Quest

- Captain Arlaggath sad that missing fishers are dead.
- Gives characters *spell scroll of fireball* or *bag of tricks*.

The Cauldron Caper

- Speaker Danneth Waylen invites characters to meeting. Wants to buy cauldron for five 500 gp gemstones.
- Can be convinced to offer up to ten 500 gp gemstones.
- Characters must wait 48 hours to get payment, insists that cauldron remains in Easthaven's Town Hall, under guard in T17. Characters can protect it or let 4 militia (**tribal warriors**)

Zhentarim Thieves

- Warned by zhentarim **spy** Prudence Tarkwold (clerk in Town Hall) Speaker Naerth Maxildanarr from Targos sends 3 **thugs** and 1 **axe beak** to get cauldron after 1 day.
- Unless characters intervene, Zhents corner Speaker Waylen in T3 and use him as hostage to get cauldron.
- They lock Speaker and guards in jail, and axe beak drags cauldron to Targos. Tracks vanish after 1d4 hours.
- Have orders to not kill, leaves victims stable at 0 hit points.
- **Development.** Characters may find Speaker Waylen and guards day after, sad about Prudence's betrayal, heard her mention family (Zhentarim) in Targos. Prudence has private room in Luskan Arms in Targos when characters find her.

The Chardalyn Caper

- If still alive, This cave has ancient, stick-figure drawings carved into its northern wall. Durth Sunblight (**duergar mind master**) and three **duergar** to go to town hall.
- If characters don't intervene, they shatter chardalyn figurehead in T6, and kill guards in T7.
- Each dwarf carries 100 lb. chardalyn to Sunblight fortress. Their tracks disappear after 1d4 hours. Don't come back, and take belongings (including map) from ferry with them.

Easthaven Town Hall

- Two-story building, flies Easthaven's flag. Wooden floors, framed oil paintings, dungeon level hewn out of rock.
- Low-burning lanterns create dim light in interior locations.

T1. Reception Hall

This chamber is decorated with oil paintings depicting life in Easthaven, including a large painting of the town itself on the north wall. Mounted on the south wall is a five-foot-long, stuffed knucklehead trout. Its wooden plaque bears an engraved copper plate that reads, in Common, "Big Knuck, caught by Easthaven fishers during the summer of 1479 DR."

- Secret door behind slender oil painting of fishing boats on Lac Dinneshere opens to T3. Inspecting wall finds it.

T2. Administrative Office

- Rows of desks and filing cabinets, stuffed lounge chairs

T3. Speaker's Office

Tapestries and painted landscapes decorate this room, in the middle of which is a large table surrounded by high-backed wooden chairs.

- Secret door behind a tapestry depicting a snow-capped mountain opens to T1. Inspecting wall finds it.

T4. Coat Closet

- Full set of cold weather clothing in wooden trunk.

T5. Privy

- Toilet, bucket, mop, simple wash basin, towel rack.

T6. Chardalyn Figurehead

Low-burning lanterns cast a gentle glow upon a tall, black object in the center of this room. Although one could easily mistake it for a statue, this object is actually the figurehead of a ship and is carved in the likeness of a winged demon. The demon-shaped figurehead stands eight feet tall. Shards of wood jut out of the demon's back at the points where the figurehead once attached to the hull of a ship.

- If characters participated in Rinaldo's séance, they see:

Lashed to the figurehead with rope is a scrawny woman who is dripping wet. Her long, white hair hangs over her face, obscuring it.

- Wooden staircase to balcony with small crane with winch
- Staircase down to dungeon (T16)
- **Demonic Figurehead.** DC 20 History sees figurehead is Errtu, balor that terrorized Icewind Dale 100 years ago. Locals have advantage. Figurehead is Large, AC 13, damage threshold 5, 50 hp, immunity to poison and psychic, 1000 lb. Was retrieved by adventurers with *telekinesis* a few months ago. Speaker Waylen stores it hear, fears it is tainted by magic, doesn't dare touch it. *Detect evil and good* shows it is desecrated. If touched, DC 13 Charisma or gain flaw: "I suspect most Ten-Towners are members of a secret cult devoted to the Frostmaiden". *Remove curse* ends.
- **White Lady of Lac Dinneshere.** Women is CE **ghost.** If characters keep distance, beings sobbing. If they leave and return later, it is gone. If character approaches, reveals bare skull with rictus grin, uses Horrifying Visage. Ropes fade, it attacks. If reduced to 20 hp, tries to possess character and make them drown themselves on Lac Dinneshere.

T7. Chair Storage

- Stacked chairs for town meetings.

T8. Records Room

- Records stored in boxes.

T9. Event Venue

- Wooden tables and chairs, colorful streamers from rafters.

T10. Small Claims Court

- Rows of wooden chairs, large table, writing desk for clerk.

T11. Fishing Permits

Three desks stand side-by-side in the room, the backs of their chairs facing the outside wall. Pinned to the east wall is a large, hand-drawn map framed with old fishing poles. One of the poles is rigged with a lime green fishing lure carved to resemble a tiny flumph.

- Map shows fishing territories of Lac Dinneshere.

T12. Employee Breakroom

- Cozy chairs, snack cabinet, wooden staircase leading to T14.

T13. Supply Closet

- Supplies and provisions are stored on wooden shelves

T14. Town Library

- Bookcases, chairs, footstools, stairs to T12.
- **Treasure.** 10 minutes searching discovers worn book with pages stained with dry blood. Looks like poetry anthology, but is actually spellbook of Red Wizard Dzaan, obscured by an illusion, ends 5 days after Dzaan's execution. *Dispel Magic* ends illusion. Contains the following spells: *animate objects, arcane eye, arcane lock, blur, confusion, conjure elemental, detect magic, disguise self, fireball, hallucinatory terrain, illusory script, invisibility, knock, levitate, magic missile, major image, mirror image, mislead, phantasmal force, phantasmal killer, seeming, sending, silent image, and slow.*

T15. Office and Storage Space

- Six rooms, two in use, rest empty. First has empty storage crates and barrels, second has chairs, wooden desk and half-finished romance novel *Lost in Lavender Orbs*.

