

AMARUNE'S ADVENTURES



Rise of the Bear King



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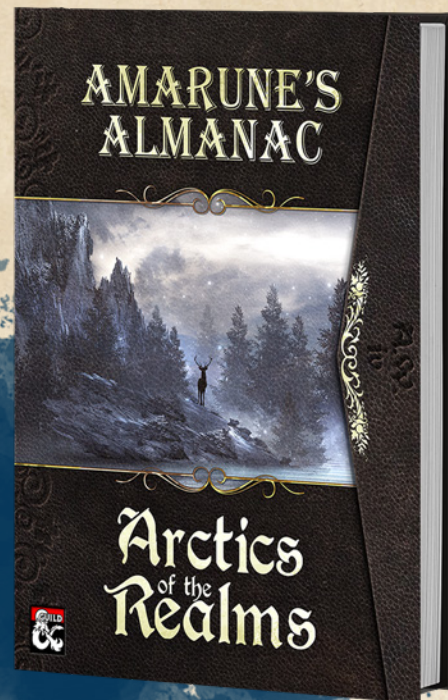
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Rise of the Bear King

Welcome to Icewind Dale. As far north as a person can go, Icewind Dale forms the very border of Faerûn. It is a desolate landscape, with few living things hearty enough to survive. The allied towns that together form Ten-Towns are the last bastion of civilization; the land further north is forsaken to the elements and the beasts and barbarians who can survive them. But it is not a land without beauty. Icy crystals catch the auroras, and the skies are clear and vast. Wild magic roams free, touching the landscape and shaping the fate of men.

Rise of the Bear King explores all these elements. Adventurers will venture forth into the frozen unknown to aid barbarians against a frightening threat, and before the adventure concludes they will have walked across realms and seen wonders few can claim.

Adventure Overview

Rise of the Bear King is broken into six chapters and is intended to be played by a party of 4-6 heroes of 4th- to 6th-level over two game sessions of 3-4 hours each.

1. Meeting in Ten-Towns. Adventurers in Ten-Towns are approached by Halvard, a barbarian of the Tribe of the Bear who seeks aid for his people.

2. Facing the Dale. Adventurers journey with Halvard in search of essential magic.

3. Claiming the Spear. Adventurers must battle a vicious opponent and claim an artefact to enter the spirit realm.

4. The Spirit Glade. Halvard leads the adventurers to the Spirit Glade, where their will must be proven and there is no turning back.

5. A Spirited Search. Adventurers walk about the spirits of Icewind Dale, searching for a deadly quarry amid the ice.

6. The Bear King. The truth behind the corruption is revealed and adventurers must decide the fate of the spirit realm.

Running This Adventure

Rise of the Bear King is meant to be experienced as life in Icewind Dale: a quiet, difficult struggle for survival punctuated by bouts of terror and violence. Several parts of this adventure are designed as exploratory segments where adventurers may experience the breathless beauty of this uncivilized landscape.

If you or your party prefer a speedier game, this adventure may be truncated by skipping chapters 2 and 3. This results in less connection to and exploration of Icewind Dale, but still provides a cohesive narrative with a defined arc.

Throughout this adventure, adventurers face a variety of creatures that often have resistance to nonmagical attacks. Later, there are further options that change the effectiveness of certain magic. It's advised that you familiarize yourself with these rules and keep them in mind when your players choose their characters—you may need to adjust the difficulty of some encounters based on the adventurers' abilities.

As always, you should keep your *Dungeons & Dragons Player's Handbook* and *Monster Manual* handy. If you see a creature whose name appears in **bold**, you can find its stats in appendix B. Text that appears in a box is intended to be read aloud.

Adventure Background

Six years ago, in 1485 DR, Icewind Dale's Tribe of the Bear was led by two chieftains: Wolvig Barrundson and Günvald Halraggson. The Ice Witch rose to power in Icewind Dale and Wolvig followed her, leading his people into evil. The Ice Witch fell, as all tyrants do, and Wolvig fell with her. As the last remaining chieftain, Günvald Halraggson was declared the Bear King and has spent the last six years rebuilding his people. To this day, the Tribe of the Bear is treated with wary suspicion from both the people of Ten-Towns and the other barbarian tribes, outcasts even in a land of outcasts.

A tenday ago, the Tribe of the Bear was given a sign: while hunting, they came across a mighty bear. Larger than any mortal bear, the tribe's shaman Sindri declared this bear to be a Totem Bear, a sign from the spirits of the renewed strength and fortune of the Tribe of the Bear.

The tribe celebrated until nightfall came. At dusk, a corrupted bear rose from the ice. The Tribe of the Bear was no stranger to such creatures, undead monsters corrupted by the necromantic residue left over from the long-dead Crenshinibon. This monster, however, displayed remarkable intellect and savagery as it made a direct attack on the tribe's Totem Bear.

The tribe managed to slay the corrupted bear, at some cost. But the next night, it rose again and resumed its assault on the Totem Bear. Each night since, the corrupted bear has risen to attack the Totem Bear, no matter where the tribe moves or how they kill it. Each night, more warriors fall to the beast, and the people grow tired from the constant moving and fighting with no time to rest or properly hunt. The tribe's shaman Sindri fell during one such assault.

Secretly, the corrupted bear is more than a simple undead. The spirit of Wolvig Barrundson, made restless with rage, is assaulting the Totem Bear to destroy those who consider him a shameful part of their history. As long as Wolvig's rage holds power, the corrupted bear can never be slain on the material plane.

Halvard, son of the shaman Sindri, suspects that there may be spirits involved. The barbarians of Icewind Dale distrust and fear magic, but Halvard has been trained by his father to know and respect the spirits. He does not know the spirit is Wolvig; he only suspects that some malevolent spirit is at work. He has proposed a journey into the spirit realm to face this evil spirit.

Unfortunately, Günvald has refused Halvard. To enter the spirit realm is the ability of a shaman, and Halvard never formally claimed the mantle. He would need to conduct a difficult ritual to become a shaman, but the tribe cannot spare the help until the nightly threat to the Tribe has passed. Günvald has ordered Halvard to fight as a barbarian, not to waste his efforts on magic. Günvald orders this without malice in his heart; he respects spirits and shamen, but is quickly losing able-bodied men to battle the corrupted bear.

Despite this, Halvard reached out to the spirits for guidance and followed them to Bryn Shander, capital and largest city of Ten-Towns. He seeks capable fighters to aid him — not with the corrupted bear, but to claim a victory in battle over one of the Dale's mighty beasts that he might gather the components to become a shaman and enter the spirit realm.

Adventure Hooks

This adventure can easily be picked up any time that adventurers are in Ten-Towns. The adventure is written as beginning in Bryn Shander, but can be adapted to any of the local towns to suit your needs. Here are a few sample reasons that the adventurers may find themselves in Ten-Towns:

- They were part of a trade caravan, either as guards or merchants. They have safely arrived in Bryn Shander and earned some gold doing so, and are now looking for the next adventure.
- One or more adventurers are fleeing something in the south. As the last bastion of northern civilization, Ten-Towns is a perfect spot to hide out.
- Adventurers seek the honor and glory that comes from conquering Icewind Dale. Stories tell of the many who have died trying — but more appealing are the stories of heroes who have conquered mountains, horrible beasts, and the ice itself.



Chapter 1: Meeting in Ten-Towns

The adventure begins in Bryn Shander, the largest settlement in Ten-Towns. The city is primarily a trading post, where inhabitants of all ten towns meet with outsiders to barter. The city is primarily human, though has a trading post with a reputation as a place to escape the rest of the world, all manner of folk can be found. Dwarves, halflings, and elves are all common among the people of Bryn Shander.

The city itself is not particularly fine. Situated on a modest hill, Bryn Shander feels somewhat cramped and tends to reek of the knucklehead trout brought out of the nearby lakes. However, the populace seems happy — most travelers find the city welcoming after the long, difficult journey here along the Caravan Trail. There has been regional peace for a number of years, with nothing but minor skirmishes since the War of the Silver Marches six years ago — not long after the assault of the Ice Witch.

The walls of Bryn Shander are enough to stop an arrow, but not much more. Wood is a luxury in the frozen land, and little is spared for defensive reinforcements during times of peace. The guard presence is very lax here, only a handful visible at any given point in the city. This is a place of great personal freedoms.

Bryn Shander Locations

These locations are not necessary to the plot of this adventure, but provide useful opportunities to rest, equip, and roleplay.

Approach

After long travel on the Caravan Trail, the wooden walls of Bryn Shander feel as good as home. People move freely through the open gates of the town, with two sleepy-looking guards keeping a general eye out for trouble. As you approach the city, the smells hit you: fresh fish, and lots of it, out for sale and being cooked. People are crammed together, unwashed in this rough terrain. But you also smell warm food and warm fires, and can't help but feel welcome. Before you progress, a strange sight: a small "wave" of shimmering energy flits before your eyes, moving like an insect but without a body. Your eyes try to focus on it, managing only to notice the color shift between green and magenta. Behind it, a towering barbarian man notices the color dart around you and begins to approach.

