

FORGOTTEN REALMS



TRINKETS OF ICEWIND DALE

TRINKETS OF THE REALM VOL. 4



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TRINKETS OF ICEWIND DALE

Icewind Dale is an area of arctic tundra in the far north reaches of Faerûn. Renowned for being the northernmost explored region of Faerûn, Icewind Dale is a cold and bitter environment, rarely reaching 70 degrees Fahrenheit during the warming summer months, when the average temperature hovers in the 40s to 50s. During the blood-chilling months of winter, Icewind Dale's temperature can plummet down to -40 degree Fahrenheit with the average temperature in teens and 20s.

Icewind Dale is made up of ten town which built up over time, and it boasts three major lakes with Bryn Shander being the largest. The Ten Towns, as they are called, rely on fishing as their primary export and to a lesser extent scrimshaw carving made from the bones of the knucklehead trout so common to the area.

- The Ten Towns of Icewind Dale are
- Dougan's Hole
- Good Mead
- Easthaven
- Caer-Dineval
- Caer-Konig
- Lonelywood
- Bremen
- Termalaine
- Targos
- Bryn Shander

Icwind Dale's cold climate is exceedingly harsh, and the creatures that call it home are equally severe, having learned to thrive beyond the boundaries of what little civilization exist in the area. The area breeds fierce and determined people, for only the strongest can survive in the Dale's formidable climate.

Trinkets of Icwind Dale

1. A green woollen cap
2. A thick brown leather winter cloak
3. A finely crafted wooden chess set
4. A leather strap with slit cut-outs, worn over the eyes used to prevent snow blindness
5. A small pair of polished horse shin bones used as ice skates
6. A pair of well-used snowshoes sized to fit most Medium creatures
7. A pair of small hollow iron spheres with an opening for hot coals, used to warm the hands
8. A saddle in functional but highly used condition; on a failed Wisdom (Animal Handling) check the saddle breaks
9. A grey, fur-wrapped arrow quiver
10. A bag of winter owl feathers
11. A thick leather blacksmith's apron
12. A sturdy maul for splitting timber
13. A wooden bowl inscribed with dwarven knotwork
14. Half of a dead and preserved ocean-going fish
15. A pair of simple deerskin breeches
16. A small shard of ice that never melts, even in the hottest of fires
17. A brown, felt fur-lined cap with ear flaps
18. A decorative scabbard made for a long sword depicting a scene with a warrior fighting a white dragon



19. A medium-sized iron three-legged cauldron used in preparing food
20. A blue leather tabard with the symbol of the Frost Queen on the front
21. A curved rusted dagger imported from far off Calimshan
22. An oilskin long coat used to keep dry on snowy days
23. A pair of deer hide breeches in usable condition
24. A bag of moss used in making a hearty tea common to Icwind Dale
25. A small bag of light blue translucent stones called Tears of the Ice Maiden, found along the shorelines of lakes in the Icwind Dale area. Finding the stones in large quantities is considered an ill omen.
26. A necklace made of tiny bones, colorful stones, and feathers
27. A pair of iron tongs used in metalwork
28. A grey woollen tunic in a masculine style
29. A small wooden box filled with the stubs of

burnt candles

30. A slightly soiled linen undershirt
31. A small, hand-carved wooden fishing pole, complete with string and hook
32. A small dwarven smithing hammer
33. A pair of tan woollen mittens
34. A small white stone that is continuously warm but never hot
35. A medium bag of dried mushrooms traded from the dwarves
36. A winter wolf pelt in good condition
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37. A small ice axe used for climbing and navigating treacherous expanses of ice
38. A set of three iron spikes
39. A cloak made from the cast-offs of several hides
40. A leather headband commonly worn by northern barbarian tribes
41. A pair of bone 6-sided dice
42. A small bag of oats
43. A bear skull used as a helmet
44. A brown leather satchel
45. A single high-quality black leather boot
46. A sack of dried deer meat
47. A small, lidded wooden box containing fishing lures used in catching knucklehead trout
48. A thick light blue cotton tunic
49. A bottle of port imported from southern lands
50. A hand axe with a large notch in the blade caused by striking metal or stone
51. A single iron wedge used for splitting logs
52. A small bag of beef jerky used for trading with the locals
53. A large wooden mallet
54. A small, exceptionally well-used hatchet used for making kindling
55. A spear, the shaft of which is cut cleanly in half
56. A brown woollen scarf
57. A strange, 6-inch-high, hand-carved black stone statue of a crouching creature with bat-like wings and an octopus-like head
58. A medium-sized burlap sack of potatoes imported from Waterdeep
59. A small, silver-plated, 8-pointed snowflake pendant, the traditional holy symbol of the Frost Queen, Auril
60. A brown, leather-bound book entitled "The Flora and Fauna of Neverwinter Wood"
61. A rusted iron helm pulled from a snowbank
62. A plain woollen shirt worn by common folk
63. A green ceramic jar with lid containing lard
64. A 10-foot length of rusty chain used in moving lumber along Icewind Dale's muddy paths
65. A 5-foot-long wooden fishing spear

66. A wide, deep brown leather belt inscribed with dwarven knotwork and animal images
67. A sewing needle made from a porcupine quill
68. A brown ceramic jug filled with beer imported from Neverwinter
69. A light brown woollen outer hood
70. A small woollen cape worn by children
71. A torn purple tabard
72. A framed painting of the mountains of Icewind Dale made by a once well-known artist
73. A small chunk of raw blue jade
74. A grey winter cap with a fur collar, made in a common masculine style
75. A drinking horn made from the horn of a mountain ram
76. A snow sled used for transporting goods
77. A small bag of pink sea salt imported from Chult
78. A bag of colorful stones collected from the shorelines of Iceland Dale's lakes
79. A small spool of twine
80. The upper half of winter wolf's skull, used as a helm
81. A side of smoked knucklehead trout
82. A belt pouch filled a fire starting kit
83. A drop spindle for spinning wool
84. A small besom used for cleaning the fireplace
85. A small ceramic jug with filled a fermented fish sauce frequently used in local dishes
86. A woven basket made of reeds from the Neverwinter region
87. A small, red marble statue of Sune Firehair, the goddess of beauty
88. A black woollen winter cloak made for ladies of wealth
89. A small, blue, leather-bound book containing the rites and rituals of the Goddess Auril the Frost Maiden
90. A bear's paw used as a holy symbol of Malar the Beastlord
91. A large quilt made from pieces of different fabrics and stuffed with down
92. A deer skull with antlers still attached
93. A small butter churn
94. A medium-sized iron frying pan



95. A clear glass jar filled with fishing hooks made from wood and metal
96. An ever-burning torch which once lit it will never go out
97. A 12 x 12-inch wooden crate filled with essential trade goods that had been lost in a snowstorm
98. A wolf pelt worn over the shoulders as an overcoat
99. A large wooden serving bowl
100. A fur-lined horned helm



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<https://www.dmsguild.com/product/262575/Players-Guide-to-the-Blood-War-Vol-1?filters=45469>

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