T16. Stairs to the Dungeon

- Stone stairs to dungeon.

T17. Jailers' Room

- 4 guards (**tribal warriors**) sit around table playing Three-Dragon Ante. Complain about cold and wonder when next lottery will be held. One guard has eight keys to cells in T18.

T18. Jail

- Eight cells with iron door that have small iron-shuttered window in them. DC 15 Dexterity (Thieves' tools) opens.

T19. Interrogation Room

- Chair fitted with iron manacles, a mop, and a wooden bucket.

Good Mead

Overview

- **Description.** Founded by Chultans, mead-producing
- **Leaders.** None, Kendrick Rielsbarrow killed by verbeeg.
- **Population.** 100.
- **Militia.** 20 **tribal warriors** and 2 **veterans.**
- **Sacrifice to Auril.** Warmth.
- **Rivals.** Caer-Dineval, Caer-Konig

To	Travel Time
Bryn Shander	6 hours
Caer-Dineval	8 hours
Dougan's Hole	4 hours
Easthaven	4½ hours

Locations

- **Mead Hall.** Produces famous honey wine, large fire-heated space with beehives, droning can be heard through town.
- **Shrine of the Flaming Sword.** Vacated shrine to Tempus, spacious interior empty except for body of Speaker Kendrick Rielsbarrow, dead from three stab wounds.

The Mead Must Flow

- Two days ago, verbeeg stole three casks of mead on dogsled and killed Speaker Kendrick.
- Knows about troubles if adventure starts here, or told by locals. If they offer to retrieve stolen casks, locals can offer free lodging and drink for a tenday. Can point direction verbeeg went after stealing casks.
- Optional: Locals offer Kendrick's *flaming longsword.*
- On their way to forest:

A figure in cold weather clothing lurches out of the woods into plain view, running as fast as he can through the deep snow. Slung over his back are a pair of animal traps, one of which appears to contain a panicked fox.

- Figure is Fef Moryn (CG human **scout**). Just found 5 of Good Mead's militia dead, skulls and chests bashed in. Characters can follow his tracks to bodies.
- Fox is uninjured, Fef will sell for 1 gp. Can help next.

Carnage in the Woods

- When they follow trail, characters find:

Deep in the woods, amid the snow-covered pines, you discover the remains of the five militia members, who look like they were clubbed to death. New-fallen snow has already begun to settle on their corpses.

- Killed by verbeeg's ogre buddy. Characters can follow its tracks easy, DC 12 Survival to see they belong to Large giant.
- Following tracks for 8 hours lead to verbeeg's lair.

The Fox and the Chwinga

- On the way, **chwinga** pops out and hurls snowball at characters. If characters have the fox, it bolts toward chwinga, who gives it frozen berry that fox eats.
- Chwinga mounts the fox, gives *charm of animal conjuring* or other charm from Appendix C to character it with snowball.
- If they don't have fox, chwinga follows to lair but stays out

Flaming Longsword

Weapon (longsword), uncommon

The blade of this magic longsword is dyed a bright crimson.

Flaming. When you hit with an attack using this weapon, the target takes an extra 1d4 fire damage.

Verbeeg's Lair

- 20 ft. high ceilings, large icicles.

V1. Three Entrances

The trail culminates at a rocky hillside with pines growing around its base. Set into the hill are three caves.

The frozen creek emerges from the west cave, which has a low-hanging mouth.

The center cave—an eight-foot-high passage hewn from the rock—is moderately blocked by a tight stand of conifers and two massive fallen logs.

The northeast cave has a big, yawning mouth, and flickers of light emanate from within. The tracks of your quarry head through this entrance.

- If they examine hillside closer, find entrance to V2.

V2. Main Entrance

Half-submerged in the icy mire are the bones, skull, and tusks of a long-dead mammoth. Beyond these remains is a yawning cave mouth.

V3. Firelit Cave

A bonfire in the middle of this cave keeps it lit and relatively warm. The scent of roasting meat fills the air as a hunk of meat on a spit drips juices into the fire. Goats and sheep are held in a spacious animal pen enclosed by a crude wooden fence. Other features of the cave include a wooden cart with a broken wheel, two old crates, and two barrels.

- If they make noise, **ogre** from V5 and **verbeeg marauder** from V9 arrive at same time, kill intruders on sight. Verbeeg whistles for **cave bear** in V6, which arrives 3 rounds later.
- **Bonfire.** 10 (3d6) fire at start of turn, catches fire and takes 3 (1d6) fire each turn until flames are put out as an action.
- If goats are threatened, DC 10 Intimidation stops all hostility. Verbeeg is willing to let characters leave peacefully.
- 1 crate has straw, 1 has 10 torches, barrels has salt & pepper
- **Animals.** 7 goats, 6 sheep, verbeeg loves them.
- **What's Cooking?** Meat on spit is Artin Glanhig, dwarf from Bryn Shander. His battleaxe and boots in bundle near fire.

V4. Refuse Pit

This dead-end cavern has a crudely excavated, ten-foot-wide pit in the middle of the floor.

- 20 ft. deep, filled to a depth of 5 feet with bones, trash, & filth.

V5. Stolen Mead Casks

A heavy snore comes from a fat, battle-scarred ogre sitting with its back against the west wall, its chin on its chest. A thin stream of drool trails from its mouth onto its bloodstained leather loincloth. On the floor at its feet is a bloody greatclub with tufts of hair and bits of metal stuck in it.