Halvard Sindrison. As the adventurers arrive, Halvard is guided to them by a spirit. Halvard is somewhat on the lean side for barbarians, but there

is no mistaking his height. Nearly seven feet tall with blond hair and broad shoulders, Halvard would be spotted as a barbarian even without the heavy bear pelt he wears slung over his shoulders.

Halvard honestly seeks to help his people. He has no guile or tricks; he is a forthright man. The corrupted bear slew his father Sindri, the tribe's previous shaman, and Halvard has some complex feelings about vengeance and honor regarding this journey. He is comfortable with divine or spiritual magic, but wary of arcane magic.

What Halvard Knows. Halvard is seeking people strong enough to assist him in his quest. He will happily answer any questions he can. He knows:

- The Tribe of the Bear is in danger. Its Totem Bear is being hunted by some sort of vile undead creature that will not die.
- He believes the corrupted bear is the work of an angry spirit, and he means to venture into the spirit realm to face it.
- To enter the spirit realm is difficult, but easier if he is an accepted shaman.
- To become a shaman, he must conduct a ritual while an orglash is slain.
- When he becomes a shaman, he may take his father's spear and conduct a ritual with elemental ice from an orglash and *whiteberries* (see appendix C) to enter the spirit realm more easily.
- His people have no use for gold but know of some treasures and, should Halvard be successful, the adventurers will have earned the favor of the Bear King and the spirits of Icewind Dale.

Northlook

The tavern is warm, but not entirely welcoming. The patrons all eye you as you enter. Everyone here, including the staff, is visibly armed. The room relaxes as everyone takes note of your entrance, their appraisals complete. If you're looking for adventure, everyone here has seen their fair share.

Northlook is a tavern that caters to adventurers and sellswords. It's far from the finest place to lay one's head, but it's the place to be if you want to find a good tip. Rooms may be rented for 8 sp/night (an extravagant price), but most travelers end up spending nights gathered in the main room of the tavern due to the extreme chill that sets in at night.

Rendaril's Emporium

A large wooden building stands impressively on the edge of the Market Square. Amid the scrimshaw peddlers and fishmongers, it stands out as a reputable establishment. Within, all manner of things may be found: equipment, fine dwarven weapons and armor, scrimshaw artistry, rare imports. This may be the only place in all of Ten-Towns whose selection rivals that of the southern cities.

Equipping. Before venturing into Icewind Dale, certain provisions must be gathered. Halvard recommends bringing at least a week's worth of food, though they may have the opportunity to hunt for more.

Equipment in Icewind Dale is important. Bring too little equipment and you may die unprepared. Bring too much, and you'll find yourself struggling to carry it all across difficult terrain. Luckily, both Halvard and the staff at Rendaril's are no strangers to Icewind Dale's needs. For 25 gp, any adventurer can receive a climber's kit which enables them to better navigate the terrain. For an additional 5 gp, they can purchase clothes and camping equipment suitable for the harsh weather. Any adventurer that attempts to brace Icewind Dale without proper clothing takes a level of exhaustion for every three hours they travel the tundra. If an adventurer does not have enough gold to purchase appropriate clothing, Halvard will offer to assist them in hunting an animal for furs but this will take additional time.

Chapter 2: Facing the Dale

Icwind Dale is a harsh, barren landscape. Snow and ice blow across wind-swept mountains and hills, and very little vegetation can be seen. Visibility is difficult at times, but when the snow clears the arctic reveals a breathtaking vista that few in Faerûn ever see.

Goals. Halvard's goal, ultimately, is to reach the spirit realm. This is possible without his rituals, though more difficult. If adventurers are determined to be expedient, he will lead them to the Spirit Glade. Proceed to Chapter 4.

Spirits. The spirits of Icwind Dale are agitated. The presence of Wolvig Barrundson and his limitless rage is disturbing the usually-peaceful spirit realm. Halvard does not know this cause, but he will note the increased visibility of spirits — small balls of shimmering, waving purple-green light are sometimes seen during travels. Halvard has no fear of this, and he will happily explain the Tribe of the Bear's view on spirits: all living things have spirits, which reside in and pass through the spirit realm. People, of course, but also things like lakes and trees, are inhabited by spirits. Spirits are not typically aggressive, but can cling to negative emotions from traumatic events or violence. Battlegrounds have been known to hold onto many angry spirits of those who died in violence and fear. The spirit realm is separated from the material plane by only a thin spiritual barrier (a successful **DC 17 Intelligence (Arcana) check** confirms that what Halvard is describing is likely a subset of the Feywild or the Fugue Plane, or an overlap of both).

Exploring. Halvard's recommended route is to face the orglash in the northwest, meet his clan in the north, then head northeast to the Spirit Glade. He does know the location of an orglash (E4), but will need to search for *whiteberry* (see appendix C). *Whiteberry* may be searched for before or after facing the orglash. For each day that adventurers travel, roll 1d6 and consult the chart below to determine what encounter they face. E3 is an easy way for adventurers to find both *whiteberry* and other aid. At every other encounter, there is a 50% chance of finding *whiteberry*. At the DM's discretion, any of these encounters may be played and rewarded with *whiteberry* in any order. It is not necessary for all three encounters to be faced, but each provides information that further illuminates this adventure and Icwind Dale. At a minimum, it is recommended that **E2** be encountered to introduce Wolvig Barrundson.

d6 Encounter

1-2	E1: Black Ice
3-4	E2: The Ice Witch's Scar
5-6	E3: The Tribe of the Elk

HAZARD: BLACK ICE

Black ice, also known as ebony ice, is ice infused with necromantic energy from some unhallowed source or a monster that was corrupted by it.

When a creature enters an area covered by black ice for the first time on a turn or starts its turn there, it must make a DC 12 Dexterity saving throw. On a failed save, it falls prone.

For every hour a creature that isn't corrupted spends within 5 feet of black ice, it gains a level of exhaustion. A dead humanoid, beast, or giant that remains in contact with black ice rises 24 hours later as a corrupted version of its former self unless the creature is restored to life or its body is destroyed.

A creature corrupted by black ice that is within 5 feet of black ice has advantage on attack rolls and on saving throws against any effect that turns undead.

E1: Black Ice

Any adventurer with a successful **DC 17 Wisdom (Perception) check** notices the party is heading directly toward a field of black ice. Furthermore, canine shapes are emerging from the snow before them. If no adventurer succeeds this check, they are unaware of the wolves and are already standing on the black ice by the time they notice it.

Several wolves emerge from the blowing snow around you. But these are no ordinary wolves: they are broken, undead monstrosities. Some are missing chunks of flesh, others eyeballs and parts of limbs. Their open wounds and mouths drip with a slick black substance — a substance that you now realize matches the black ice below them.

1d6 **corrupted wolves** (see appendix B) appear around the adventurers and attack. If the party was not aware of their presence, the wolves get a surprise attack.

Black Ice. Halvard knows the dangers of black ice, in that it raises creatures with dark magic. He explains that the corrupted bear that plagues his people seems to be one such abomination, though unlike these wolves it keeps returning no matter how well the body is destroyed.

Any adventurer with a successful **DC 18 Intelligence (History) check** has heard the tale of Crenshinibon, the Crystal Shard. Years ago the Crystal Shard, a sentient, evil crystal, threatened all of Icewind Dale before being stopped by the famed Drizzt Do'Urden and his companions. Its necromantic energies still remain, however, spreading black ice across the Dale.

E2: The Ice Witch's Scar

Read or paraphrase the following:

As you continue your frozen expedition, Halvard slows to a stop and raises a hand to indicate for you to do the same. The area is rocky, but ahead of you is an open plain with very little cover for a threat to hide behind. Slowly, you see them too: spirits, buzzing all around the air frantically, with an alarming audible hum.

"The spirits are restless here," Halvard says. "We should proceed carefully."

Spirits. The spirits are indeed restless, but are not openly aggressive to the party. If an adventurer makes an aggressive move toward the spirits, a **spirit swarm** (see appendix B) will attack.

A Scarred Land. After taking a moment to meditate among the spirits, Halvard concludes this location was a battlefield. Any serious investigation of the area reveals human remains and weapons hidden beneath the snow. A successful **DC 15 Intelligence (Medicine) check** is required to know that the bodies are well-preserved due to the cold, but have easily been dead at least a few years.