Suspended from the ceiling of this chamber by a series of ropes and pulleys are six baskets. Clustered near the south wall are three wooden casks carved with Good Mead's heraldic symbol: a drinking mug made of a cut-off section of horn, with an antler handle added, upright and centered.

- **Ogre** can't remember name, is called 'friend'.
- DC 8 Stealth to sneak, and each time basked is touched.
- If awakened, ogre attacks and shouts 'ME FRIEND!'
- An action to lower basket, they contain sheep shears, milk pails, bristle brushes, grain and oats, and verbeeg's treasure.
- **Casks of Honey Mead.** One of three casks is empty, filled casks hold 20 gallons honey mead, weighs 200 lb.
- **Treasure.** Treasure basket hold 72 sp, 344 cp, pink agate (10 gp), healer's kit, hunting trap, 10 silvered sling stones.

V6. Frozen Stream

To the north along the frozen stream, the tunnel splits, with one way continuing north and the other veering east. The stream follows the dark northward tunnel. Light from a distant fire is visible in the eastern tunnel.

V7. Cave Bear's Lair

The frozen stream ends at a seven-foot-deep frozen pool at the back of a dark cave. Trapped beneath the pool's ice is a stone statue of a smiling young man, naked except for a well-placed oak leaf, with his face turned toward the sky.

- **Cave bear** sleeps in western niche until it detects intruders. DC 14 Stealth to sneak past in dark, light awakes it. Attacks on sight, but flees if 20 hp or lower unless verbeeg is near.
- Bear's nice has skull and bones of dwarf from V3.
- **Statue of Silvanus.** Crafted using *stone shape*. DC 12 Religion sees it depicts Silvanus, a god of nature. Radiates abjuration magic. Characters must dig through 1 foot of ice to reach water & statue. Pool blessed, creature that drinks from pool gains *greater restoration*, but only once per creature.

V8. Burial Niches

This eight-foot-high, five-foot-wide passage has a dozen burial niches carved into its walls.

- Burial niches contain bones of ancient tribe warriors.

V9. Duhg Is Here

- Duhg, **verbeeg marauder**, sits cross-legged on ground, lit torch nearby, sharpening stone knife, spear nearby.

V10. Ancient Tomb

Carved steps on the south side climb five feet to this ten-foot-high, fifteen-foot-square room, which has narrow, natural exits in the east and west walls. In the middle of the room is a rectangular stone block seven feet long, four feet wide, and three feet tall. Pictographs on the walls of the chamber tell a tale of one tribe's journey through mighty mountains and across a perilous tundra.

- Pictographs show how chieftain led her tribe to Icewind Dale, fought of monsters, and found peace in new home. Shows chieftain wielding wand and casting spell.
- 50 combined Strength to move block. Beneath is shallow nice in floor with bones of female human.
- **Treasure.** Chieftain's skeleton has *pearl of power* and *+1 wand of the war mage*. Anyone who takes magic item or chieftain's remain is cursed with phantasmal nightmares that prevent it from benefiting from long rest. Last until removed with *remove curse* or stolen objects put back.

Affairs of the Heart

- As the characters exit the verbeeg lair, read:

A verbeeg strides through the snow, approaching the mouth of the cave. Her misshapen face bears a too-wide smile. She clutches a spear in one hand while using her other arm to cradle a wicker basket filled with bits of shiny metal. "Duhg?" she shouts in Common. "You home?"

- Gahg, **verbeeg marauder**, comes for romantic encounter, has brought fragments of metal for Duhg.
- If characters try to stop her, Gahg attacks. If characters run, Gahg checks on Duhg.
- If only one verbeeg survives, it wants revenge on characters.
- Metal fragments are pieces of futuristic weapon from illithid nautiloid (see "Id Ascendant"). Gahg saw crash and took metal from wreck. DC 20 Arcana sees metal is otherworldly.
- **Treasure.** Metal bits worth 75 gp to a tinkerer or blacksmith.

Concluding the Quest

- Townsfolk happy, but afraid if one verbeeg is left alive.

New Town Speaker

- After finishing verbeeg quest, Local cask maker named Olivessa Untapoor (NG human) approach party leader:

A middle-aged woman approaches you and removes her thick wool scarf so that she can speak clearly. "My name is Olivessa, and I make the casks for the mead. Some friends of mine don't want Shandar Froth to become our next town speaker. They say he's untrustworthy. I don't know him that well, but I've been urged to run against him. I have no interest in the speakership, but you seem to be a good leader, and this town could use one. What do you say?"

- Olivessa will support any character who wants to lead.
- Shandar Froth (N dwarf) accuses characters of having no stake in Good Mead's future, and then leaves town for 1 day to get help from Zhentarim.
- A character that inquires for 1 hour about town finds:
  - **Olivessa.** Deep roots in Good Mead. Reserved, no family.
  - **Shandar.** Lived in town or a few years, popular with loggers. Can be bully and blowhard, but loyal to friends.

Zhentarim Intervention

- Shandar is under thumb of Naerth Maxildanarr, speaker of Targos. Shandar makes 8-hour hike to Targos to warn Naerth and returns home.
- 1 day later, 8 human **thugs** storm mead hall. Before characters can intervene, Shandar and fellow loggers confront thugs and kick them out of town. This incident is orchestrated to make Shandar into local hero.
- Characters who capture and interrogate thugs learn that Naerth Maxildanarr hired them.
- If characters don't expose this, Shandar is elected town speaker, giving Zhentarim political foothold in Good Mead.

Lonelywood

Overview

- **Description.** Founded by sembians, shady town, near forest
- **Leaders.** Speaker Nimsy Huddle (LG halfling), offers characters to stay in her warm attic.
- **Population.** 100.
- **Militia.** 50 **tribal warriors** and 4 **veterans.**
- **Sacrifice to Auril.** Food.
- **Rivals.** Bremen, Targos, Termalaine
- **Travel.** 2 hours to Termalaine.

Locations

- **The Happy Scrimshander.** Shop with scrimshander tools run by spinster Iriskree Harrowhill (N human **assassin**). Retired assassin, doesn't talk about her shady past,
- **The Lucky Liar.** Tavern run by Danae Xotal (LE human **spy**) who is secret Thayan agent working for Szass Tam, watches for enemies of Szass Tam who takes refuge in Ten-Towns.
- **Ramshackle.** Inn that closed after last own hanged himself two years ago, vacant building used for lumber storage.

The White Moose

- If not staying in Nimsy Huddle's attack, she sends her cheery child scoop to fetch them. When they visit, she says:

> Nimsy Huddle, the town speaker, tempts you with freshly baked, halfling-shaped cookies. Her house was clearly built for humans, but most of the furniture is sized for halflings, with a few big chairs for visitors of taller stock. Four halfling children scamper from room to room and climb a ladder up to the loft, chasing one another with wooden swords, while a fire crackles in the hearth in Speaker Huddle's cluttered kitchen.
> "Our loggers are being terrorized by a white moose," says Speaker Huddle, "and the beast has eluded the hunters we've sent to kill it. We depend on the forest for our survival. I wouldn't be a very good town speaker if I let a dumb moose get the better of us. Will you help?"

- Speaker Huddle can also offer 100 gp for moose's head, or even 125 gp with DC 15 Persuasion. Can also offer Ramshackle (closed inn) as investment property.

Tracking the Moose

- DC 15 Survival to find moose tracks after 1 hour of searching
- Roll d6. On a 6, tracks lead to Elven Tomb. Else, tracks lead to ordinary moose (**giant goat**) after 1d4 hours. Is no threat if left alone. After three hours, check for random encounter.

d20	Encounter
1–10	No encounter
11–12	**Banshee**
13–14	**Brown bear(s)**
15–16	**Chwingas**
17–18	Fox and hare
19–20	Wolf pack

- **Banshee.** Female elf warrior was with spectral longbow (150/600 ft. range) that shoots phantom arrows, functions like the banshee's Corrupting Touch. Re-forms after 24 hours
- **Brown Bear.** Hungry brown bear eating from branches, turns to party as they approach. DC 15 Intimidation check as an action to frighten away. If bear dies, next bear encounter bear's mate and 1d4 cubs (noncombatants).
- **Chwingas**. 1d4 chwingas take an interest in them.
- **Fox and Hare.** Arctic fox patiently stalking hare. If no intervention, roll d6. Even roll, hare escapes; odd, is caught. If characters use magic to talk to either animal, it can lead the characters to the white moose's tracks after 1d4 hours.
- **Wolf Pack.** 1d4 + 4 wolves, if 3 or more die, rest flee.

Finding the Elven Tomb

- Ancient magic redirects non-beast creatures, characters can only find if they follow the white moose tracks. Read:

> The tracks lead to a large, circular indentation in a snowy hillside. Rising from the middle of this circle is a triangular gnomon of beautifully carved crystal that stands twenty feet tall. A ten-foot-high berm hugging the circle's eastern edge has evergreens growing around and atop it, sheltering what looks like a sarcophagus buried under snow and enclosed by a half-circle of pale blue crystal pillars. North of the berm is a delicately carved gazebo made of marble, and south of the berm is a row of outward-facing, white marble statues atop granite pillars.

- If they wait for an hour, white moose comes, stays by moon dial for a few minutes, and leaves again.

E1. Elf Statues

> Six elevated, white marble statues arranged in a line depict slender, robed figures facing northward. The engraving on their faces has been worn away by the wind, but pointed ears make the statues identifiable as elves.

- One more statue in E4, facing south, 3 more under hill in E6.
- *Detect Magic* reveals abjuration magic on statues. If all ten statues are toppled, redirection magic ends (see 'Finding the Elven Tomb' ends). Combined Str of 25 required to topple.

E2. Barrow Entrance

> Embedded in the hillside south of the circular indentation is a stone door with no visible handles or hinges.

- Door opens only from E6 or with *knock*.

E3. Marble Gazebo

> In the middle of the gazebo sits an unlit stone brazier, its bowl twenty inches in diameter. The brazier is full of snow and pine needles that the winds have swept away from the gazebo's polished marble floor.

- Brazier can't be moved. When pinecone, twig, a feather, and a hand is burned in brazier, silver flame consumes them and burns for ten days, can't be extinguished.

E4. Sarcophagus and Crystal Pillars

> Atop the eastern berm, a granite sarcophagus rests in a half-circle defined by five crystal pillars. Clearing the snow off the lid reveals an engraving of a brazier. You also notice a carving near the top of each pillar; from north to south, these images depict a twig, a pinecone, a flame, a feather, and a humanoid hand.

- Sarcophagus an only be opened while brazier in E3 burns.
- Inside is Sahnar (CG **mummy**) trapped for 100s of years. Does as told by whoever freed it until destroyed. Speaks Common and Elvish. Knows how moon dial functions (E5).

E5. Moon Dial

> Rising from the center of the circular depression is a tall, triangular, crystal gnomon—a device one typically finds in the middle of a sundial. It is thick near the base and narrows to a sharp point at the top. The snow around the gnomon has melted away, revealing a circle of symbols carved into the stone around it. The symbols depict phases of the moon, suggesting that the circular depression is not a sundial, but a moon dial. Something has punched a rough hole in the wall in the northwest edge of the depression, creating a dark opening that leads under the hill.