Halvard will recognize the make of any recovered weapons or armor and share the following information:

- This is the site of a battle between the Tribe of the Bear and the Tribe of the Elk.
- Six years ago, when Halvard was too young to fight, the Tribe of the Bear joined the Ice Witch as she attempted to conquer Icewind Dale. With her, they fought against the Tribe of the Elk and Ten-Towns.
- At the time, the Tribe of the Bear was run by two chieftains: Wolvig Barrundson and Günvald Halraggson. Wolvig followed the Ice Witch, and fell when she did. Since then, Günvald has led the tribe and attempted to atone for the mistakes of the past.

Halvard requests the party's help with constructing a burial mound at the site. There are too many dead lost in the snow and too little time to attempt to put them all to rest, but a burial mound will let their spirits know that they are not forgotten. In time, Halvard hopes to use the burial mound to return and give the battlefield proper respects.

If the party agrees to help and shows proper reverence to the spirits, the spirits in the area calm and become less visible. They have earned 'spirit's favor' (see chapter 4).

If the party urges Halvard to leave and continue the quest, he will do so — after all, those of his tribe that are still alive are more imperiled by the day. The party does not earn spirit's favor if they do not construct the burial mound.

E3: The Tribe of the Elk

Read or paraphrase the following:

You hear a distant sound pierce through the windy quiet of Icewind Dale. The low rumble of dozens of hoofbeats and, behind it, shouts! As the snow clears, you can distantly make out a herd of reindeer running from barbarian hunters, throwing spears and loosing arrows to bring down several of the large animals.

Halvard will recognize immediately that this is not his tribe, but he cannot tell from a distance which tribe it is. The four tribes — Bear, Elk, Tiger, and Wolf — are all distinct, but friendly enough at the present that Halvard believes they may offer a safe place to rest for a night.

These barbarians are of the Tribe of the Elk. If the party approaches, the barbarians are initially alarmed and defensive, but relax upon Halvard being introduced as a member of the Tribe of the Bear. They have made several good kills in this hunt, and invite the party back to their camp for shelter.

REGHED TRIBES

The camps of all of Icewind Dale's tribes look fairly similar: circular deerskin tents, supported by wood and bone, house the tribe's most important members while others sleep outside surrounded by fires and furs. The tribes are nomadic, following the migration of reindeer across the tundra, but stay in one location for a season at a time. Occasional glimpses of civilization such as worked iron, flint and tinder, and pottery are visible, as the tribes have continued small amounts of trade with Ten-Towns.

Important Members of the Tribe of the Elk.

Several figures can be met among the Tribe of the Elk, who all may provide some insight into the troubles facing the Tribe of the Bear.

King Jerund Elhardt: A surprisingly old barbarian man with a worn, leathery face. He is imposing, but kind and wise. If spoken to, he can provide the following information and assistance:

- He is saddened to hear of the troubles facing the Tribe of the Bear. He freely admits that he has had some reservations against the Tribe of the Bear since they allied themselves with the Ice Witch. On a more personal note, his son was killed by a bear nine years ago and he has always taken it as an ill omen.
- The Tribe of the Bear has worked hard to seek redemption and he resumed trade with them only a fortnight ago, give or take (see E6).
- If asked and treated with respect, he will gladly send a few warriors with some spare meat to reinforce the Tribe of the Bear as they attempt to fight off the corrupted bear.

Mjenir Tormhaalt: An old man, nearly as old as King Jerund, with his platinum blond hair braided around his head. Mjenir is the shaman of the Tribe of the Elk. He can provide the following information and assistance:

- He, too, has noticed the disturbances among the spirits. He notes that for this corrupted bear to keep returning, it must be powered by a particularly strong and intelligent hatred focused on the Tribe of the Bear. It is not likely a random spirit.
- He will introduce the party to Trien, the tribe's medicine woman, to receive *whiteberry* and other useful herbal remedies.
- If asked for help with a successful DC 15 Charisma (Persuasion) check, he will provide the party with an elk totem (see appendix A).

Trien Olafsdotter: Medicine woman of the Tribe of the Elk. Her primary responsibilities are caregiving and herbalism within the tribe. She can provide the following herbs upon request (see appendix C):

- *Whiteberry*, used to cause pain-free sleep
- *Ice moss*, used to stop bleeding and replace rations
- *Crackleleaf*, used to spice meat





E4: The Orglash

Read or paraphrase the following:

It has been a difficult journey, and the relief is palpable when Halvard says, "There." He points up a rocky cliffside covered in ice and sleet. Well, why would it have been in a convenient location?

The orglash is at the top of a fifty-foot cliff. The cliff is a difficult climb due to the frozen landscape. Successfully navigating the climb requires two successful **DC 17 Strength (Athletics)** or **Dexterity (Acrobatics)** checks. Any adventurer with a climber's kit makes these checks at advantage.

Teamwork and Failing Forward. There are many ways adventurers could work together or devise other means to ascend the cliff. The entire party must ascend the cliff in order to face the orglash, so creativity is encouraged if necessary. If adventurers are struggling, consider forcing them to take a point of exhaustion instead of falling and having to start anew.

The Orglash. At the top of the cliff is an ice cave, providing slight reprieve from the buffeting winds. Halvard knows an orglash (see appendix B) is inside, and explains the following:

- An orglash is a magical being, but native to the material plane. This makes it closer to a spirit, and

Halvard intends to ritually absorb its essence in order to bring himself closer to the spirit realm. This is the ritual that will make him a shaman.

- Halvard must conduct a ritual to absorb the essence of the orglash, so he will not be available to assist in the battle.
- When an orglash is slain, it leaves behind elemental ice. This is an important component in the ritual he plans to enter the spirit realm, so it must be recovered. Normally, the elemental ice melts if the orglash takes fire damage in the last minute before death, but due to Halvard's ritual the elemental ice will be recoverable so long as the orglash **does not die directly from fire damage.**

When the orglash falls, Halvard completes his ritual. An icy aura swirls around Halvard and, for a moment, his eyes glow with the purple-green energy of spirits. He retrieves the elemental ice shard, if he is able.

Failure. It is possible for the party to fail this encounter by killing the orglash with fire damage. Despite Halvard's ritual, the elemental ice will not be recoverable. Halvard himself will still absorb the orglash's essence and become a shaman, but the ritual to enter the spirit realm will be more difficult. There are other orglash in Icewind Dale, but locating one would take enough time as to seriously endanger the Tribe of the Bear.

Chapter 3: Claiming the Spear

With the orglash slain, Halvard is more attuned to the spirits and is ready to take his place as his tribe's shaman.

The last component Halvard needs for his ritual is his father's spear (see *spear of Rellavar*, appendix A). A shaman's weapon, the spear is one of the rare magical items tolerated by the barbarians. Halvard could attempt the ritual without it, but success would not be assured. If the adventurers wish to proceed without the spear, proceed to chapter 4.

At the DM's discretion, the journey back to the Tribe of the Bear can take one or two days. This is a good opportunity to explore the beauty of Icewind Dale; if the party rests before reaching the tribe they'll witness an aurora borealis:

As night falls, the wind seems to hold its breath for a moment, letting the constant snowfall subside. The sky is clear and full of stars, constellations seen with a clarity rived nowhere else in the Realms. The night becomes surprisingly bright as purple-green lights begin to dance in the sky. An aurora playfully spins between the stars, reminding you of the spirits you've encountered, but on a massive scale. Perhaps there is deep magic in this land, or perhaps this is simply a short moment of beauty along your exhausting journey.

The party arrives at the current location of the nomadic Tribe of the Bear soon before nightfall.

The Tribe of the Bear is in a sorry state. Tents of deerskin and bone are barely standing, and the few warriors remaining seem tired and wounded. If things don't change soon, the Tribe of the Bear is clearly in danger. The largest tent, located on the edges of camp, is open and inside you can glimpse a massive brown bear resting atop a pile of furs. Even a glimpse of this bear stirs something primal inside you; a sense of awe and fear that cannot be denied.

Important Members of the Tribe of the Bear.

Several important members of the Tribe of the Bear can be encountered, all who have opinions on Halvard, his journey, and the party.

Günvald Halraggson: The current Bear King and leader of the Tribe of the Bear. A late-middle-aged man with impressive scarring and musculature. He is desperate enough to accept help from the adventurers, but is extremely wary of any overt displays of magic. He can convey the following information:

- He is outraged that Halvard left the tribe against his orders and returned with outsiders. However, if the adventurers aid in battle against the corrupted bear he accepts that they have proven themselves as warriors and may at least rest and shelter with the tribe. If the adventurers recruited the Tribe of the Elk to assist, Günvald is much more receptive to them.
- The *spear of Rellavar* is a very powerful magic item, to be used only by the tribe's shamen. If Halvard returns having slain the orglash (see E4), Günvald accepts that Halvard has earned the title of shaman and will proudly bestow both the title and the spear upon him.
- The spirits are to be respected and feared, but they are the domain of shamen. With a successful **DC 17 Charisma (Persuasion) check**, Günvald will speak of his experience six years ago: he was brought under the sway of the Ice Witch in part by the tribe's then-shaman Bjami Tengervaald. He became corrupted by the Ice Witch's black ice, and has worked to make amends ever since he was freed by a different team of adventurers. If adventurers fail this Charisma check, Günvald will simply be wary of magic and shamen and his past may be hinted at by other members of the tribe, but never explained in detail.