- Peering through hole can see dark, sunken chamber (E6)
- Lunar symbols free of snow, north, full moon; south, new moon; various moon phases in between.
- When moon in sky, crystal gnomon projects triangle of moonlight on moon dial's face, even if moon not visible.
- Tiny inscriptions in elvish around full moon ("Gaze upon your own face and have seven questions answered.") and half-moon symbols: ("Unlock the tombs of the half moon")

E6. Barrow

- Spacious, strewn with bones, holds sleeping forms of several harmless animals (foxes, hares, goats, owls, wolf pups, and young bears). White moose also lairs here.
- If not fought outside, White moose is here and attacks party.
- **Statues.** 3 white marble statues of elves facing east.
-

E7. Mirror of the Full Moon

The underground passage narrows before ending at a wall upon which is mounted an oval mirror seven feet tall and half as wide, encircled by a decorative stone frame.

- If full moon or *moonbeam* spell lights full moon symbol in E5, mirror's frame glows silvery, and mirror functions like *crystal ball* (Optional: gives 7 uses of *commune* instead).
- Held to wall with sovereign glue and can't be removed.

E8. First Tomb of the Half-Moon

- Door engraved with white half-moon. Door locked from outside until moonlight or *moonbeam* lights half moon symbol in E5, or *knock* spell is used. Opens easy from inside

This circular chamber has an intricately carved, domed ceiling twenty feet high. A beam of light shines down from the top of the dome, illuminating a rectangular stone sarcophagus.

- Light on sarcophagus is magic effect, can be dispelled.
- Inside sarcophagus is withered corpse of an elf in tattered robes, rush of air disturbs tattered robes. Also has an unstrung bow, 6 silvered arrowheads, cup with winged fish.

E9. Second Tomb of the Half-Moon

- Door engraved with white half-moon. Door locked from outside until moonlight or *moonbeam* lights half moon symbol in E5, or *knock* spell is used. Opens easy from inside

This circular chamber has an intricately carved domed ceiling twenty feet high. A beam of light shines down from the top of the dome, illuminating a rectangular stone sarcophagus. Someone has turned this tomb into living quarters, as evidenced by a rack of drying herbs and an unfurled bedroll behind the sarcophagus.

- Light on sarcophagus is magic effect, can be dispelled.
- Ravisin (**frost druid**) hides behind sarcophagus with **awakened shrub**. When they enter, she climbs on statue and shouts: "Ten-Towns will be destroyed—if not by my hand, then by the Frostmaiden's!" Attacks, fights to death. When reduced to 0 hit points, says: "My beasts will avenge us!"
- **Awakened Shrub.** Terrified of Ravisin and fire. Can speak Common, and if Ravisin dies, can say:
  - Ravisin blamed Ten-Towns for sister's death.
  - Ravisin awakened beasts and plants in Icewind Dale. Some evil, some aren't. Often complained scruples of the plesiosaurus she awakened in Maer Dualdon.
  - Ravisin used *moonbeam* to let moose scry on loggers.
- **Sarcophagus.** Contents of herbalism kit spread on top, moving lid spreads stench of decay. Inside Ravisin's twin sister Vurnis, DC 10 Medicine sees she is dead for months. Was killed by hunters near Lonelywood.
- **Treasure.** Under corpse are *potion of resistance (radiant)* and *potion of vitality*.

Completing the Quest

- Can return with proof moose's demise. If Ravisin isn't dealt with, Lonelywood will be attacked by more awakened beasts.

Targos

Overview

- **Description.** Walled, big fishing fleet, frozen lake.
- **Leaders.** Speaker Naerth Maxildanarr (LE human **spy**) is Zhentarim agent. Zhent mercenary Skath (LE tiefling **veteran**) leads town's militia.
- **Population.** 1,000.
- **Militia.** 200 **tribal warriors** and 16 **veterans.**
- **Sacrifice to Auril.** Humanoid.
- **Rivals.** Bremen, Lonelywood, Termalaine.

To	Travel Time
Bremen (no trail)	3 hours
Bryn Shander	2 hours
Termalaine	4 hours

Locations

- **The Luskan Arms.** Old rat-infested inn owned by Owenn Tarsenel (N human) who is quiet, balding, and depressed. Largest guest suite occupied by town speaker Naerth Maxildanarr, who has three **flying snakes** in his room.
- **Three Flags Sailing.** Tavern run by plump, gray-haired widow Ethen Yarbroul (NG human), known as Ma.
- **Triglio**. General store run by Jestin Hunrae (NG human), scarecrow-like ex-fisher with crushed hand, sells everything except fishing supplies.

Mountain Climb

As you trudge through town, snow crunching underneath your feet, you hear the bark of a dog over the whistle of the wind. A wolf-sized sled dog with light gray fur runs toward you, dragging a broken leather harness behind it.

- Dog (**wolf**) is Boy, is friendly, tackles character, licks face, tries to lead party to its master's house nearby.
- Keegan Velryn (NG human), attractive, 30's, opens door, can give characters cup of cider and say:

"I was born in Ten-Towns, but my husband came from a wealthy family in Neverwinter. Garret didn't care for city life. When I met him, he was working as a guide. He loves the outdoors, and he lives to climb mountains.

"A few days ago, Garret was hired by some adventurers to lead them up the slopes of Kelvin's Cairn. Garret's plan was to take the adventurers to Caer-Konig, the town at the foot of Kelvin's Cairn. After they acquired some climbing gear from the outfitter there, he was to lead them up the mountain. Garret took six dogs and a sled with him. Boy, here, was Garret's favorite. Raised him from a pup. Boy would never leave Garret's side unless something terrible had happened."

- Didn't meet adventurers that hired Keegan:

"It's a lot to ask, but could I persuade you to go up there and find Garret and his companions? I don't have money, but the proprietor of the Luskan Arms is a friend of mine. I could get you some free rooms at the inn. I'm also a scrimshander by trade and can give you some of my artwork. It's not worth much, I confess."

- Suggests they visit Frozenfar Expeditions in Caer-Konig.

Journey to Kelvin's Cairn

- By road, can reach Caer Konig in 14½ hours, through Bryn Shander, Caer-Dineval. Takes. 7 hours with sled. Atenas Swift, owner of Frozenfar, says Garret showed up with male goliath, female halfling, female tiefling, bought climbing gear and supplies, got drinks and slept in town, before heading out
- By crossing tundra, characters can travel 12 miles to Kelvin's Cairn in 24 hours (Optional: 12 hours with increased speed). Halfway, use 'Random Wilderness Encounters' from C2.

Base Camp

- Jarthra Farzassh (guide from Frozenfar Expeditions) can lead characters to Garret's base camp, or characters can find it in 8 hours with DC 15 Survival check.

You see two tents pitched in the snow near an icy outcropping that acts as a natural windbreaker. Between the tents is an overturned sled. Still harnessed to the sled are five howling dogs.

- Dogs are friendly, but miserable, leave for town if freed.
- Under sled are two crates, one empty (rations eaten by dogs), one has rations to feed 4 people for 3 days.
- Characters can discern likeliest route and follow it up.

Mountain Goats

The howling wind, blowing snow, and slippery ice make the climb treacherous. Ahead, you see four mountain goats perched on a large rock formation around which you must navigate.

- 4 **mountain goats** bleat, turn hostile if attacked.

Avalanche

Hundreds of feet up the mountain, you come to a glistening white expanse of packed snow. As you get about halfway across it, you hear a loud crack from higher up the mountain, followed by a rumbling noise as the ground starts to shake. It's an avalanche!

- Avalanche 200 ft. wide, 100 ft. long, 30 ft. deep, starts 500 ft. above, sweeps to base of mountain 1,000 ft. below.

Fallen Climber

You reach a steep, snow-covered incline dotted with jagged rocks. Lying facedown in the snow, barely conscious, is a humanoid in bloodstained cold weather clothing.

- Figure is Garret Velryn (NG human **scout**), rugged, bearded, 1 level exhaustion, 6 hit points, has climber's kit & weapons
- When tended to, says yeti surprised him and group, lured yeti away and was wounded, but escaped with his life.
- **Hunters of Men.** Two **crag cats** attack, 17 passive Perception or higher is not surprised, if one dies, the other flees.
- **Development.** After crag cats, Garret says he wants to find other members of expedition, thinks they are still on mountain. Describes Mokingo Growling Bear Akannathi (male goliath warrior who wants to fight Oyaminartok), Perilou Fishfinger (female halfling follower of Yondalla), and Astrix (female tiefling who mumbles a lot).
- **Perilous Climb.** On the way up, party makes three DC 10 Athletics group checks. On a fail, 1 hour wasted and all who failed gain one level of exhaustion.

Frozen Cave

Up ahead on your left is a fifteen-foot-high, ten-foot-wide cave mouth. There's blood on the snow some distance from the cave entrance.

F1. Chasm

- 20 ft. concave roof. 80 ft. deep chasm.
- Rocky ledge connects to F2 by a natural stone bridge.
- Characters can walk across 1 foot thick ice (AC 13, 30 hp, immunity to cold, psychic, and poison) to F3.
- If ice broken, creature on it makes DC 16 Dex save, falling 80 ft. (8d6) on failure.

F2. Trophies

- Bones of Mokingo and three goats here, his head is stuffed in niche in wall. 7 other niches hold frozen humanoid heads, one belongs to dwarf Oobok (see 'Foaming Mugs'), other belongs to dwarf Barthoom (see 'Ruined Camp').

F3. Yeti Den

- Floor is 5 feet higher than F2, ceiling 10-20 ft. high.
- Floor drops to south, forms 10 ft. ledge.

- Female adult **yeti** watching **yeti tyke** knocking Perilou Fishfinger (NG halfling **acolyte**) around. She screams and has 3 levels of exhaustion, but otherwise unharmed.
- Intruders terrifies yeti tyke, mother roars, won't endanger child and herself by attacking, gives up halfling.
- Perilou said Mokingo is dead, don't know where Astrix is, wants to know before returning to Ten-Towns.
- Under shattered dogsled by wall is mess kit, explorer's pack, and 2 blood-splattered cold-weather outfits.

Development

- As characters leave male adult **yeti** returns home with dead goat. If characters have yeti tyke, can trade it for safe passage

Ruined Camp

You come to the edge of a vast and deep crevasse, with nowhere to go but down. A collapsed tent lies half-buried in the snow near the precipice. Jutting out of a nearby snowbank is a pair of blue leather boots. Next to this grim display, a figure in cold weather clothing sits in the snow, her knees pulled in tight to her chest. Horns protrude from underneath the figure's fur-lined hood.

- Figure in snow is Astrix, dead, frozen solid.
- **Blue Boots.** Dwarf explorer Barthoom Hammerhome killed and decapitated by yeti a month ago. Has empty wineskin, a half-eaten block of goat's cheese, and a miner's pick.
- **Treasure.** Astrix has *potion of invisibility* and spellbook with: *alter self, cloud of daggers, comprehend languages, detect magic, expeditious retreat, scorching ray, shield, suggestion,* and *Tenser's floating disk.*

Concluding the Quest

- Keegan and Garret happy to be reunited. Also receive reward if Garret's body is returned. Reward is wooden box with 4 scrimshaw figurines (10 gp each): spouting whale, smiling fox, pair of dancing hares, walrus with words "BIG LOVE".

Termalaine

Overview

- **Description.** Founded by Calishites, picturesque, windy.
- **Leaders.** Speaker Naerth Maxildanarr (LE human **spy**) is Zhentarim agent. Zhent mercenary Skath (LE tiefling **veteran**) leads town's militia.
- **Population.** 600.
- **Militia.** 50 **tribal warriors** and 4 **veterans.**
- **Sacrifice to Auril.** Warmth.
- **Rivals.** Bremen, Lonelywood, Targos.