Torvold Galvrigson: Huntmaster of the Tribe of the Bear. A surprisingly young man with old eyes and a well-trimmed beard, he studies the corrupted bear as the tribe fights it each night. He can provide the following information:

- The corrupted bear rises each night at sunset from a small pool of black ice that was not there before. This happens regardless of how the creature was defeated or destroyed the previous night. No wounds seem to persist between nights.
- The corrupted bear is unaffected by poison, and the tribesmen's attacks seem to affect it very little.
- The corrupted bear has a vicious breath that spreads black ice across an area. Its mouth should be avoided.

Possible Aid. If the adventurers met and requested aid from the Tribe of the Elk, some of the Elk warriors may be present already at the DM's discretion. They are encamped slightly away from the central Tribe of the Bear encampment, but obviously treated well. If they brought meat or other supplies, the Tribe of the Bear warriors are happily eating and resting alongside the Elk warriors to recover before the night's assault. Elk warriors assist in battle against the corrupted bear.

Corrupted Bear. As it does every night, the **corrupted bear** (see appendix B) rises at sundown. The corrupted bear's target is the Totem Bear, which is being guarded by six Tribe of the Bear warriors (**barbarian warrior**; see appendix B). Halvard and Günvald charge the adventurers with stopping the bear before it reaches camp so their warriors are spared another night. If warriors from the Tribe of the Elk are present, 1d4 of them will enter battle with the adventurers.

The corrupted bear is a massive polar bear, equal in size and grandeur to the Totem Bear. It rises from a pool of black ice that measures 10 feet by 10 feet. The corrupted bear appears undead, with dripping open wounds and visible bones protruding. Notably, its eyes glow with a slight green light.

Once the bear is slain, its raggedy bones glow with a sickly, pale green for a moment before going cold. The Tribe of the Bear will use rocks and tools to break its bones to the best of their ability; wood is too scarce to create a pyre for such a large animal, especially since they have attempted that already and found it unhelpful.

Once the corrupted bear is defeated and the *spear of Rellavar* is claimed, Halvard is ready to venture into the spirit realm to face whatever is haunting his tribe. Günvald allows the adventurers to join him since Halvard needs aid against this spirit, but the Tribe of the Bear know that their place is not among the spirits.

SCALING THIS ENCOUNTER

There are many possibilities when facing the corrupted bear. The adventurers can go into battle alone, they may or may not have Halvard, and they may or may not have warriors from the Tribes of the Bear and Elk join them. Here are a few guidelines for scaling the encounter to best fit your needs:

For a weak party: Remove one claw attack from the corrupted bear's multiattack as well as its ability to grapple with a bite.

For a moderate party: Use the corrupted bear stats as given.

For a strong party: Add +2 to all of the corrupted bear's attacks and damage rolls.

For a strong party with barbarian support: Add +2 to all of the corrupted bear's attack and damage rolls as well as 50 hit points.



Chapter 4: The Spirit Glade

The Spirit Glade is a sacred place to all the barbarian tribes of Icewind Dale. It is a place of great spiritual power, and so is frequently avoided by the barbarians. It is located approximately a day away from the current encampment of the Tribe of the Bear. If the adventurers leave the Tribe of the Bear in the morning, they should make it to the Spirit Glade just after nightfall.

Read or paraphrase the following:

Trees are a rare sight in Icewind Dale, but rarer still are trees that seem to be made of glass. They catch and reflect the fading light, small string-like leaves chiming lightly in the frozen wind. A small grouping of these odd trees cluster around a towering fir – this one not of glass, but of wood, with blue-green needles. It stands proudly over 25 feet tall. Within the grove, the wind seems to dull slightly. A sense of serenity is palpable.

The Spirit Glade is a copse of *songwillow* trees with a single massive *spirit fir* (see appendix C) in the center. It is unique to see a spirit fir anywhere so far inland, and any player making a successful **DC 17 Intelligence (Nature) check** understands that the size of this one implies a massive root system beneath that must be tapping into a significant body of water deep below the ice.

As the adventurers arrive and approach the *spirit fir*, a large shimmering purple-green light appears. It begins to take the form of a massive spectral bear, standing bipedal nearly as tall as the *spirit fir*. Depending on the circumstances the adventurers have decided on up to this point, several things may happen.

If the adventurers have not gathered the elemental ice, whiteberry, or the spear of Rellavar: The **guardian spirit** (see appendix B) is hostile and seeks to prevent the adventurers from entering the spirit realm. If the guardian spirit is defeated, the way into the spirit realm is opened but Halvard will respond more negatively to the adventurers.

If the adventurers have gathered an incomplete combination of elemental ice, whiteberry, and the spear of Rellavar: Halvard is unable to complete the ritual to enter the spirit realm, but the guardian spirit is not hostile. The guardian spirit can be persuaded or bargained with if the adventurers convince it they seek no harm to the spirits. It takes a successful **DC 20 Charisma (Persuasion) check** to convince the guardian spirit, but this check can be made easier by adventurers giving items of unique personal

value. If the adventurers do not convince the guardian spirit of their pure intentions, the spirit becomes hostile and defends the entrance to the spirit realm.

If adventurers manage to peacefully pass the guardian spirit, Halvard thinks of them much more positively. Conversely, he thinks negatively of adventurers that force hostility with the spirit.

If the adventurers have successfully gathered elemental ice, whiteberry, and the spear of Rellavar: Halvard is able to ritualistically combine the elemental ice and *whiteberry* into a potion infused with the power of the spear. Once this potion is imbued by the adventurers, the guardian spirit is not hostile and welcomes them into the spirit realm as friends.

If adventurers gained spirit's favor (see chapter 2): If adventurers helped the spirits of the barbarian warriors find peace, the spirits return the favor. Regardless of the circumstances under which adventurers enter the spirit realm, if they have gained spirit's favor a ring of floating purple-green spirits surrounds the Spirit Glade. These lights slowly form thin outlines of barbarians, who raise their weapons in a silent war cry. Any adventurer so blessed receives +1 to all attack and damage rolls against hostile spirits while in the spirit realm. This effect lasts 48 hours or until they leave the spirit realm.

When adventurers enter the spirit realm, read or paraphrase the following:

The massive fir tree ahead of you seems to split open, a bright purple-green light glowing from within. You feel a brief sensation of falling as your perception shifts. In a blink, the world looks different. You are still in the Spirit Glade, but ... more. Everything is more vibrant and sharp, as if there was more to reality that you previously could not see. The sky is full of a shimmering aurora, casting beautiful sparkles into the crystalline trees around you. You have entered the spirit realm.

Halvard does not understand any detailed mechanics of the transition, but any adventurer with a successful **DC 15 Intelligence (Arcana) check** understands the ritual seems functionally similar to *plane shift*. Halvard has the power to return the party to the material plane at any time.

Chapter 5: A Spirited Search

Now that the adventurers have arrived in the spirit realm, the source of the corrupted bear must be found. An obvious place to look is the Tribe of the Bear's encampment.

Spiritual Upheaval. The Spirit Glade appears normal, but the realm outside is somewhat more chaotic. Halvard understands (as do any adventurers with a successful **DC 20 Intelligence (Arcana) check**) that the spirit realm is meant to have the same dimensions as the material plane. It should look like a slightly exaggerated and enhanced version of reality. However, the realm is in chaos. The ground shifts and changes, and paths rarely seem to go where they are meant to. Mountains curl and twist menacingly and the blowing snow hides precipitous cliffs that should not exist.

The rage of Wolvig is rippling out across the spirit realm, causing disturbances that were nearly invisible in the material plane. This is why spirits have been more visible across Icewind Dale. Halvard is rightly worried about this; he claims that the spirit realm is meant to be a peaceful place. Whatever spirit is causing these disturbances must be powerful, and must be stopped before irreversible damage is done to the spirit realm.

Spiritual Power. The spirit realm is on a higher plane than the material plane. On this plane, spiritual, or divine, magic is more potent and arcane magic is less potent. This offers many opportunities for roleplay and inventive use of magic, but at a basic level spells that cause damage deal an additional 1d4 radiant damage when cast from a divine source, but lose 1d4 damage when cast from an arcane source.

Exploring. The party needs only to make their way to the encampment of the Tribe of the Bear. Time seems somewhat disoriented while in the spirit realm; narratively the sky presents a state of perpetual twilight. Functionally, there should be no more than one long rest taken between entering the Spirit Glade and facing Wolvig. With each long rest taken by the adventurers, the Tribe of the Bear faces the corrupted bear again and becomes weaker.