To	Travel Time
Lonelywood	2 hours
Targos	4 hours

Locations

- **The Blue Clam.** Tavern run by Vernon Braig (NG half-orc).
- **The Eastside.** Inn run by Marta Peskryk (LG human), willowy teenager who tends to bedridden father Clyde, sings:

> Ahead of winter's wind she came—
> The lovely woman with no name;
> Draped in a fur-lined cloak of red,
> To the icy lake she fled;
> The wind pursued her all the same—
> As sure as night she's dead.

- If asked, can tell that 50 yrs ago, woman in red cloak stopped at Eastside, alone and frightened, gave Marta's grandparents ring as payment for hospitality, howling wind came, tossed her around, knocked grandparents unconscious, she fled.
- **Treasure.** Marta wears *ring of warmth* on chain around neck. Will give it up if it can help end curse on Icewind Dale.

A Beautiful Mine

- While walking in street, characters see Darmo Mazlu:

> A boy wrapped in heavy winter clothes shouts the news of the day as people pass by. When you approach, the boy cries, "The gemstone mine is closed because of monsters! Speaker Masthew is offering fifty gold to anyone who clears it out!"

- If they express interest, Darmo says visit Oarus at Blue Clam.
- The boy knows where mine is and that it is important to town
- When the characters arrive at the Blue Clam, read:

> Outside the tavern, you see two bundled-up humanoids talking to one another. When they see you, one waves to you in a friendly manner, then says, "You seem entirely too prepared for trouble. Are you here about the mine?"

- Town speaker, Oarus Masthew (LG half-orc **veteran**), explains that kobolds crept into mine few days ago, no one was killed, but kobolds too dangerous for miners.
- Also says a human miner went missing few days before kobolds came, maybe fell down central shaft, maybe taken by Underdark monster.
- Doesn't tell party that Oarus ordered militia to clear mine, but they refuse because senior officeres are in cahoots with Speaker Naerth Maxildanarr of Targos, who wants to oust Oarus and insert one of their own instead.

Approaching the Mine

- Mine is in woods northeast of town, 30 minutes walk:

> The entrance to the gem mine is an open tunnel in a hillside. Empty carts are parked near the entrance, next to which a crude wooden sign has been propped up. Written on the sign in charcoal are the words "Kobolds only!" in Common.

- Seems more elaborate calligraphy than expected from kobold

Mine Features

- 7 ft. high ceilings in tunnels, caves around 12 ft. No light.

Captured Kobolds

- Captured kobolds easy to interrogate, may say stuff like:
- "Trex led us here. He has wings like dragon!"
- "Trex smart! He speaks like human who knows a lot. He don't speak Dragon no more."
- "Trex says miners want their mine back. Trex wants something better in return."
- "Trex says we be safer in town. There's food in town!"

M1. Tool Room

- Rough-hewn steps descend 60 feet to north of this chamber.

> Racks holding picks and hammers are nailed to the walls of this small cavern. The floor is covered with rock dust and tracks.

- DC 13 Survival identifies reptilian and human tracks, as well as big rodent tracks. Reptilian (kobold) tracks go to M2, M3, and M4, roden (giant rats) go to M2 and M3.

M2. Gem Deposits

> The floor in the east end of this dusty cave is five feet higher than in the west end, with a rocky ridge separating the two areas except for slopes on either side. Picks and shovels lean against the ridge. Small gem deposits in the ridge and the walls of the cave gleam seductively.

- **Treasure.** 1 hour working with pick finds (d100),
- 01–80: nothing; 81–95, pebble-sized tourmaline (1 gp); 96–99: acorn-sized tourmaline, flawed (10 gp); 00: acorn-sized tourmaline, unflawed (100 gp)

M3. River Cavern

- Characters hear sound of rushing water on approach.

> An underground river flows through the far side of this cavern, which is supported by a natural stone pillar near the water's edge. Between you and the river are two halfling-sized gray rodents with long tails and beady eyes. They rush to attack as soon as you notice them.

- 2 **giants rats** chase running characters.
- **Underground River.** Thermal vents prevent freezing. River exits through 2½-ft. fissure in south wall to M5. Medium or smaller creature in fissure must make DC 10 Dex save or be swept away by current and dropped into Underdark shaft.
- Optional: Allow a DC 10 Athletics check to catch character.

M4. Processing Room

> Benches and tables are set up as workspaces where miners clean any gemstones they find. Gravel and pebbles are strewn on the ground. Scattered across the floor are a few hammers, picks, and broken lanterns.

- **Treasure.** Rock-carved dog with tourmaline eyes (10 gp).

M5. Underdark Shaft, Level 1

> Wooden planks and struts form a walkway along the wall of a seemingly bottomless vertical shaft. A narrow waterfall cascades down the northeast wall, and the sound of rushing water is loud in the confined space.

- Walkways on northwest side of the shaft 30 feet farther down. Because of loud waterfall, characters must yell to talk.
- **Kobold Saboteurs.** 2 **icewind kobolds,** Scorp and Thwip, clinging to underside of walkway, using saws to weaken walkway as trap but not finished.
- Characters and kobolds can't hear each other, but character that look under bridge see kobolds working. If kobold takes damage while under walkway, it falls down and dies.

M6. Bucket Lift

A wooden pulley system has been constructed around a large hole in the floor. A bucket big enough to hold a humanoid is held up by thick rope. Three alcoves next to the lift contain wooden boards and mining equipment.

- Used for hoisting miners and ore between levels 1 and 2.
- Controlled by crank inside bucket or crank on pulley system.
- Can hold one Medium creature or two Small creatures.
- Runs to area M7, 15 ft. down. Takes 1 minute to lower/raise.

M7. Bucket Lift Landing

The mechanism creaks as the bucket lift descends to the floor of a small cave where two dusty tunnels lead in opposite directions.

- DC 10 Survival sees kobold foot traffic to and from west, and a single set of kobold footprints to the east (never returned).

M8. Grell Lair

A hole in the west side of this chamber opens into the central shaft, letting in the sound of the waterfall. The floor in the north end of the cave is five feet higher than in the south end, with a rocky ridge separating them and a slope on either side leading to the top of the ridge. The walls above the ridge gleam with gem deposits.

- Floating near 15-ft-high ceiling is a **grell.**
- Passive Perception 16+ notices **grell** near 15 ft. ceiling.
- Only attacks characters that are alone, follow them through mine from 30 ft. away. Tries to paralyze character, take it back here and devour, and throw body in central shaft.
- **Treasure.** Can use pick for 1 hour to find gems, see M2.

M9. Hungry Kobolds

A table and chairs are set up in this area to create a space for the miners to take breaks. On top of the table, two kobolds are poking a giant rat with their javelins to make sure it's dead. The kobolds screech loudly as they notice you.

- 2 **icewind kobolds,** Grek and Smol, attack immediate. If one is injured, they flee through tunnel level 3.

M10. Underdark Shaft, Level 3

The tunnel's downward slope ends where it opens onto the center shaft. A wooden walkway extends from this opening and then runs westward to another tunnel in the rock. In front of you, a large bucket like the one you saw earlier dangles from a taut rope that stretches southward across the shaft and is connected to another wooden platform 15 feet away.

- Looking down, the characters see nothing but darkness.
- Can see saboteurs on underside of walkway in M5 from here.
- **Bucket Shuttle.** Used to transport miners and ore between platforms, can use crank on each platform, or tug on suspension rope to get across, can hold one Medium creature or two Small creatures. Takes 1 round to cross gap.
- 5 acid, fire, or slashing damage to rope snaps it, bucket and its contents fall down shaft, DC 15 Dex save to grab severed rope and avoid death.

M11. Kobold Tunnels

Lurking in this dusty tunnel are three skittish kobolds. One of them carries a threadbare satchel and wears a fake pair of dragon wings made of thin wood and tattered white cloth. This kobold immediately raises its hands in surrender, saying in Common, "We mean you no harm. Please don't hurt us."

- 3 **icewind kobolds**. 2 are nervous bodyguards Vott and Zurk.
- One wearing fake wings talking is Trex, the leader. If kobolds from M9 fled, they lurk inside tunnel behind Trex and guards.
- Trex is possessed by ghost. Speaking fluent Common, Trex explains kobolds sought refuge in mine after being chased out of foothills of Kelvin's Cairn byyeti. Miners ran before Trex could explain that kobolds mean no harm.
- Can make proposition:

"The everlasting winter has made the wilderness unsafe for my kind, and the preternatural cold dulls our wits. Please, we only want a place to stay so we can keep out of this horrible weather. We can work, and we won't cause trouble. Termalaine would be richer for having us."

- DC 13 Insight check knows Trex is lying. Ghost wants access to Termalaine to possess someone more powerful.
- If the characters agree ,kobolds act as their allies.
- **Janth's Ghost.** In life, Janth Alowar (neutral human sage) was cataloguing the flora of Icewind Dale. He and his guide killed by a yeti two years ago. Kobolds happened on ghost while searching for shelter, secretly posessed Trex.
- Trex' satchel belonged to Janth. Contains moss, lichen, shrubbery from foothills of Kelvin's Cairn and tundra. Not valuable, but ghost is possessive of it and will fight for it.
- If satchel is destroyed, Janth's ghost is laid to rest. Ghost remains near satchel even if it means leaving host.
- If Trex is killed, ghost appears in unoccupied space within 5 ft. and tries to posses another creature.

M12. Fossilized Skull and Psi Crystal

A fossilized skull partially juts out of the east wall of this small cave, five feet off the ground. The skull has larger than normal eye sockets, a curious ridge between the eyes, nothing that would pass for a nose, and four small holes where one would expect to see teeth.

- Skull from ancient mind flayer that came up from Underdark. DC 16 Arcana check sees it is a mind flayer skull. Shatters if touched, reveals crystal instead of brain.
- **Treasure.** *Psi crystal* in mind flayer's skull, can be pried free with pick. If attuned, character gains a form of indefinite madness (DMG pg. 260) until no longer attuned. Character attuned to it can hear repeating telepathic distress signal put out by illithid ship and can find it (see "Id Ascendant").

M13. Geode Workface

Sparkling geodes greet you as you enter this cavern. The gems are partially exposed in places, sticking out from the walls like glassy shards. The floor rises near the eastern wall, leaving a natural ridge with stone ramps leading upward on either end.

- **Treasure.** Can use pick for 1 hour, like M2.

Returning to Termalaine

- If characters return to Speaker Masthew, he thanks them, and says he must inspect first, will take a while.
- If no more kobolds in the mine and the grell has likewise been dealt with, Oarus returns next day and pays 50 gp.
- If Trex is still in the mine and Janth's ghost wasn't laid to rest, Oarus returns to Termalaine possessed by the ghost.
- If kobolds are gone but grell remains, Oarus is killed by the grell and doesn't return, leaving the town without a speaker.
- If grell is still in the mine when it reopens, miners keep disappearing before mine is closed for good.
- If characters bring kobolds to Termalaine, Oarus is initially hesitant to let them stay, but give them a chance to work. The kobolds, eager to prove themselves, turn out to be good workers, win over townsfolk, Janth's ghost eventually finds someone to possess, leaving Trex as normal kobold.