As adventurers begin their journey, they face several encounters, detailed below. The amount and frequency of encounters is at the DM's discretion, but at least **E5** and **E6** are recommended as they provide significant insight into Wolvig and his threat. To choose encounters randomly, roll 1d4 and consult the table below.

d4 Encounter

1	E5: Fear of Death
2	E6: Fear of Abandonment
3	E7: Acceptance
4	E8: Serenity

E5: Fear of Death

The party finds themselves at the mouth of an icy cave at the base of a foreboding glacier. Under heavy snow, the barren remains of what may have been a barbarian camp lay in ruins. A pervasive sense of dread is in the air, but the cave looks familiar to Halvard. Read or paraphrase the following:

Inside the cave, a surprising warmth greets you. A small bubbling pool of warmed water provides a welcome relief for the cold, followed by a familiar dark chill that sets in as you realize: the walls are spotted with patches of black ice. A sharp crack is heard as the ice below you begins to fall away!

This illusory cave begins to fall away, dropping adventurers into a watery chute that begins to suck them into a difficult current. Adventurers may attempt either a **DC 20 Strength (Athletics)** or **Dexterity (Acrobatics) check** to control their descent, but the floor of the cave has collapsed supernaturally fast and there is no avoidance. On a successful save, the adventurer takes no damage. On a failed save, an adventurer takes 1d6 bludgeoning damage as they are bounced along by the current.

The river tosses adventurers off of a small waterfall, washing them ashore at the bank of a large cave. Dominating the space is the frozen remains of Icingdeath, the white dragon that stalked Icewind Dale over 130 years earlier. As adventurers find their footing, the remains begin to stir.

The **fear of death** (see appendix B) is taking the form of Icingdeath, the legendary dragon that stalked Icewind Dale over 130 years earlier. The dragon appears translucent, obviously spectral. It will attack any adventurers that enter its lair, flying across the small cave to block off their escape and force a confrontation if possible.

When the fear of death is defeated, the dragon form fades away but the purple-green spiritual energy reforms into a new shape. The cave remains, but stone structures with carvings of snowflakes fill the area. Two illusory figures, a pale woman with ice-white hair and a man dressed in bearskin, stand in the center of the room. Read or paraphrase the following:

“The Tribe of the Elk will be here soon,” the woman says. “Are you ready to fight for me, my general?”

“Of course, my lady. The Tribe of the Bear stands strong,” the man replies in a gruff voice.

“You always do. Just remember, Wolvig: your strength comes from me. On that battlefield, I have no need for a bear. Remember where you are. Be the dragon.”

The woman turns and exits the cave. The man stands stoic until she leaves, then relaxes and slumps his shoulders, his hands twitching. He draws his axe from his waist, seems to hesitate for a moment, and slams it down into a stone altar.

“To war, then,” he mumbles as he fades away.

Halvard understands several things about the party’s location. This was the lair of Icingdeath, which was then turned into a shrine to Auril during the reign of the Ice Witch. Wulfgar, of the Tribe of the Elk, famously slew Icingdeath in this cave over a century ago with his companion Drizzt Do’Urden. Logically, the woman in this vision must have been the Ice Witch herself.

Halvard has only a basic knowledge of Auril: she is an evil goddess of snow and ice. Any adventurer with a successful **DC 17 Intelligence (Religion) check** understands that Auril is as cruel and fickle as the winter winds: biting cold with a dark fury that rarely left any of her enemies alive. She has tried previously to lock Icewind Dale in perpetual ice.

Halvard notes the “echo” of memories locked in this place. Two different memories, joined by a location and the fact that both of the figures would soon die. There is a strong spiritual magic here, and something is forcing these memories to surface.

Once the memory of Wolvig is completed, adventurers find the path behind them is now a short tunnel leading outside, warped by the changes in the spirit realm.

E6: Fear of Abandonment

Read or paraphrase the following:

Your party comes upon a barbarian camp, familiar to those you have seen before. This is an encampment of the Tribe of the Elk, but a large group is gathered near its edges. Members of the Tribe of the Bear? You see the king of the Tribe of the Bear shake hands with the king of the Tribe of the Elk. Behind the Elk King, a large elk stands. None of the figures seem to notice it.

“Trade resumes. You have paid your penance,” the Elk King proclaims.

“Thank you, brother,” replies the Bear King. “May all our people prosper in this new age together.”

As you watch, a large bear rises from the ground, but no member of the tribes seems to react as the bear takes its place amid its people. You recognize the bear — this is the Totem Bear that you protected only a short while ago. The tribes embrace each other and walk back toward the encampment, spiritual animals in tow. But one figure remains behind: a barbarian man whose eyes glow with a red hatred as he slowly draws his axe before fading from view.

Halvard actually remembers this event as the day the Tribes of the Elk and Bear reopened trade, only about two weeks ago. But by Halvard’s recollection, there were no animals present.

Halvard does recognize the man, as do any adventurers who encountered E5, as Wolvig Barrundson, former king of the Tribe of the Bear. At the time of this meeting, according to Halvard, Wolvig would have been six years dead.

Symbolically, this was the day the Tribe of the Bear was seen to have redeemed itself for following the Ice Witch and Wolvig. The Totem Bear arrived soon after, and the corrupted bear just after that. If he has not already, Halvard now begins to openly speculate that Wolvig is somehow behind the problems facing the tribe.

E7: Acceptance

Read or paraphrase the following:

As you trudge through the blistering snow, you notice a shape ahead of you: a humanoid form crumpled in the snow. It looks dull, and it takes you a moment to realize that you've simply become accustomed to the vibrancy of the spirit realm. The figure ahead of you represents a rare glimpse back into the material plane. As you watch, the figure begins to stand and, as they do, grow more vibrant and translucent.

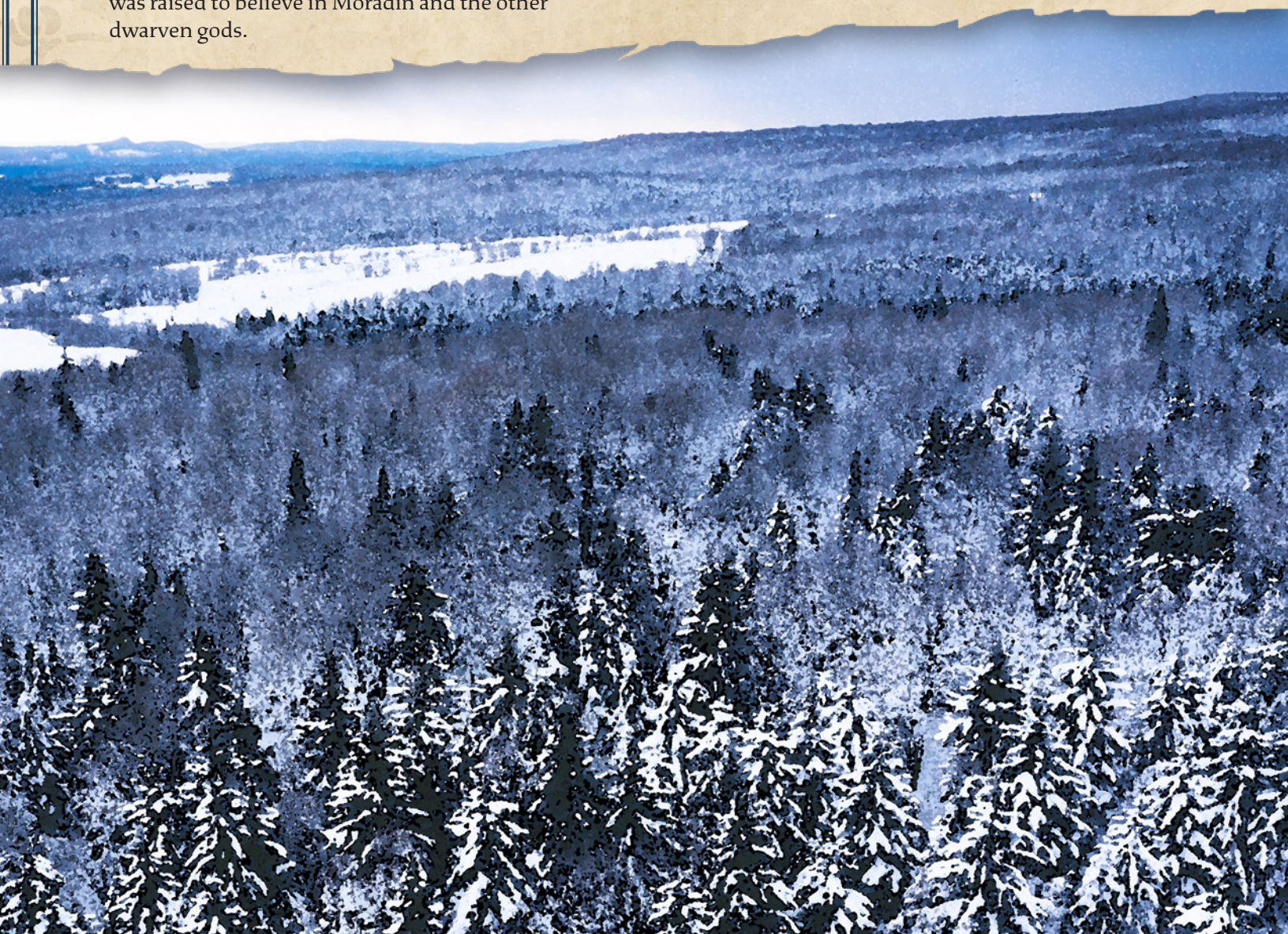
The party has witnessed a death, and the standing figure is a spirit now sharing the spirit realm with them.

Hudrattin Copperborn. The deceased is Hudrattin, a dwarf from Mithral Hall. She was training to become a scout, but got lost in an unexpected blizzard. She is confused to see the adventurers.

Hudrattin is a young dwarf, only sixty years old. She was raised on the stories of above-ground adventure that abound in Mithral Hall, and dreamed of seeing some herself. Like most dwarves, she was raised to believe in Moradin and the other dwarven gods.

Afterlife. The afterlife is not as mysterious as one may think. Any adventurer with a successful **DC 17 Intelligence (Arcana) check** or a **DC 12 Intelligence (Religion) check** understands that, in most beliefs, the soul is delivered to the Fugue Plane where it awaits judgement of some kind before passing onto somewhere new aligned with their beliefs in life. A soul being present here, in the spirit realm, indicates this realm and the Fugue Plane may be connected. Regardless, this is likely not a place for a dwarven soul to reside for long.

Acceptance. The party now has a rare chance to speak to a recently deceased soul. Hudrattin wants to join Moradin's halls and for her family in Mithral Hall to be told of her passing. If the adventurers are respectful and encourage peace, Hudrattin eventually continues moving on to somewhere else. If the party is disrespectful, the landscape continues to twist and a **spirit swarm** (see appendix B) emerges and attacks. In this case, Hudrattin's spirit dissipates, its final fate unknown.





E8: Serenity

Read or paraphrase the following:

Through the snow, an icy wind picks up. You hear a faint buzzing growing louder as the wind grows colder. You begin to hear a wet thrashing, like a drowning person struggling. As the snow clears, a strange sight solidifies: a large fish, seemingly made of water, flails in the air above a choppy lake. Several small spirits buzz around the fish, clearly causing it some kind of pain.

The fish is the spirit of Lac Dinneshere, the northernmost lake of Ten-Towns, taking the form of a knucklehead trout. 1d4 **spirit swarms** (see appendix B) are attacking the spirit.

If left unattended, Lac Dinneshere eventually succumbs and the spirit swarms turn on the adventurers if they have not already left. Halvard reacts extremely negatively to leaving the spirit alone, but with the obvious threat to his tribe and the spirit realm he can be convinced to leave.

If the adventurers intervene and protect the spirit, it is grateful. If adventurers did not earn 'spirit's favor' in E2, they receive it now, which provides +1 to all attack and damage rolls against hostile spirits while in the spirit realm. If adventurers have already gained 'spirit's favor,' they are instead granted the 'knucklehead blessing.' Forevermore, they will be known as friends to Lac Dinneshere and have good luck when fishing in its waters. The knucklehead trout they catch will be abnormally healthy and large, granting prestige and coin among the people of Ten-Towns.

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Serenity. When the spirit is rescued, the waters of the massive lake calm to a stillness. Adventurers are provided the chance to speak to an old spirit, one older than the people of Ten-Towns. The spirit's personality is reflective of the lake itself: it seems icy and harsh at first, but once it becomes accustomed to any heroic adventurers, the spirit is helpful if somewhat vast and difficult to understand.

The spirit of Lac Dinneshere is not literally the lake; the lake would exist in the material plane even with no spirit. But the spirit is what makes the lake more *alive*, showing favor to those who respect it and ire to those who don't. Halvard understands that many things in the material plane have spirits such as this, but Lac Dinneshere is particularly old and large thanks in part to worship from the people of Ten-Towns.

Lac Dinneshere does not know the nature of the threat posed to the spirit realm. It knows that there has been a strong disturbance, causing the usually-peaceful spirit realm to twist into upheaval. The small spirits that had attacked Lac Dinneshere were echoes of people who had drowned in its waters, memories of rage and fear but not true souls. Usually, such echoes pose no true threat, but something is happening to amplify rage and anguish across the spirit realm. To the best of its ability, and at the DM's discretion, Lac Dinneshere uses its strength to help guide the adventurers correctly to the source of the rage.

Chapter 6: The Bear King

Eventually the party manages to navigate the twisting landscape of the spirit realm to make their way back to the Tribe of the Bear's encampment. Read or paraphrase the following:

As you progress, you begin to feel jumpy with rage and fear. There's a strong sense of anger all around you and you find yourself on edge. Finally, the familiar encampment of the Tribe of the Bear comes into view. The tents seem somewhat dull and lifeless, but as you see human figures walk around you understand with relief that this dullness is merely the effect of looking into the material plane from the spirit realm. It is difficult to tell how much time has passed since you last saw the tribe, but at a glance their numbers seem somewhat lesser. Then, among the tribespeople, you see a figure looking at you. A man dressed in bearskin locks your gaze and you realize that he is covered with unsealing wounds — he is corrupted, and your senses orient toward him as the source of anger and rage. As you look on, the sky begins to darken as the snow closes in around you.

This is Wolvig Barrundson (**barbarian warrior**; see appendix B). Currently, he is resting after a night's battle against the Tribe of the Bear — recovering his strength for another attack soon. Here, in the spirit realm, he is at his most vulnerable.

Objective. The final goal of this encounter is to put Wolvig's spirit, and rage, to rest. This can be accomplished in many ways, including defeating him in battle or convincing him he should pass on.

Wolvig. Wolvig is enraged, more than anything. He believes his rage is rightfully directed at the Tribe of the Bear for forgetting him and leaving his name in dishonor, but some deep part of him understands he can blame no one but himself. He led his people into a losing war that resulted in death and dishonor. He believes he cannot pass on to his afterlife until he is buried and remembered as a king, but in truth he must simply accept his faults and his death and move on.

If attacked or treated with disrespect, Wolvig shifts into the **corrupted spirit bear** (see appendix B) and attacks the party. After the bear is defeated, his spirit shifts back into its human form. In this form, he can be executed or reasoned with one last time. If he is eliminated or otherwise moves on, proceed to the boxed text below.

If Wolvig is spoken to, he listens. He is argumentative, angry, and vengeful — but is still recovering some strength, so he does not attack first. He can be convinced to let go of his rage and proceed to the afterlife through roleplay. There is no specific check for this and success is at the DM's discretion. Failure to convince him to move on causes him to attack the party as described above. A few possible avenues that Wolvig would find convincing are:

- A reminder that on the day of his death, he chose to become a dragon rather than a bear (learned in E5). He turned his back on his people, not the other way around.
- Presenting evidence of his damage to the spirit realm (learned throughout encounters). Wolvig has been solely focused on his own rage and wants, and has been blind to the fact that he is causing possibly global damage.
- A promise to find and properly bury his corpse. This would be achievable by Halvard and the Tribe of the Bear; they know the location of the battle where Wolvig fell outside of Ten-Towns. Halvard would not readily offer or accept this as a suggestion unless Wolvig displays true desire to repent.

Once Wolvig is fully defeated, read or paraphrase the following:

Wolvig Barrundson falls to the snow, invisible to the mundane people of his tribe still milling casually about the area. He looks at you with fear and confusion in his eyes. With a sigh he closes his eyes and exhales, and his form begins to dissipate. A tension relieves around you, like a headache you weren't even aware you had. Around you, the world begins to return to normal — well, normal for the spirit realm. The snow clears and the sky brightens, and the path behind you no longer looks twisted and strange. There may always be a scar left on the people of the Tribe of the Bear, but at long last the wounds from the Ice Witch and Wolvig may heal.

Epilogue. Once the spirit realm is at peace again, Halvard can end the spell and return the adventurers back to the material plane. If Halvard is not present, returning to the Spirit Glade allows the adventurers passage home. Regardless of circumstance, returning to the material plane results in the adventurers waking up in the Spirit Glade as if they had been asleep. They are cold, but suffer no permanent damage from their journey to the spirit realm.

Halvard returns to the Tribe of the Bear, where he and the adventurers are greeted as heroes. The tribe, too, felt a great relief when Wolvig moved on. They understand that the party was successful but are eager to hear the details.

The Tribe of the Bear has little in the way of physical reward, but if the adventure concludes successfully with Halvard thinking well of the adventurers, he will conduct a ritual to provide the party with the 'blessing of the dale.' This blessing provides a permanent +1d4 to any Wisdom (Survival) checks made in Icewind Dale. Additionally, the adventurers have earned the favor of the Tribe of the Bear, and likely all of the tribes of Icewind Dale, which may prove useful for further adventures in the harsh tundra.



Appendix A: Magic Items

Elk Totem

Wondrous item (uncommon)

This small figurine is carved from ivory in the shape of an elk. In the material plane, this is no more than a figurine. In the spirit realm or Feywild, it can be used as an action to summon a spectral elk. This elk lasts for one hour, until destroyed, or until dismissed by the caster.

The elk responds to orders given by the caster. These instructions may be given a bonus action. Without new instruction, the elk will continue to follow the previous instruction to the best of its ability. Once the elk's duration ends, or when it is destroyed or dismissed, it cannot be summoned again until the next dawn.

This elk uses the statistics for a **giant elk** (see appendix B).

Spear of Rellavar

Weapon (spear), rare

This spear has a large head, tinted blue, and engraved with an intricate etching of a winter landscape. When thrown, it creates a billowing cloud of snowflakes in a 10-foot radius from the point it strikes that heavily obscures the area until the end of your next turn.

Additionally, as an action you can drive the spear into the ground, creating a 15-foot radius of frost and ice. Stagnant and slow moving water within this area is also frozen, and any nonmagical fires are extinguished. This area remains frozen and is considered difficult terrain until the beginning of the turn after you remove the spear from the ground.



Appendix B: Beasts & Enemies

Barbarian Warrior

Barbarian Warrior

Medium humanoid, unaligned

Armor Class 13 (hide armor)

Hit Points 32 (4d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

HAZARD: BLACK ICE

Black ice, also known as ebony ice, is ice infused with necromantic energy from some unhallowed source or a monster that was corrupted by it.

When a creature enters an area covered by black ice for the first time on a turn or starts its turn there, it must make a DC 12 Dexterity saving throw. On a failed save, it falls prone.

For every hour a creature that isn't corrupted spends within 5 feet of black ice, it gains a level of exhaustion. A dead humanoid, beast, or giant that remains in contact with black ice rises 24 hours later as a corrupted version of its former self unless the creature is restored to life or its body is destroyed.

A creature corrupted by black ice that is within 5 feet of black ice has advantage on attack rolls and on saving throws against any effect that turns undead.

Corrupted Bear

Corrupted Bear

Large undead, chaotic evil

Armor Class 15

Hit Points 220 (40d10)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +9, Con +8

Skills Perception +2

Damage Resistances cold, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Dark Imbuement. While within 5 feet of black ice, the bear has advantage on attack rolls and on saving throws against any effect that turns undead.

Glacial Walk. Difficult terrain composed of black ice, ice, or snow doesn't cost the bear extra movement.

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 (1d10) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the bear can't bite another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) necrotic damage.

Black Ice Breath (Recharge 6). The bear exhales black ice in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 13 (3d8) cold damage plus 16 (3d10) necrotic damage on a failed save, or half as much on a successful one.

The area also becomes slick with black ice (see sidebar), making it difficult terrain. A creature reduced to 0 hit points by this breath weapon becomes covered by a thick layer of black ice until it thaws or the ice is destroyed (AC 13; hp 10; vulnerability to fire and bludgeoning damage; immunity to poison and psychic damage).

Corrupted Spirit Bear

Corrupted Spirit Bear

Large fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 205 (30d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	10 (+0)	11 (+0)

Saving Throws Str +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses passive Perception 10

Languages Common, Reghedjic

Challenge 8 (3,900 XP)

Divine. The bear has advantage on saving throws against spells and other magical effects cast from an arcane source. Conversely, the bear has disadvantage

on saving throws against spells and other magical effects from a divine source.

Spiritual Sight. Magical darkness doesn't impede the bear's vision.

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Roar of Rage (Recharge 5-6). The bear roars in pure rage, affecting the nearby fabric of the spirit realm. Any creature within 60 ft. of the bear must make a DC 14 Wisdom saving throw. On a failed save, a creature takes 19 (3d12) psychic damage and is stunned until the start of the bear's next turn. On a successful save, a creature takes half as much damage.

Corrupted Wolf

Corrupted Wolf

Medium undead, chaotic evil

Armor Class 16

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +4, Con +4

Skills Perception +2

Damage Resistances cold, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Dark Imbuement. While within 5 feet of black ice, the bear has advantage on attack rolls and on saving throws against any effect that turns undead.

Glacial Walk. Difficult terrain composed of black ice, ice, or snow doesn't cost the bear extra movement.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 5 (1d10) necrotic damage.

Black Ice Breath (Recharge 6). The bear exhales black ice in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 9 (2d8) cold damage plus 11 (2d10) necrotic damage on a failed save, or half as much on a successful one.

The area also becomes slick with black ice (see sidebar), making it difficult terrain. A creature reduced to 0 hit points by this breath weapon becomes covered by a thick layer of black ice until it thaws or the ice is destroyed (AC 13; hp 10; vulnerability to fire and bludgeoning damage; immunity to poison and psychic damage).

Fear of Death

Fear of Death

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Stealth +4, Perception +6

Damage Vulnerabilities psychic

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Black Ice Walk. The fear of death can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of black ice, ice, or snow doesn't cost the bear extra movement.

Actions

Multiattack. The fear of death makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Black Ice Breath (Recharge 5-6). The fear of death exhales black ice in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 16 (3d10) cold damage plus 16 (3d10) necrotic damage on a failed save, or half as much on a successful one.

The area also becomes slick with black ice (see sidebar), making it difficult terrain. A creature reduced to 0 hit points by this breath weapon becomes covered by a thick layer of black ice until it thaws of the ice is destroyed (AC 13; hp 10; vulnerability to fire and bludgeoning damage; immunity to poison and psychic damage).

Giant Elk

Giant Elk

Huge beast, unaligned

Armor Class 14

Hit Points 42 (8d8 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Guardian Spirit

Guardian Spirit

Huge fey, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +7, Con +5, Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses passive Perception 13

Languages Common, Reghedjic, Sylvan

Challenge 8 (3,900 XP)

Divine. The guardian spirit has advantage on saving throws against spells and other magical effects cast from an arcane source. Conversely, the guardian spirit has disadvantage on saving throws against spells and other magical effects from a divine source.

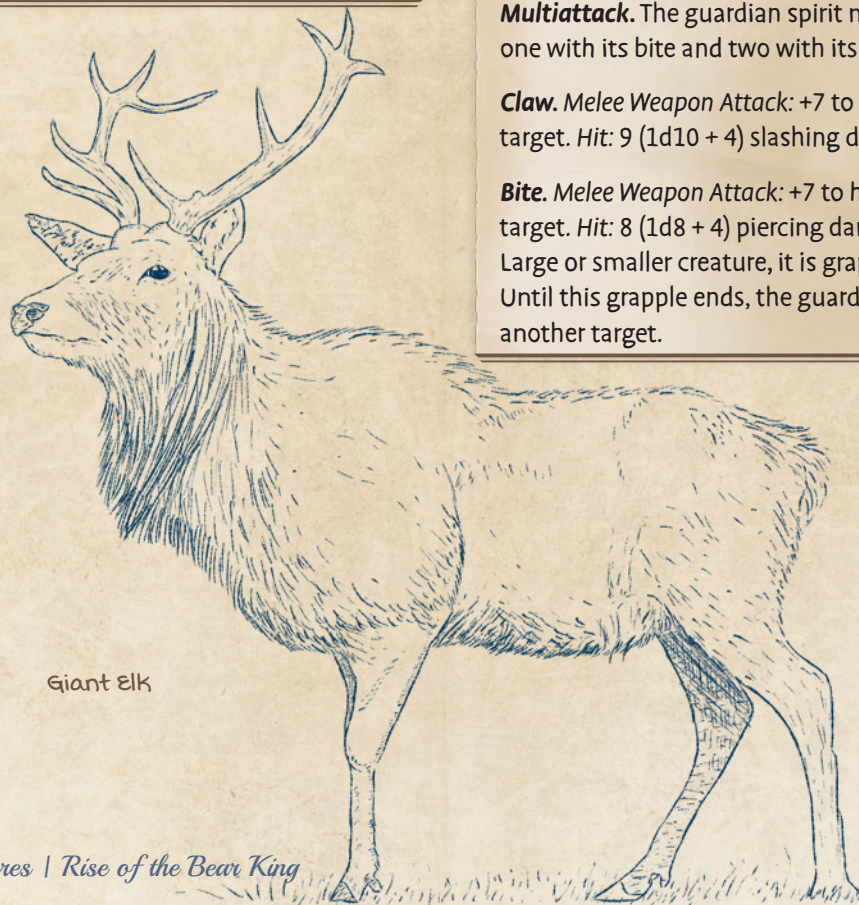
Spiritual Sight. Magical darkness doesn't impede the guardian spirit's vision.

Actions

Multiattack. The guardian spirit makes three attacks: one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the guardian spirit can't bite another target.



Giant Elk

Halvard Sindrison

Halvard Sindrison

Medium humanoid, neutral good

Armor Class 13 (hide armor)

Hit Points 40

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Common, Reghedjic

Challenge 4 (1,100 XP)

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

Spellcasting. Halvard is a 4th-level spellcaster.

His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Halvard has the following spells prepared, which he can cast without material components:

At will: *light, sacred flame, spare the dying*

1st level (4 slots): *bless, create or destroy water, healing word, sanctuary*

2nd level (3 slots): *calm emotions, gentle repose, prayer of healing*

Actions

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

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



Halvard Sindrison

Orglash

Orglash

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Damage Resistances lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages Aquan, Auran

Challenge 8 (3,900 XP)

Air Form. The orglash can enter a hostile creature's space and stop there. While a creature is within the orglash's space, it is blinded and heavily obscured. The orglash can move through a space as narrow as 1 inch wide without squeezing.

Coalescing Chill. The orglash regains 5 hit points at the start of its turn if it has at least 1 hit point and is in extreme cold.

Fire Susceptibility. If the orglash starts its turn within 5 feet of an open flame that produces heat, it takes 5 fire damage. In addition, whenever the orglash takes fire damage from a spell or attack, it takes an extra 10 fire damage.

Innate Spellcasting. The orglash's innate spellcasting ability is Charisma (spell save DC 12). The orglash can innately cast the following spell, requiring no components:

3/day: *cone of cold*

Actions

Multiattack. The orglash makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) cold damage.

Whiteout (Recharge 5-6). Each creature in the orglash's space must make a DC 14 Constitution saving throw, taking 16 (3d8+3) cold damage on a failed save, or half as much damage on a successful one.

If the saving throw fails by 5 or more, the creature also gains a level of exhaustion.

Spirit Swarm

Spirit Swarm

Medium fey, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft.

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Icy Aura. Any creature that starts its turn in the same space as the swarm takes 1d4 cold damage.

Actions

Shock. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) lightning damage plus 1 cold damage, or 3 (1d6) lightning damage plus 1 cold damage if the swarm has half of its hit points or fewer.

Appendix C: Flora

Crackleleaf

On the shores of Icewind Dale's three icy lakes grows the marble-patterned crackleleaf herb, named for the distinct ease with which the leaf crumbles. The plant itself does not flower or produce seeds, rather portions of its rock-textured leaves fracture and fly along the Icewind to new shores and waters. Should it land on an area of exposed earth, an identical crackleleaf grows in 4 to 6 weeks.

Crackleleaf is quite famous among the Uthgardt tribes and along The Ten-Towns as a spice to sprinkle on meats, including the region's best export: the knucklehead trout. The crumbled leaves are said to have a spicy and salty punch that compliments the cold air. The other major use of crackleleaf is as a warning: when the plants begin to sprout, the tundra yetis have awoken and are on the prowl.

Although it is entirely mundane, alchemists have found that some of their more extraordinary ingredients react to the frigid essence of this herb quite well. A DC 20 Intelligence check using alchemist's supplies reveals that when a sprig of crackleleaf is added to a concoction that provides resistance to cold damage, or allows a creature to exist comfortably in extreme cold, the potion's duration is doubled.

Ice Moss

This moss grows very thinly on bare ice and on rocks. It is furry, a sickly brown-white-with-olive-green-edges in hue, and is very rich in nutrients, so an essential part of the diets of arctic birds and animals in the high, cold regions of Toril. Hungry humans have found that a handful of ice moss is as rich as a large meal, and if plucked from its rocks, it retains its flexibility and edibility for days, and so can be harvested by wayfarers on the move to serve as staple, sustaining food. One pound of ice moss is equivalent to one pound of rations.

Ice moss is deadly poisonous to beholders, and 'bombs' of ice-moss-coated rocks, as well as ice moss-festooned arrows, have been effective in fighting beholders; exposure to even a small amount of ice moss causes shuddering convulsions, short darting flights in random directions, and the lids of eyestalks and the beholder's central eye to constrict and close involuntarily. Such poisons and weapons are contraband in cities such as Waterdeep and are only available (rarely) through fences at ten times their normal price.

For non-beholders of seemingly all sorts, ingesting ice moss, or touching ice moss to an external wound, causes instant coagulation or closing of wounds and blood vessels, so bleeding stops in that localized area nigh-instantly. Some healers grow their own small colonies of ice moss (it can survive in non-arctic climates, though it grows very slowly when too warm) to aid in staunching blood flows. For this reason, ice moss is becoming a trade good to specialized markets (alchemists and healers almost everywhere), where its rare availability commands high prices.

Scardrag (Whiteberry)

This holly-like bush has waxy, dark green leaves with irregular jagged edges (edges scalloped to an uneven number of sharp points). Clusters of small, round, waxy, and vividly red berries grow at the bases of some leaves, but not others (in no discernible pattern), and the bush grows up in flexible stalks from a webwork of creeping ground-vines, so a given plant may cover up to eighty feet in one direction (often under snow or ice) and sprout up from the ground-vines into a dozen or more small, low-to-the-ground bushes. Scardrag grows in cold, damp alpine regions of Toril only; dry or warm weather withers it and prolonged such conditions kill it.

Scardrag deadens pain and brings on drowsiness in humanoid; when its leaves or berries are ingested by a creature that has imbibed alcohol recently, slumber almost always results — a pain-free sleep so that surgery, amputations, or other extremely painful conditions can be experienced without shock setting in. To horses, mules, donkeys, rothé, cattle, sheep, goats, and all dragonkind (wyverns and lizards as well as true dragons), any part of a scardrag plant is toxic; if ingested, the creature must make a DC 21 Constitution saving throw, taking 4d4 poison damage on a failed save and half as much on a successful one.



Scardrag

Songwillow

This entire tree appears to be carved from a solid block of ice. The trunk, 1 foot around and on average 10 feet tall is semi-translucent and frosted blue-white and twists with a corded-looking exterior until it frays at the top like rope, extending outwards and dropping down around the trunk like a frozen fountain. The waterfall-like branches are lined with string-like leaves not unlike a weeping willow, which are the only part of the tree that moves as the arctic wind blows. The leaves tingle and chime lightly in the wind creating an eerie musical atmosphere where the trees are most concentrated.

During the long nights, when conditions are just right and the sky illuminates in brilliant waves of colored light, the trees seemingly come alive. Absorbing that light into their leaves, branches, and trunk — acting like a prism refracting a beam of light. Known to those who have seen it as a forest aurora, this phenomenon is linked to druidic practices and ceremonies in the region. Even once the sky's aurora fades, the light continues to be trapped within the wood for 24 hours.

Wildfolk from the frozen north weave the leaves into their clothes and even use the wood to create wands and druidic focuses for their magic, which is often mistaken by outsiders as glass.

Spirit Fir

Native to the Sea of Moving Ice, these small trees grow and live on large ice-floats. The Spirit Fir is a thin fir tree with beautiful blue-green needles, which grows to be 18 feet tall. Without soil, these trees gain most of their nutrients directly from the water and from the waste of animals that live in its expansive underwater root system. Said root system grows outward from the float in a half-sphere, the radius of which usually correlates to twice the tree's height. The roots also form a support system for the ice-float itself to grow over time.

The tree's name is actually a translation of its Uthgardtian name, as the wandering tribes are among the few who venture near the Sea of Moving Ice. The tribes believe that the firs are gravestones of Icewind Dale's great nature spirits and serve as gateways into a different world, as on clear nights the tree actually reflects the night sky on each of its tiny needles. In a way, they are not wrong, as the trees were created from the body of an archfey known as Durvail, the Duke of Night, after he was slain by Queen of Air and Darkness long ago (Requires a **DC 28 Intelligence (History) check** to discern). His body was placed along the ice floats,

as it was said to be his favorite place on Toril, where he could see the night for what it was. To this day, goodly fey occasionally visit the trees to pay respects to the good Duke.

The tree produces mirror-like cones once in a decade, which float along the water until they find a suitable ice float to grow from, starting from its underside. The wood of the tree is a mystery, as there is no known record of its use. Attempting to harvest the wood from a spirit fir will draw the full fury of the Uthgardt. Its cones however are known to respond to spells that create light and darkness. When such a spell is cast, you can use the cone as an additional material component. If you do, the cone turns to dust and the radius of the spell's area of light or darkness is doubled.



SHIAH "CINDER" IRGANGLADEN

